
Loyalty

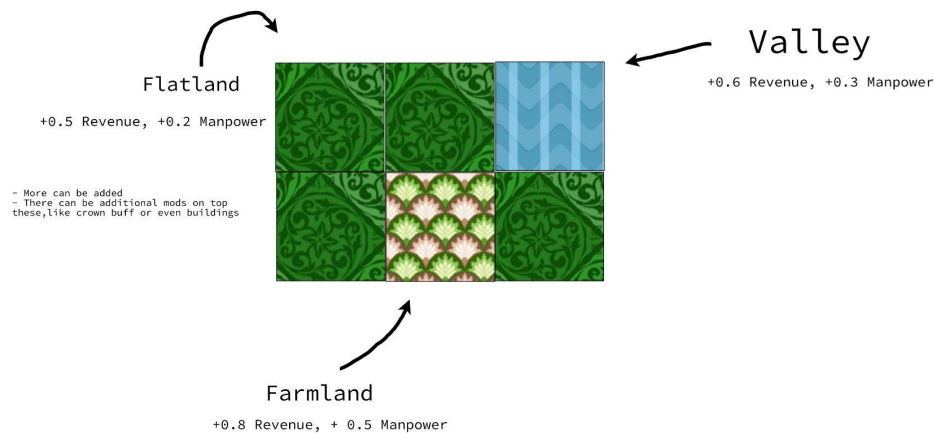
Section 1 : Gameplay

What are you going to make?

A turn-based, minimalistic 4x about conquering kingdoms and fighting through uprisings and revolts. It's a tile based strategy game about balancing your manpower that are your people, with the help of revenue and their loyalty.

What is the gameplay?

Tile Modifiers



Loyalty based conquest

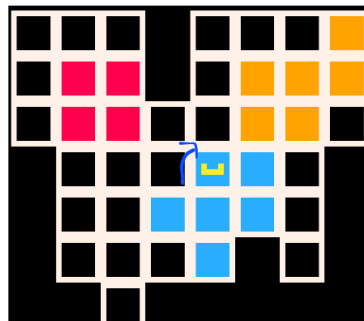
Tile conquest
Non-conflict
Bribe tiles

$$\text{loyalty} = \frac{\text{manpower}}{\text{revenue}}$$

manpower = $0.01 * \text{number of turn owned by kingdom} * \text{rev} + 0.5 \text{ (crown buff)}$

Personality types of enemy kingdoms

- Warring
- Statesmen
- Regal



Variable revenue, build up or a modded by terrain etc.

Loyalty scales up with manpower

A board based combat system where you as an emperor 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 random modifiers that affect the economy of your kingdom.

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 build its loyalty to Mount attacks on the enemy AI.

What is the fun-factor?

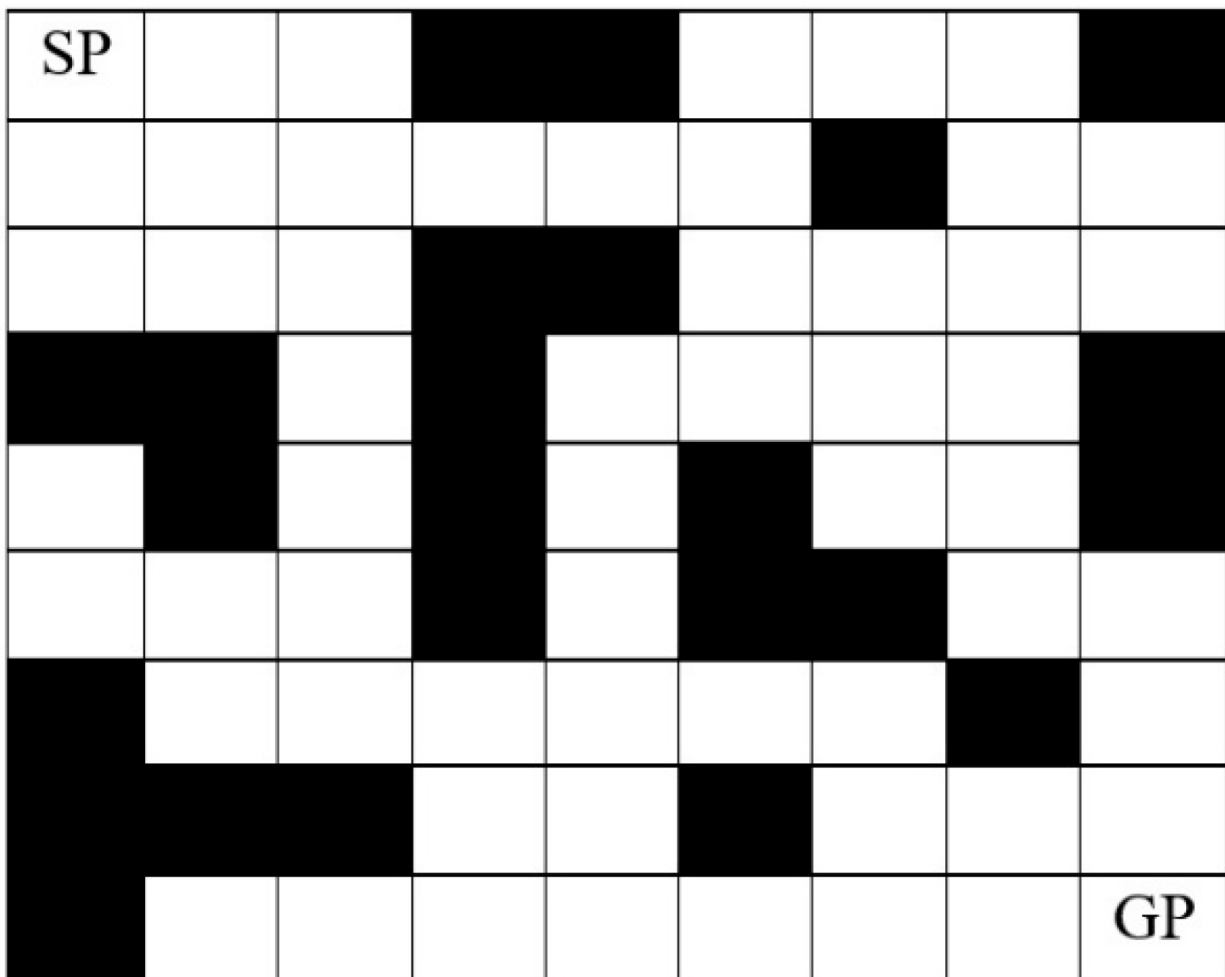
Planning the next vector of attack into enemy territory, planning how to maintain a high loyalty in your tiles while attacking at enemy tiles to take over their territory.

