

GAME IDEA



GAME CHOICE

The game that I have come up with is:

- **4vs4 Multiplayer Online Battle Arena.**
- **3rd person shooter.**

Players will choose a fighter that they will get playing and getting **Magic Dust**, which will be the main goal to advance in the game.

The fighters will be **elemental elves** (Fire, Water, Earth, Wind, Electricity).

To gain EXP and Magic Dust they will fight to destroy the enemy tower and defend the ally one. To destroy it, they should team up with their crew (friends or strangers) and **combine the elements** the team has, so the attack would be stronger.

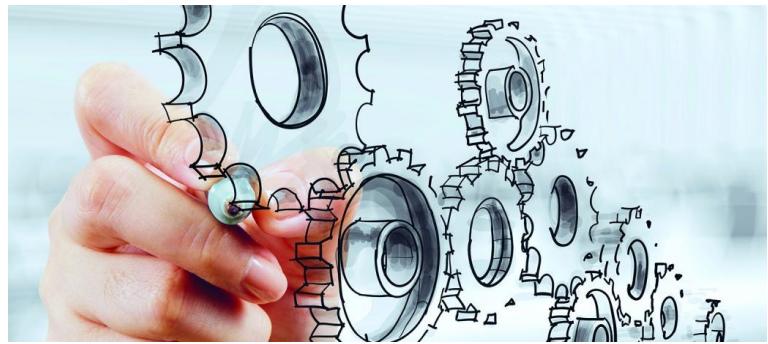
The platforms would be firstly designed for Mobile platforms, but extended to PC, too, so the game could reach more people.

It will be a direct competitor of Brawl Stars.

HIGH LEVEL DESIGN

DESIGN PILLARS

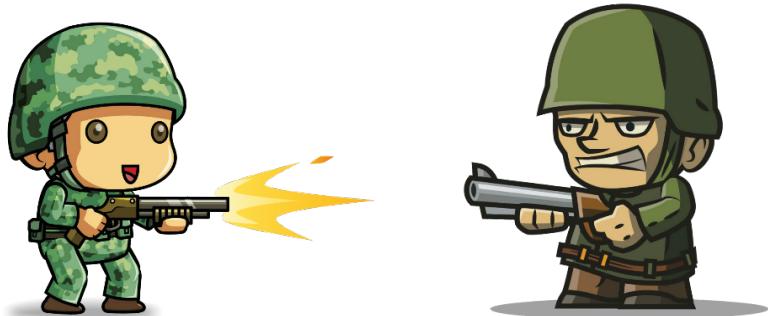
Strategy



Cooperation



Combat



Elements



HIGH LEVEL DESIGN

PLAYER AND GAME'S GOAL

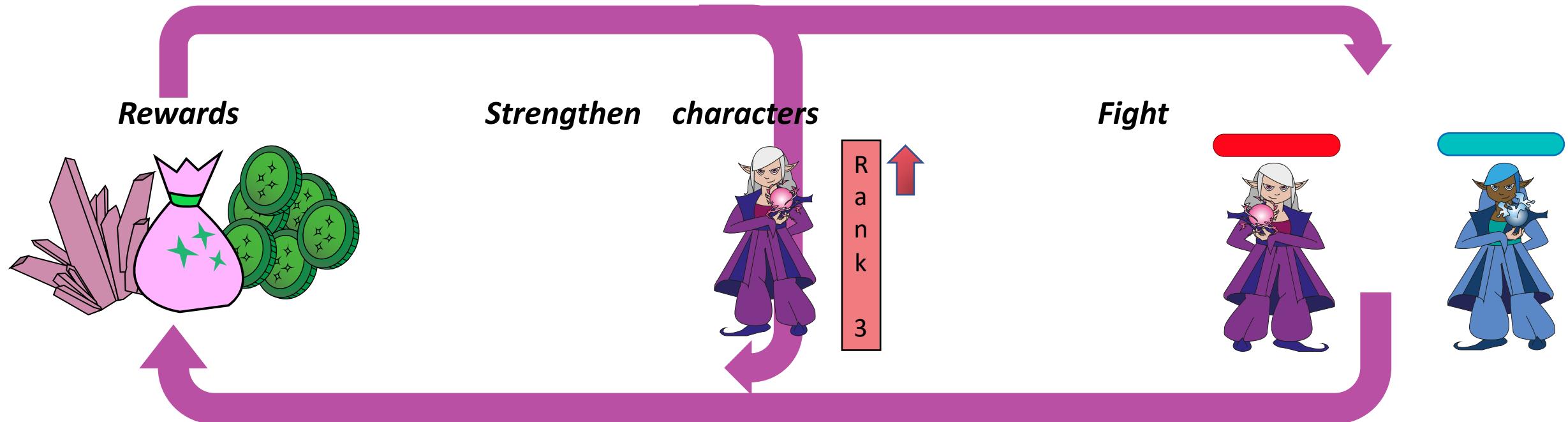
The main player it would be:

- **Age Range:** 13 - 25 years.
- **Experience:** There is no need of experience, but if the user has it, it will be easier to understand the game.
- **Platforms:** Mobile and PC users.

