

**Compiled by:
D.W. Frydendall**

**TECHNICAL DOCUMENT Version 1.0
03-13-09**

1.1 OVERVIEW OF DOCUMENT

The purpose of this document is to outline the following for development of TOTAL WAR!:

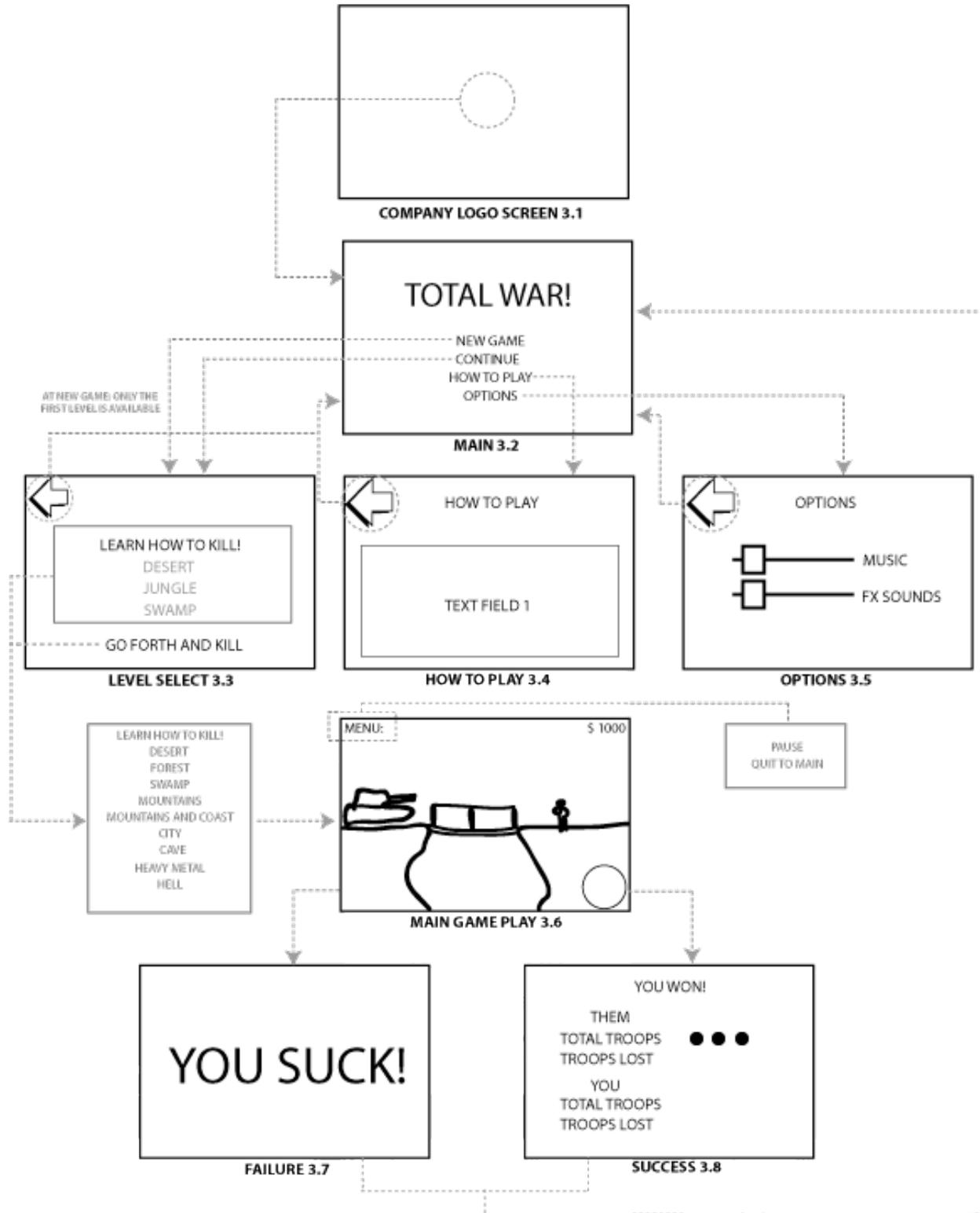
- General Description
- Information Architecture
- Game Play Mechanics
- Graphic Deliverables
- Road Map Items for Future Revisions

2.0 GENERAL DESCRIPTION:

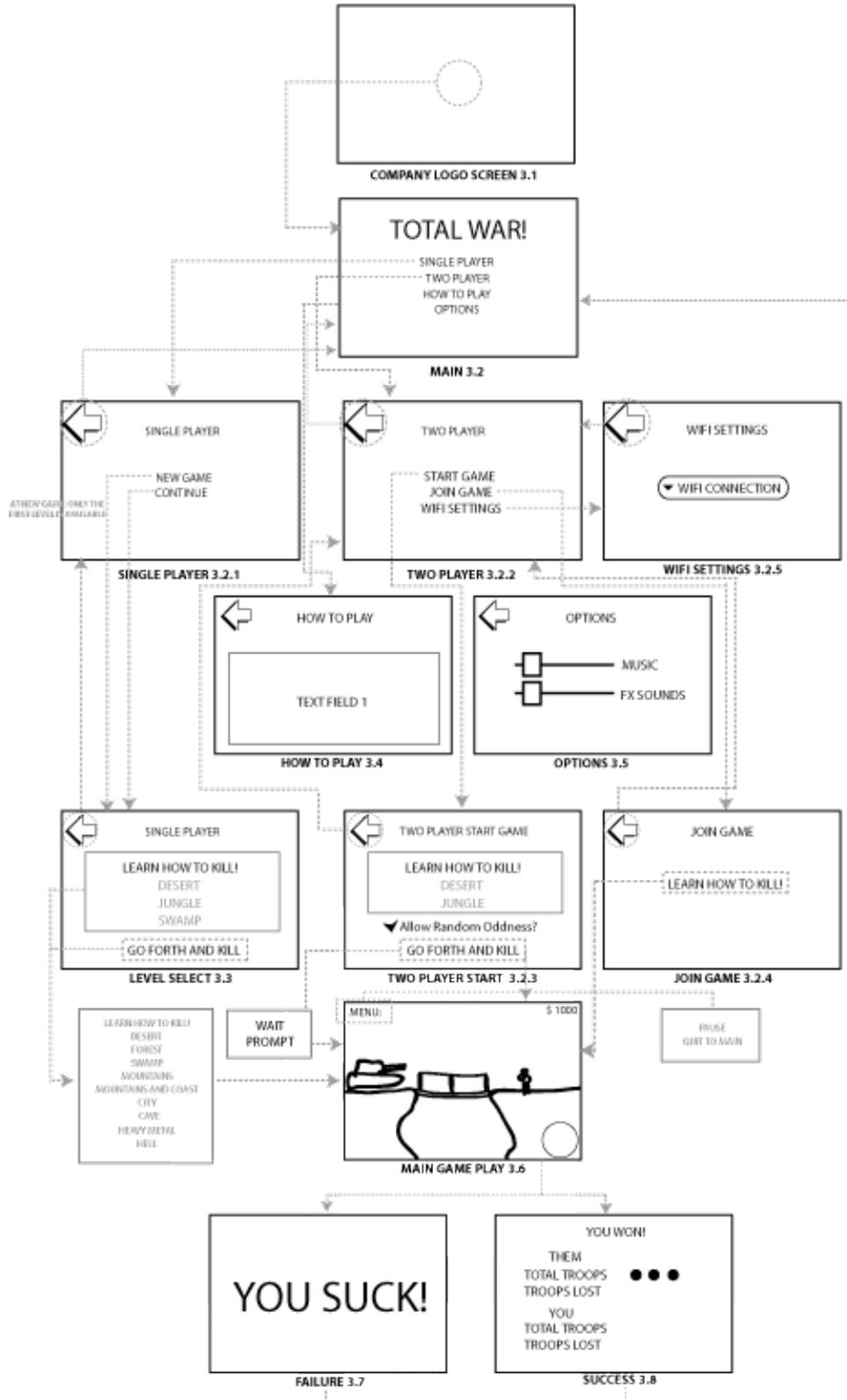
TOTAL WAR! is a game for the iPhone where one player (or two concerning on version number) attack their enemy in modern warfare on a notebook page with hand drawn assets. The User (or Users) generate funds to purchase troops to send them out and assign them to protect an area or seek out and destroy an enemy.

The object of the game is to destroy your enemies base at the opposite end of the play field.

3.0 INFORMATION ARCHITECTURE (one player game)



3.0 INFORMATION ARCHITECTURE (two player game option)



Screen Detailed Information (one player game)

3.1 COMPANY LOGO SCREEN:

The logos of the companies involved in making this game are located on this screen. After the game has loaded, the MAIN SCREEN (3.2) is displayed,

3.2 MAIN SCREEN:

The User can select either NEW GAME, CONTINUE, HOW TO PLAY and OPTIONS.

- NEW GAME: This option takes the User to the LEVEL SELECT SCREEN (3.3) with only the first level accessible.
- CONTINUE: This option takes the User to the LEVEL SELECT SCREEN (3.3). The User can select any of the previously finished levels.
- HOW TO PLAY: This option takes the User to the HOW TO PLAY SCREEN (3.4).
- OPTIONS: This option takes the User to the OPTIONS SCREEN (3.5)

3.3 LEVEL SELECT SCREEN:

The User selects the mission they'd like to attempt on this screen. Once the level is selected, then the User presses the GO FORTH AND KILL button. The following missions are ultimately available in the list

- LEARN HOW TO KILL
- DESERT
- FOREST
- SWAMP
- MOUNTAINS
- MOUNTAINS AND COAST
- CITY
- CAVE
- HEAVY METAL/VALHALLA
- HELL

3.4 HOW TO PLAY SCREEN:

The User can learn game playing specifics on this screen. The information is either displayed as a graphic or a text field. There is a BACK button on this screen.

3.5 OPTIONS:

The User can set the MUSIC volume and F/X SOUNDS volume on this screen. Once the levels are set to the Users preference, the User then presses the BACK button on the screen to save and set the levels.

3.6. MAIN GAME PLAY:

The User experience here is detailed in section 4.0 Game Play Mechanics

3.7 FAILURE SCREEN:

If the User fails in the mission in the MAIN GAME, then this screen is displayed. There is a message displayed indicating that the User lost the game. After 4 seconds there is an animation of the page being crinkled up and the screen goes black. The User is then

sent back to the MAIN SCREEN (3.2). The User can re-select the failed level but cannot advance on the LEVEL SELECT (3.3)

3.8 *SUCCESS SCREEN:*

If the User succeeds in the mission in the MAIN GAME, then this screen is displayed. There is a chart of A) the troops that the opponent used and lost and B) the troops that the User used and lost. When the User TOUCHES the screen to be sent back to MAIN SCREEN (3.2). The User can now go on to the next level in LEVEL SELECT (3.3)

Screen Detailed Information (two player game)

3.1 *COMPANY LOGO SCREEN:*

The logos of the companies involved in making this game are located on this screen. After the game has loaded, the MAIN SCREEN (3.2) is displayed,

3.2 *MAIN SCREEN:*

The User can select either SINGLE PLAYER, TWO PLAYER, HOW TO PLAY and OPTIONS.

- SINGLE PLAYER: This option takes the User to the SINGLE PLAYER SCREEN (3.2.1)
- MULTI PLAYER: This option takes the User to the TWO PLAYER SCREEN (3.2.2)
- HOW TO PLAY: This option takes the User to the HOW TO PLAY SCREEN (3.4).
- OPTIONS: This option takes the User to the OPTIONS SCREEN (3.5)

3.2.1 *SINGLE PLAYER:*

The User can select either NEW GAME or CONTINUE.

