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OVERVIEW

This game will be an interactive turn based computer game based on the popular title “Worms.” The player will control a team composed of several small and heavily armed creatures, with the goal of utterly destroying any and all other teams of small heavily armed creatures. The players will take turns moving and using weapons to eliminate the other players. The game will have a variety of weapons, but will also provide users the option of creating their own weapon sets and using them in game in addition to or instead of the included weapon set. The game will also provide a variety of customizable settings, such as, but not limited to, team size, AI difficulty, weapon power, health, turn time limit, gravity, and terrain properties.
The main menu is what the user will see when they first start up the game. The title of the game will make an appearance at the top of the page, followed by a list of clickable buttons. The first button will be the start button. Clicking this button will lead the player to the Start menu, where they can access game settings and start playing the game. See page 3 for more details. The second button leads to the Help menu, which will provide information about the game and how to play it. The third button allows the user to access general options, such as video and audio settings. The last button will be the Quit button, and will allow the user to quit the game.
This is the aforementioned Start Menu, which allows the player to customize the game and then start playing. The menu will include options to preview and change the map, the team settings, weapon settings, round settings, and start the game. The team options include team size, team name, team handicaps, CPU or player control, and AI difficulty (CPU players only). The player will be able to change these settings either individually or as a whole. Other options that can be changed include round length, rounds per match, turn length, the default team settings, and victory conditions. The weapons menu allows the player to choose which weapons will be available in the match and how many of each weapon will be useable.
Gameplay

Above is a screenshot of what the finished game should look like. The HUD includes timers for both the player's current turn and the round. There will also be a button that pauses the game and provides options for quitting, resuming, and cheating. Along the bottom of the screen the player will be provided with current team standings and weapon selection. Above each creature will be the creature's name and current health, and if it is that creature's turn it will have a flashing arrow above its head. The mouse cursor will be used for aiming the creature's weapon. Holding down the left mouse button will control the power of the shot, and releasing the button will fire the weapon. Arrow keys will control movement, and the space bar and enter keys will be used for jumping in either direction.
The Help Menu will provide the clueless users with helpful information about how to play the game. This will include details about the controls and each default weapon (user created weapons will probably not be included in this section). We may include a section of strategy hints, which may or may not be helpful. There will also be a collection of cheat codes for use by players who have no conscience.
The options in this menu will be video, audio, weapons and physics settings. Ideally the video settings will include screen resolution, and all sorts of quality options that will give the user a false sense of control over game performance, but in reality will do absolutely nothing. The audio settings will be limited to a mute button, and a volume slider, for sound effects. The weapons settings will allow the users to choose which weapon sets to use out of the default set and any sets they have created. The physics settings will allow the user to alter the basic physics of the game, such as gravity.
and various terrain properties.

**Quit Button**

The quit button will allow the user to quit the game. This button may or may not function properly.

**Miscellaneous Information**

Extra items that may be added if time allows (which it probably won't, but we are optimistic):

- A map editor of sorts, or at least the ability to add user created maps to the existing files.
- A non-hotseat multiplayer function. (Local Area Network support)
- more detailed AI controls options.