

# Subjugation Proposal Document

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# Outline

## What is Subjugation?

Subjugation is a 3rd person 1 vs 1 MOBA (Multiplayer Online Battle Arena). Similarly, to other MOBAs Subjugation's map has two bases at opposing sides of the map and players fight to capture the enemy's base.

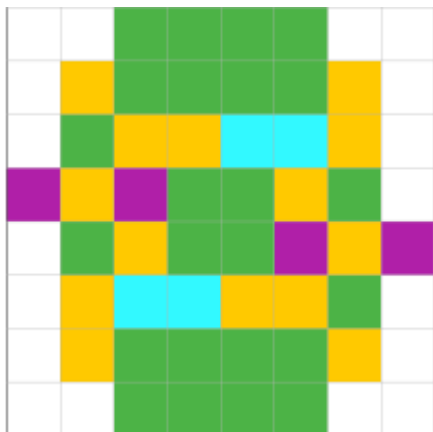
Players control a Conqueror and can use their unique strengths/abilities along with an armada of minions they command to help dominate the map and win the game.

## Pregame

Before entering a match, players can select a Conqueror to play and four different minion types, this allows for a large variety of playstyles and strategies to be used. I would like to implement 5 Conquerors and 12 minion units.

## The Map

Subjugation's map is broken down into tiles and most of these map tiles are randomly generated and capturable by players. There are a variety of different capturable tiles and each offer some form of bonus resource or strategic value. The map is generated on one side and then mirrored through its centre so that both players have the area for fairness.



Here is an illustration of the different map tiles:

Green -> Low Cosmetic / Fixed Tiles

Yellow -> High Cosmetic / Cosmetic Tiles

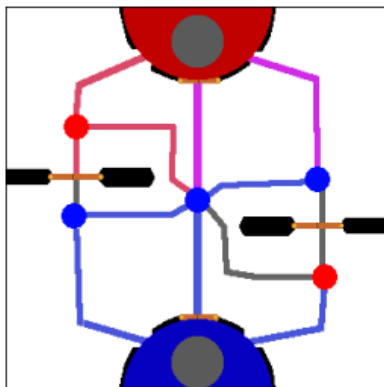
Purple -> Wall Tiles / impassible Tiles

Light Blue -> Inner Gen Tiles / High Strategic Tiles

White -> Outer Gen Tiles / Low Strategic Tiles / Resource Tiles

## Control Points

There are five control points on the map, 1 in the centre and 2 on each players side of the map, players need to capture the centre control point and at least 1 control point on either side of the map in order to be able to capture the enemy base. To help players in there mission the game creates 'Base Minions' that go to control points and fight to control them.



Here is an image of what the map control points will look like from above.

## **Aesthetic**

The game will be low poly with a cartoony feel, the game world will have many randomly placed props throughout.

## **Creative Innovation**

- Original Assets -> I will be making all the models, textures, sounds, animations etc myself
- Fresh new take on the MOBA genre: It is a unique take on the genre, most MOBAs typically are 3v3 or 5v5 and are Isometric/Birds Eye, I am creating a 1v1 MOBA that is 3rd person.
- Random generation: Using random generation when creating the map to add replay ability and something different every match
- Selection of unique characters: A variety of different characters to choose from to suit different playstyles

## **Similar competitive products**

League of Legends

Dota

Heroes of the Storm

Paragon

## **Theoretical investigation**

- Multiplayer Code
- Designs of other MOBAs -> Researching other MOBAs to see what makes them successful and how I could apply that to my design
- AI management -> I will need to do research on how to efficiently a large quantity of AI
- Live navmesh baking -> As the game has a different map every match creating navmeshes will need to be done in game
- Efficient Design -> Proper usage of a fitting game design pattern when making the game

## **Development Technologies**

- **Unity - Engine**
- **Blender – 3D assets**
- **GNU Image Manipulation Program – 2D assets**
- **BFXR & Homemade – Sound**
- **Bosca Ceoil - Music**