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**Concept Document for:**

**Uprising**

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Written by:

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Version #1.30

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**Uprising**

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| Game Genre : | Real-Time Strategy |
| Target Audience : | 13+ |
| Appeals To : | Competitive players |
| Platform : | PC |
| Player View : | Top-down 3rd person |
| Graphics Engine : | Blender |

**Key Concepts Summary:**

**Story**

* Initial concept of the game intended for the player to play as a freed slave and go throughout the game collecting resources and amassing an army to overthrow the master race. This lead to a 1v1 multiplayer game where one person will play the “Slaves” and the other person will play the “Masters”. As of right now there is no difference or advantages to playing one over the other.

**Game play**

* Each player will begin with a base. You will be able to build basic units like scouts and resource gatherers. The general time-frame the game should last will be about 20-30 minutes maximum. Fast paced resource gathering along with severely limited resources disallow base turtling (sitting and building your base so strong that you are undefeatable). There will be technological advancements to unlock new ships.

**Player Actions**

* Right clicking will allow you to move selected units
* Left clicking will select/deselect units
* Spacebar will take you back to your main base
* Escape will allow you to change game options
* Enter key will allow chat
* WASD will allow you to control the camera

**Game Flow / Screens**

* Splash Screen
* Title
  + Options
* Game Lobby
  + Map selection and game settings
  + “Ready” Selection so server host can begin the game.
* Game
  + Units
  + Buildings
  + Mini-map
  + Resources
* End Credits

**Level Examples**

* Three maps to choose from
  + Different nebulae
  + Different ambience
  + Differing difficulty levels

Art Style

Art style will be a futuristic space theme. Ships will look extremely powerful and sleek with sharp edges to give an appearance of intimidation.

**Textural Description of Game:**

**Game purpose and story progression**

Building your base out and expanding your army through resource gathering. The end-game goal is to defeat your opponent.

**Mindset**

We want the players to be in a nervous and alert mindset. Focusing on obtaining objectives along with managing their units in order to combat their opponent. With a short game length, the goal is for players to be able to go through multiple matches and enjoy themselves trying different strategies.

**Biographies:**

Tom Phillips has some experience in Video Game Development. Solo projects he has done include creating silly and fun clones of famous games like Pong and Tron Light Cycle. He is graduating in May 2014 with a BS in Computer Science.

Ian Swift has come a long way. From developing a pong script on the TI-89 in eighth grade to now being a member of his second game design team he is proud to say that his childhood dreams are coming true. Concurrently a member of team Anarcode, Ian is trying to get to the point in life where he can develop games without having to worry about finances. A self-proclaimed Mustachian Collectivist (because we all should save and thrift for the common good), Ian plans to moonlight as a game developer while making his money in software development. Ian considers himself a casual gamer, and believes that a good game is accessible to any player, while capturing the user in a dream like world. If he could change one thing about gaming, it would be more focus on dynamic content. Ian considers professionalism his style and wishes he had more time to focus on his physical, mental, and spiritual health. Ian would like to say to the kids, “Don't try and start a revolution, join one instead.”

Mike Berg has always been interested in video games. Since he was 5 years old, video games played a huge role in his life. Obsession is the only word to describe the impact video games have had on him. The ability to immerse himself in a compelling story, work with his friends towards a shared goal or exercise his strategic abilities has always left him returning to his computer. Now he has the ability to contribute to a field he has been deeply involved in his entire life. “I wanna work for video games”.

Dustin Bullard's interest in art began at the wee age of 8. He drew every day, and it was all shit. Over time, however, his art became less shit. Originally he wanted to do Japanese anime animations, but realized it's actually not that great of a job and making video games is more suited to his personality as he has been gaming since he was three years old. Some say if you're up late at night, and you listen very carefully, you can hear him yelling at his garbage teammates.

**Roles and Responsibilities:**

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| **Name** | **Position(s)** |
| Tom Phillips | Team Manager  Creative Director  Web Master  Developer  Quality Assurance Engineer  Music and Sound Engineer |
| Ian Swift | Architect  System Administrator  Developer |
| Mike Berg | Quality Assurance Manager  Developer  User Interface Design Engineer |
| Dustin Bullard | Quality Assurance Engineer  Artist Extraordinaire  3D Modeler |