High Concept Document

In this game's Universe World War 1 never ended and is still raging on, you will be simulating the armies' war in the 1950's. Even though war isn't good, it does cause more technological advancement then anything else. You will control a World War 1 army in the 1950's and use unique technologies to defeat your enemy.

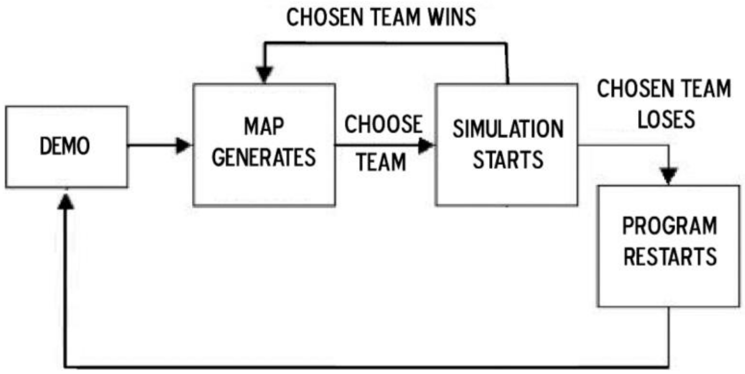
Game Treatment

World War 1 has been going on since 1914 and technology has advanced beyond imagination. The story starts of in the early 50's, you will be simulating a battle in this war as the armies use these technologies to defeat their enemies.

Character & World Design

That the game is playing of in the 50 and that technology has advanced so much since the war broke out, that the world will have the future look of what they imagined the future would look like in the 1950's. This can cause tons of interesting designs, the cars, weapons and all the Units could look as if they come from the future but still have that 1950's design.

Flowboard



Story and Level Progression

The story is simple, a battle in the 1950's in a 40-year-old war. You progress by winning, winning gives you each one points, from that you can purchase more Units and buildings for the desired team and customize your teams loadout as you desire.

User Interface

The user interface is simple, you have all the setting and the controls that you need to play the simulation. Then to the right is the battlefield, here the simulation will be playing and will be randomly generated each time a new simulation starts.

Game Script

This game doesn't need a script, since it is a simulation and the same battle will play repeatedly. Only dialogue that will display is when you win or lose.

```
public string mapGenerate()
        {
            Random rnd = new Random();
            int x, y;

            for (int i = 0; i < 20; i++)
            {
                for (int j = 0; j < 20; j++)
                {
                    map[i, j] = ".";
                }
            }

            numberofRangedUnits = rnd.Next(10, 21);
            for (int i = 0; i < numberofRangedUnits; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                unitsOnMap.Add(new RangedUnit(x, y, 10, 2, 1, 2, "R", "R"));
                map[x, y] = "R";
            }

            numberofMeleeUnits = rnd.Next(10, 21);
            for (int i = 0; i < numberofMeleeUnits; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                unitsOnMap.Add(new MeleeUnit(x, y, 10, 2, 2, 1, "M", "M"));
                map[x, y] = "M";
            }

            numberofBruteUnits = rnd.Next(2, 6);
            for (int i = 0; i < numberofBruteUnits; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                unitsOnMap.Add(new BruteUnit(x, y, 15, 1, 4, 1, "B", "B"));
                map[x, y] = "B";
            }

            numberofJetpackUnits = rnd.Next(2, 6);
            for (int i = 0; i < numberofJetpackUnits; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                unitsOnMap.Add(new JetpackUnit(x, y, 15, 1, 4, 1, "J", "J"));
                map[x, y] = "J";
            }

            numberofRBuildings = rnd.Next(1, 3);
            for (int i = 0; i < numberofRBuildings; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                buildingsOnMap.Add(new ResourceBuilding(x, y, 20, "B", "B"));
                map[x, y] = "B";
            }
            numberofFBuildings = rnd.Next(1, 3);
            for (int i = 0; i < numberofFBuildings; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                buildingsOnMap.Add(new FactoryBuilding(x, y, 20, "F", "F"));
                map[x, y] = "F";
            }

            numberofHBuilding = 1;
            for (int i = 0; i < numberofHBuilding; i++)
            {
                x = rnd.Next(0, 20);
                y = rnd.Next(0, 20);

                buildingsOnMap.Add(new FactoryBuilding(x, y, 20, "H", "H"));
                map[x, y] = "H";
            }

            for (int i = 0; i < 20; i++)
            {
                for (int j = 0; j < 20; j++)
                {
                    display = map[j, i];
                }

                display += Environment.NewLine;
            }

            return display;
        }
```

Commented [JvH1]: Snippet of the Code

Github Link