# **My RTS Game**

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High concept

The game is at its core is the new age of empires. Bringing back the loved series with many twists along the way with more strategy, units and ways to approach the game genre as a whole.

Features:

* Game will include neutral AI that will act as mini bosses that attack any player within its radius, however if managing to defeat him you will receive resources and currency as a reward with the rare occasion of the mini boss joining your side
* Character units can be upgraded by the equipment of special cards that last a game that effect the stats of the units giving them higher intelligence for example which will yield more currency
* Story is based off the van Helsing world of the various monsters and you play the role of humans taking back their land from the monsters. Your tribe you choose to play as has a uniquely tamed species of monster that fight for them such as vampires (allied with humans) or humans with goblins as soldiers
* You will ‘hero’ characters which will hold the most poise on the battlefield, but if they are lost in battle your forces will suffer greatly as their respawn time is long as well as the fact that they are war chiefs in your army and apply a buff that is removed after their defeated, making your forces weak.
* The world design will be medieval with a twist of steampunk to bring out the dark nature of the characters and story with a blend of castle, haunted forests, laboratories as well as town themed levels
* Hero characters will feature a stamina system to reduce the possibility of players tanking with their heroes and not having to worry about enemy grunts making for a more strategic plane.

Overview

* Player motivation: clearing the level of resources and enemies to climb the tower of stages to get to the top and defeat the strongest tribe
* Genre: its an RTS game with a blend of storytelling between each stage cleared
* Licence
* Target customer: the RTS pro’s and fans of the long-time running genre looking for something new to get in but still having the same familiarity as other giants in the industry
* Competition: “League of Legends” and “DOTA 2” are the most dominant in the world of RTS games. To compete with them this game will offer plenty story content as well as its own unique way of giving its players an infinite skill cap allowing them to get better and better without being limited by the game mechanics.
* Unique Selling points: doesn’t stray too far from the genre of RTS’s but it holds a piece of the best sellers giving players a warm feeling of familiarity throughout the game but with enough new mechanics to shock and amaze players
* Target hardware: pc as well as a ported version to the mobile device
* Design Goals: to be a pulse-pounding experience filled with tension due to its strategic challenge when you compete against either AI or other players in the ever-changing stages adding challenges as you go.

# Flow board

save game

Game data is saved to a dedicated text file

pause menu

Game is paused, and you are given the option to save, exit or continue

program is closed

Game is closed, unsaved game will not be saved. Program will be closed.

gameplay

Game will run as programmed

choice of clan and map size

Player is prompted to choose a clan to fight as and map size

load game

The programme will load up a previous save off a saved text file and resume from where you left off

new game

If new game is selected, then the programme will run as it normally would

run the programme

After starting the game, you ae given the option to either load a new game or a saved one.

<https://github.com/yaqub-dollie/GADE6112POE_Yaqub_Dollie>