

High concept document.

High Concept Document My real time strategy game.

I have created a 2D top down RTS game simulation that orders units to attack one another from either

a melee or ranged attack. The attacks remain constant until the last unit has been depleted. The simulation is time based therefore the fastest time results in a win.

There are 3 separate factions which are called the “building”, “factory building” and “resource building” These are the 3 structures which units gain benefits from. These benefits can be displayed as strategical advantage since the attacker has to destroy the building before it can destroy the unit. On that note buildings are destroyable or can be attacked and have a set hp such as

the units. The Resource building supplies resources to the units which helps them get an order to create buildings. Just like the buildings the units also have a set hp and are given a certain attack hp depending on whether it's a melee or ranged unit.

The game is initialized where the units are spawned as well as the buildings stated. The buildings as well as the units are simulated to attack one another as well as each other's buildings whilst creating buildings and collecting resources until the last unit remains and is declared the winner of the simulation. The units and buildings are all displayed as cubes with different colors to represent them. The ranged unit being red, the melee unit blue, the factory building yellow, the building green and the resource building is black.

- Player motivation - The player is simply trying to defeat the simulation with the click of one button or the start button.
- Genre - This is a top down 2D RTS game.
- License - I do intend for this game to exploit a licence and i intend to sell it between platforms such as pc as well as mobile at a later stage depending on the pc's success.
- The target customer - All players can play this game, but this game specifically will appeal to the younger generation, so ages from 14 and under.
- There are many top down RTS games out there, but this one has a unique map design and layout which will appeal to most.
- Unique selling points - The map design is new compared to others with a better resolution giving a much better look.
- Target hardware - PC, Mobile.
- Design Goals - most top down simulation do not have much script involved whereas this game will have it included.

Level progression document

This game does not consist of a storyline as it is a top down RTS 2D simulation game meaning that a player only has to click the start button and hope for the best outcome.

Mechanics

This game does not involve any mechanics, However the aim of the game is to defeat the other player by only pressing the start button.

Difficulty

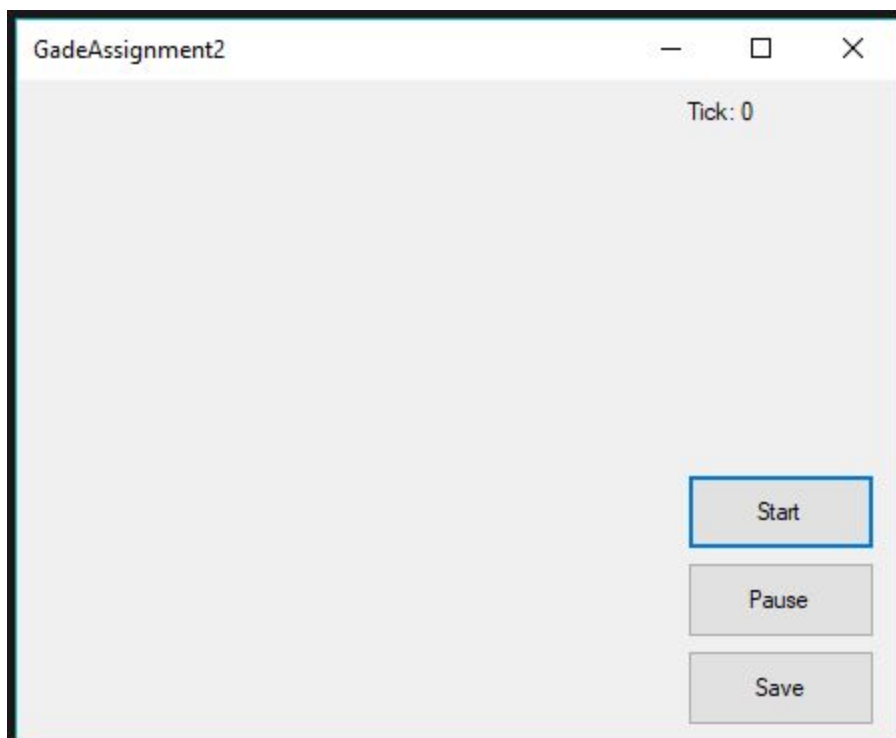
This game is very simple and easy for people of all ages to play mostly targeted at the younger generation.

