

Game Design Document for **Planet Battle MP**

Version 0.x(draft) dd.mm.2011 // hh:mm by author

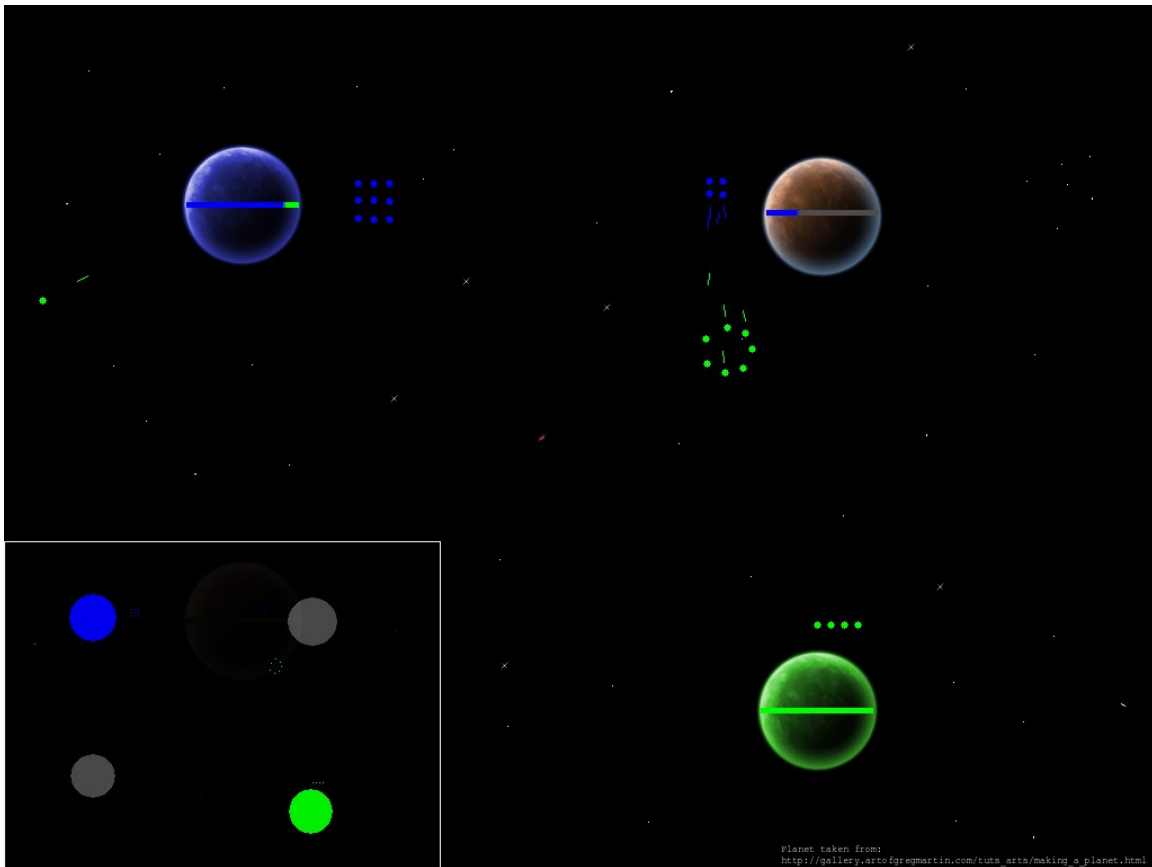
Version 0.1(draft) 19.06.2011 // 16:15 by nitzel

Last edited by nitzel

.exegames

<http://exegames.de>

Please take a look at the end of the document, there is some further information about GDDs. Sometimes there are references to notes.txt!



1. Title Page
 - 1.1. Game Name: Planet Battle MP (Please, someone change this damn stupid name!)
 - 1.2. Created by .exegames (Küper, Scheffler, Schnitker) 2011
 - 1.3. *Version Number, author, date*
2. *Table of Contents – Make sure this includes all the subsections to make finding material. If practical, hyper linking the document will help here.*

