

Weather Wars

Game Mechanics and Systems

Multiplayer

Horizontal (L/R)

Risk: Medium-Low

Due to the turn-based nature of Weather Wars, networking the game to handle 2-6 players takes on risk in a different form than most real-time games. For Weather Wars, the risk comes in handling changes to the world and showing them to the player (the affects actions of other players had).

Map

Risk: Medium

Maps and their features are manually created, causing most of the risk to fall on designers. This can be supplemented by procedurally generated map features, but the risk level will stay the same. It is time consuming either once for the algorithm, or over long term for designing maps.

Climates

Risk: Medium-Low

Climates will be easy to implement, and the risk will fall on balancing the numbers between different climates to ensure balanced gameplay.

Units

Risk: Medium-High

Units have a higher risk because, mechanically, they will take longer to implement. They are the main interface between the players and the world, and must be able to navigate the map, expand climate territories, act as chains for point generation, and battle one another.