The **game's goal** is getting the largest amount of magic dust, with more magic dust users get more rewards and they would gain even new elves. Moreover, the amount of dust they own will place them in the leaderboards, so they could make a name of themselves.

HIGH LEVEL DESIGN

CORE LOOP



HIGH LEVEL DESIGN

GAME PROGRESSION AND META GAME

Users could progress in the game while playing. In the main game both teams have a **tower** that recollects **magic dust**, when they **destroy** the **enemies tower** a quantity of the dust is given to the winners. After recollecting some they will be **ascending of level** and receiving rewards for each level. In each game they will be getting EXP to **level up in the battle pass** and gain even more rewards. Thanks to the rewards and playing with one elf they could rank it up, consequently, making it stronger.

The meta game will be the **strategies** the team would make to win. The decision they will make to use an element or another for the good of the team, choosing in which enemy focus according to which elements will receive more damage and team up with allies to make the best elemental combinations to win the game.

BUSINESS STRATEGY

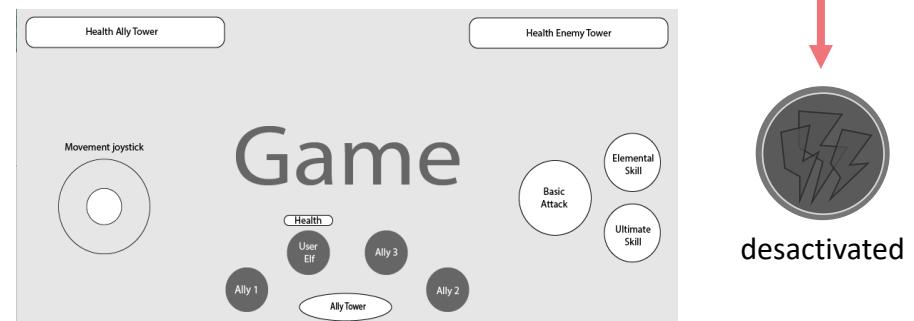
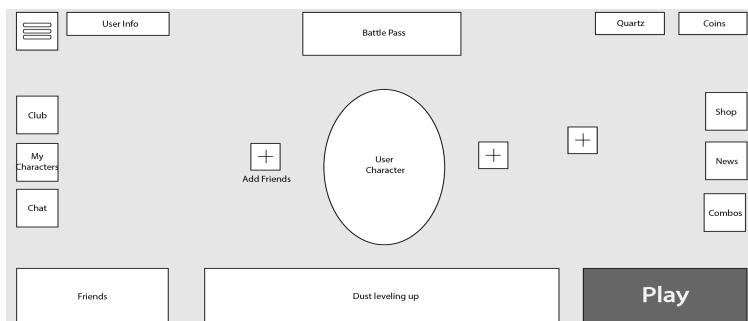
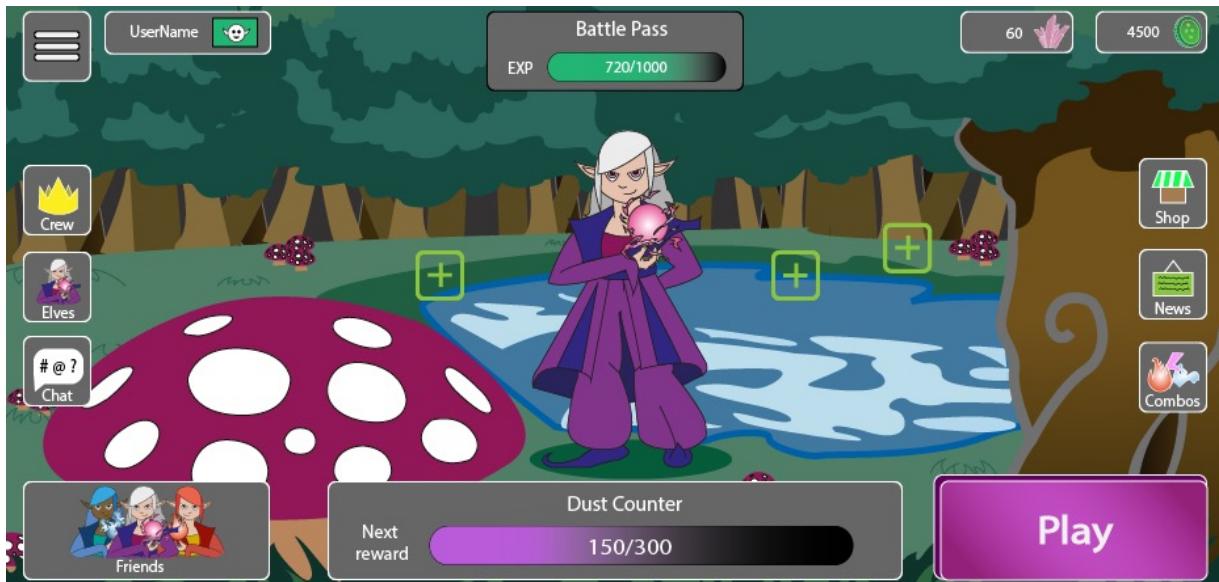
WHO WILL PLAY AND WHY THEY WOULD STOP PLAYING OTHER GAMES TO PLAY THIS GAME

