**Known Galaxy**

**Intended Systems:** PS4/PRO, XBOX ONE

**Intended ESRB Rating:** T (Teens)

**Game Summary:** War is nothing new to the universe. There is war everywhere you look. There’s a war on hunger, a war on poverty, a war on a nation and even a war on natural disasters; but this war is no ordinary everyday war. This is a war for the survival of a whole galaxy. Through building up defences to invading major cities on planets, you will be at war with the competing faction based on if you picked the Voiders or the Lives. Two factions that have been at war so long they forgot their own individual histories. Your goal is to outsmart the enemy player with strategic strikes if you are invading and well places defences if you are defending.

**Distinct Modes of Gameplay:** A strategic, aerial view game where you both have to capture the enemies’ base or defend your base and force the invaders out of your territory. As the defending player you are granted the ability to counter attack. At the start of each round both players get 2 minutes to set up their defences and set up your minions with various weapons and armour. (You may still be able to do this while the round is running). You will have special abilities as the leader such as casting spells from above like lightning bolts, Meteor strikes and set traps up to capture minions.

**Unique Selling points:**

* Obstacles on maps that will add to the risk of strategies but don’t affect randomness.
* Test your strategic skills against other players.
* Planning and being able to read opponent’s moves are key.

**Competitive products:**

Starcraft 2, League of Legends, Clash of Clans.