Game Design Treatment

by team *Magic Machine*

Game Name	Super Mecha Magic Hyper Combat
Game Platform	Tabletop card game
Game Genre	Strategy, Robot, Magic
Gameplay Summary	4 magicians use robot cards to fight (attack or defense) with each other. Player with the high victory points (earned by defeating other mechas) wins when any of the end game conditions (mana cards finish, event cards finish or mecha cards finish) is met.
Game Themes	Magic, Mecha, Combat
Game Experiential Direction	➔ Competitive ➔ Creation ➔ Beauty ➔ Immersion ➔ Intellectual ➔ Social Interaction ➔ Comedy (Event Card) ➔ Thrill of Danger ➔ Power ➔ Advancement & Completion ➔ Discovery ➔ Application of an ability ➔ Ability to relate
Game Core Features	Draw cards, attack, defense, stealing resources,expedition
Game Unique Selling Point	A game with the components of magic(paranormal) and mecha(futuristic).
Game Target Market	Male and Female Aged 12+ who are interested in Mecha, Combat, Fantasy, Magic, Industrial, Strategy Game and Social.
Game Distribution Model	Distribute as sealed packs with traditional distribution method (Develop > Publish > Manufacture > Distribute > Retail)

Game Development Schedule	**Development Schedule** 2-Oct 7-Oct 12-Oct 17-Oct 22-Oct 27-Oct 1-Nov 6-Nov 11-Nov 16-Nov Game Design Treatment Game Design Document Prototype Print Out
Game Development Budget	Printing costs around RM120.00 to RM150.00.
Game Monetisation Model	Sell as physical copies and subsequently release extra set of cards (expansion) for players to collect.