

Game overview



Arcane Familiars

Arcane Familiars is a blockchain-based game where young wizards fight against the world and each other using their familiars as focus for their powerful spells. In this tactical, turn-based battle game, wizards will need to think carefully about their choice of familiars and their affinities (water, earth, wind, fire, dark, or light), their passive abilities and synergies, environment affinity, and their choice of spells in order to win against their opponents. May the best wizard rule over all!

Elevator pitch

We're developing a blockchain-based, tactical, turn-based battle game set in a magical fantasy world inspired by European folklore. The game is inspired by popular monster battle games but with a more tactical approach. It's Pokemon meets Chess. The game will be very simple to learn and play while adding enough options for the players to build strategies and tactics during battle.

Concept

Overview

- **Genre:** Turn-based Strategy
- **Target audience:**
 - **Age:** 14-35
 - **Gender:** Male/Female/Other
 - **Region:** North America/Europe/Australia
 - Crypto-enthusiast and casual non-crypto gamers
- **Monetization:** Free, Royalty on secondary NFT sales
- **Platforms & system requirements:**
 - Web-based PC
 - Android (Planned)
 - iOS (Planned)

Theme and setting

Arcane Familiars is strategy game set in fantasy world where magic is abundant and wizards are trained in academies. The player takes on the role of a young wizard in the academy, still learning the basics of spell-casting and familiar summoning. The geographic setting will be similar to medieval Europe and the player will get to explore additional planes of existence based on the game 6 affinities (fire, water, wind, earth, dark, light). While the world humans inhabit exist within the 'dark' plane, the theme is fun and light-hearted. The game should give the player a sense of wonder, and curiosity to learn and explore the lore of the world around them.

Learn more about the [Locations](#), [Story](#), and [Characters](#) of the game.

Project scope

Our team

- **GameDev:** Rafael, Richard
- **FrontEndDev:** Rafael, TBD
- **BlockchainDev:** Rafael
- **Design:** Rafael, TBA
- **Art:** TBA
- **Music:** TBA
- **QA:** TBA

Budget

Spend Type	Status
Front end site development	Producing prototype
Blockchain smart contract development	Prototype complete
Back end server development	Designing and planning
Web game development	Designing and planning
Battle system design	Designing and planning
Game Asset Art / Models	Not started
Game Asset Music / Sound Effects	Not started
Quality and Testing	Not started
Marketing	Not started
Infrastructure / Operational Cost	Designing and planning

Timeline

- Basic front end site
- Front end integration to IMX and Web3
- Smart contract development and Deployment
- Server infrastructure deployed
- Battle system design complete
- Story, quests, and characters complete
- Game assets acquired
- Web game created
- Q&A: Site and Game code and API tested
- Q&A: Smart contract audits
- Site Go-Live
- Marketing via Twitter / Facebook / Medium
- Set-up community via Telegram / Discord

Artwork credit: [Lornn](#)