Steve Datz

***Royal Rodents***

Gameplay:

* Game Concept

Embark on a side-scrolling, resource-management, city-building, trash-collecting strategy game

* Genre
	+ Side-scrolling, Resource management, Strategy
* Target Audience
	+ Everyone - E/E10+
* Goal of Game
	+ Defeat the neighboring kings and steal their crowns.
	+ Complete in the least amount of time (days).
* Look and Feel
	+ Cartoony pixel
* Gameplay/Mechanics
	+ Build Structures
		- Structure Types:
			* Town Center (Level 0) - holds gathered resources, upgrade town level
			* Houses (Level 1) - Increase max Rodent Pack size
			* Farms (Level 2) - generate food
			* Walls (Level 3) - base defence
			* Towers (Level 4) - base defence, deploy
			* Banners (Level 4) - stat boost to nearby rodent allies
	+ Control Your Rodent Pack
		- Assign Them to Build
		- Assign as Soldiers
		- Assign to Occupy Structures
	+ Collect Resources
		- Food - used to recruit Rodents to your pack
		- Trash - used for early-game building
			* Locations: Garbage bins, on the ground
		- Wood - used for mid tier building
			* Locations: Trees
		- Metal - used for high tier building
			* Locations: Underground ore
		- Shiny - used to upgrade Town Center level
			* Locations: from completing build structures, RNG drops
	+ Recruit New Rodents to Your Pack
		- Give food to convince them to join
		- Number of food for Recruiting depends on rodent species:
			* Rat: 3 Food
			* Badger:
			* Beaver:
			* Raccoon:
			* Mouse:
			* Porcupine:
	+ Mischief Meter
		- How much you’ve upset your neighbors
		- A full bar ensures the enemy king himself will march on your territory
* World Map
	+ Suburban neighborhood, fenced backyards
	+ Backyard Map (add picture)
	+ Neighborhood Map (add picture)
* Types of Characters
	+ Rat - specialized for fast movement
	+ Badger - specialized for melee combat
	+ Beaver - specialized for chopping wood(?), building
	+ Racoon - specialized for searching garbage, sneaking/stealth
	+ Mouse - specialized at tunneling
	+ Porcupine - specialized at ranged combat
* Design
	+ Color Palette
	+ Concept Art
	+ Inspiration
		- Kingdom (2015)
		- Fallout Shelter (2015)
		- Clash of Clans (2012)
* User Controls
	+ Tapping to move/interact with resources and characters
	+ Drag to go left and right
	+ Click an object within radius to interact
* Audio
	+ Cartoon sound effects
	+ Happy music
* Interface
	+ User Interface
* Main Screen- Resources, options to other two screens
* Assignment Screen
* World Screen
	+ Control System
		- Tapping the screen
		- Click and Dragging rodents
* Internal economy
	+ Resource management
		- Wood, Stone, Metal, Food, Trash
* Fighting
	+ Increase days = increase wave amount

Win Conditions:



Color Pallette:



Concept:



\*artist stuff like uisketch , concept art and color palettes \*



\*Skill and enemy frequency charts\*

\*insert world map\*

\*level design images\*