- NEW GAME: This option takes the User to the LEVEL SELECT SCREEN (3.3) with only the first level accessible.
- CONTINUE: This option takes the User to the LEVEL SELECT SCREEN (3.3). The User can select any of the previously finished levels.

3.2.2 *TWO PLAYER:*

The User can select either START GAME, JOIN GAME, or WIFI SETTINGS.

- START GAME: This option takes the User to the TWO PLAYER START SCREEN (3.2.3)
- JOIN GAME: This option takes the User to the JOIN GAME SCREEN (3.2.5)
- WIFI SETTINGS: This option takes the User to the WIFI SETTINGS SCREEN (3.2.4)

3.2.3 *TWO PLAYER START:*

The User can select the mission they'd like to start on this screen as well as allow RANDOM ODDNESS (4.6). As soon as the level is selected the User selects the Level they'd like to play and a WAIT PROMPT SCREEN is displayed. As soon as another player logs on to the game, then the Users both go to the MAIN GAME PLAY SCREEN (3.6)

3.2.4 *JOIN GAME:*

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The User can see what games are available to play on WiFi on this screen. Another User needs to A) be using a wifi connection, B) be using the same wifi connection as the User and C) have selected a mission. When the User selects the level that the other User created, then the User is taken to the MAIN GAME PLAY SCREEN (3.6)

3.2.5 *WIFI SETTINGS:*

The User can select a wifi connection on this screen. The User has the option to connect and add a password to the wifi connection to link up to another player.

3.3 *LEVEL SELECT SCREEN:*

The User selects the mission they'd like to attempt on this screen. Once the level is selected, then the User presses the GO FORTH AND KILL button. The following missions are ultimately available in the list

- LEARN HOW TO KILL
- DESERT
- FOREST
- SWAMP
- MOUNTAINS
- MOUNTAINS AND COAST
- CITY
- CAVE
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The User can learn game playing specifics on this screen. The information is either displayed as a graphic or a text field. There is a BACK button on this screen.

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The User can set the MUSIC volume and F/X SOUNDS volume on this screen. Once the levels are set to the Users preference, the User then presses the BACK button on the screen to save and set the levels.

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3.8 SUCCESS SCREEN:

--TOTAL WAR! TECHNICAL DOCUMENT V1--

If the User succeeds in the mission in the MAIN GAME, then this screen is displayed. There is a chart of A) the troops that the opponent used and lost and B) the troops that the User used and lost. When the User TOUCHES the screen to be sent back to MAIN SCREEN (3.2). The User can now go on to the next level in LEVEL SELECT (3.3). If this is a two player game, the winning User gets this prompt.

4.0 GAME PLAY MECHANICS

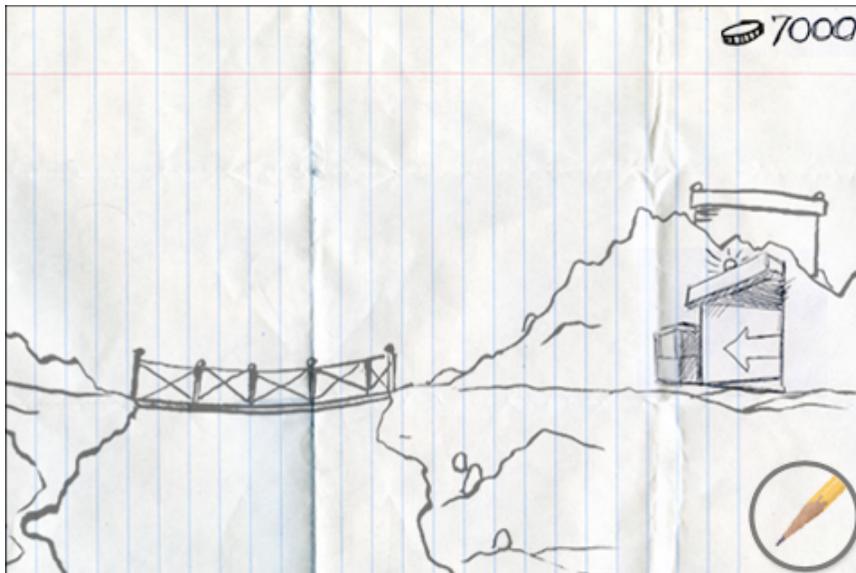
4.1 GAME PLAY:

The focus of the game is to send out your troops and fight past the enemies defenses and destroy the enemies base.



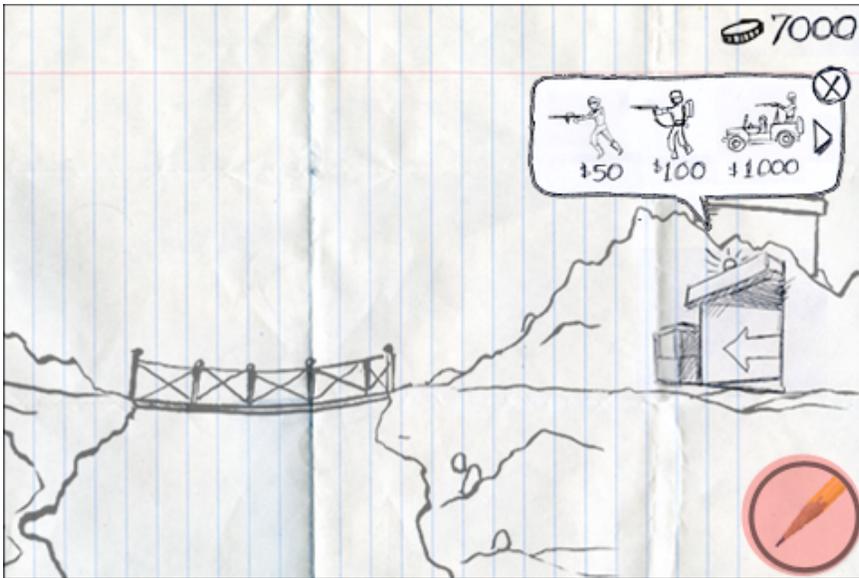
4.1.1 Troop Creation:

In order to start playing the game, the User needs to create a TROOP. The following shows how TROOP CREATION works:

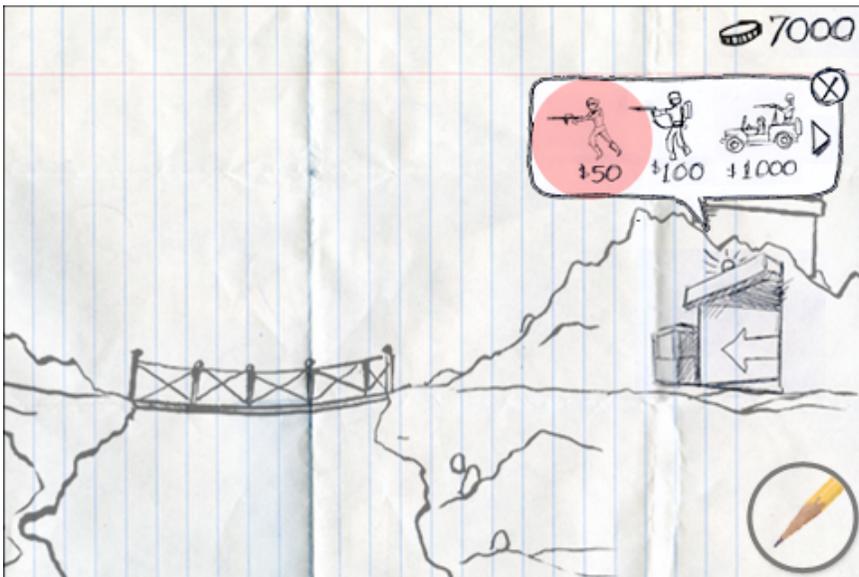


A) The User starts the game.

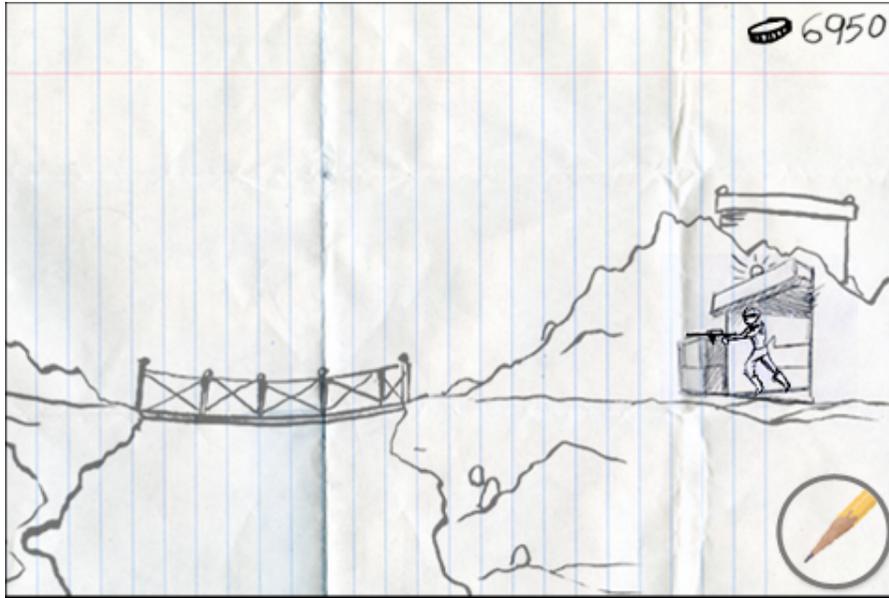
--TOTAL WAR! TECHNICAL DOCUMENT V1--



B) The User presses the DRAW button and the TROOP CREATION balloon is displayed. Troops in the balloon are TROOPER, FLAME THROWER TROOPER, JEEP, TANK, HELICOPTER. There is also a close option on the TROOP CREATION balloon. the User can press the ARROW in the TROOPER CREATION BALLOON to see further assets.



C) The User selects a TROOPER from the TROOP CREATION balloon.



D) A TROOPER is now spawned. The CASH in the upper right corner reflects the change.

NOTE: If the User has scrolled across the Battlefield (see 4.1.4 *Scrolling on the Battlefield*) and they press the DRAW button. The TROOP CREATION BALLOON appears on the right while the Troop Selection Tool Stem points of to the far right.

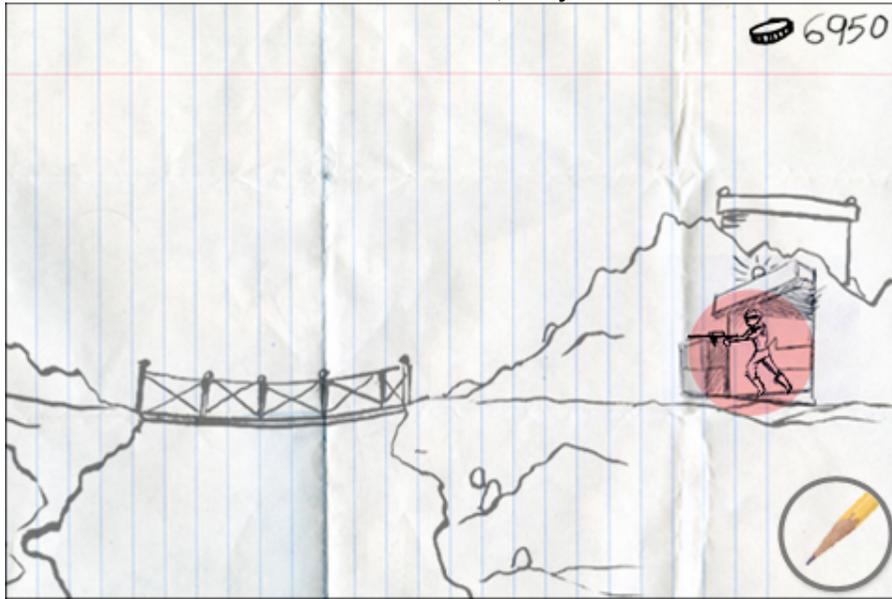


The User can Create TROOPS even though they are not focused on their Base.
To Close the TROOP CREATION BALLOON, the User touches the CLOSE TROOP CREATION BALLOON button.

