

# Ideas

## Structures

- Offense
  - Missile – A missile you can use during an attack. After you attack a new missile will be built after a certain amount of time. Missiles can be shot down by Anti-aircraft ordinance.
    - Cost – 10
      - Upgrade – 40
    - Energy – 4
    - Health – 55
    - Build time – 15 seconds
    - Reload time – 20 seconds
  - Mech – An AI bot used to attack the enemy and can also be used to defend your base. Mechs that are destroyed can be rebuilt for a price.
    - Cost – 20
      - Upgrade – 45
    - Energy – 25
    - Health – 28
    - Build time – 25 seconds
  - ICBM – Another type of missile used during an attack. Causes extreme devastation. Cannot be shot down.
    - Cost – 255
    - Energy – 950
    - Health - 60
- Defense
  - AA-Missile – Attempts to shoot down enemy Missiles and Mech transports. It has a 50% chance of hitting. Can be improved by radar
    - Cost – 15
    - Upgrade – 50
    - Health – 25
    - Build time – 25 seconds
  - Gun Turret – Fires at mechs when in range.
    - Cost – 10

- Health – 70
    - Build time – 10 seconds
  - Land Mines – Invisible to the enemy. Explodes when a mech walks over them. Can be destroyed by missiles.
    - Cost – 10
    - Build time - instant
  - Radar – Boosts the % chance of AA hitting their targets.
    - Cost 50
    - Build time – 30 seconds
- Support
    - Supply – Increases the amount of money per second that you earn.
      - Cost – 75
      - Health – 40
      - Build time – 25 seconds
    - Energy – Increases the amount of energy per second that you earn. Decreases the time it takes missiles to reload.
      - Cost – 50
      - Health – 40
      - Build time – 25 seconds
    - Factory – Decreases the time it takes to build structures. Decrease the time it takes to upgrade.
      - Cost – 100
      - Health – 40
      - Build time – 25 seconds
    - Dummy – Placed on top of a strategic structure. Disguises the structure as a civilian entity.
      - Cost – 10
      - Build time – 25 seconds
    - Dummy Base – Looks like a real base. Has much less health.
      - Cost – 30
      - Build time – 25 seconds
    - Headquarters – The main targets of the game. If the player or the enemy loses all of their bases then they lose the match.

- Cost – Free
- Health – 180

#### Not in the original

- Offensive
  - Tanks – These could be the level 1 of mechs. That way you want to build them up.
  - Super gun – This could be a level 1 of the ICBM. I was thinking of have the ICBM be something like a final unlock. The super gun wouldn't be as powerful and you couldn't target the whole map. You would have to strategically place it to have a firing line.
  - Satellite – Another super weapon level. Uses a crazy amount of energy and costs a lot. Can only target a small area and can destroy bases.
  - Mech types – The game right now has 3 "arms" you can equip your mechs with. Normal, AT-POD which is strong against gun turrets, AT-MMR which is strong against other mechs. I think there should be more load outs for more strategy. The original rules of sending out only 3 mechs at a time is perfect and wasn't utilized.
    - Drop pods – when the mechs drop out of the transport ship they can damage anything close by.
    - Shields – severely reduces their damage but makes them almost indestructible from the front. Good for drawing fire from gun turrets
    - The big goodbye – when the mech is destroyed it causes an explosion causing some damage to anything close by
    - Different speeds
      - Base is slow, maybe a little slower than the original
      - Run – uses a moderate amount of fuel
      - Dash – but uses more fuel
  
- Support
  - Spec-ops – Can be used to disable certain structures for a high cost.
  - Bureaucrat – Can be used to interrupt the enemy's money rate or energy rate
  - Information center – Can be used to take "satellite images" of the enemy base

- Defensive
  - Force field – good for blocking one attack. Cannot be placed around AA. Can't be seen until it's hit.

