|  |
| --- |
| Flux of Souls |
| COMP231 – Computer Programmer project |
| test |

11/6/2013

Contents

[Project Summary 2](#_Toc371510124)

[Project introduction 3](#_Toc371510125)

[Project Minutes 4](#_Toc371510126)

[High Concept Documentation 5](#_Toc371510127)

[High Concept 5](#_Toc371510128)

[Features 5](#_Toc371510129)

[Player Motivation 5](#_Toc371510130)

[Genre 5](#_Toc371510131)

[Target Customer 5](#_Toc371510132)

[Competition 5](#_Toc371510133)

[Unique Selling Points 5](#_Toc371510134)

[Target Hardware 5](#_Toc371510135)

[Design Goals 6](#_Toc371510136)

[Characters 6](#_Toc371510137)

[Project Diagrams and Images 7](#_Toc371510138)

[Use Case 7](#_Toc371510139)

[Class Diagram 8](#_Toc371510140)

[Initial concept GUI 9](#_Toc371510141)

# Project Summary

Flux of Souls intro

# Project introduction

Intro

# Project Minutes

Times/details

# High Concept Documentation

**Flux of Souls**

Written by Rudy Caliph

## High Concept

Flux of Souls is turn based strategy game that gives the role of god to the user. The game is a top down view of a map that the players influence souls and fight of bad ones to grow the world and get the highest score possible at the end.

## Features

* World Creation and Manipulation.
* Soul Conversion for point scoring.
* Building system.
* Soul influence.
* Three modes in final and one in prototype.

## Player Motivation

As this world new god you must nurture the world and make it strive to get the best possible souls to get a high score.

## Genre

Turn based strategy game.

## Target Customer

Customers ages 14-30 strategy players.

## Competition

PC Indie strategy games.

## Unique Selling Points

* World Manipulation
* Map style game.
* A.I

## Target Hardware

PC Steam platform and Origin

## Design Goals

**Simple:** The game will be all mouse controlled and the simple user interface will make it easy to pick up for any experienced strategy game player.

**Deep:** With the good and bad A.I will make it different each time for the player and make repeat play fresh.

# Project Diagrams and Images

## Use Case

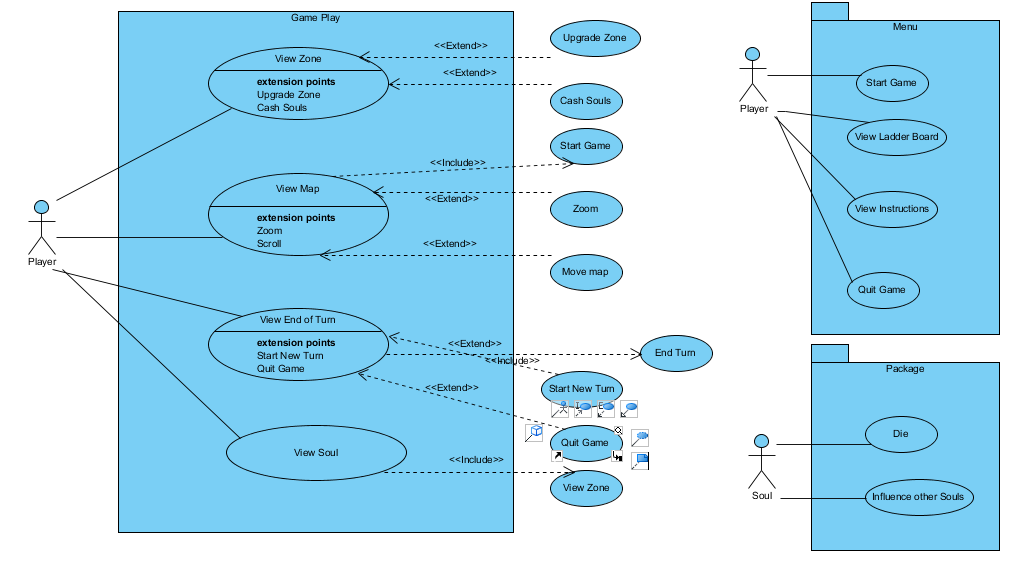


Figure 1.0

## Class Diagram

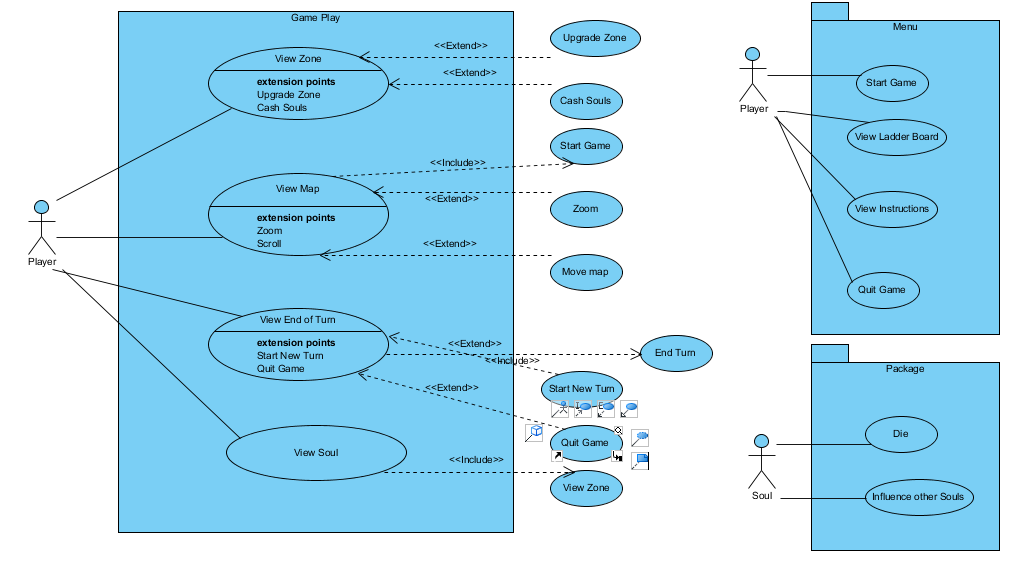


Figure 1.1

## Initial concept GUI

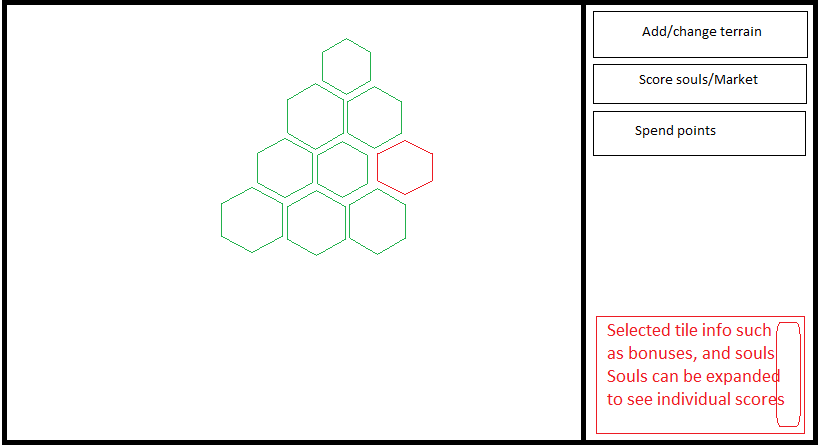


Figure 1.2