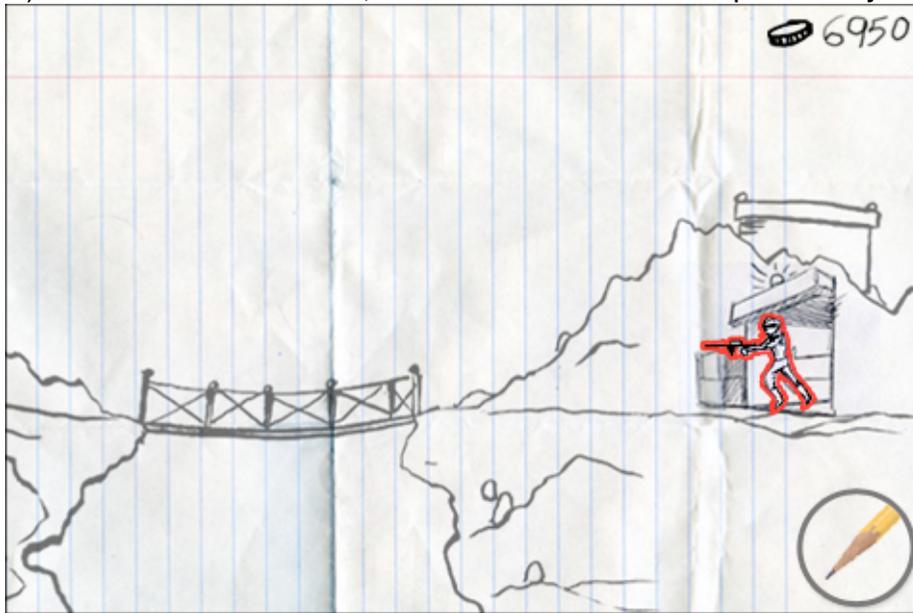
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4.1.2a *Single Troop Selection:*

In order for a TROOP to be utilized, they first need to be selected.



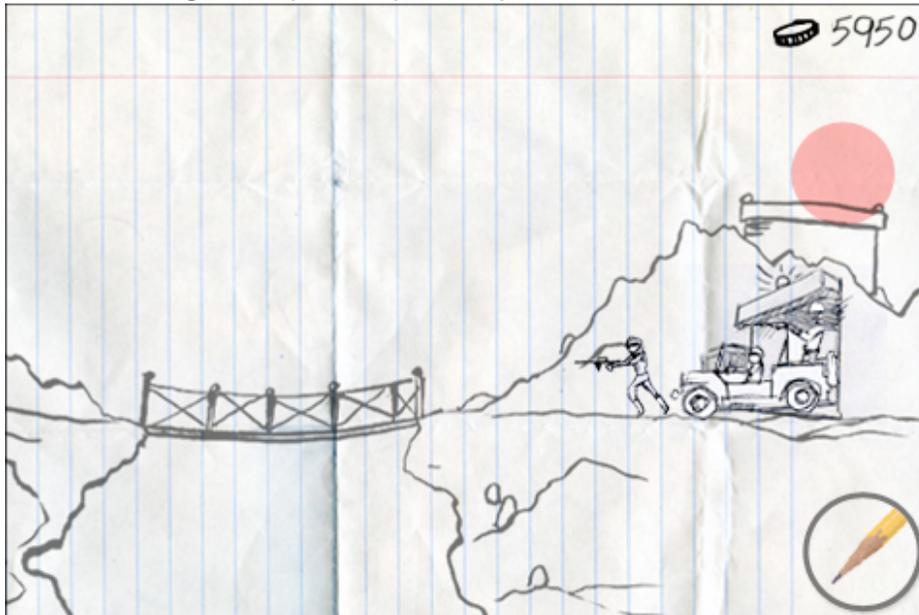
E) To select a TROOPER, the user touches the troop that they want to select.



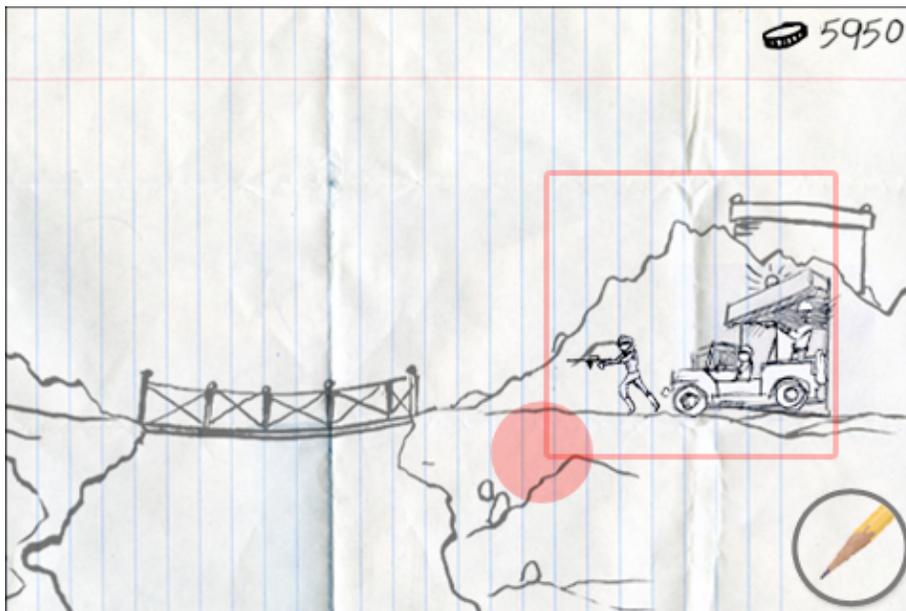
F) The TROOP is now selected. A selected TROOP has a red halo around them. To deselect a TROOP, the User touches off the TROOPER. If the TROOPER is selected the User can scroll across the battlefield (see 4.1.4 *Scrolling on the Battlefield*)

4.1.2b *Multiple Troop Selection:*

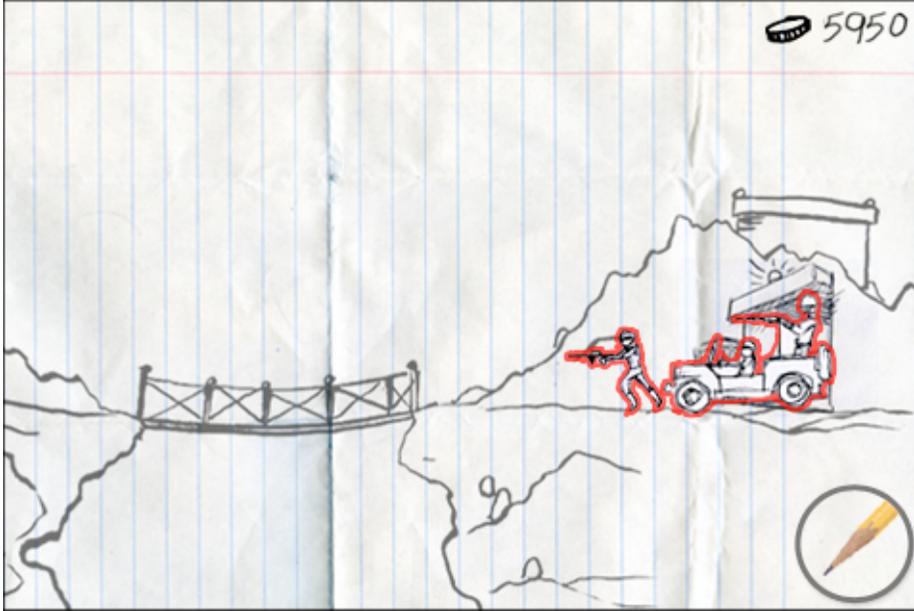
As with a single troop, multiple troops can be selected.



A) To select multiple TROOPS, The User touches the screen above the troops.



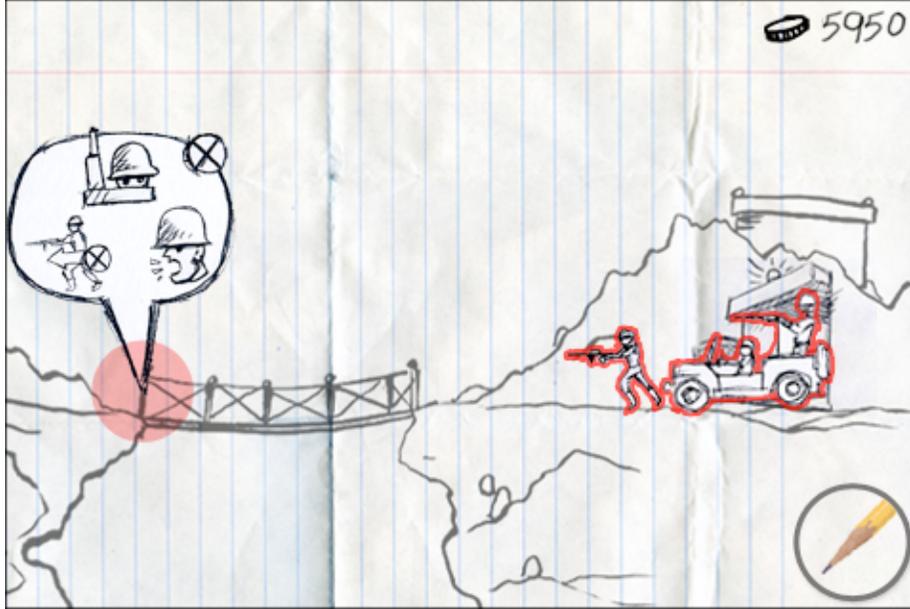
B) The User draws their finger around the troops they want to select.



C) The TROOPS are now selected. The selected TROOPS have a red halo around them.
To deselect TROOPS, the User touches off the TROOPS. If the TROOPER is selected the User can scroll across the battlefield (see 4.1.4 *Scrolling on the Battlefield*)

4.1.3 The Mission Bubble:

The way you send your troops forth to attack the enemy is by using the MISSION BUBBLE.



A) When some TROOPS are selected, the User touches the screen on either a piece of land or an enemy troop. The MISSION BUBBLE has 4 options on it:

- Guard



When this option is selected the selected troops go to the selected location and hold the location against attack.

- Attack and Hold



When this option is selected the selected troops go to the selected location and advance and fight the enemy. Once the enemy has been destroyed, the troop hold their ground.

- Berzerk!



When this option is selected the selected troops go to the selected location and advance relentlessly. They wont stop until they are destroyed or make it to the enemy base.