## Changes to existing

- Offense
  - Missile
    - I'd like to add a small chance that if the missile is shot down, it won't explode but will spin away and still hit the ground. Although it might be in a different spot it could still potentially destroy something.
    - Needs to be some feedback to let you know when the missile has reloaded.
      - Floating icon
      - On screen message w/sound
  - Mech
    - Add more variants in weapon load outs
    - Needs to be some feedback to let you know when the mech has reloaded.
      - Floating icon
      - On screen message w/sound
  - ICBM – Another type of missile used during an attack. Causes extreme devastation Cannot be shot down.
    - Cost – 255
    - Energy – 950
    - Needs to be some feedback to let you know when the missile has reloaded.
      - Floating icon
      - On screen message w/sound
  
- Defense
  - AA-Missile – Attempts to shoot down enemy Missiles and Mech transports. It has a 50% chance of hitting. Can be improved by radar
    - Cost – 15
    - Upgrade – 50
  - Gun Turret – Fires at mechs when in range.
    - Cost – 10

- Land Mines – Invisible to the enemy. Explodes when a mech walks over them. Can be destroyed by missiles.
  - Cost – 10
- Radar – Boosts the % chance of AA hitting their targets.
  - Cost 50
  - Higher boost at higher elevations
- Support
  - Supply – Increases the amount of money per second that you earn.
    - Cost – 75
  - Energy – Increases the amount of energy per second that you earn. Decreases the time it takes missiles to reload.
    - Cost – 50
  - Factory – Decreases the time it takes to build structures. Decrease the time it takes to upgrade.
    - Cost – 100
  - Dummy – Placed on top of a strategic structure. Disguises the structure as a civilian entity.
    - Cost – 10
  - Dummy Base – Looks like a real base. Has much less health.
    - Cost – 30

#### Enhancement ideas

- I think to help upgrades and justify possibly using iAP the various upgrades should be restricted to either attack or defense. For instance when you want to upgrade a gun turret you have 3 possible upgrade slots. You have a choice to fill a slot with an attack, defense or support. Attack would increase damage, defense increases hp and support has various other properties. Possibly getting too complicated.
- I feel like the original game was way too slow. There could be a tweak in the rate at which you earn money and energy.
- To address the slowness of the game there could be different speeds normal, fast, skirmish. You could search matches with these variables.
- Make it real time instead of turn based. Forcing you to watch as the enemy attacks was probably the thing that killed my interest in the game. It could do very well as a fast paced strategy game.
- Needs much better music. The music in the original was gawd awful.

- Needs a great interface. I want the game feel as though you're commanding the battle from your ipad. Think of what this would look like if you weren't playing a game but watching it on a screen.
- Interesting camera cut scenes. Make it an option to watch cut-scenes when something special happens. There could be a randomness to it, also an option. When things like a mech kills another mech, when a mech drops out of a ship, when a building gets hit by a missile, when missiles are traveling to the target.
- There needs to be a voip in place of the stupid communications in the original game.
- Different types of missiles with different explosion radii.
  - Base missile damages 1 square
  - damages 4 squares
  - damages 6 squares
  - damages in a line from impact
  - damages in a cone from impact
  - damages random squares
  - damage is reduced further out from the center
- Tech tree
  - 2 sets of trees. Temp and Permanent
  - Temp
    - Tech tree during a match.
      - The player has to purchase and spend time upgrading the unit up the tree
  - Permanent
    - Tech tree from the main menu
      - The player can upgrade with money or points to have those techs already unlocked in the game.
        - Allows the player to skip upgrading up the tree
          - Cost is cumulative
        - Allows the player to set a default upgrade
- An additional unit for the transport ship.
  - Without the transport ship unit, the mechs have to use rocket packs to assault the enemy
    - Doing this halves or uses  $\frac{1}{4}$  of the fuel for the assault which causes the mechs to fight for a shorter amount of time
    - Can be shot down from AA like a missile
  - With the transport ship unit, the mechs have full fuel and can fight the full length of time
- Orders for mechs
  - Similar to selecting the different weapons for the mechs
  - Creates a priority for the selected mech when in battle

