

Heroless War '07 ©Matthew Wamboldt 2007

Planning documentation

Part 1: Description

Heroless War '07 is a Strategy game in a similar vein to battleship. Players place their troops of varying space sizes on the field, the opponent does the same. The Player is then given a blank grid and will guess which square the opponents units are on and alternate guessing between player and opponent. Once the enemy is hit the player gets a repeat turn to guess again and continues to do so until an incorrect guess.

Once the units spaces are all hit that unit is destroyed and points go to the player. The game can be set to either go until a set number of turns(“Turn Table” mode) and then calculate points, or until one side loses all units(“Annihilation” mode).

Part 2: User Experience

Upon game start-up the player is shown a flashing welcome screen until either enter is pressed or a set time elapses. They are then taken to the startup menu where they select with the arrow keys or mouse, either to start a quick game, with the default options and medium difficulty, to start a game, or to set core game options. In the quick start a randomly generated prebuilt random mode game will appear, generated by the engine and at medium difficulty.

Start game will open a menu to select a difficulty, and a mode of play(either “Turn Table” or “Annihilation”). Once information is selected The game will switch over to play mode with the settings entered.

Core Options opens a screen to make changes to how the game looks and functions. Including things like a high score display, color schemes, a possible selection of background music, etc. Also the settings of quick play can be expressly decided by the player.

The main game is played either with the keyboard or mouse, in effectively the same manner. First the player selects a unit from the unit box and either clicks on it or presses enter to make that the piece to place, then it is positioned either with the mouse or keyboard using the arrow keys. During placement the piece can be rotated with the rotate buttons, or the keyboard shortcut, and placed with a click or enter press.

Once the pieces are played the user is prompted to see if that's the final layout they choose. If yes, the game starts; if not, the player is allowed to make changes. Which player goes first is randomized on medium and hard mode, and always the user goes first on easy.

The player is presented their board on top and a blank board on the bottom. They select a square they think the enemy has a unit on by either the mouse or keyboard. If it's a match, they select again; if not, the system randomly selects a square. Once the game is over, the user can select if they want to add their score to the scoreboard. They can do this by entering their name. Then they are presented a menu to play again, return to the main menu, or exit the game. Play again will start a new game based on the same mode and difficulty, main menu will go to the main menu screen, and exit will close the form.