**PROJECT GUNPOWDER - development name**

Project Gunpowder is a top-down shooter where two or more armies battle to seize control of a set of keeps. The player can lead their team of heroes through a series of levels in a story mode, or play a skirmish mode with the AI or friends, cooperatively or competitively. In story mode the dialogue will be scripted in before, during, and after each level.

The player can have anywhere from one to five heroes in battle with them, according to story decisions, and may switch control between any of them at any time. Each character will have different characteristics, weapons, and special abilities. As well as leading their heroes to victory, our players will also need to manage the rest of their army. Many generic troops will provide support to the heroes. There will be a small number of different types of generic troops. They may be spawned somehow according to resources obtained from keeps, which produce them over time, or enemy drops and player decisions (see the Troop Management buttons on the controller scheme). The details have yet to be designed. Besides troops, resources may also be spent to fortify owned keeps to protect their production.

At first glance, one may draw many parallels with the Dynasty Warriors series, only with a modernized theme and military combat instead of melee combat in ancient China. The game’s ultimate goal will be to develop fun and interesting gameplay while differentiating itself enough to provide a totally fresh experience. For example, there will be fewer generic troops on the battlefield. Gathering resources by controlling keeps and defeating enemy troops will provide the means to make decisions about which type of generic troops to spawn. The capabilities of the generic troops will be clear to the player and they must choose which will perform best in a given scenario. The player should also be able to direct groups of generic troops to particular keeps, where the keep may be vulnerable to attack by those particular troops. In this way, we achieve a fresh and fun experience by combining key elements from the Warriors genre and the RTS genre. The challenge to getting it right will be combining the elements of these genres so they make sense and don’t clash with each other, to provide a smooth, engaging and fun experience.