**DG A1 Game Design Brief**

**Pitch:**

In ‘Empires of Dust’, a player starts their own faction and must expand by fighting for territory against the armies of an evil warlord within a post-apocalyptic land scarce with water. The player must acquire populations, resources, and technologies and skillfully manage them in order to upgrade their units and overcome enemy forces. The player wins by conquering all territory across the 3D map.

**Overview:**

Upon starting a new game, you are shown a cutscene that establishes the setting of ‘The Bed’, as well as how you found yourself crawling out of the dust, founding your initial base of operations in a cave, and gaining the motivation to liberate the wasteland from the tyrant Lord Lionel. Next, you enter gameplay and are introduced to two crucial mechanics: moving your units across the map and interacting with settlements.

**Mechanics:**

**Asset List:**

3D models:

Terrain map,

AN: Has to use 3D gameplay and can’t have any multiplayer or online features.

Game overview - Mechanics - Asset list - design philosophy - at least three design principles illustrated - any other design considerations