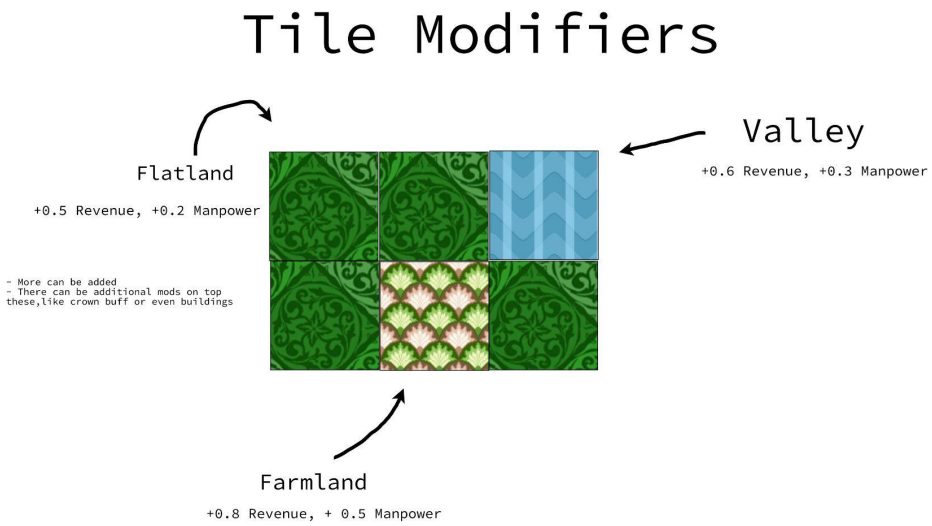
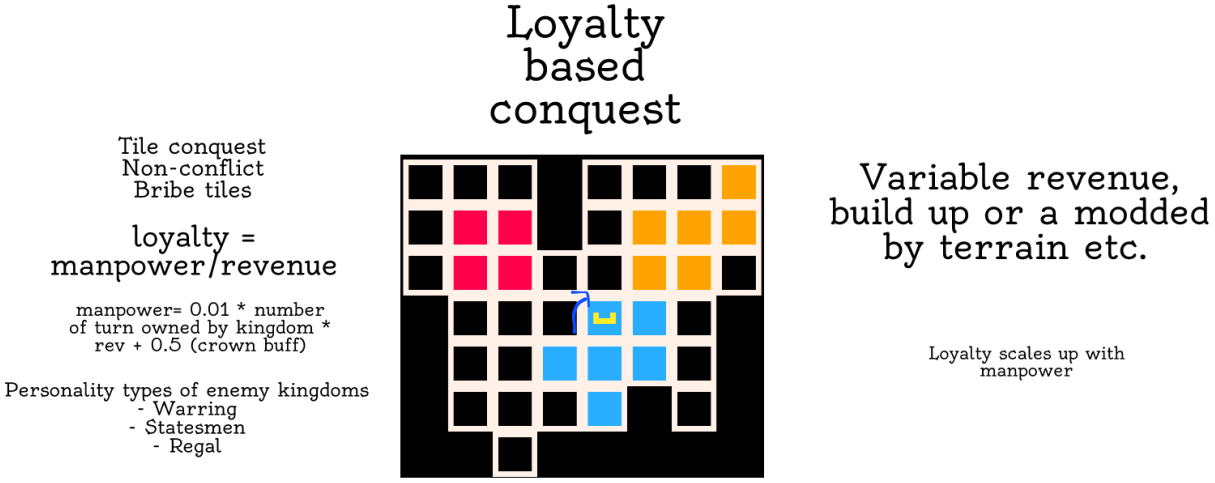
Loyalty

Section 1 : Gameplay
What are you going to make?

A turn-based, minimalistic 4x about conquering territory and balancing the interests of the domain, maintained by 3 core metrics: loyalty, manpower, and revenue.

What is the gameplay?





A board based combat system where the player as a ruler attack tiles of independent and warring states that have different personality types that are trying to expand and exterminate you. The board is procedurally generated with modifiers that affect the economy of every tile, which in turn affects the competing nations on the board.

The structure of *tile values* in relation to playing agents competing on the board is important: each tile possesses terrain, buildings, etc. or other attributes, which belong *to* the population of a tile. Tile populations can be grouped across tiles, and possess a loyalty to a specific category: either to an old tile owner (another ruler, since deposed), a straight “independent” identity (that cannot be grouped across tiles), or the player agent.

This simply means that revolts (loss of ownership) can occur, but are determined on a per-tile basis. Populations can vary in quantity within tiles.

Finally, the populations and the things they own contribute to the manpower/revenue factors of a tile. Loyalty determines the success of peacefully obtaining as much of the total resources from a tile as possible. However, since loyalty in and of itself can require investments of resources, the game is a careful intra and inter-agent balancing act.

Units are required for combat actions, but direct diplomacy for affecting other tiles can occur, too… primarily to destabilize others via tile loyalty changes.

How will the player engage?

The player controls a new emperor in their conquest to win back all the kingdoms that have been in warring. The player strategically decides which tiles to take over and attack, and consolidates existing tiles’ attributes to mount a campaign on the AI.

What is the fun-factor?

Planning the next vector of attack into enemy territory, planning how to maintain a high loyalty in your tiles while attacking at enemy tiles to take over their territory. The three core statistics of resources and tiles have to be strategically balanced or even purposefully sacrificed for the “politics” of the overall map.

Section 2 : Concepts

What will it look like?

