

TANK WARS

Game Design Document

This game design document describes the details for Tank Wars, a multiplayer top down RTS game in which players have to destroy their opponents base camp to win.

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Section 1 – Overview

1.1 Player

The player in this game is a commander of an army, controlling the positions of their troops and their actions.

1.2 Story

You are a commander in the middle of a fictional war and you have to lead your troops to victory. You will encounter many other armies and obstacles in your mission to win the war and defeat the other players.

1.2.1 Theme

This game is all about strategy and planning.

Section 2 – Gameplay

2.1 Goals

- *Defeat all other players, by destroying their base camp.*
- *Move and generate troops*

2.2 User Skills

- *Strategizing*
- *Unit Management*

2.3 Game Mechanics

2.3.1 Moving Troops

Troops will be able to move around the map, different units will have different statistics which will be displayed to the player.

2.3.2 Attacking

Troops will be able to attack at different ranges, and will deal different amounts of damage based on their statistics. When a troop has been destroyed, the player that destroyed the unit will gain currency.

2.3.3 Generating Troops

Players will be able to buy new troops with currency they earn. Currency will be earned through the base camp every turn.

2.3.3 Landscape

The map of the game will be static and read from a JSON file. Maps will have a base camp setup for each player as well as obstacles in the environment like bushes, sandbags etc for the player to move around.

2.4 Progression and Challenge

Throughout the game, players will earn more currency and will be able to buy stronger units, making them harder to defeat. Some maps will also be trickier to navigate than others, meaning that players will have to move strategically to destroy their opponents.

2.5 Game States

2.5.1 Win

Destroy the other player's base camp to win the game.

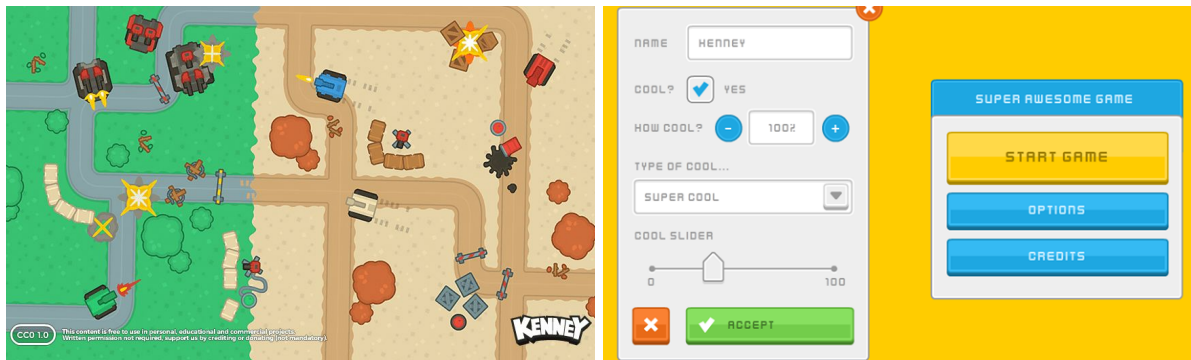
2.5.2 Lose

Your base camp gets destroyed by another player.

Section 3 – Design

3.1 Art Style

The game will have a top-down cartoony, vibrant art style and we will be using Kenney assets for our game objects and UI..



3.2 Environment

The map for the game will be static, the map will have two starting points with players as well as an environment with obstacles such as bushes, sandbags etc.

The maps will be loaded into the game through a file, allowing us to easily change the map as well as setting attributes for tiles.

3.3 Sounds and Music

We will be gathering most of our sound effects from Kenney, and any extra sounds (and music) that we need will be royalty free audio from the internet.

Section 4 – Technical Description

The game will be developed for PC (Windows/Mac/Linux) and we will be using the ASGE Game Framework to develop C++ code.

More details regarding the technical description and requirements can be found in The Shining Technical Design Document.