**Helios**

Treatment

Platform: Windows

Target Audience: 18-24 Hardcore Gamers

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# Concept

## Overview/High Concept Statement (Core Statement)

**Turn-Based Tactical Strategy in Space**

The game can be thought of as XCOM in space. There will be heavy emphasis on the turn-based tactical combat in space. The player will control a fleet of around 3-6 space ships in this phase. There will also be a strategy layer where the player will have to manage resources to research and construct upgrades to the fleet. The player will use a galaxy map to traverse the galaxy and choose which planets to visit.

## Premise & Story Synopsis

The player is a member of a dying race. Their homeworld has been stripped of resources and is no longer capable of sustaining the population. The colonies established in the solar system cannot keep up with the demand for resources.

The player is sent on a desperate scouting mission across the galaxy, on the flagship, the Helios, to find planets to colonize. The player will travel from planet to planet to scan for resources and fight off any indigenous species that offer resistance.

The campaign will be open-ended and the player can select planets to travel to from a galaxy map.

## Unique Selling Points

* **Turn-based Tactical Combat:** Command a small fleet of space ships to defeat the enemies standing in the way of your species’ dominance over the galaxy
* **Expansive Galaxy Map** to plan out an open-ended campaign of conquest
* **Four Classes of Ships** with unique skills and tactics.
* **Research** new technologies to give your fleet the edge in battle
* **Strategically Manage Resources** to construct a fleet that the galaxy will fear

## Game Features

* Turn-based tactical combat between fleets of 3-5 space ships
* Open ended campaign with a galaxy map for the player to navigate through
* Strategic layer:
  + Research upgrades
  + Construct new space ships, base updates and ship components
* 4 classes of ships with their own progression systems and weapons
* Detailed and varied environments in space
* Story of a race on the brink of extinction due to over-consumption

## Platform

The game will be built for Windows PCs

## Genre

Tactical Turn-based Strategy

## Rating:

ESRB Rating: Teen

## Target Audience

The game will be targeting hardcore male gamers within the ages of 18 and 24.

However, older fans of the tactical turn-based strategy genre will enjoy the game as well.

## Competitive Analysis

Possible competitors are other turn-based tactical strategy games.

Following are some of the closest competitors:

* **XCOM Enemy Unknown**

Being set in space will draw fans of the sci-fi genre to our game. Our game will also be at a larger scale due to the player controlling a fleet of space ships instead of a squad of soldiers on the ground.

* **Xenonauts**

Our game will be more approachable while maintaining complexity in being difficult to master. The above advantages also apply here.

* **Homeworld**

Our game will feature significantly deeper progression systems and unique turn-based tactical gameplay.

* **Valkyria Chronicles**

Our game will appeal to fans of the sci-fi genre will amazing space battles.

## Financial Analysis

The projected costs for this game will be approximately $2500.

This includes in hardware purchases like a laptop, a subscription to Unity Pro and any assets from the Unity Store required for the game.

## Technology

We will be using **Unity** to develop the game. **Blender** and **Photoshop** will be the primary tools used to generate the art. We will be targeting Steam as the distribution method of choice . The primary input method will be **mouse** and **keyboard**.

# Team

**Producer**: Rohun Banerji

**Creative Director**: Adam West

**Art Director**: Johnny Gat

**Technical Director**: Michael DeSanta

Designers, Artists, etc.