

# Gary's Games

## Vision Statement

Gary's Games provides frameworks that game designers can use to create turn-based strategy games. Unlike arcade-style shoot-'em-up games and games that rely on audio and video features to engage the player, our games will focus on the technical details of strategy and tactics. Our framework provides the bookkeeping details to make building a particular game easy, while removing the burden of coding repetitive tasks from the game design.

The game system framework (GSF) will provide the core of all of Gary's Games. It will be delivered as a library of classes with a well-defined API that should be usable by all board game development project teams within the company. The framework will provide standard capabilities for:

- ◆ Defining and representing a board configuration
- ◆ Defining troops and configuring armies or other fighting units
- ◆ Moving units on the board
- ◆ Determining legal moves
- ◆ Conducting battles
- ◆ Providing unit information

The GSF will simplify the task of developing a turn-based strategic board game so that the users of the GSF can devote their time to implementing the actual games.