- Close Bubble



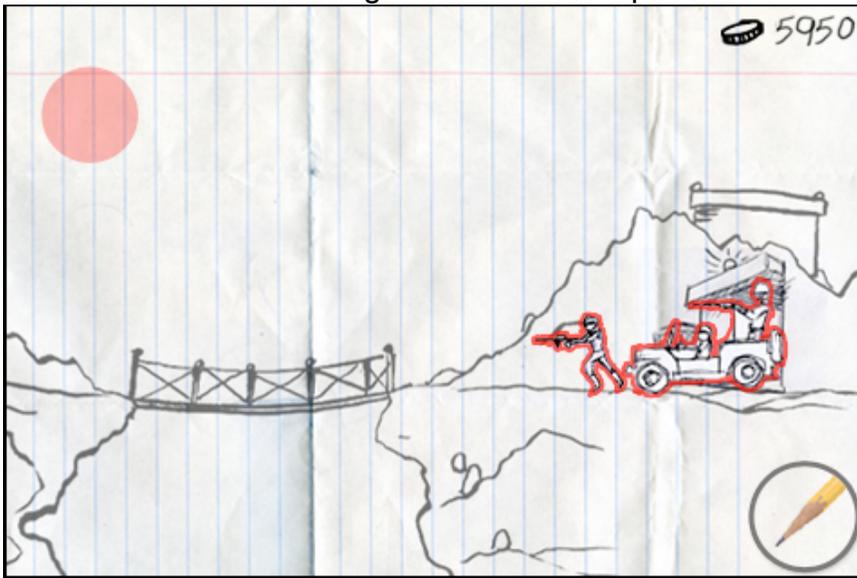
When this option is selected the MISSION BUBBLE disappears.

Some notes concerning the MISSION BUBBLE.

- The User can only select the following to display the MISSION BUBBLE for use:
 - An Enemy
 - A piece of land
 - A Random Oddness trigger location
 - A Turret
 - A Base
- When the Helicopter is selected and the MISSION BUBBLE is selected on a piece of ground. The Helicopter will hover above the area selected, not fly into the ground.s

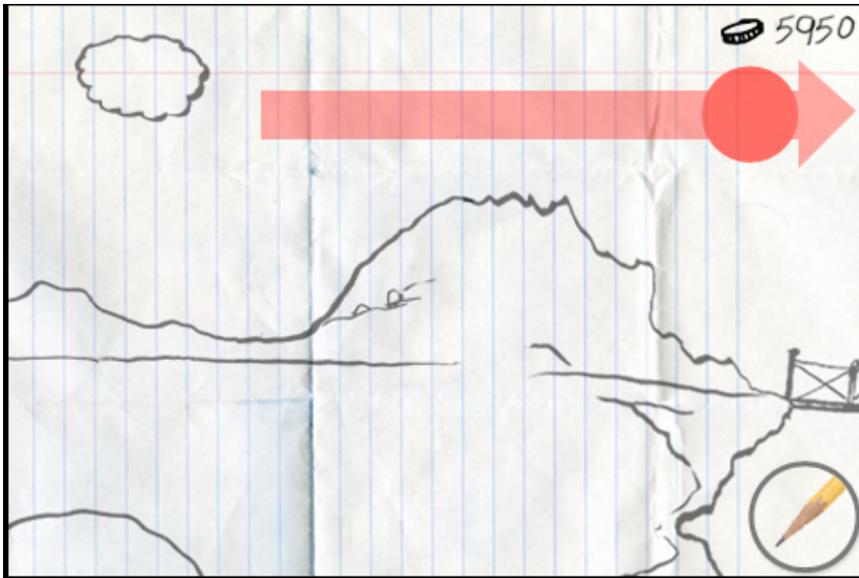
4.1.4 *Scrolling on the Battlefield*

The Battlefield takes up more space then what is displayed on the 480x320 screen. In order to scroll the following is done to accomplish this.



A) The User touches the upper left hand of the screen...

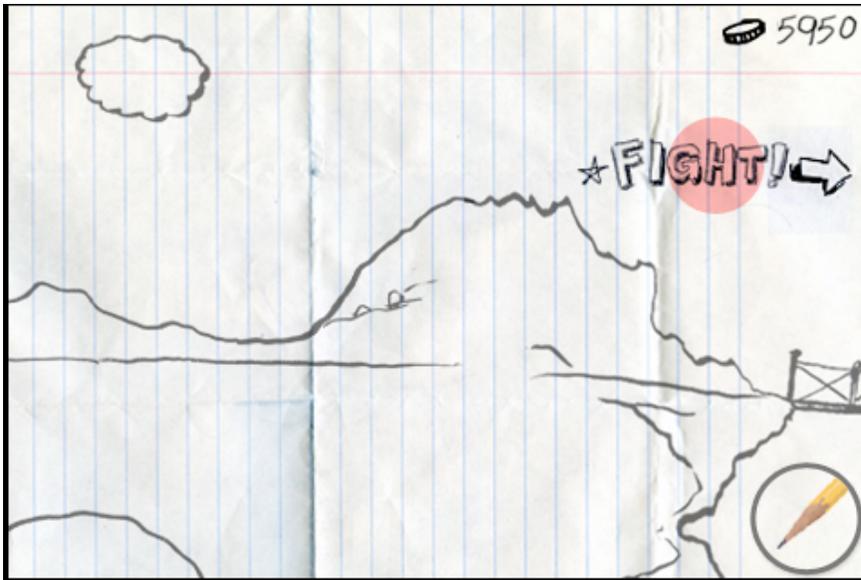
--TOTAL WAR! TECHNICAL DOCUMENT V1--



B) --and draws their finger to the right upper right hand corner. The screen scrolls to the left.



C) If there is a FIGHT happening off screen, the FIGHT! symbol appears with an arrow pointing in the direction of the fight.



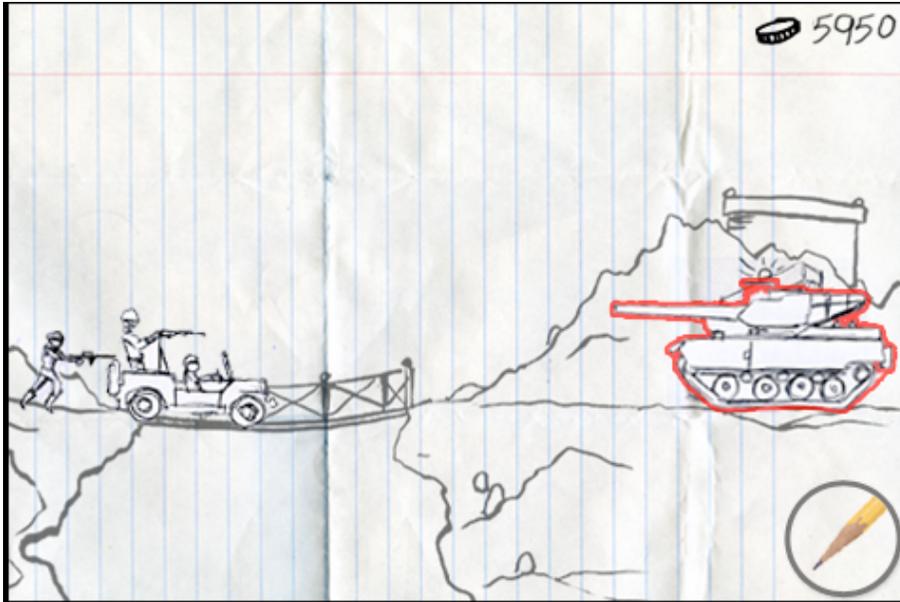
D) The User presses the FIGHT! symbol.



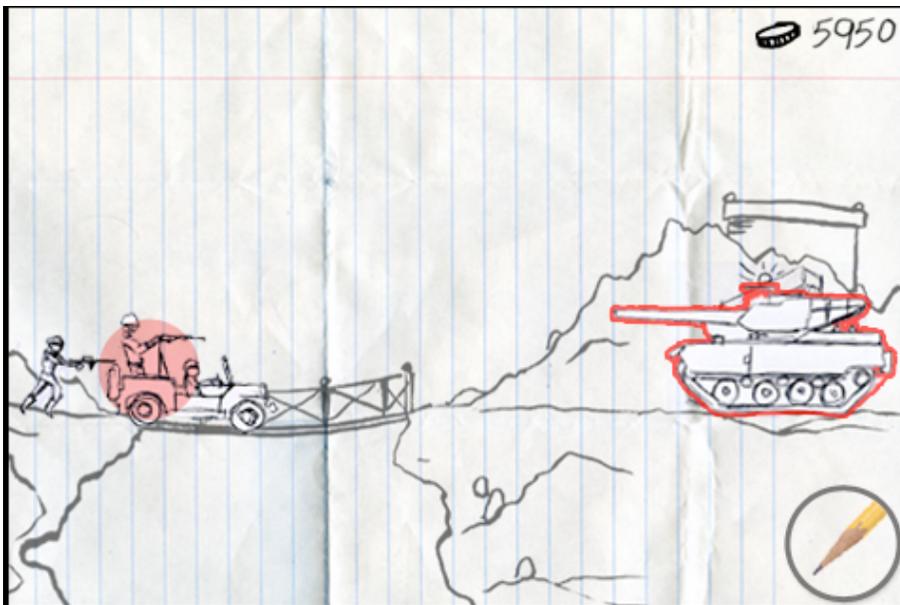
E) The screen automatically scrolls to the fight.

4.1.5 *Battle!*

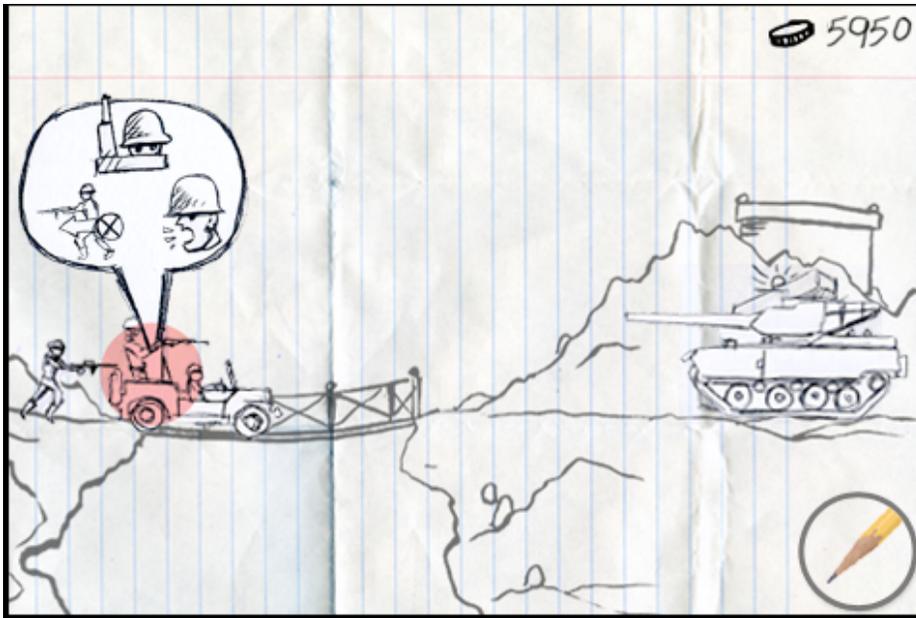
It's inevitable on the battlefield, your forces will meet the forces of the enemy. Here's how the scenario works.



