**Athens**

**Game Design Document**

**Introduction**

First off, the Player begins the game with only one unit: a Collector. The Collector is simply a worker, controlled using mouse clicks, and is capable of moving in every direction possible. The first job of the Player is to create a Town Center so he can begin building the city of Athens before the Persian Empire under Darius arrive in Marathon with the intent of destroying the city.

The Player can only build the Town Center next to a river, as such the first part of the game is for the Player to find an appropriate place to build the city. Once the Town Center has been built, the User can choose what resources to collect and what units to train in order to win.

**The game will have Four victory conditions:**

**Armed Victory**: First, if the Player builds a formidable army of 10 Warriors (Each Warrior costing 100 Gold), he will have enough soldiers to stop the Persians in Marathon.

**Divine Victory:** Second, if the Player gains enough Faith (2000 Faith) he can build the Parthenon, pleasing the gods eternally and having them destroy the Persians.

**Themistocles Victory**: Third, if the Player has a surplus of over 2000 Wood, they will be able to build a powerful navy capable of stopping the invasion.

**Diplomatic Victory:** Finally, if the Player amasses over 2000 Gold, they will be able to win a diplomatic victory.

The Player can only lose if none of the conditions are met after 20 minutes of play time.

**Types of Resources**

**Food:** Can be collected by the Collector, is found in berry bushes.

**Gold:** Can be collected by the Collector, is found in Gold mines generated around the map.

**Faith:** Holy points gained only the amount of Priests and Temples in the map.

**Wood:** Collected from trees around the map, collected by the Collector. Is used to create buildings.

**Types of Agents**

**Collectors – Cost 80 Food**

The backbone of the Greek city-states were their population, groups of diligent workers capable of being both carpenters at day and formidable hoplite warriors by night. The Collector is the basic everyman in Athens, and are capable of collecting the most resources in the game: Wood, Food, and Gold. They can also construct every building except the Temple.

**Warriors – Cost 100 Gold**

An exclusive caste of Athenian citizens who could afford their own armor, thus being in the upper echelon of the armed forces. The Warriors do nothing in game, but count towards the Army Victory.

**Priests – Cost 50 Faith**

Finally, priests in Athenian society were sacred vessels to the gods, as such they were of great influence. According to modern archeology, it has been proven that priests were involved in war making decisions and were the head of festivals and even education. Priests are unique characters in the game in the sense that they can only be built with the resource Faith. The more Priests the user has, the more Faith the user will gain over time. A Priest is also the only Agent who can build a Temple.

**Buildings**

**Town Center – Free**

The Jack-of-all Trades building, capable of training Collectors and Priests. Collectors also deliver resources here.

**Barracks – 200 wood**

Allows the training of Warriors.

**Temple – 100 wood**

Gains Faith points by just having a temple.

**The Parthenon – 2000 Faith**

A special building that allows for a Divine Victory. Can only be built once the Player amasses over 2000 Faith.