

**Assignment 3  
Design Document  
For “The General Game II”  
Final Version**

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# Table of Contents

<b>Executive Summary.....</b>	<b>1</b>
Abstract of Game Story	
Game Play and Appearance	
Development Specification	
<b>1.0 Product Specification.....</b>	<b>2</b>
1.1 Production Team Description.....	2
1.2 Target Audience.....	2
1.3 Game Play.....	2
1.4 Production Tools.....	2
<b>2.0 Game Specification.....</b>	<b>3</b>
2.1 What it's like to Play the Game.....	3
2.2 Summary of Storyline.....	3
2.3 Interface Mockup.....	3
2.4 Storyboards.....	4
2.5 Unit Bibles.....	6
2.6 Flowcharting.....	7
2.7 Level Outline.....	8

## **Executive Summary**

The forces of Russia and Germany meet near the city of Penza, inside the U.S.S.R. Here a battle erupts as both sides fight in an effort to control the area.

This is a two player game, one person will command the German forces, the other will play as the Russians. Gameplay will occur on a hexagonal map using two dimensional graphics. The mouse will be the principle input device. Simple battle animations and sound effects will support the visuals. Background music will consist of a rousing battle song or two to set the correct mood.

C++ code will be written to run a Direct X executable using the Microsoft Visual Studio 6.0 programming environment. Microsoft Paint will be relied upon to create graphics for the game. Once coding is complete, alpha and beta testing will be conducted to balance the game and eliminate bugs.