

Initial Design & Game Treatment

GOLDRUSH

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Inspiration

We got the idea of a strategy game from “Risk”. We wanted to make a risk-like game but adding new features and less luck when it comes to fight.

That's why we added different type of units that can be created thanks to resources and upgraded temporarily thanks to the gold.



Initial Design & Game Treatment



About the fights, we were inspired from turn-based RPG games like “Final Fantasy VII” or “Might and Magic”. The concept of three units that counter each other came from the “rock-paper-scissors” game to balance our game, but it also a common mechanic used in Real time strategy games, for example in “Warcraft 3” units have different types of armor, and attacks are good against certain types of armor.

The image consists of two parts. On the left is a screenshot from the video game Final Fantasy VII. It shows a battle scene in a forest with four characters: Cloud, Tifa, Barret, and Aerith. The bottom of the screen displays a menu with character names and their stats: HP, MP, LIMIT, and TIME. The stats for Cloud are 757/817, 180, 143; for Tifa are 504/728, 153; and for Barret are 831/882, 143. On the right is a circular diagram illustrating the Rock-Paper-Scissors game. It features three icons: a green circle for Scissors (beats paper), a blue circle for Paper (beats rock), and a red circle for Rock (beats scissors). Arrows indicate the cyclic nature of the game: Scissors beats Paper, Paper beats Rock, and Rock beats Scissors.

Initial Design & Game Treatment



Another great difference from Risk come in the creation of battle units. In Risk, a conquered territory means “created units”. In Goldrush, a conquered territory means “you get one resource”, that’s why it’s very important to diversify your conquests. If you only have territories that produce Food and Wood, you will never be able to create units.



	Wood	Food	Iron
Cavalry	0	2	1
Archery	2	1	0
Infantry	1	0	2

Initial Design & Game Treatment

How to Play



To play is pretty much like Risk there is four main phases that are played turn by turn.

Gather the resources

Create units with the resources

Fights other players

Move units

Each territory gives one resource of it's own. Gold can only be obtained by rolling the dice.

Units you create can go anywhere as long as the territory is yours.

You can only fight a territory that's adjacent to one of yours (only the units of this territory will be able to fight).

You can move your units on your own territories and they must be adjacent.

Initial Design & Game Treatment

Game Feel



We wanted the players to feel smart like in a chess game. Them have to visualise the whole game and predict your opponent's future actions.



Of course we wanted them to have fun playing it and the turn-by-turn system helps in that way. Even if a player isn't involved in the fight, he can still think in a way to win the fight.



Maybe some players will unite temporarily to defeat another player and maybe there will betrayals.



That's what Goldrush is about : Enjoying the Thinking.



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