

# ASSIGNMENT THREE : GAME TREATMENT

CIS487: Computer Game Design and Implementation  
University of Michigan-Dearborn  
Dearborn, Michigan

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## 1.0 EXECUTIVE SUMMARY

### 1.1 Abstract of Game Story

The year is 2236. The Imperial Guard is all that remains of a once powerful intergalactic monarchy. Many of the star systems have split off and joined together in loose federations or trading empires. The Imperial Guard still controls most of the core systems and many of the industrialized outer planets. They are constantly battling for control of systems they once held.

To battle the threat of the Imperial Guard, many systems have created strong fighting forces. Others employ the services of trained mercenaries whose battle skill and mercantile wit combine to form a fierce fighting force.

In MERCWars, you are the commander of a mercenary company. You have been hired by the Colonial Loyalists to defend Sigma Alpha 6 against the elite forces of the Imperial Guard. Your goal is to survive the battle while maximizing your profits. This includes minimizing casualties, taking prisoners for ransom, salvaging vehicles and equipment, and spending the minimum on starting equipment.

### 1.2 Game Play and Appearance

MERCWars is a turn-based strategy game with a  $\frac{3}{4}$  overhead view. It resembles games such as BattleTech: The Crescent Hawks Revenge or Civilization.

Your role is that of the military commander. You will have access to supply and resupply menus, unit commands, and various help menus.

The graphics will be sprite based and the overall map will be of a grid, hex or octagon format.

### 1.3 Development Specification

*Basic keyboard movement:*

Number Pad controls basic directional movement for the units on the map.

*Unit Information Window:*

Unit name

Unit life

Unit movement (remaining / total)

Unit statistics (armor, offense, defense, etc)

*Company Summary Window:*

Capital remaining  
Total units

*Graphics:*

Sound for movement and attacking  
Sound for unit death  
Sprites for each unit type

*Play Type:*

Single player  
Possible multiplayer future expansions

## 2.0 Product Specification

### 2.1 Production Teams

I'm am a solo developer on this project.

My testing team includes Josh Knobel, Lynn Hedger, and Chris Rapp.

### 2.2 Target Audience

The game is intended for teens and adults due to the complex thinking and decision making required. Probably gender is male due to the combat nature.

This game is NOT dexterity or reflex based. Minimal mouse skills will be needed.

### 2.3 Game Play

The game is a turn-based strategy (TBS) game. The conceptual origins draw upon games like Civilization, Jagged Alliance, and BattleTech (Inception or Revenge).

There will be 3 main types of units: Armor, Infantry, and Artillery.

For each unit type there will be at least 3 different chassis. Each chassis has unique features such as number of weapon mounts, base speed, base armor, hit points, and