Final Game Document

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* Story

During the middle ages, the basic government and society in Europe was based around the feudal system. Small communities were formed around the local lord and the manor. The lord owned the land and everything in it. He would keep the peasants safe in return for their service. The lord, in return, would provide the king with soldiers or taxes.

Despite those lords belong to the same country, they still need to compete against the other lords because of the power and the territory.

* How to play:
  + Building phase
    1. In your Manor, there are five places you can do. First,”  
       Gold mine” can gain the golds. Next, “farm” can create the serfdom which is about the food. The food is related to the   
       population. Then, “Market” can trade food/golds with king or the other lords. The fourth is “Monastery” which place can create the monk. In the Middle Ages, all classes and ranks of people — nobles, peasants and tradesmen — were profoundly affected by the rulings of the church. The monk can use some special spell to support the manor and lord. The last one is “Castle” which can create the army.
  + Battle phase
    1. The battlefield is a 9x4 grid. Each player needs to choose the number of armies to join the war before the fight.
    2. The battlefield has three area, your, neutral, enemy’s. You need to set your army and base in your or neutral area.
    3. After every player finished the setup, the war initiator will start first. The player will move the army to attack until one base of them get destroyed.
    4. The loser needs to pay a tribute, golds and serfdom, to the winner.
* Feature, Needs, resources, and constraints
  + Feature
    1. Simultaneous Action Selection
    2. Variable Phase Order
    3. Variable Player Powers
    4. Strategy
  + Need
    1. [boardgamesmaker.com](https://www.boardgamesmaker.com/)
    2. Photoshop
    3. Word
  + Resources
    1. Story- real history [Middle Age Europe]
    2. Map board
    3. Dice
    4. Player screen \* 4
    5. People tokens
    6. Mine tokens
    7. knight token, archer token
    8. Monk token
    9. Battle field board
    10. Lord board
    11. Rule
* SWOT analysis of project risk
  + **S**trengths
    1. history learning
    2. Cheaper than the other games
    3. Easy to learn and play
  + **W**eaknesses
    1. Too many items and tokens
    2. Single designer
    3. No advertising budgets
  + **O**pportunities
    1. Battle Mechanism is different between the other games.
    2. Learning middle age history
    3. Design our own images, logo, boards, and tokens.
  + **T**hreats
    1. Rising costs of resources.
    2. Decrease some mechanisms.
    3. Hard balance.
* Feature prioritization/categorization, time estimates