Slide 1.

Hello everyone (introduce team?), our game is “Warchiefs” where you hack n slash your way to victory. “Warchiefs” is a single player role playing game aimed at casual rpg fans. It is a 2D game for the PC built on Corona SDK with the programming language Lua.

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“Warchiefs” is a turn-based action rpg, aimed at both experienced and casual rpg gamers with elements such as character creation, skill trees, and merchants which fans of the genre will appreciate. The PC platform is the obvious choice because of its’ popularity in the genre.

The inspiration for the game came from Feudalism II and the game has a similar gameplay loop to Mount and Blade Warband. What makes “Warchiefs” different is the combat is turn-based and it has a magic component.

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The combat mechanics will be influenced by numerous factors including the weapon used, experience level, and the player attributes. The turn-based combat will give written feedback letting the player make informed decisions.

The maps will be populated by cities, castles and other buildings which provide the player with different options. We plan to make our own artwork, sound effects and music, adding to the games’ originality.

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The gameplay is driven by the combat as the aim of the game is to unite the clans under one banner. You take control of cities by attacking their castle, each victory adds experience to the warrior and the defeated clan is removed.

The core game loop involves attacking cities, upgrading weapons and upskilling attributes. Experience and gold are accumulated this way, experience is another benefit to combat and gold can be spent in shops found on the map.

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