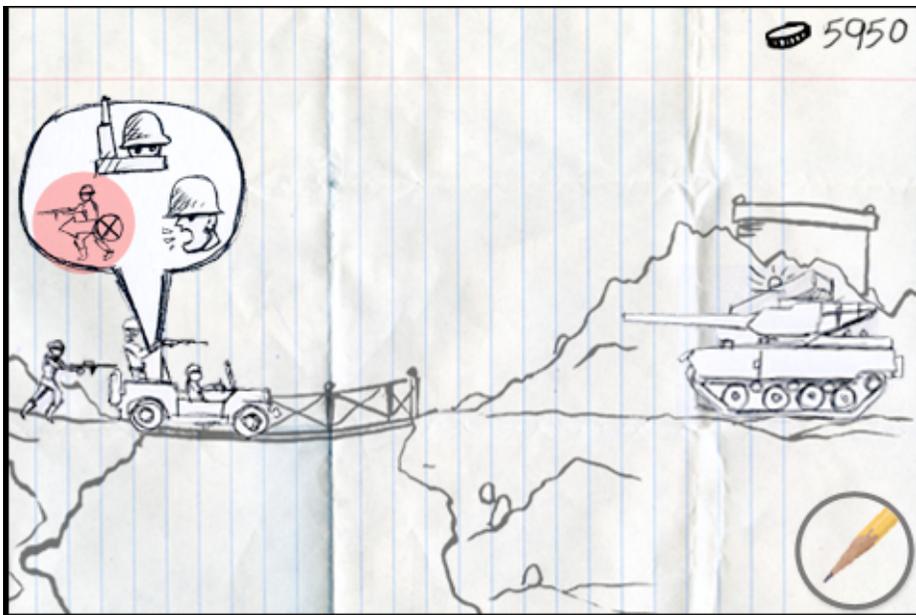
A) The Users tank is selected (See 4.1.2a)



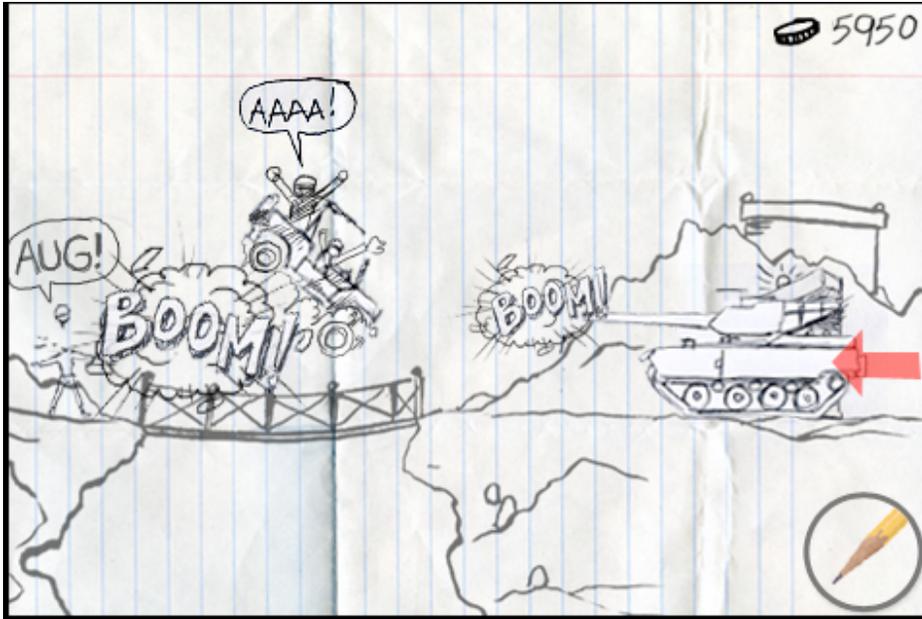
B) The User then touches the enemy troop



C) The MISSION BUBBLE appears.



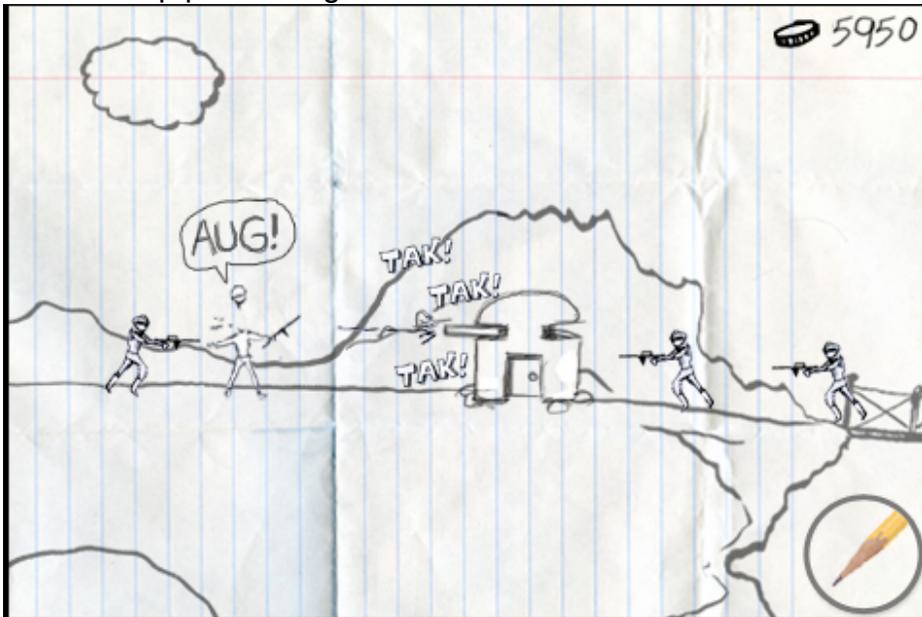
D) The User touches the ATTACK AND HOLD button.



E) The Tank, now with it's orders, advances and fires on the selected enemy.

4.1.6 Turrets

Along the way to the enemies base, the User will come across TURRETS. Not only can turrets guard against the advance of enemy troops, but they also generate revenue for further troop purchasing.



--TOTAL WAR! TECHNICAL DOCUMENT V1--

4.1.6a *Taking over Turrets*

The only Troops that can take over the Turrets are Troopers or Flame Thrower Troopers. The type of weapon in the Turret depends on whomever takes over the turret. Trooper=Machine gun while Flame Thrower Trooper=Flame Thrower.



A) The Users trooper is selected (See 4.1.2a)



B) The User touches the empty Turret.

--TOTAL WAR! TECHNICAL DOCUMENT V1--



C) When the MISSION BUBBLE appears over the turret, only THE GUARD option is available.



D) The User selects GUARD.



E) The Users Trooper advances on the Turret.



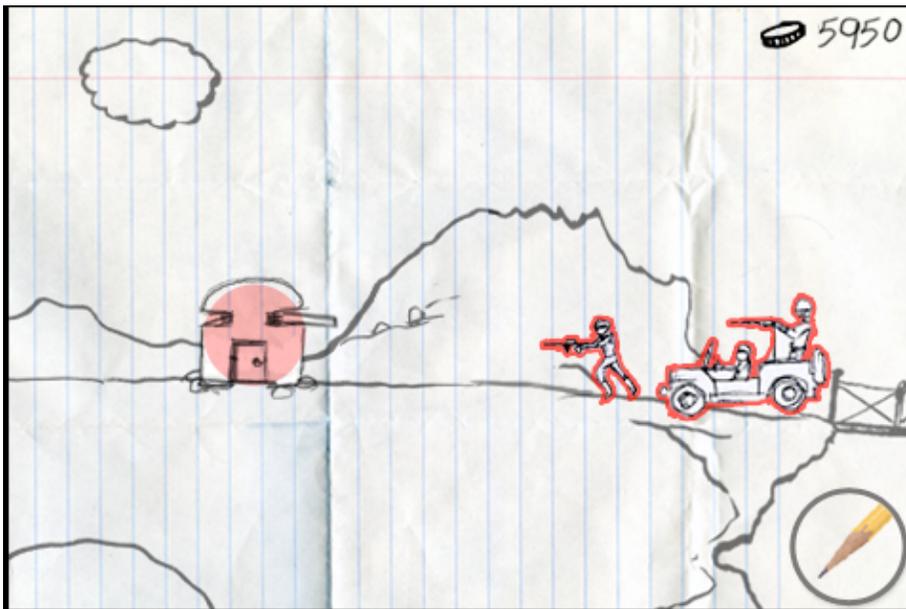
F) The Turret is now under the Users command.

4.1.6b *Attacking an Enemy Turret*

The enemy has taken over a turret. Here's the scenario on how the User would take it back.



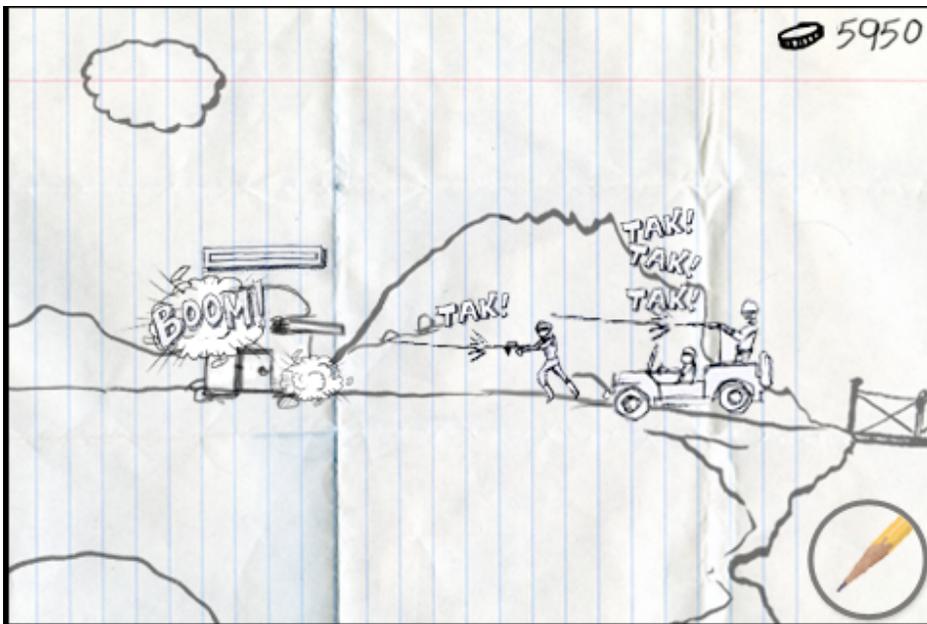
A) The Users trooper is selected (See 4.1.2a)



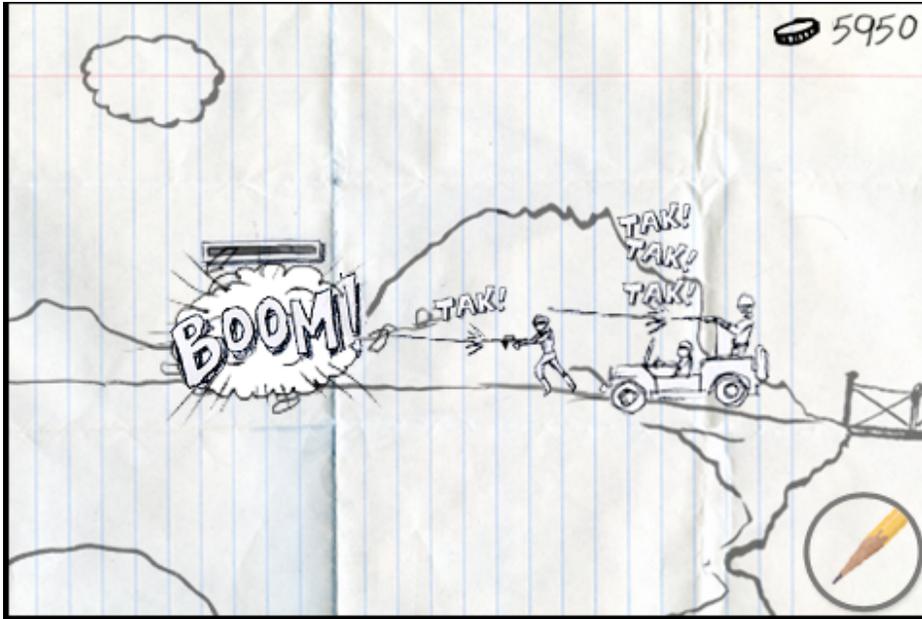
B) The User touches the turret.



