

The Diplomatic Emu-nity

By The Emu Agenda



The Lore

- ❖ Based on the historical emu war as named by the public
- ❖ A month-long war waged by the Royal Australian Artillery on behalf of the farmers whose crops were being ravaged by the bird infestation
- ❖ Armed with Lewis guns the army set out to protect the cropped areas from the vicious birds
- ❖ However, after a month of various successes and failures the army retreated leaving the emu population very much intact and continuing to cause crop destruction
- ❖ They were then replaced by the bounty system that proved to be far more effective

Concept

- ❖ The Concept of The Diplomatic Emu-nity is to have, by the end of production, a 2 player local co-op tower defence game with an abundance of satirical comedy based around the emu war.
- ❖ The player will place down structures that will help defend the crops from the emus, and as the game goes on the difficulty and number of emus will increase.
- ❖ The player will gain money from killing emus, which will then be used to buy and upgrade structures.

Mechanics

- ❖ For the Mechanics, we will have Three types of Tower, Player movement and Multiple enemy types (which are all Emu's, some in comical scenarios).

These Enemy types you may see include:

Basic Runner Enemy, which only tries to bypass defences

- ❖ Tank Enemy, Slow moving but Heavy hitting and High health
- ❖ Sentry buster Enemy, an Enemy type which goes after your damaging towers.

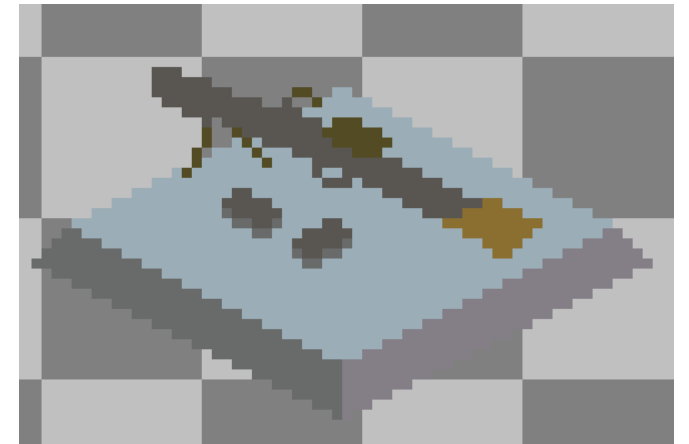
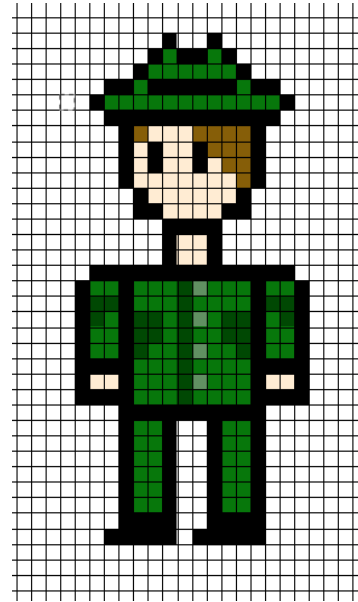
The Tower variants you may use:

Peashooter, single shot damage tower

- ❖ Wall, Self-explanatory
- ❖ AoE Siege, A tower which affects the track, great for hordes
- ❖ Railgun, Long cooldown High damage weapon

Art Style

- ❖ An isometric pixel art style
- ❖ Top down interface with a fixed screen for both players
- ❖ The art style to the right are one of the first prototypes for the tiles (crops and Lewis gun) and player character



Inspiration Mood-board



Market Audience

Age rating: PEGI 12

Type of Game: Tower Defence

Theme: based on The Great Emu War with comedy

This game is aimed towards casual players who seek exciting, intense, chaotic gameplay with another, regardless of their skill. It is aimed towards players who enjoy games similar to Bloons TD6 and Sanctum.



Sources

- ❖ <https://en.wikipedia.org/wiki/Emu> - slide 1 image
- ❖ https://www.gameinformer.com/games/sanctum_2/b/pc/archive/2013/04/22/get-into-the-action-again-with-sanctum-2-gameplay-video-and-screenshots.aspx - slide 7 image (Sanctum 2)
- ❖ <https://www.pocketgamer.com/bloons-td-6/bloons-td-6-review-a-tower-defence-series-thats-starting-to-show-its-age/> - slide 7 image (Bloons TD6)
- ❖ <https://www.nerdreport.com/2015/02/19/escapists-xbox-one-review/> - slide 6 image (Escapists character)
- ❖ <https://www.gamenguides.com/articles/stardew-valley-update-1-5-content-overview-66381> - Slide 6 (Stardew Valley art example)
- ❖ <https://www.indieretroneews.com/2018/01/celeste-lovely-indie-game-gets.html> - Slide 7 (Celeste pixel art inspiration)