The game itself will be minimalistic, indicated by grids and filled with world textures indicating terrain, occupancy/population, and sprites for active units. Non-intrusive markers for territory ownership by color, as well as tile info that can be evoked in a simple menu of some kind. Small icons or texture changes can be used for quickly transferring information to the player regarding the state of a tile’s manpower/revenue.

In the circumstances of a solid expansion of game scale (not mechanics), additional events and actions for manipulating the state of a player’s territory in menus may also be provided.

Concept art, storyboards, mood boards, show us your aesthetic plan!

Game “moodboard” : what we hope to aggregately, somewhat achieve.

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----- Year 131 -----------------KINGDOM MENU---------------------------------
Gold 53413 - Men 6881 - Lands 14 - Public Opinion -20 - Years remaining: 14
------------------------------------------------------------------------------

    _    __                __    _
    ||===||===============||===||
    ||   || |B|       |B| ||   ||
    || X || |^|  PIT  |^| || X ||
    ||   ||     _____     ||   ||
   || X ||     //XXX\\     || X ||
  ||   ||     //XXXXX\\     ||   ||
------------------------------------------------------------------------------
You enter your local fight pit, your banner flies above its walls
here warriors come to fight and locals come to watch.
------------------------------------------------------------------------------
1) Watch a fight
2) Bet on a fight (Win 1.5x your bet)
3) Speak to a local patron of the Pit
4) Watch fights play by play
5) Set Arena Rules
6) Arena Upgrades
x) Install beast cages to watch beast fights
8) Destroy the Pit

0) Exit
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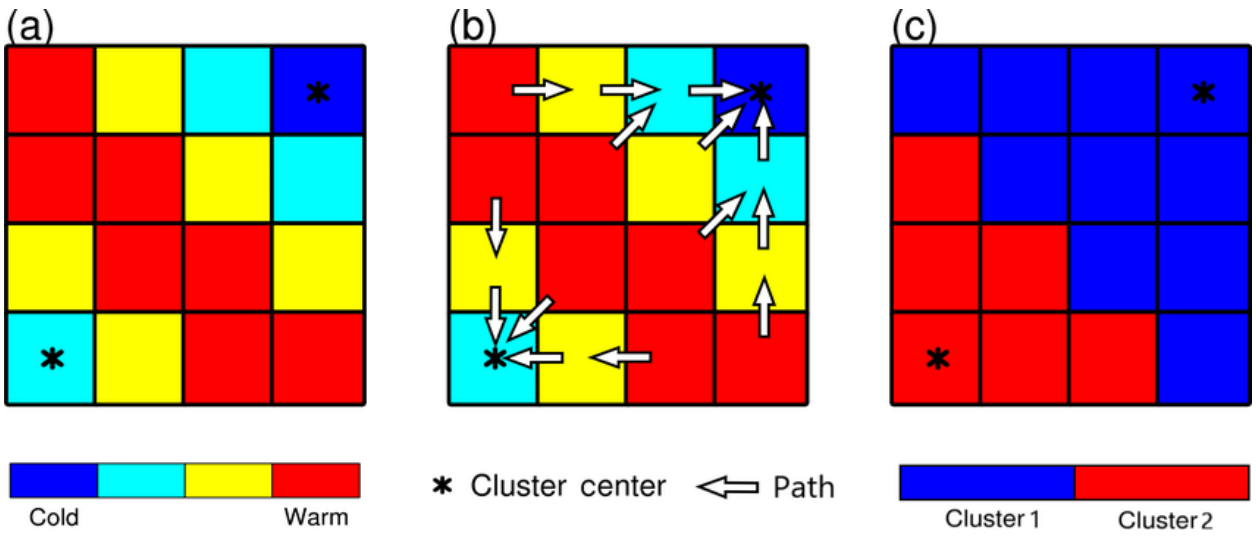

Section 3 : Roadmap

How will you make it in the time provided?

The entire development would be planned between MVPs of game play elements, the feature development planned so far

1. Map
    a. Procedural Map generator
    b. Terrain Modifier system
2. Player Character
    a. Movement
    b. On Tile Buff
    c. Tile Conquest
3. Economy
    a. Tile Attributes
    b. “Nation” attributes
    c. Loyalty Algorithm
    d. Loyalty Check
4. Game loop
    a. Kingdom Map Coloration
    b. Kingdom Map Win state
    c. Next Map Trigger

5. Enemy
    a. Enemy Map
    b. Enemy actors
    c. Enemy AI
6. GUI
    a. UI
    b. Menu design
7. Menu
    a. Main Menu
    b. Game menus
    c. Death scene
8. Graphics
    a. Player sprite
    b. Map tile sprite
    c. Terrain sprite
    d. VFX
    e. Overlay
9. Sounds
    a. SFX
    b. Gameplay BGM
    c. Menu BGM

Provide a rough plan on how you'll make it in the weeks provided

Development will follow an iterative cycle (also known as spiral methodology): core features will be graphically prototyped, with one basic mechanic, tested, and made into a functional module, for integration with the next stage. Assets at the beginning will be obtained fast and loose for flexibility, with a focus on successful functional requirement implementation (artists can phase in their assets gradually while programmers implement features).

With two programmers, and additional members present for obtaining game assets, development completion will rely on sprints and regular follow-ups to determine project scope feasibility. As such, a final minimum goal will be set, and any progress beyond that minimum will be permitted if there is an appropriate timescale dedicated to its development. We include major debugging in the time calculation, as successful underlying game design will determine the success of elements, depending on the core design.