Title
Battlefield Comm

Brief Description
In war, communication is essential for victory. You are a World War I commander. To communicate with your troops you must build a network of communication lines across the battlefield.

Connect communication towers together in order to increase your field of view and area of influence over your troops. As towers go further from your base, communication decays, so you must build stronger networks of towers or risk losing the signal to your troops.

Long Description
The goal of the game is to create a large infrastructure of towers by linking them together. As lines of towers stretch further from your base, the signal will degrade. If your signal breaks downs, you become unable to communicate/view your troops. It becomes much easier for your enemy to take that outpost since you are unable to command your troops there. In order to prevent this, you must secure riskier control points, such as cities instead of outposts.

The simplest implementation of this game is as a turn based strategy game. Each turn you can attack one line of enemy communication or outpost. You have sight along the boundary of your network but not deeper into enemy territory.

The game ends when you take the enemy’s base.

Scalability
In the simplest version, there is only one network and it is played against an AI opponent.

As design progresses, there can be multiple types of towers with different resistances in wires between them. There can be more maps and more complex AI.

Additionally, the game-space can be expanded so that the player and opponent have multiple networks across a larger world map (essentially a network of networks) with multiple bases.

The game can be changed into a two player game.

Eventually, with the world map implementation there can be many more players.

For greater complexity, the game could be changed into a real time strategy game. Further down the line, first person shooter elements could also be added.
**Principles**

Battle between speed, resources and structure

Big Risks: Communication lines are easier to attack than outposts, though taking an outpost confers a much bigger reward. Expanding your network quickly makes it more vulnerable, but if you can hold it, you will have a huge advantage.

Pacing: As time goes on, maps will have more towers, more advances enemies, and your resources will deplete.

Magnified input: As a commander you are able to control an entire army with your mouse.

Feedback: Since this a top down map view, good audio feedback is essential. Also, clean lines along paths (and doing things like highlighting the cheapest path to that tower) are important. A good way to get graphical feedback would be to change the color of the towers depending on how difficult it would be to assault.

Desires v. choices: You always want to control the best tower possible. However, you need to build the proper network to be able to take it. So which “best” tower you can take depends on your network.

Dominant Strategy: Turtling will ensure you deplete your resources. Moving out to fast will make your network easy to destroy. So there is no one ultimate strategy.

**Technical Overview**

The simplest version of this game does not actually require much in the way of technology. The real challenge comes from balancing the AI and networks.

The more advanced versions require computer networking, balancing, and creating a world overview.

There are also graphics. Graphics can range from very simple to very complicated.

**Technical Challenges**

A sufficient AI to be fun could pose a significant challenge (not too hard, not to predictable, etc).

An algorithm to connect the network and setting up a world map both could both pose a challenge.

Additionally, graphical and audio feedback could be very challenging. Making the game feel
like more than connecting lines of a graph is important, and this requires some degree of art skill.