

Formal Game Proposal (Rough Draft)
"War for Quintessence"
Game Programming Laboratory 2008

Lars Krapf Christian Conti Sandro Buenter

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1 Game Description

1.1 Gametitle

War for Quintessence

1.2 Game Description

1.2.1 Genre

War for Quintessence will be a Realtime Strategy Multiplayer Game comparable to games like “World of Warcraft” or “Starcraft”.

1.2.2 Basic Outline

The basic gameplay will be to have a small battle on a map between different factions. As selectable factions there will be the FOUR ELEMENTS. This means there will be a water-, fire-, air- and earthfaction playing against each other. Each faction will consist of different units which all have different specialities varying from faction to faction. With that, every faction has its own strengths and weaknesses which emphasizes the strategic aspect of the game. There will appear resources (the so-called quintessence) which can be collected by the units of every faction. With these resources, the factions will be able to do special things like building defense towers, respawning units, provide the units with more special abilities and so on (to be specified in the detailed proposal). Performing such actions will cost resources. There will also be some control points on the map which the factions can conquer. The final goal is to be able to be different game modes like “Destroy the enemy” or “Conquer all the control points” (to be specified in the detailed proposal).

1.2.3 Factions

The player will be able to choose between fire-, earth-, water- and earthfaction. Each faction will have different units having their own strengths and weaknesses like speed, attack power, defense strength and so on (to be specified in the detailed proposal).

1.2.4 Modality of playing the game

The game will be multiplayer over network. Two players make up a team and play on one Xbox against another team of two players via networking.

1.2.5 Background story / Storyline

(to be specified in the detailed proposal)

1.2.6 Included Graphics

- particles (for simulating different fire-, water-, earth- and aireffects)
- bumpmapping
- different shaders

2 Development Schedule

2.1 Layered Development Description

2.1.1 Functional Minimum

- One unit
- Map/Scene
- 2D Representation
- Multiplayer
- Collision/Damage
- “Kill everyone” (Beat your opponent by killing all his units. No respawning.)

2.1.2 Low

- Networking
- 3D Models (simple/static: not animated)
- More than one faction
- Pathfinding
- Basic Menu
- Resources
- Different winning conditions

2.1.3 Desirable

- Particles
- 4 factions
- Choice of units among factions
- Animation of Characters
- Sound Effects

- Small tutorial
- buildings to get through resources (defense towers)
- Pretty Menu
- Projectiles
- Basic T & L
- Fog of war

2.1.4 High

- Music
- Postprocessing
- Advanced Particles
- Advanced Shaders
- More Maps
- Background Stories
- Extended tutorial
- Simple intro
- Shadows

2.1.5 Extra

- Expansion pack (complex units)
- Computer opponents
- A.I.
- Advanced Camera Control
- Campaign
- Map Editor
- Cool Intro

Tasks	* Gameplay			Stian	
	* Units				
	* Map				
	* Background / Setting				
	* Winning Conditions				
	* Software Engineering			Lars	
	* Global Object Model				
	* State Machine				
	* Content Management				
	* Graphics Art			Stian	
	* Sketch / Concept				
	* Model				
		* Units		Everyone	
		* Buildings			
		* Projectiles			
	* Texture				
		* Color			
		* Normalmap			
	* Animation			Sandro	
	* Logo			Stian	
		* Elements			
		* 2D Graphics			
	* Graphics Tech			Lars	
	* Code				
		* Map			
		* (Skybox)			
		* Units			
		* Shaders			
		* Postprocessing			
	* Camera Control				
	* Sound Art			Sandro	
	* Score				
	* Special Effects				
	* Sound Tech			Sandro	
	* Code				
	* AI				Lars
	* Pathfinding				
	* Computer Opponents				
	* Physics			Sandro	
	* Collision				
	* Particles				
	* Ballistics (?)				
	* Wiki Maintenance			Everyone	
	* Interface				
	* Game Interface		Lars		
	* Menu				Stian
	* Network			Sandro / Stian	
	* Code				
	* Protocols				
	* Testing !			Everyone	
	* Documentation			Everyone	
	[Tutorial]				
	[Intro]				

Figure 2.1: Tasklist

CHAPTER 2. DEVELOPMENT SCHEDULE

	3.3-9.3	10.3-16.3	17.3-23.3	24.3-30.3	31.3-6.4	7.4-13.4	14.4-20.4	21.4-27.4	28.4-4.5	5.5-11.5	12.5-18.5	19.5-25.5	26.5-27.5
	In class Pitch	Prototype	Interim Demo (Layer 1)		(Layer 2)		(Layer 3)			Alpha (Layer 4)	Testing		Public Pres.
Sandro					Networking		Audio Engine Sound FX Particle Engine			BG Music Advanced Particle FX			
Shan		2D Rep. Units Definition (Priorities), Map Concepts	Winning Conditions		Simple 3D Models, Basic Menu, Complete Winning Conditions		Animation, 4 Factions, Choice of Units, Faction Menu			Adv. Models, More BG Stories			
Lars		Object Model GFX Map, 2D Units, Basic User Input, Camera Tuning	Damage, Movement, State Machine		Pathfinding, GFX 3D Models, Basic TSL		Projectiles, Fog of War			Postprocessing, Advanced Shaders, Shadows			

Figure 2.2: DevSchedule

3 Assessment

3.1 Strength

- Simple: intuitive to play
- Very dynamic: due to combining the strengths and weaknesses of the factions and because of having the possibility of applying different tactics
- Casual
- Teamplay

3.2 Target Audience

Everyone who likes strategy games emphasizing on tactical thinking.

3.3 Judge Criterias

- Addiction
- Allows different sophisticated tactics
- Intuitive and easy-to-understand game play
- Teamplay

4 Appendix

4.1 Sketches



Figure 4.1: GameInterfaceSketch