# Working Title: Space Wars

## Brief Description

This is a Risk-like game set in space. The goal is to conquer all the planets in the Galaxy. You do this by sending units from one planet to the next. Each planet you own gives you a certain bonus (money, a different unit type, better defense, …). Each planet can only reach certain other planets. There are one or more (AI) opponents with the same goal. Once you own all planets, you win the game.

## Detailed Description

The player starts out as the ruler of a few planets in a galaxy. Through these planets, he can produce units. Each turn, the player can send these units out to conquer other planets. At first, most planets are neutral – they are occupied by a certain amount of units that doesn't change. However, there are one or more opponents with the same goal as you have: to get all planets. The goal is to eliminate all opponents and/or occupy all planets.

Each planet you own gives a certain bonus. These can be of several types:

- Generate money and/or energy
- Provide access to a certain type of unit
- Factory to produce units (possibly limited to certain units)
- Increase stats (better overall strength/defense/whatever is used to determine combat resolution)
- Possible other bonuses…

Whether you win or lose (and how many units you lose) is determined by several factors. An example could be strength, amount of hits and defense. Different units will vary in these stats (eg, a unit with a lot of hits but at low strength, or a unit with weak strength but high defense). They will also have different costs and production times based on these stats. It could take several turns to produce a unit (therefore, it is a bonus to own several 'factory' planets).

Planets are grouped in solar systems. If you own a complete solar system, you get a bonus.

The game is set in space. The graphical look is up to the implementers.

## Scalability Plan

The simplest possible version has these basic mechanics:
- Planets that provide bonuses
- Possible to attack other planets (a combat resolution system)
- Only possible to reach certain planets
- Unit production
- A few different units & planet bonuses

- An AI opponent

Things where scaling is possible:
- More different units & planet bonuses
- Different AI strategies
- A campaign (levels with different goals. eg. start out by eliminating 1 opponent in a 10-planet system, end with 4 opponents in a 50-planet system, slow introduction of new unit/planet types).
- An RPG – storyline
- Units could require several types of resources instead of just 'money'.
- If really ambitious: implement the combat phase as an active component where the player actually controls his units in some way. Possibly optional for the player.
- Could implement random generation of universes


## Game Principles Discussion

The game has a clear goal; to destroy the enemy. Subgoals (conquering one planet or a solar system) generate rewards that benefit the gameplay. There could also be rewards for conquering an enemy.

The player chooses which planet to attack at what time. A planet with a larger enemy population might be worth attacking because it provides a bigger bonus. This creates trade-offs.

When the player gets further along in a level, he has more borders to defend. This increases the challenge. Also, he starts out bordering just neutral territories. These don't attack him, so at the start the game is easier.




## Design Challenges

The implementing team will have to work out many details. The main things that have to be worked out/designed:
– The combat system
– The different types of units
– The different types of planets
– Whether or not there will be a campaign, and if so, the different level layouts.
– The graphical look & feel
– The AI strategy/strategies
– Balancing of units
– Turn-based / real-time / hybrid
– RPG elements

Technical Overview & Challenges

The gameplay as we envisioned it is in 2D. It's possible to make it 3D though, or to make the graphics 3D even though the gameplay just happens in a plane.

Does every unit get rendered?

A datastructure will have to be designed to store the different planets and their possible connections.

The opponents require an extensive AI. This can be hard, especially if you would like to be able to tweak the AI to adjust the difficulty level.

Most if not all of the gameplay will happen with the mouse. This should be relatively easy.

Games to look at that are similar/inspired us

Risk (boardgame)
Warlight (Risk in Flash game variant)
Ultimate Wars (turns out to be pretty similar to our idea)
Civilization (turn based combat, moving units around, combat based on stats)
Rebuild (capturing territories that provide certain bonusses)

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Name
        Your Game must have a descriptive name
Brief Description
        A paragraph or two (tops) giving the basic idea
Detailed Description
        A longer description, describing the gameplay, the look and feel of the game, …
Scalability Plan
        A discussion of how the design can be "scaled" – what is the simplest possible
        version, what features could be added if there was enough time
Game Principles Discussion
        A discussion of what game design principles should be employed in order to make
        sure the game is fun
Design Challenges
        (closely related to the Game Principles discussion) What challenges face the team

building the game in terms of making sure the game is fun? Especially in light of the scalability issue (that the team won't have much time for implementation)

Technical Overview

A brief discussion of how you imagine this game being built. What challenges will the team overcome? Do you have ideas as to how the implementation should be done. We don't need details here, just the basic ideas that explain why it should be practical to build it.

Technical Challenges

A brief discussion of what challenges will face the team that tries to build the game. This cuts both ways: the game must be sufficiently challenging, but not too challenging. Having contingencies to "hedge" against not being able to address the challenges is good (see "Scalability" above).