Game Studio 2

Prototype Plan

“Wargame”

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# GAME SUMMARY

# Adventure Manager (name currently under revision) is a two-player tactics game in which all each player uses a pool of points to assemble a team of soldiers and then watches the two teams battle against each other. Not only the soldiers must be purchased, but also the AI that the soldiers will use to battle each other--each soldier will only be able to hold a few possible AI commands, all of which will be used extremely literally. As a result, the player must work to make as few commands as possible result in a maximum amount of tactical flexibility and efficiency.

# The actual battle portion of Adventure Manager plays out entirely without player interaction, and instead emphasizes the spectatorship of the game. Simple acts of customization, such as being able to name each soldier, invests each player in their soldiers and encourages the creation of a personal narrative for each battle, while an emphasis on feedback and the highlighting of high-stakes chance-heavy situations keeps the game tense even while the players are not offering any inputs.

# UNKNOWNS

# As a game where meaningful choices make up a relatively small amount of the total time of gameplay, is the game going to be engaging?

# Will the scaled back AI of the game stay within scope? We expect this to be easier than normal AI coding, but AI is always at least a little scary to work with.

# How can we allow for AI customization that contains a minimal amount of fiddly busywork but allows the player maximum control over their characters?

# What should the objectives of the game be? Deathmatch would be easy to implement but may devolve into boringly straightforward gameplay, but more complex goals may be beyond our scope.

# How difficult will juice and smooth visuals be for a two-coder team? We have found a promising method for animating units, but there’s a lot of other work that’ll need to go into making a no-interaction fight stay engaging.

# What engine(s) work best for this game, since Unity is not good at handling the complex menus needed for team editing and HTML5 does not yet have the libraries that would make the visual side of the game pop as easily as we will need.

# What visual and narrative style should we give the game? Comedically literal AI is an important part of the game, so we probably want to go with robots/zombies/mind-controlled soldiers, but the specifics still need to be hammered out.

# GAMEPLAY GOALS

### Visual

The Visual prototype does not contain any piece of mechanic or system. Instead, it’s just a demo implementing the unique cubit visual effect of the game. The demo will show two types of dissociation effects: Damage Effect that a random cube will fall off from the character while it takes damage, and Destroy Effect that all the remaining cubes forming the character will dissociate and fall off at the same time.

### Interface

The Interface prototype does not contain any piece of mechanic or system. It’s an implementation of the game’s UI and data interface. HTML5 will be used to present a series of data tables and interaction forms which are exactly the replicas of the UI in the real game.

### Mechanic

The Mechanic prototype is a paper prototype that representing the core mechanic of the game. Players have several different soldiers of different classes to form up their teams, and they can design specific tactics to an individual solider base on the Situation/Action list we provide. By using a take-turn mode, two players implement the tactics written on the soldiers to simulate the automatic AI system in the real game to perform a battle. Due to the high similarity between the mechanic of the prototype and the mechanic of the real game’s engine, the Mechanic prototype can test the core mechanic pretty welly.

# OTHER GOALS

Other goals of all these three prototypes include testing the feasibility of implementing the same UI system in Unity, and designing the framework of tactic grammar system with the Mechanic prototype. Also, with the Visual prototype, the theme of the game should be chosen.