3. Design History – This is a change listing quickly describing each major version and changes.
Take a look at SVN-Log
4. Section I - Game Overview
 - 4.1. Game Concept
Planet-Battle3 Clone, just for Multiplayer via LAN/Internet
The game is a Real-Time-Strategy game, placed in space where some planets are going to be conquered by factions fighting each other.
Planets produce money and ships to support the factions fleet capturing more planets and defeating the enemy. Planets can be captured by shooting them with ships, and this way they also can be stolen by the enemy.
 - 4.2. *Feature Set*
 - 4.3. *Genre*
 - 4.4. *Target Audience*
 - 4.5. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
The view is a Top-Down one, the Player controls it's units by selecting them with the mouse (left mouse, drag a rectangle). They are sent to other locations with a RMB-Click/Drag (for other formations). Formations can be chosen via the interface in the lower left corner, where there also is a minimap (leftmost).
The player navigates through the map by moving the mouse to the edges(one-axis-navigation) or corners (two-axis-navigation) or by clicking left into the minimap. A right click into the minimap will send the selected units to the position on the minimap. Here there is no further configuration of the formation possible (e.g. radius of circle is constant).
 - 4.6. Look and Feel – What is the basic look and feel of the game? What is the visual style?
Visual style is quite simple, three colors, one for each faction (e.g. Blue, Green, Grey for none). Plus some stars in the background.
There will be a second style with upgraded graphics – e.g. nice images for the planets and some cosmic-space-entities (nebula, galaxies, ...)
Depending on how many players are competing, the maps might be very big or more tiny. If a map is bigger, it also makes attacks taking much more time, the attacked can prepare much better – so you need more strategies, e.g. diverting the enemy etc.
 - 4.7. Project Scope – A summary of the scope of the game.
 - 4.7.1. Its multiplayer but without leveling, so there are only some maps that can be played with friends to have some fun. These maps might be bigger or smaller, but they are not connected in any kind of way.
There are also no NPCs, a KI is not needed, also there is no need for Path finding, since we are in space and the invisible z-axis is endless.
5. Section II - Gameplay and Mechanics
 - 5.1. Gameplay
 - 5.1.1. *Game Progression*
 - 5.1.2. Objectives – What are the objectives of the game?
 - 5.1.2.1. Planet

The Planets do all have the same radius, but maybe different images. They are conquered by shooting them, and after some shots they belong to the attacker. An other attacker can now conquer this planet, to produce more ships & money. Planets can be upgraded, see the notes.txt!
 Maybe they'll be able to shoot to defend itself – if not, the player has to always have some troops next to it.
 If a planet belongs to a faction, it is colored in the factions color (and so it's healthbar does → healthbar: left part shows the amount of control of the faction that owns the planet. The right part is the amount of control over the planet, the attacking faction has. Colors depend on the factions.)

5.1.2.2. Ship

Ships are the player's fighters: They are sent around in the universe to defend or attack Planets, destroy enemy fleets or to sidetrack the enemy's mind. They can shoot, be shot and fly. If being shot, the amount of health will be reduced by the shots amount of damage. $\text{Health} < 0 \Rightarrow \text{kaboom}$
 Ships cannot be repaired, can they ?

5.1.2.3. Shot

Shots are flying around and disappear when hitting an enemy planet/ship causing some damage. They also have limited range. Their damage may change a little after flying a longer distance or just randomly (or maybe where they hit the ship – if they crush just tangential, there is not as much damage as if they'd crush orthogonal to the circles border.)
 They are created by ships (or planets?) and do not change their direction after being fired. Their color equals the color of the firing ship.

5.1.1. Play Flow – How does the game flow for the game player

5.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

5.2.1. Physics – How does the physical universe work?

There are borders ... think that's it ?

5.2.2. Movement

5.2.2.1. Ships

See notes.txt for (in)formation(s). They are sent around via mouse.

5.2.3. Objects

5.2.3.1. Conquering Planets

The only way to capture a planet is to shoot it until it belongs to you.

5.2.4. Actions

5.2.4.1. Switches and Buttons

In the interface next to the minimap there are some buttons, depending on what kind of Entity you've marked:

5.2.4.1.1. Ship

There are buttons for the different formations(notes.txt#Formationen)

The selected one is marked with a border.

5.2.4.1.2. Planet

There are buttons for upgrading (notes.txt#Planet-Upgrading)

The level of the upgrade is noted in the button's margin.

5.2.4.2. Reading

Planets show their health

5.2.5. Economy – What is the economy of the game? How does it work?

After some specified time an amount of money is calculated that is credited to the players account.

Every planet generates a specified amount of money from start, this amount increases by increasing the planets economy-level. The higher your planets economy-levels are, the more money you earn.

Upgrading costs money, and building ships does so, too. Shooting does not cost any resources, since it's made of antimatter gathered in the universe ;)

5.3. Screen Flow

5.3.1. Screen Flow Chart – *A graphical description of how each screen is related to every other*

5.3.2. Screen Descriptions – What is the purpose of each screen?

5.3.2.1. Main Menu Screen

Play

Options

Credits

Exit

.

Map-Editor

5.3.2.2. Play

→ Connect to IP:Port

→ List of servers ?

5.3.2.3. Options

Player-Name(32chars max)

Style (Simple or nice gfx → no 8Bit depth)

Screen-Resolution (800x600, 1024x768)

Depth (8?, 16, 24?, 32)

Scrollspeed-Mouse (px/sec)

Scrollspeed-Arrows (px/sec)

5.3.2.4. Credits

Some ships are forming the names of the creators – would be funny, I think ...

