

TEAM UNSPOKEN

CONCEPT
PRESENTATION

Team Roles

Programmers:

Bradley Pratt - Camera and Game Manager

Josh Livermore - Character Movement

Henry Chung - Turn System

Azeem Ali - Interim Game Manager & Controller Systems

Designers:

Daniel Sutton - 3D Model Tank Units

Saif - Engine Implementation & Map Designs

Jack Miller - Soldier Units

Elliot Kerry - User Interface

Zeishan Younis - Environment Art

Basic Scope

Two different Factions

Support for Multiple Players

Three different Maps varying in difficulty

Balanced Gameplay

A good looking User Interface

Rationale

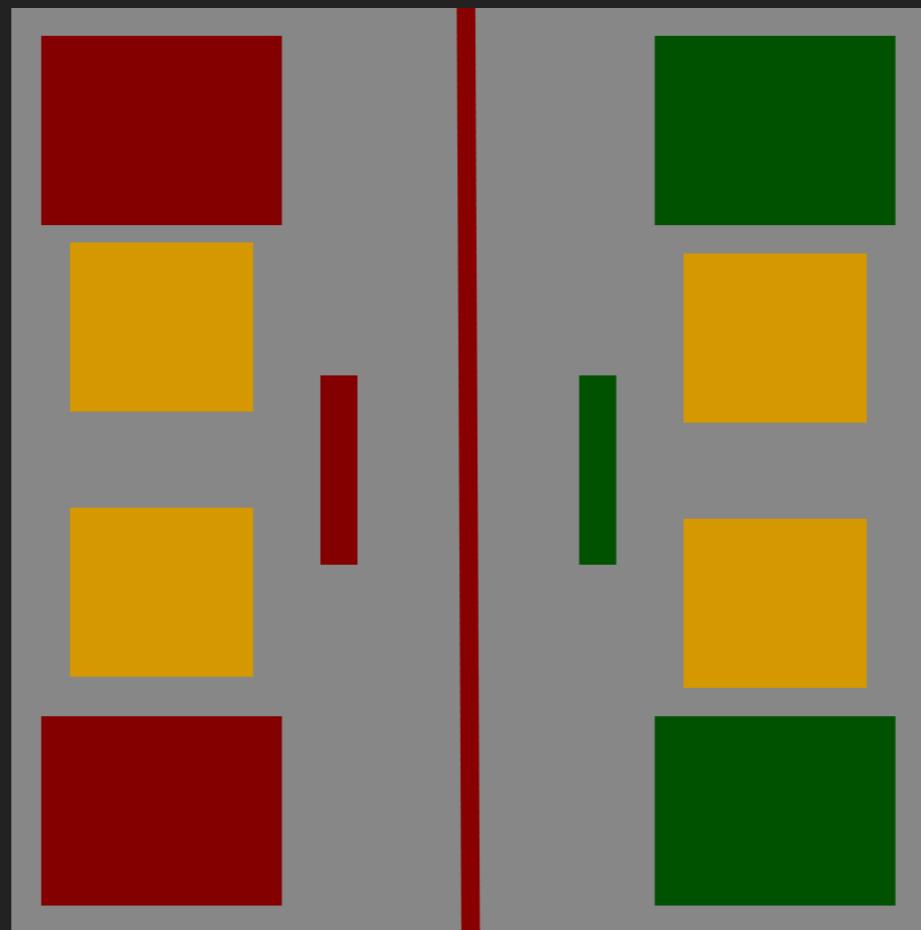
The idea of or game is to create a simple yet fun, Turn Based Strategy game set in the Cold War era

Think Advance Wars, but 3D



Game Structure

There will be three separate Maps, Large, Medium and Small. All support different amounts of players, all of which shall be set in either East or West Germany. The objectives for players is to destroy their enemies' base and win the battle



Gameplay Mechanics

The player will be able to control the Movements and Attacks of their Units (Soldiers & Tanks) in turn destroying the oppositions Units, gaining money whilst going along an enabling the player to attain more Units



Artistic Style

3D

Low Poly

Colour Space mainly with the Blue and Green Hues



References

Reference images contain Gameplay screen grabs from games (similar to that we hope to achieve) such as Fire Emblem, Advance Wars, Wargroove and Massive Assault