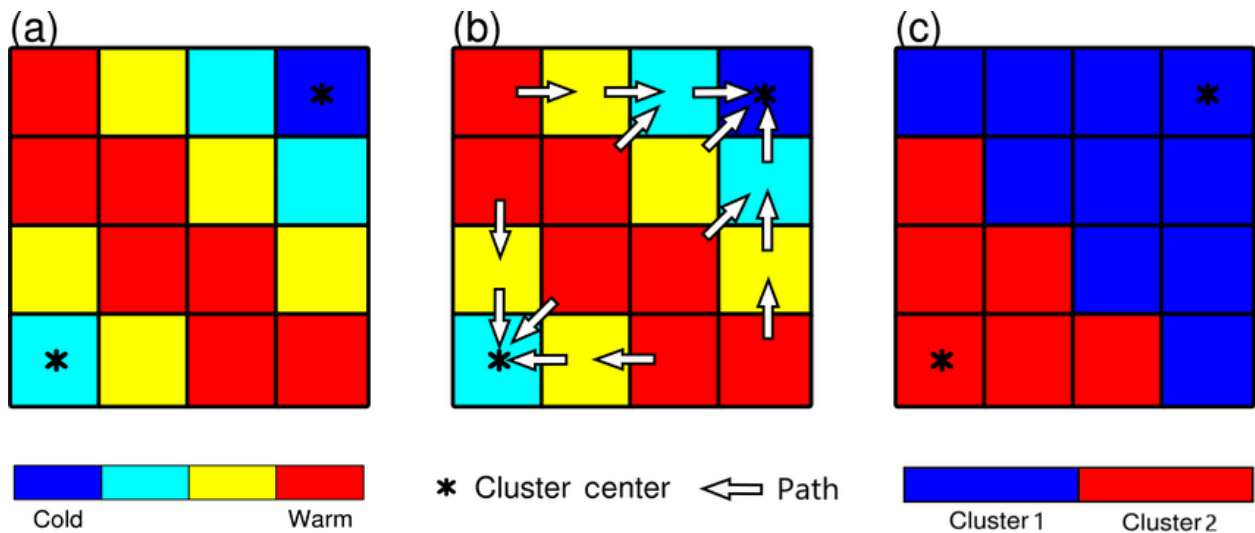
Section 2 : Concepts

What will it look like?

The game itself will be minimalistic, indicated by grids and filled with colors indicating kingdoms

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





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

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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 wise revenue
 - b. Tile wise Manpower
 - c. Tile wise food?
 - d. Loyalty Algorithm
 - e. Loyalty Check during Conquest
 4. Game loop
 - a. Kingdom Map Coloration
 - b. Kingdom Map Win state
 - c. Next Map Trigger
 5. Enemy
 - a. Enemy Map coloration conquest through loyalty checks
 - b. Enemy actors
 - c. Enemy AI
 6. GUI
 - a. UI
 7. Menu
 - a. Main Menu
 - b. Death scene
 8. Graphics[Could be sooner]
 - 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