

In this lab I tried to make a challenging level. In this way, I decided to give freedom to the player. Thus, I disposed 3 gold resource without any advantage neither for the player nor for the computer. I wanted to allow the player to manage his control on these gold mines as he wishes. To control gold mine is a new challenge.

Maybe he will want to control one, two or every gold mines. I think it's a really challenging choice because if he controls only one mine he is exposed to a decisive computer attack, if he controls two or three mines, creating an effective defense could be hard.

In addition, to make it less easy, the less far gold mine is also the less accessible because of trees.

As a result, I think there is many strategies to win the game.

I decided to not give soldier to the player because he could think to kill all the enemies before they take gold. Towers are also here to prevent this strategy.

I decided to use all the map space. So the player has to take a look everywhere. He has to be concentrated, to be in the game.

The real difficulty was to find a good distance between "home" and "gold". If gold mines are too far, it would be so hard to defend. And if they are too close, it will be so easy.

Also, all the worker are useful. Tree's positions was not a problem because the player have to decided if he wants to use worker(s) to take hood or not. Because of the gold mine remoteness it becomes an important strategic choice.

One important problem is that the computer don't think about the difficulty to reach gold mine. So in many case he try to take the middle one.



*Outline of the level design*