Character design

“The units and buildings are all displayed as cubes with different colors to represent them. The ranged unit being red, the melee unit blue, the factory building yellow, the building green and the resource building is black.”

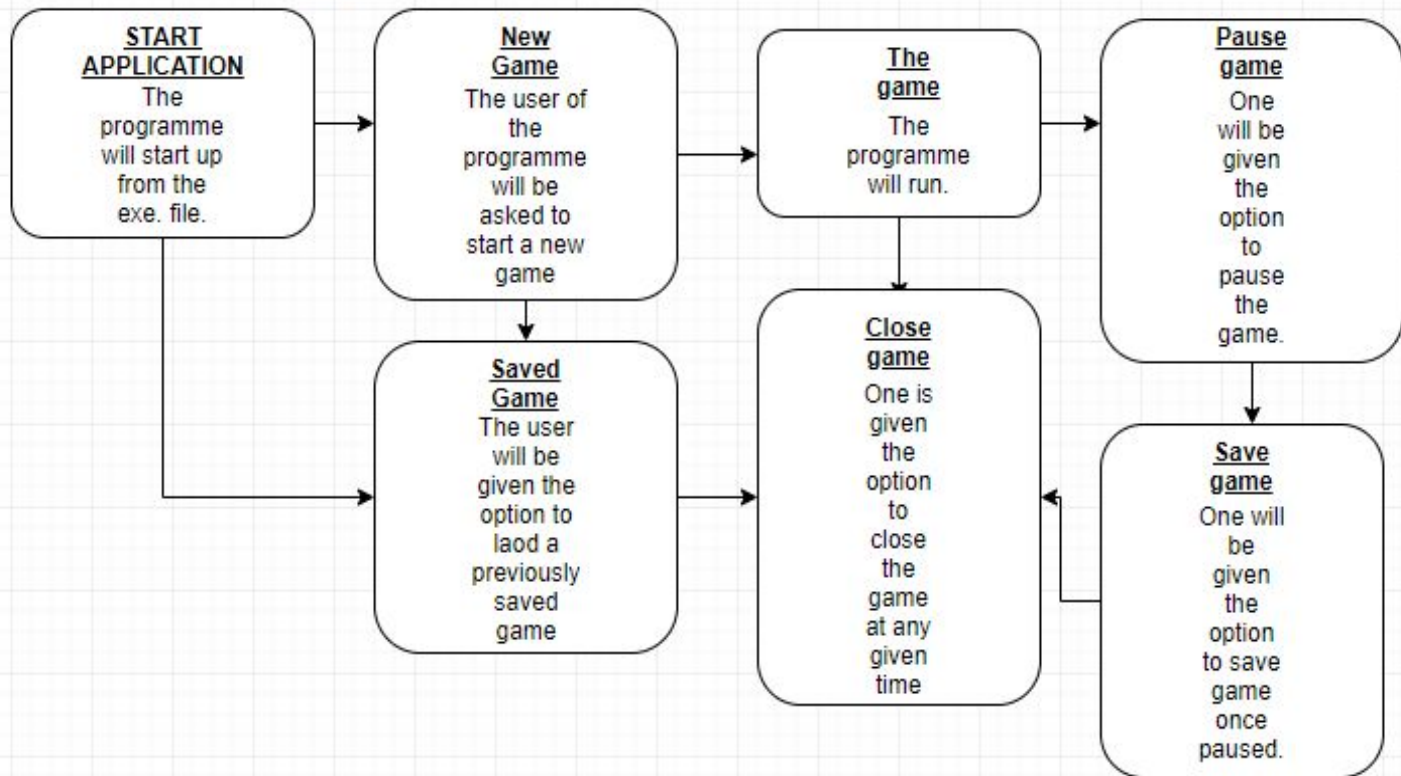
Therefor there are no actual characters but symbols to represent the characters.

User interface document



- User is given the option to start the game and allow the simulation to run.
- User has a tick or timer.
- The user is given the option to pause at any given time.
- The user is given the option to save the game at any given time.
- The map as well as the units will generate once started.

Flowchart of the 2D top down RTS game.



Game script.

The game will be launched and the user will press the start button to commence the simulation. However before the simulation begins there is a certain dialogue that takes place which will be represented in speech bubbles,

The text will state "You will never take me alive !"
And the opposition will reply with " not if I can help it!"
And then you say " lets fight ! "