- C) The MISSION BUBBLE appears. The Only options are the ATTACK AND HOLD and BERZERK! options.
- Attack and Hold: The Troops attack the Turret until the enemy inside is destroyed.
 - Berzerk!: The Troops attack the Turret until the enemy inside is destroyed. Once destroyed, the troops move onward.



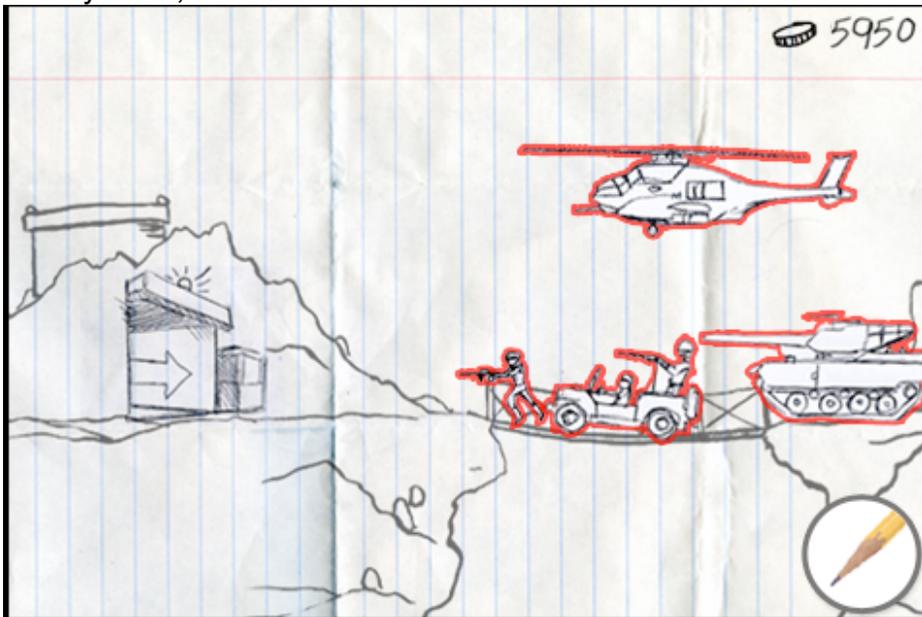
- D) The Troops attack the Turret. While under attack, a Life Meter appears over the turret. The Meter diminishes with the more damage inflicted.



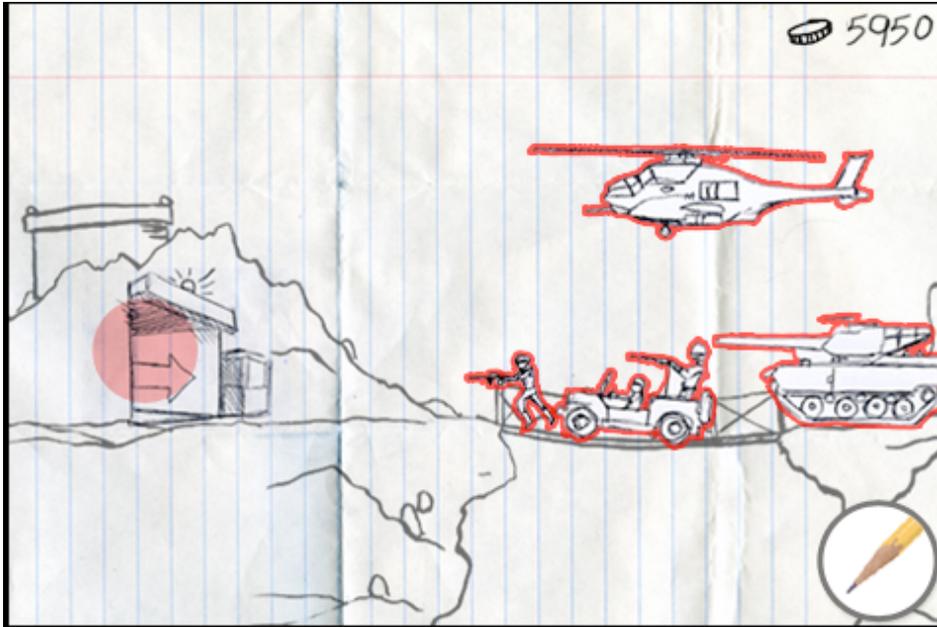
E) Success! The Users Troops have destroyed the inhabitants of the Turret. Now the User can send in a trooper to take over the Turret (see 4.1.6a *Taking over Turrets*)

4.1.7 *Attacking the Enemy Base:*

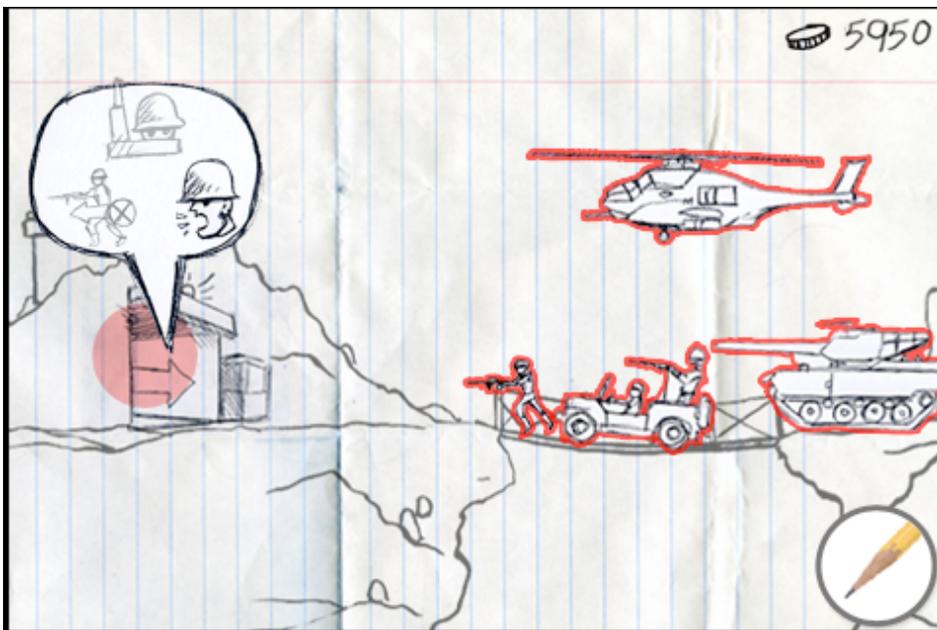
Once the enemies TROOPS are destroyed or the User's pushed all the way to the enemy base, then the User can make a final assault on the Enemy Base.



A) The User selects the TROOPS (see 4.1.2b *Multiple Troop Selection:*)

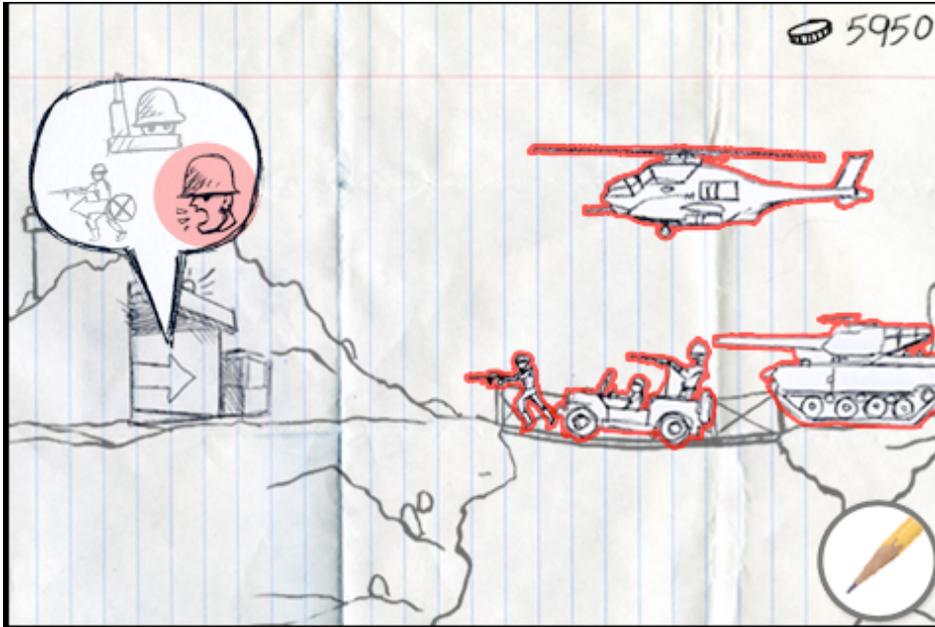


B) The User touches the Enemy Base

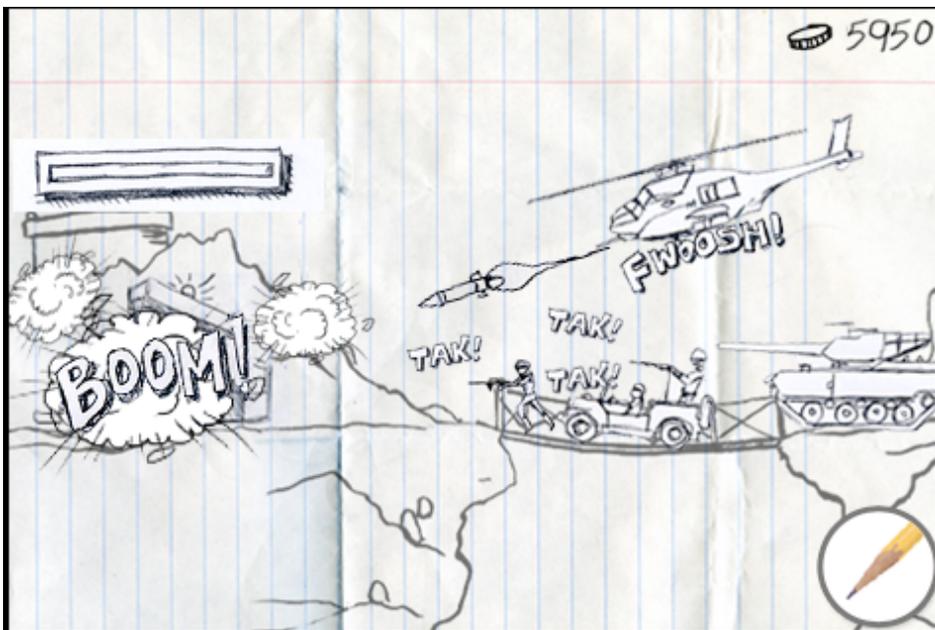


C) The MISSION BUBBLE is brought up. The only option is BERZERK!

--TOTAL WAR! TECHNICAL DOCUMENT V1--



D) The User touches BERZERK!



E) The Users TROOPS attack the Base. Above the Base there is a Life Meter. The Meter diminishes with the more damage inflicted. When the Life Meter reaches zero the Base is destroyed and the Mission is over. Victory has been achieved!

4.2 TROOPS:

The Troops are the army that the User sends forth to destroy the enemy.

4.2.1 TROOPER:

This is the footsoldier of the game. They are armed with a light machine gun.



