

Age of Industry

Honors Game Art Design

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Game Demographics

Age (By level of interest, first is most, last is least):

Young Adults

Teenagers

Middle Aged Adults

Children

Older Adults

Gender (By level of interest, first is most, last is least):

Male

Female

Game Concept

Age of Industry is a diplomacy and economic focused strategy game that takes place during the Victorian era. At the start of the game, players will pick nations to play as and will begin the game. Each turn, players will assign points to things like their economy and diplomacy and manage their nation across all the world's continents.

Gameplay will be heavily based on interactions between players, as warfare is not the main focus of the game and has negative consequences for almost everyone who becomes involved with it. Your score is determined by your prestige and economy. These are aggregates of your economic strength, your scientific advancements, your diplomatic abilities and your military strength/victories.

User Interface

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1: Player score. Shows the score of the player and it's composition.

2: Button to open the Economic Screen.

3: Button to open the Military Screen.

4: Button to open the Diplomatic Screen.

5: Rank and Status. This shows your position based on your score total and what type of nation you qualify as. Top 10 are Great Powers. 11-20 are Secondary Powers. 21 and lower are Nations.

6: Country name and flag. Shows who you're playing as and your flag.

7: Mini-Map. Faster than scrolling and shows where you are in the world.

Game Mechanics-

The game is a strategy game and is played accordingly. Because it's played on a map, there are no characters or movements like that. It is played with pointing and clicking.

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The world is segmented into areas.

Your economy is determined by supply points on the map. The number of Economy points then is your maximum number of units. If you have less units than your economy can support, then you get to build new units in supply provinces that don't have units in them already. If you have more units than you can support, then you need to take them away down to the number of units you can support.

During a turn, players input their orders simultaneously (write their orders on a piece of paper and then reveal all at the same time for the board game).

Then, a 10 minute negotiation phase between players begin (or with the AI)

Warfare works like this:

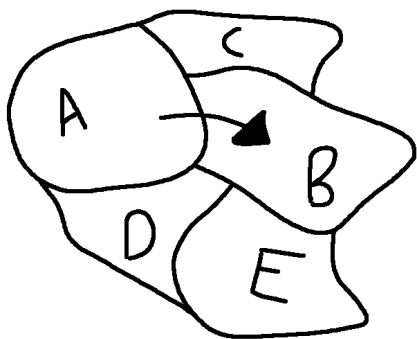
A unit will attack a province with another unit to start a battle. During the battle, you roll a D6 to determine the fight. If the defender's roll is equal to or greater than the attacker's, the attack fails. If the attacker is higher, then you take the province and the defender retreats. You can order units to support others' to attack or hold. **This only works if the province supporting is adjacent to BOTH of the provinces doing the attack and defence.** During the battle, you roll a D6 for your main roll plus a D4 for every supporting unit and add the numbers all together for your total.

Examples:

Defender rolls a 4 on the D6 plus a 2 on the D4 for a support.

Attacker rolls a 6 on a D6 and has no support.

$4+2=6$ and thus the defender holds.



In this diagram, an army in Province A is attacking an army in Province B. The attack from A to B can be supported by armies in C and D because they're adjacent to both.

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Likewise, they all also support the defense of B. Province E cannot help defend B because it does not border both A and B.

Unique Selling Points-

The game is comparable to Diplomacy, Risk and Victoria II. It uses a warfare system directly inspired by Diplomacy and it is reminiscent of Risk with its dice rolls. The game also took inspiration from Victoria II, a video game by Paradox Interactive, that is set during Victorian times like my game.

My game is different however because its focus on diplomacy and strategy is not entirely deterministic to keep the pace of action intense. It also isn't entirely luck based because you will need to know how to position your armies and how to strike/coordinate with other players since alliances are organic and can be created between players at any time (Or broken).