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# BRAIN



# BONE™

## Design Document for: Isles of War

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## Game Overview

### 1.1 Philosophy

This game is a return to a simpler design of real time strategy games. With it I'm trying to bring people who aren't familiar with real time strategy, into the genre with an easy to pick-up and understand type of game. Also I feel as though there is a saturation of tower defense and starcraft clones that people are tired of playing. This game will give them another option and blow their socks off.

For this phase I am targeting iOS mainly because the iPad is a perfect platform to launch an RTS. Touch and gestures can be utilized fully to make a memorable play experience.

### 1.2 Description

**Isles of War** is a real time strategy game designed for the iPad. The game takes place in an alternative future where the people of Earth have left their home in search of another habitable planet. After years of searching they finally find one, a planet with no large land masses but is instead made up of thousands of tiny islands. The factions of settlers on the planet begin to fight over who controls which islands and eventually war breaks out.

You control an outpost and are tasked with establishing a foothold on the island. Among the various structures you can build you'll want to defend yourself with anti-air missiles and launch attacks with surface to surface missiles, giant Mech suits and other special weapons.

The main focus is to defend your base and destroy the enemy.

What's different about this game than what is on the market right now is the focus on structural placement and base building rather than unit creation and zerg rushing.

## **2. Feature Set**

### **2.1 General Features**

- 3d graphics
- Immersive touch interface
- Original soundtrack
- Simple yet deep

### **2.2 Multiplayer Features**

- Gamecenter integration
- VOIP
- Match making
- Lobbies with chat
- Frinemies list
- Multiple game modes

### **2.3 Gameplay**

- 12+ different units
- Multiple strategic options
- Upgrades and tech trees for units and weapons
- Fast paced strategy

## **3. The Game World**

### **3.1 Overview**

The world is an alien world but also very similar to Earth. It's comprised of thousands of tiny islands ranging from tropical to arctic climates.

## **3.2 Physical**

### **3.22 Overview**

The world is made of modular assets. ~~These assets are placed procedurally based off of a set of rules to create the islands.~~ Islands will have a certain amount of flat useable land and the rest is comprised of decorative pieces such as hills, mountains and lakes.

### **3.21 Scale**

World scale is going to be based off of units in Maya

- Valid Land 512x512
- Invalid Land Any Size
- Structures 512x512

### **3.22 Objects**

Objects in the world are filler so it doesn't seem so empty. They add extra detail and make the world more believable. These are objects like trees, rocks and abandoned buildings. A full list can be found in the Objects Appendix.

### **3.23 Weather**

The weather will generally be daytime and sunny with slight overcast. Depending on processing requirements there are plans for more weather types such as rain, snow and storms.

### **3.24 Day and Night**

This is a stretch goal. Would like to have day and night cycles tied to the system time of the user.

### **3.25 Time**

Time is not represented physically in this game. It's either day or night. There won't be transitions.

## **3.3 Camera**

### **3.31 Overview**

During regular gameplay the camera defaults to a 3/4 or isometric view position.

### **3.32 Standard Movement**

The player will be able to adjust the camera in both horizontal and vertical directions with some limited rotations. The player can not rotate the camera 360 degrees.

### **3.33 Cut-scene**

During special cut scenes the camera will be taken from the players control for the duration of the event. Once the event is finished control will be returned back to the player.

## **3.4 Lighting**

### **3.41 Overview**

The lighting is a bright, mid-afternoon style. The time doesn't change so the sun angle won't change.

### **3.42 Lighting Methods**

There will be at least 1 directional light in the scene. Depending on how taxing it gets on the ipad the meshes might be prelit with AO applied.

### **3.43 Lighting Miscellaneous**

Other lights will be used in explosions and FX.

## **4. World Layout**

### **4.1 Overview**

The world is generally a tropical climate. The look of the world will be bright and vibrant. It should look like a paradise. Islands are surrounded by beaches with waves gently rolling in. The interior of the island is covered in grass with rolling hills and some outcropping mountains.

## **5. UI**

### **5.1 Overview**

The UI is to be as simple and easy to use as possible. There are only a few elements that are always on screen which show the money, power and time. Other elements are contextual and can be hidden or shown at the players discretion. It should feel like the player is using a futuristic console and not the ipad.

## **6. Units**

### **6.1 Overview**

The units of the game are the structures that the player builds. There are 3 different types of units Offense, Defense and Logistic. They are used in different ways to attack the enemy, defend against attacks and provide resources to the player. Each unit has a unique look and animations.

## 6.2 Unit Types

### 6.21 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.
- 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.
- Special – These units are very expensive and consume a lot of power. They are considered to be ultimate weapons and difficult to get onto the battlefield.

### 6.22 Defense

- AA-Missile – Attempts to shoot down enemy Missiles and Mech transports. It has a 50% chance of hitting. Can be improved by radar
- Gun Turret – Fires at mechs when in range.
- Land Mines – Invisible to the enemy. Explodes when a Mech walks over them. Can be destroyed by missiles.
- Radar – Boosts the % chance of AA hitting their targets.

### 6.23 Logistic

- Headquarters – The main targets of the game. If the player or the enemy loses all of their bases then they lose the match.
- Supply – Increases the amount of money per second that you earn.
- Energy – Increases the amount of energy per second that you earn. Decreases the time it takes missiles to reload.
- Factory – Decreases the time it takes to build structures. Decrease the time it takes to upgrade.
- Disguise – Placed on top of a strategic structure. Disguises the structure as a terrain entity.
- Dummy Base – Looks like a real base. Has much less health.

## 7. Music and SFX

### 7.1 Overview

Musical scores and soundtracks are going to be sourced out to industrial band Dog Head. The amount of tracks is TBD but there will be at least 3. A title track, main game track and battle track.

SFX will be bought from various sources and manipulated so as not to sound similar.

## 7.2 Sound Design

Tbd

## 8. Multiplayer

### 8.1 Overview

The multiplayer portion of the game is a fast and easy deathmatch style. The player can jump in and find a matching player to battle against quickly. Since this is a demo there are no options for match finding.

### 8.2 Max Players

Matches are strictly 2 person duels.

### 8.3 Servers

Gamecenter and Apple's servers will be utilized.

### 8.4 Internet

If on PC, games will be hosted by the creator of the match. Players will connect directly to the host.

## 9. Game Mechanics

### 9.1 Overview

The game is inspired by the design of Metal Marines and the game it was obviously inspired by, Battleship. Isles of War follows the basic principles of Battleship and expands upon the design of Metal Marines. There are 4 basic functions to the game, Purchase, Build, Develop and Attack.

### 9.2 Purchase

#### 9.2.1 Function

Purchasing is the act of spending resources to build a unit. This is the first step of creating units in the game.

#### 9.2.2 Rules

- The appropriate amount of resources must be available to meet the cost of the unit



- The number of units in play must be under the unit capacity
- The timer must be initiated

## **9.3 Build**

### **9.3.1 Function**

Building places the specific units in the world and activates their attributes.

### **9.3.2 Rules**

- The land on which the unit is to be built must be valid
- The unit must have been purchased

## **Appendix**