The main player would be between **13- 25 years old**. However, I am concerned that people younger and older would play, so that is a game that children could play to **have fun**, or older people will play to become pro or to entertain themselves for a while. Moreover, the **players do not need experience** to play, so this extends the range of people that could play it, adding PC players, too. Indeed, as almost everyone has a smartphone or PC, **almost everyone could play it**.

Users should play this game instead of others because the main game is very entertaining, it is a **MOBA** that is one of the most famous genres in games. Also, users can **gather some friends** to work better against the enemies and synchronize better the attacks and improve strategies. However, they can play alone so they could get more characters, more rewards even if their friends are not playing, or even making online friends. Getting **more rewards** would make them, that they would get new characters or skins for the elves, so they can **make an identity** in the game.

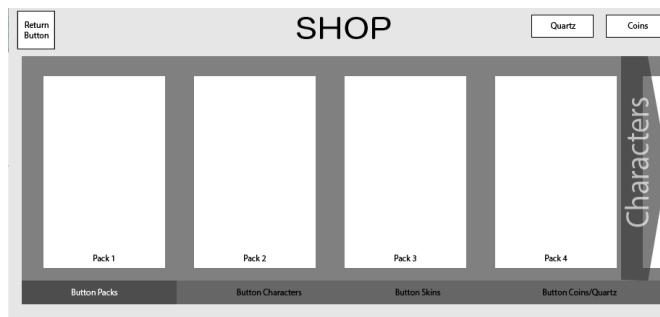
HIGH LEVEL DESIGN

MOCK-UPS/WIREFRAMES



HIGH LEVEL DESIGN

MOCK-UPS/WIREFRAMES



BUSINESS STRATEGY

KEY REASON THAT WILL HOOK THE PLAYER AND WHY

The key reason would be the eager to get more rewards and strengthen their characters so they would keep playing. They will be hooked by that, because getting rewards would make that they receive quartz and coins, so they will get new elves and skins for the elves, so the players would feel more comfortable with the character. However, when they **create an identity** and they do not go for another character or skins, they will play to get **higher in the leaderboards** because they will be getting big rewards for being in high positions.



BUSINESS STRATEGY

REASONS TO KEEP PLAYING AND FOR WHAT THEY WILL PAY

The reasons to keep playing will be:

- **Getting Magic Dust:** with Magic Dust, they will be able to level up and get new characters and playing new maps and getting resources.
- **New Battle Pass every season:** Each season there will be new battle pass with new rewards and new characters in it, so they will want to get these.
- **Leaderboards:** For people wanting to become professional or only to get in the best positions in the leaderboards, so they will get a renown and rewards for being in those position.

As it will be a **Freemium** option, it will be a free to play game. However, players will pay to get **more resources** (coins and quartz) so they will get the exclusive characters that would be in the shop or exclusive skins for not loosing the opportunity to have them, some will pay. Moreover, the **Premium Battle Pass** will cost money, too, and now, almost everyone knows the advantages of having the Premium Passes, because it gives better and more rewards.

LINK

If you want to take a better look of the mock ups and wireframes you could click at this link:

<https://github.com/AndreaMangas31/Projects/tree/main/GDD/Elves>

