

World Rising

CIS 487

Term Project Design Specification

Nicholas Mezza

Overview

Game Mechanics

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World Rising is a 2D turn based strategy game. The game takes place in the near future. Multiplayer is supported via hotseat play.

Camera Position

The primary play mode of World Rising, called Strategic Mode, takes place on an birds eye view of a battlefield. This view can be scrolled around the map.

Tactical mode (battles) take place on a separate screen with fixed picture viewpoints.

User Interface

There are several different UIs in the game. Most operations take place using the mouse to click on menu options. In strategic mode, the player clicks on units and factories to command them.

The strategic mode is made up of the command bar, the save/quit menu, and the landscape view. The command bar can be hidden to show more of the screen. The command bar contains information about the unit clicked on, the 'end turn' button, and the player's current money remaining. The save/quit menu (not pictured) appears when the player presses the ESC key. This works as any other menu. The landscape view shows the battlefield. Arrow keys scroll the current view location, the user can left click to select and perform action, and right click to de-select the current unit. The view can be scrolled with the arrow keys.



Other menus present in the game include the Main Menu, single mission selection menu, factory/unit selection, and the factory menu. The main menu has options to start a campaign game, a single mission, load the previous saved game, and quit. The single mission selection menu allows the user to click on several buttons to change the current mission to launch. Upon clicking “Start”, the currently shown mission will be started. The factory menu, pictured below, allows the player to choose the production for a factory that has been clicked on. The factory/unit selection menu appears when the player clicks a square with both a controlled factory and unit in it. Menus are controlled by the mouse and left clicking, and the ESC key can be used to cancel most menus.



The tactical mode display is separate UI. On this screen, a large amount of information about the current battle is displayed. The left hand side shows the engaged RWB unit, and the right shows the engaged NATO unit. Each is displayed on a representation of the current terrain type they are on. Below the picture of each unit, information on the current status of that unit is displayed. Modifiers on the unit such as Engaged (normal), Hiding, failed Hiding, etc are shown here. The current and maximum strength of the unit and the current weapon and its remaining ammo are displayed. Below the information display is a box which contains the menu options for the current player whose turn it is. Clicking any option other than “Change Weapon” will end that player's turn and register the chosen action.