

Group Number: 5

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Requirements:

The idea of this game is to make a multi-player online game for battle between two players, connected through Internet, trying to destroy military base of the opponent. In order to win the battle, player will have to make a war deck of six troops out of twelve possible troops, deploy the troops in the battlefield, make the troops reach the base of the opponent and destroy the base. Both opponents will have to protect their bases from the enemy attack.

In this paragraph, game specific details are discussed. The troops that a player can select are tanks, helicopters, F-16s, commandos, guerrillas, snipers, nukes, drones, paratroopers, EMPs, Humvee and sentry. Each troop has its strengths as well as weaknesses over other troops. Before start of the game, player will have to choose six troops out of twelve troops that are mentioned above. Once the game starts, player will use only these six troops to attack opponents base, as well as defend their own base. The troops can be categorized as short range, long range, melee, air attack, ground attack, etc. So the player will have to choose a good combination of these troops. Within the time limit, first one to destroy opponent's base will be the winner. In case time runs out, extra time will be given. In this phase, each player's rate of troops deployment will be doubled. If the extra time also runs out, the game will draw.

With six troops, player will have some limit to deploy the troops. Each troop will have some cost of deployment and each player's resources for expenditure will be generated automatically. In the phase of extra time, the rate of resources generation will be doubled so that players can deploy more troops.

The battlefield will be divided into a grid of 36 rows and 18 columns. Each player will have the half of the battlefield. Some troops will have the ability to be deployed on the opponent's half of the grid. While others will have to be deployed in player's own half. On both ends of the battlefield will be the bases of both players. A troop will be deployed in a cell of that grid.

For the defense of base, player can deploy their own troops. In addition, each base will have three guarding posts to protect the base from the attack. The base will have some health. To completely destroy the base, the attacker will have to decrease the base health to zero.

This paragraph will discuss some other requirements of the game. For this game, Unity-3D will be used. 3D assets and sounds for the game will be bought from some other sources. Future plans will include social media integration, addition of new troops, level based game and tag team battles.