

High Concept



The insects are swarming! Join the frogs to defend their kingdom by eating, squishing and blasting wave after wave of enemies. Greatly outnumbered, you must harness the power of the Ancients. Things will get insane!

Features

- **Frogout** is a race to **breed and deploy** your **army of amphibians** against incoming **waves of insects** in a **single-player RTS** (real time strategy), game **with tower defense** elements.
- From a **top down perspective**, you must protect your **king**, who reigns from the center of the map overlooking the breeding ponds.
- Control **frog-like units** that start as **eggs** (spawned by the frog king). When they grow, frogs are free to leave the pond.
- Each frog has its **Sanity Levels** that is visible to the user, as well as three basic statistics: **Power, Range** and **Speed**.
- You can apply **colorful potions** made with **mutagens gathered** from fallen enemies, to increase statistics, and give the frogs powerful **abilities**. But beware: giving too many potions will drain their sanity more quickly, and if the sanity is depleted the frogs will turn **insane** and join the hordes of your enemies.
- Conversations between the **leaders** of each race and other characters will let you in a **rich narrative** as you strive to find out the **true reason** of why the insects are attacking and the **origin of the mutagens**.

Overview

👤 Player motivation

The player will make the last stand of frogs, in a fight against extinction. He or she will manage various aspects, such as breeding, mutating and controlling the sanity of the units. No mindless decisions, careful planning is rewarded! Wave after wave of insects must be defeated using and sacrificing your frog race.

👤 Genre

Real Time Strategy with Tower defense elements

👤 Target audience

Players interested in strategy/management games

Tower defense players looking for a new flavor

Focus: Manager Archetype (DGD1 Model)

👤 Competition

Other tower defense and RTS games such as:

- Funny: Orcs must die!
- Challenging: Starcraft/Warcraft
- Simplistic: Plants vs. Zombies

👤 Unique selling points

Challenging since unit upgrades have drawbacks that can put the player in a bad spot if used carelessly.

Fun mutations for your units and combinations that lead to many variations of frogs.

Original approach to tower defense, with mobile units.

👤 Hardware

PC – as a browser game using the unity game engine.

👤 Design goals

Fast paced: A strategy game where stronger units become harder to manage forcing the player to think about how much of these dangerous materials he should use.

Diverse: Multiple approaches to winning due to a plethora of mutant combinations.

Multitasking: Defend, breed and control. The player must switch between tasks like defending the nest, prepare the next generation of frogs and cater to the needs of existing soldiers with upgrades or sanity replenishment.

Team:

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