- 5.3.2.5. *Exit*
 - 5.3.2.6. *Map-Editor*
 - 5.4. *Game Options – What are the options and how do they affect game play and mechanics?*
 - 5.5. *Replaying and Saving*
 - 5.6. *Cheats and Easter Eggs*
 - 6. Section III – Story, Setting and Character
 - 6.1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
 - 6.1.1. Back story
 - 6.1.2. Plot Elements
 - 6.1.3. Game Progression
 - 6.1.4. License Considerations
 - 6.1.5. Cut Scenes
 - 6.1.5.1. Cut scene #1
 - 6.1.5.1.1. Actors
 - 6.1.5.1.2. Description
 - 6.1.5.1.3. Storyboard
 - 6.1.5.1.4. Script
 - 6.1.5.2. Cut scene #2
 - 6.1.5.3. etc.
 - 6.2. Game World
 - 6.2.1. General look and feel of world
 - 6.2.2. Area #1
 - 6.2.2.1. General Description
 - 6.2.2.2. Physical Characteristics
 - 6.2.2.3. Levels that use area
 - 6.2.2.4. Connections to other areas
 - 6.2.3. Area #2
 - 6.2.3.1. etc.
 - 6.3. Characters
 - 6.3.1. Character #1
 - 6.3.1.1. Back story
 - 6.3.1.2. Personality
 - 6.3.1.3. Look
 - 6.3.1.3.1. Physical characteristics
 - 6.3.1.3.2. Animations
 - 6.3.1.4. Special Abilities
 - 6.3.1.5. Relevance to game story
 - 6.3.1.6. Relationship to other characters
 - 6.3.1.7. Statistics
 - 6.3.2. Character #2
 - 6.3.3. etc.
7. Section IV – Levels
 - 7.1. Training Level

- Introduces the controls and economy-system. Not a must, I think. Could be textual instead.
- 8. Section V - Interface
 - 8.1. Visual System
 - 8.1.1. HUD - What controls
 - Minimap(lower left corner), next to it depending on the marked objects buttons to configure the ships' formation or planet-upgrading.
 - 8.1.2. Menus
 - 8.1.3. *Rendering System*
 - 8.1.4. Camera
 - Top-Down, 2D
 - 8.1.5. *Lighting Models*
 - 8.2. Control System – How does the game player control the game? What are the specific commands?
 - Via mouse, STRG+Number marks a group of ships / a planet, they can be marked again via pressing Number. Via A taking control of all units. Via s switching through the planets ?
 - 8.3. *Audio* – none ?
 - 8.4. *Music* – Maybe userdefined ?
 - 8.5. *Sound Effects* – none?
 - 8.6. *Help System* – PDF-File enough?
- 9. Section VI - Artificial Intelligence
 - 9.1. Support AI
 - 9.1.1. *Collision Detection*
 - 9.1.2. Target-Choosing
 - How do the ships choose the target they're firing at? Permanently switching would not be too good, every ship hunting one enemy isn't good, too, because many shots will be “wasted”.
 - Maybe 2-4 ships grab one enemy and try to hunt it down ?
- 10. Section VII – Technical – This may be abbreviated with most in the Technical Bible.
 - 10.1. Target Hardware
 - Personal computers running Windows or Linux (or MAC ?)
 - 10.2. *Development hardware and software*
 - 10.3. *Development procedures and standards*
 - 10.4. Game Engine
 - Lucy
 - 10.5. Network
 - While playing: Via UDP
 - While downloading Map: Via TCP ?
- 11. Section VIII – Game Art - This may be abbreviated with most of the content in an Art Bible.
 - 11.1. Concept Art
 - Take a look at Design/pb_prev.png (or xcf → for GIMP)
 - 11.2. *Style Guides*
 - 11.3. *Characters*
 - 11.4. *Environments*

- 11.5. *Equipment*
- 11.6. *Cut scenes*
- 11.7. *Miscellaneous*
- 12. Section IX - Secondary Software
 - 12.1. Editor
 - Will exist – maybe like the ShuntX editor (Drag&Drop).
 - 12.2. Installer – definitely not! Just unpack a compressed archive.
 - 12.3. *Update software*
- 13. Section X - Management
 - 13.1. *Detailed Schedule*
 - 13.2. *Budget*
 - 13.3. *Risk Analysis*
 - 13.4. *Localization Plan*
 - 13.5. *Test Plan*
- 14. Appendices
 - 14.1. Asset List
 - 14.1.1. Art
 - 14.1.1.1. Model and Texture List
 - Go David, go!
 - 14.1.1.1.1. Planets
 - 14.1.1.1.2. Ships (just a filled circle ?)
 - 14.1.1.1.3. Shots (just a line ?)
 - 14.1.1.1.4. Cosmic-space things
 - 14.1.1.2. Animation List (ship explosion ?)
 - 14.1.1.3. Effects List (ship explosion ? Ships'-engine-stripe ? Lens flares ?)
 - 14.1.1.4. Interface Art List (no ideas yet ...)
 - 14.1.1.5. Cut scene List
 - 14.1.1.5.1. Winning/Loosing scene, with a table of players&their scores.
 - 14.1.2. Sound
 - 14.1.2.1. *Environmental Sounds*
 - 14.1.2.2. *Weapon Sounds*
 - 14.1.2.3. *Interface Sounds*
 - 14.1.3. Music
 - 14.1.3.1. *Ambient*
 - 14.1.3.2. *“Action”*
 - 14.1.3.3. *Victory*
 - 14.1.3.4. *Defeat*
 - 14.1.4. Voice
 - 14.1.4.1. *Actor #1 lines*
 - 14.1.4.2. *Actor #2 lines*
 - 14.1.4.3. *Etc.*