4.2.2 FLAME THROWER TROOPER:

The Flame thrower trooper uses their flame thrower to fry the enemy. The drawback to this troop is that when the Flame thrower trooper is killed, they have a tendency to blow up, damaging everything in close proximity to them.



4.2.3 JEEP

The Jeep has a heavy machine gun and can attack at high speeds.



4.2.4 TANK

The Tank is the heaviest trooper on the battlefield. They do a great deal of damage as well as soak up tons of damage.



4.2.5 HELICOPTER

The Helicopter can fly and attack with missiles. They are unencumbered by land based obstacles.



4.2.6 TURRETS

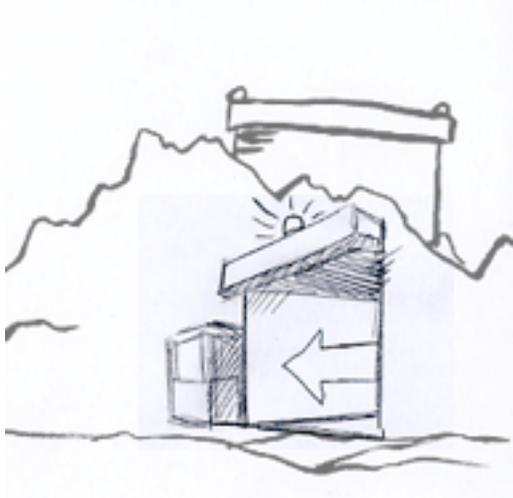
A Trooper or a Flame thrower trooper can take over a Turret. When the User (fighting from the left) inhabits a turret, a gun appears out of the right side, doing damage to any enemy that comes too close. The Turrets weapons reflect the kind of trooper that's inhabiting them. A machine gun for a trooper and a flame thrower for a flame thrower trooper.

NOTE: Another way the TURRET function can work: If one trooper gets into the turret then it's half full. If there are two people in the turret it will be completely full. That way if you keep pumping troops into the turret you can maintain it. The type of weapon the turret has depends on the first living trooper who entered. So if a Flame Thrower Trooper enters first and then a Trooper, then the turret has a flame thrower. If the first half of the turrets life is destroyed (The Flame Thrower Trooper is now dead), the turret becomes a machine gun.



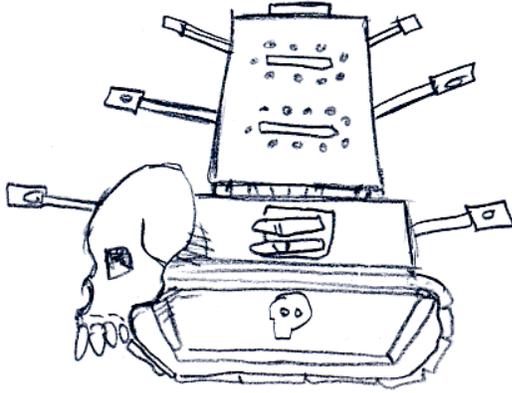
4.2.7 MAIN BASE

The Main base is where your troops spawn when created. When you fight past the enemy and get to their base your goal is to destroy it. The base takes a lot of damage. Also, the MAIN BASE has a missile launcher in the silo that needs to be destroyed first.



4.2.8 *BIG STUPID SKULL TANK*

The BSST is a piece of Random Oddness (4.6) When the random oddness event is triggered, then the Player who triggered it spawns this monstrosity from their base. The tank rolls across the battle field destroying everything in front of it. it takes a lot of damage and is almost unstoppable...almost.



Option?: Should the BSST be available in the TROOP CREATION BALLOON? (see 4.1.1 *Troop Creation:*) for a high price?

4.3 *MAPS*

4.3.1 *LEARN HOW TO KILL!*

The starting level for the game that shows the User a step by step in how to make and display troops. Not much to it.

4.3.2 *DESERT*

A barren desert war zone complete with cactus. The sand slows down the troops.

4.3.3 *FOREST*

Trees are standing in the way of the enemy base. The User can use their troops to blow the trees down to advance.

4.3.4 *SWAMP*

A murky swamp where the dead sometimes come back. Troops move slower in this mission.

4.3.5 *MOUNTAINS*

The User sends their troops up and over the mountains and battle in the crest of a huge pair of mountains.

4.3.6 *MOUNTAINS AND COAST*

This battlefield is populated with bridges and water that is filled with sharks.

--TOTAL WAR! TECHNICAL DOCUMENT V1--

4.3.7 CITY

Empty buildings stand in the way of destroying the enemy on this level.

4.3.8 CAVE

The User's troops go down the rabbit hole to attack in the middle of a mountain. The User can shoot stalactites down from the ceiling onto the enemy or themselves.

4.3.09 HEAVY METAL/VALHALLA

This is where the honored warriors of the battlefield go after their deaths.

4.3.10 HELL

The big final mission. A huge sprawling battlefield with fiery pits and demons.

4.4 *MULTI PLAYER OPTIONS:*

When the multiplayer option is enabled, one User has black colored troops while the other has blue colored troops.

4.5 *SUCCESS:*

When the enemy's base is destroyed, then the User can access the next level.

Question: Should the User be able to keep the remainder of their budget for the next level? Should the User be able to keep the remainder of their enemies budget as a sort of plunder?

4.6 *FAILURE:*

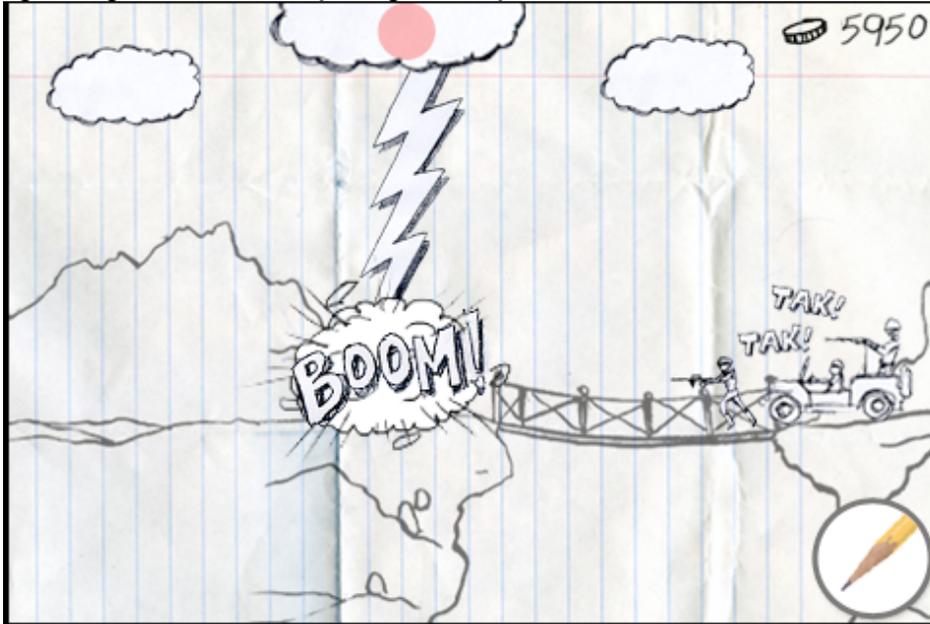
When the Users base has been destroyed then they have failed the mission. They can retry the previous mission but they can't advance in the game further.

4.6 *RANDOM ODDNESS:*

Random Oddness are little easter eggs that randomly appear in the game. When a trigger event occurs, then the Random Oddness event results.

4.6.1 LIGHTNING STRIKES!

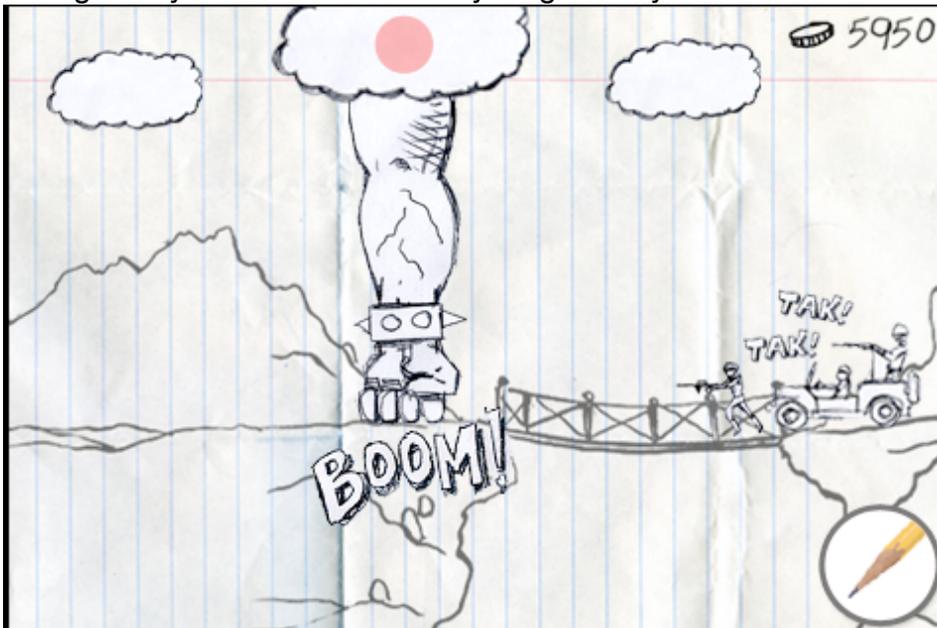
When the User shoots a special cloud (the difference could be size or shape) a lightning bolt blasts anything directly below it.



Locations: DESERT, FOREST, MOUNTAINS, MOUNTAINS and COAST, CITY

4.6.2 METAL GOD FIST!

When the User shoots a special cloud (the difference could be size or shape) a strong heavy metal arm blasts anything directly below it.

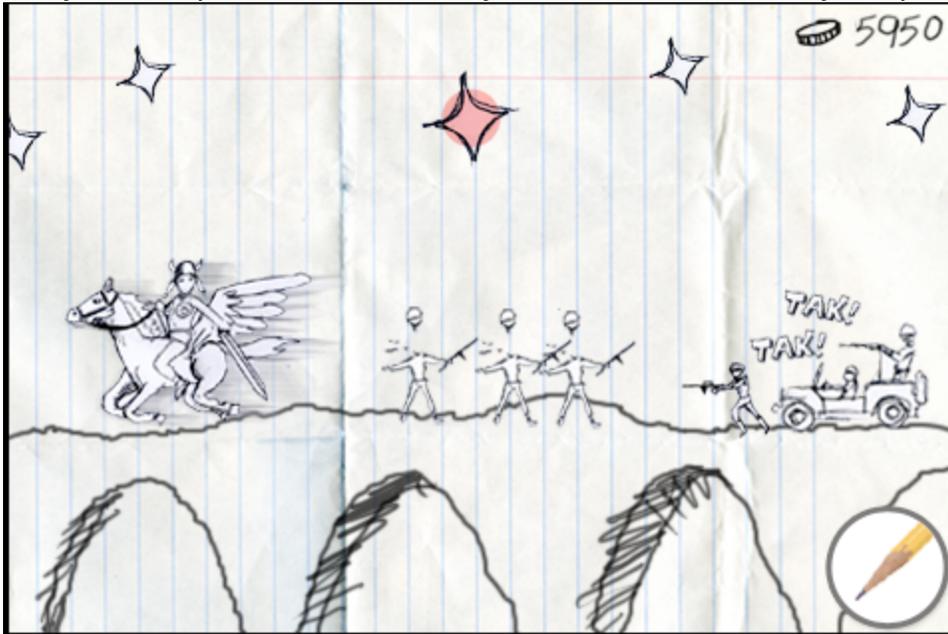


Locations: DESERT, FOREST, MOUNTAINS, MOUNTAINS and COAST, CITY

--TOTAL WAR! TECHNICAL DOCUMENT V1--

4.6.3 VALKYRIE!!!

When the User shoots a special star (the difference could be size or shape) a Valkyrie swoops down from the sky and beheads all enemy troops.