- Unit priority – focuses fire on enemy structures
- Can be selected in order of priority – 1,2,3
  - Not sure if it should get too complicated
  - Strategic targets can be selected
    - Defensive targets – AA, Gun turrets, Radar
    - Support targets – Power plant, Supply depot, Factory, HQ
    - Offensive targets – Missile launcher, Mechs, Special Weapons,
- Unit linking
  - Units can get bonuses to certain attributes for being adjacent to each other
  - Example – Radar can give a bonus to accuracy for AA units
  - Expanding on this -
    - It won't be an even distribution to all 4 sides of the unit
    - There can be “hot spots” which can also be turned by the player to accommodate position
      - One ideal spot, 2 medium spots, 1 low or none spot
      - Potential for hot spots to be an upgrade boost
        - Would fit in the strategic category of boosts

#### Monetization ideas

I want to use the gun bros. monetization model as a base for this game. There are 3 types of currency

- Bonus – gained from playing battles
  - Bonuses are converted into credits
- Credits – gained from converting bonus money
  - Can be purchased in the app
  - Can be converted to gold
  - Used to purchase certain in game items
- Gold – gained from converting credits
  - Can be purchased in the app
  - Used to purchase certain exclusive in game items
- Style packs
  - Different model and texture sets that are just visual changes and won't give the player any advantages
    - Steam punk
    - Mad Scientist – giant monsters
    - 50s sci fi

- world war x
- alien
- cute
- high tech
- Atlantis – floating city
- Consumables – these are limited use objects that help in the game
  - radar scans – scans the enemy territory and gives you an image of their base
    - possibly different levels of scans with higher levels giving clearer scans
  - boost to the amount of money you start with in a match
  - boost to the amount of energy you start with in a match
  - certain buildings already constructed at the start of a match

## Other

- I think a driving reward in this game is to expand the island you're on. Certain amounts of land can be added if there is some kind of level system or purchased from the store using credits or gold.
  - Level – need to determine how many levels
    - how many squares of land to give
- Wager system
  - Your total credit pool can be utilized by taking a portion of it to the match. It gives you a bonus to the amount of money when you start the match.
  - If you lose the match then you lose the amount you added at the beginning of the match.
  - You can buy insurance to cover a portion of that wager
    - Buy insurance from the store for different % of coverage
    - Higher coverage costs more. Highest coverage can only be bought with gold
    - Coverage lasts for a set amount of days
- Boost/Modify
  - You have a slot and an option to boost one of the attributes of a unit.
    - Defense, Offense, Strategic
    - For units without offense the option won't be available
    - For units without strategic the option won't be available
    - Slotting one of these boosts costs money
    - You can only slot one boost at a time but can switch them out any time
      - Cost for switching out is Power
    - Boosts gain effectiveness over time



- Defense starts out at 1.25xBase to start and if it survives for the next 2 minutes (tbd) it reaches it's maximum effectiveness of 3xBase.
  - 3 levels of effectiveness
    - notification of when an effectiveness level is reached
    - icon somewhere around the unit to display level and boost type
- Comebacks
  - 1 time use per game
  - Boosts build time to instant for a set amount of time
    - example – Build time is instant for 20 seconds
    - Player can keep building until either the timer runs out or they run out of money
  - Can't be used when the player is under attack
    - If the boost is activated and the player comes under attack
      - The boost timer pauses
      - The boost timer resumes when the attack is finished
    - If the player tries to build a unit while the timer is paused
      - The unit will build at the original speed
  - Something similar to this could be a deficit
    - The player can build into the negative \$ for a certain amount of time
    - Build time is not instant
    - When the deficit time has expired the player can not build anything until the deficit has been repaid by the timer
- Customizable UI
  - 2 UI options
    - Right handed – (default) UI elements are on screen by original design catering to a right handed player
    - Left handed – (option) UI elements on screen are reversed and placed on the opposite side of the screen to accommodate left handed players