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**Milestone 3**

1. *Scenario*

Long ago, The Empire was composed of two religions: the Old Religion and the New Religion. One day the New Religion fought with the Old Religion in an attempt to bring change to the Empire. The New Religion ended up being defeated and its followers were exiled to the Empire’s New Colony. The crisis begins when a war starts in the New Colony and the Empire loses contact with it. The hero, a famed general of the Empire is sent to defend the New Colony and sort things out. When arriving in the New Colony, the hero finds out the New Religion has discovered the source of a new power and plan to exploit it to grow more powerful, gain control of the New Colony and eventually take over the Empire. It is now up to the hero to stop them. His decisions will decide the fate of the New Colony and the Empire.

* 1. *Purpose of the Game*

To defeat the New Religion who is currently trying to seize a new source of power, and restore order within the New Colony.

* 1. *Game Progression*

The player explores the world map, where he can also manage his army. When reaching the target region he proceeds to the map of the region. When reaching the region map, the player will witness story events and will then be able to deploy his army’s units to defeat the enemy troops that are put against him. When two opposing units reach each other, they enter battle and the player proceeds to the battlefield. The battlefield is a small map where the player will give commands to every single character in his unit to defeat the enemy unit. Upon the battle’s end, the player goes back to the region map. Once the enemy leader is defeated, the map objective is completed, more story events occur and the player goes back to the world map, where he can travel to the next region.

* 1. *Structure of mission and challenges*

Missions will occur when the player reaches the region map. There he will have to face an enemy army and deploy his units strategically to makes his way to the enemy leader and defeat him. During battle, if a character’s health goes down to 0 he will die and be gone forever. Thus, the death of the main character or any character that is critically important to the mission will result in a game over.

* 1. *Structure of Puzzles*

Just like any other game in the Tactical-RPG genre, the gameplay itself will be the puzzle. When he is in the region screen or the battlefield screen, the player will constantly have to think about how to position each character or unit. For example, we have the healer, who is a weak combat unit who can easily die. The player wants to protect his healer, so he will think of a way to position every unit in order to prevent any enemy from reaching the healer to attack him.

1. *Applied System*
   1. *Game Rules*

Region Screen: The player and the AI controlled enemy army will take turns in moving their units on the map. Units can only move a certain number of tiles by turn and cannot go through units of an opposing faction. When two opposing units get next to each other an attack command can be issued and both units are taken to the Battlefield Screen to fight each other. Defeating the enemy commander results in a victory, while the main character’s defeat will result in a game over.

Battlefield Screen: Characters are moved in a similar fashion than the Region Screen, and the same movement rules apply on the characters. After moving, a character can perform one of the following actions: cast a spell, attack an enemy within his range or use an item. A character can only perform one action each turn. The battle ends when one unit has been completely wiped out. This unit is then removed from the Region Screen’s map.

* 1. *Cameras*

There is one camera. In the World Map, Region and Battlefield Screens the player will be able to control it via a cursor. Whenever this cursor goes out the screen the camera will follow it.

* 1. *Controls and Devices*

Player will use the keyboard to control the game. Arrow keys will be used to navigate through the menus and the maps, the enter key will be used as an accept button and the escape key will be used as a back button. Other keys will be available to perform specific actions, and they will always be displayed at the bottom of the screen whenever those actions are available.

* 1. *Back and Recovery of the Game*

The player will be able to save his progress when he is on the World Map Screen. The main menu will have a Load Game option, which will lead the player to the Load Game Screen and allow him to continue the game from where he left off last time.

* 1. *Menus and Interfaces*

The player will start the game on the Main Menu. From there, he can access the Options menu, where he can change the game’s settings, and the Load Game menu, where he can load a saved progress, or the Character Creation menu, where the player has to input a name for his character and choose his class. When playing the game, the player will be provided interfaces to manage his army and give them orders on the battlefield. A section at the bottom of the screen will always show what controls are currently available to the player.

* 1. *Online Help*

No online help is planned for now. Help will be provided in-game via the Help option of the main menu and every possible control will always be displayed at the bottom of the screen when playing the game.

* 1. *Applied Physics Rules*

N/A

* 1. *Strategies Applied Artificial Intelligence*

The artificial intelligence will have 2 general states:

* Offensive state: This is the default state. The enemy will go towards the player to attack him.
* Defensive state: The enemy will enter this state once he has low health. The enemy will retreat towards an allied healer and/or out of the player’s movement range to heal himself. Once the enemy’s health has been restored or if no means of healing are available to him, the enemy will go back to offensive state.

The artificial intelligence will also have different behavior depending on each class in order to take advantage of their traits:

* Fighter: Tries to position himself in front of his allies. Upon attacking he will prioritize Healers and Archers. If strong enough to deal massive damage he will also prioritize Casters.
* Archer: Tries to position himself in behind his allies. Upon attacking he will prioritize Healers, Scouts and Fighters.
* Scouts: Tries to go around and flank the enemy. Upon attacking he will prioritize Healers and Archers. If fast enough to be likely to dodge, he will also prioritize Casters.
* Caster: Tries to position himself behind his allies. Upon attacking he will prioritize Fighters and Scouts at long range, Archers at short range, and Healers at all ranges.
* Healer: Tries to position himself behind allies or near wounded allies. He prioritizes healing allies over attacking. Upon attacking he will prioritize Archers, Healers and Casters.

Note: When attacking, the AI will automatically prioritize a character if he can kill him on that turn. Also, the main character will always be among the enemy’s priorities regardless of his class, since the main character’s death results in a game over.

1. **Data Structure**

* Graphic (images)
  + Map Tiles
  + GUI Images
  + Character Sprites
* Data
  + Map File
    - Tile Data
    - Fog Data
  + Save File
    - General information about each region statistics (who own the region (ally/main character/enemy/etc), force factor)
    - General information about enemy’s troops and position in the game (army force factor, enemy’s progression in the game history)
    - Main character’s Army
      * Units
      * Standby Characters
  + Class File
    - Base stats
    - Rules for stat improvement with level
    - Spell learning by level