Locations: HEAVY METAL/VALHALLA

4.6.4 CAVE IN!!!

When the User shoots a stalactite (the difference could be size or shape) the stalactite falls from the cave roof and destroys whatever's underneath it.



Locations: CAVE, HELL

4.6.5 THE DEVIL!!!

When the User shoots a flame (the difference could be size or shape) the devils head flies forward to fry the enemy troops with heavy metal hell fire.



Locations: HELL

4.6.6 EVIL CEMETERY!!!

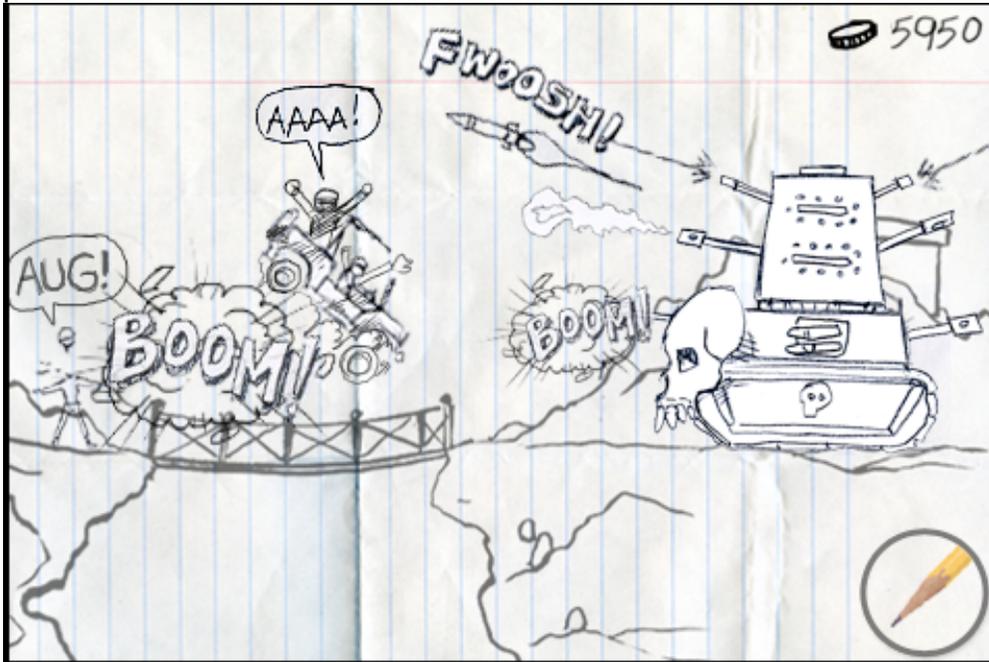
When a TROOPER or FLAME THROWER TROOPER dies in the evil cemetery, the reanimate and attack their ex comrades. Zombies turn victims into zombies as well. They have the same health level as the TROOPS.



Locations: SWAMP, MOUNTAINS

4.6.5 BIG STUPID SKULL TANK!!!

Outlined in 4.2.8 *BIG STUPID SKULL TANK*, the BSST either can be triggered or purchased.



Locations: Possibly all if purchasable, if random, then all.

5.0 GRAPHIC DELIVERABLES ASSET LIST

5.1 *TROOPER*:

- 5.1.1 Standing
- 5.1.2 Running
- 5.1.3 Hit state (shot) 1
- 5.1.4 Death state (shot) 2
- 5.1.5 Death state (shot) 3
- 5.1.6 Hit state (flame) 1
- 5.1.7 Death state (flame) 2
- 5.1.8 Death state (flame) 2
- 5.1.9 Death state (Explosion) 1
- 5.1.10 Death state (Explosion) 2
- 5.1.11 Death State (squished)1

5.2 *FLAME THROWER TROOPER*:

- 5.2.1 Standing
- 5.2.2 Running
- 5.2.3 Hit state (shot) 1
- 5.2.4 Death state (shot) 2
- 5.2.5 Death state (shot) 3
- 5.2.6 Hit state (flame) 1
- 5.2.7 Death state (flame) 2
- 5.2.8 Death state (flame) 2
- 5.2.9 Death state (Explosion) 1
- 5.2.10 Death state (Explosion) 2
- 5.2.11 Death State (squished)1

5.3 *JEEP*:

- 5.3.1 Standing
- 5.3.2 Running
- 5.3.3 Hit state (gun fire) 1
- 5.3.4 Death state (explosion) 2
- 5.3.5 Death state (explosion) 2

5.4 *TANK*:

- 5.4.1 Standing
- 5.4.2 Running
- 5.4.3 Hit state (gun fire) 1
- 5.4.4 Death state (explosion) 2
- 5.4.5 Death state (explosion) 2

5.5 *COPTER*:

- 5.3.1 Flying
- 5.3.3 Hit state (gun fire) 1
- 5.3.4 Death state (explosion) 2

--TOTAL WAR! TECHNICAL DOCUMENT V1--

5.3.5 Death state (explosion) 2

5.6 *BATTLE EFFECTS:*

- 5.6.1 Gun Fire
- 5.6.2 Ground hits
- 5.6.3 Vehicle hits
- 5.6.4 Large Gun Fire
- 5.6.5 Explosion 1
- 5.6.6 Explosion 2
- 5.6.7 Small Explosion 1
- 5.6.8 Missile launch
- 5.6.9 Missile flying
- 5.6.10 Flame thrower 1
- 5.6.11 Flame thrower 2
- 5.6.12 Fire on ground
- 5.6.13 Turret (empty)
- 5.6.14 Turret (right gun)
- 5.6.15 Turret (left Gun)
- 5.6.16 Turret (explosion)
- 5.6.17 Damage gauge (Turret)
- 5.6.18 Damage gauge (Base)
- 5.6.19 Tree
- 5.6.20 Tree destroyed
- 5.6.21 House
- 5.6.22 House destroyed

5.7 *SOUND EFFECTS GRAPHICS:*

- 5.7.1 BOOM!
- 5.7.2 TAK TAK TAK!
- 5.7.3 FWOOSH!
- 5.7.4 FIGHT!
- 5.7.5 AAAH!!!
- 5.7.6 MOMMY!
- 5.7.7 VROOM!
- 5.7.8 BEHEAD!
- 5.7.9 Grrr...
- 5.7.10 Raaa!
- 5.7.11 WHABOOM!!!
- 5.7.12 FIRE!

5.8 *RANDOM ODDNESS:*

- 5.8.1 Heavy metal arm of god
- 5.8.2 Stalactite
- 5.8.3 Valkyrie
- 5.8.4 Dragon
- 5.8.5 Lightning bolt

--TOTAL WAR! TECHNICAL DOCUMENT V1--

- 5.8.6 The Devil
- 5.8.7 Zombie crawl to surface
- 5.8.8 Zombie walk
- 5.8.9 Big Stupid Skull Tank
- 5.8.10 Random Action starter 1
- 5.8.11 Random Action starter 2
- 5.8.12 Random Action starter 3

5.9 *MAPS*

- 5.9.1 Learn to Kill
- 5.9.2 Desert
- 5.9.3 Forest
- 5.9.4 Swamp
- 5.9.5 Mountains
- 5.9.6 Mountains and Coast
- 5.9.7 City
- 5.9.8 Cave
- 5.9.9 Heavy Metal/Valhalla
- 5.9.10 Hell

5.10 *GAME ELEMENTS*

- 5.10.1 Coin
- 5.10.2 Troop Mission Selector
- 5.10.3 Arrow Right
- 5.10.4 Arrow Left
- 5.10.5 Pencil Button
- 5.10.6 Logo
- 5.10.7 Main Page screen Text
- 5.10.8 How Top Play screen text
- 5.10.9 Options Page screen text
- 5.10.10 Level Select screen text
- 5.10.11 Company Logo Screen Text
- 5.10.12 Failure screen crinkle up paper
- 5.11.13 Success screen
- 5.11.14 Line Paper plate
- 5.11.15 Troop count icon (Success screen)

6.0 ROAD MAP ITEMS FOR FUTURE REVISIONS:

These are elements we'd like to add to future version of this game.

6.1 *VERSION UP TROOPS*

As a vehicle destroys more army units, the vehicle versions up. Troops who have these updates have a longer reach and do more damage.

- Trooper/Machine Gunner
- Flame Thrower Trooper/Rocket trooper
- Jeep/Light tank
- Tank/Mobile Missile base
- Helicopter/Heavycopter

6.2 *FUTURE VEHICLE IDEAS*

- Jet pack troops: Jet pack troops can fly for short distances and then attack.
- Demolitions: A demolitions guy can blow up Bridges, bunkers and leave bombs for troops.
- Bridge maker(Engineer): A trooper that makes bridges or: • Bridge Layer: a Tank that constructs a bridge as well as make sand bags.
- Raftiteer: A trooper that has an inflatable raft that can carry 3 men.
- Ninja: A ninja runs faster, scales walls, and can silently kill the first troop they encounter.
- Patriot: Like a ninja with a big old machine gun. When patriots occupy a vehicle the accuracy and speed of the attacks strengthen.
- Sniper: Can shoot troops from 1/3rd of the screen away.
- Medic: Fixes troops.
- Anti aircraft gun turrets: Shoots down air troops.
- Pilot: When an air troop gets shot down the pilot parachutes to the ground and begins to look for a hiding place.
- Mortar Troops. The Mortar troops can shoot mortars at the advancing troops. The only problem is you need to time the attack properly due to the slowness of the mortar.
- Heavy Machine gun trooper set: A couple of men who bunker down and man a machine gun.
- Troop truck: You can take 6 men in this truck for quicker deployment.
- Harrier Jet: Your helicopter is replaced by a harrier jet that has heavy machine guns.
- Jets: A set of jets streak by and napalm enemies.
- Nuclear Missile: When you get a ton of cash you can launch a missile from your base. It destroys everything around one third of the screen. Char effect.
- Zombie bomb: When this is dropped, the dead rise, turn around, and attack your enemy (and you if you're behind them).
- Mustard Gas: Postit note.

6.3 *ERASE AND REDRAW LAND*

- The User can erase a section of land and redraw in foxholes, cliffs, and walls.

--TOTAL WAR! TECHNICAL DOCUMENT V1--

6.4 CASH DEPOSITS

- Certain troops have CASH. When they're shot you can take their funds.

6.5 SURRENDERING TROOPS

- When you have 4 troops and they get blown to hell, the remaining troops wave a flag. When they do that two things can happen. One: another trooper can take them prisoner, which means they become your troops. Second: You execute them. This make the enemies either attack you much more ferociously or be terrified and attack more carefully.

6.6 ZOOM IN-ZOOM OUT OPTION

- You can push in and pull out on the battlefield via a touch. Much like music programs, you can zoom in on specific spots on the battlefield.

6.7 BATTLE RECORD

- Allows the User to record parts of a battle and send them to their opponents as a form of taunt.

6.8 MESSAGE IN TWO PLAYER MODE

- Allows the User to send messages in the Two Player Mode to an Opponent as a form of taunt.

6.9 TROOPS IN USE BUTTON

- A button that allows the User to see what troops are in play for the User and the Enemy.