Project emblem: main theme

Project emblem will be a turn based rpg strategy game in the same vain as fire emblem where the player can move their units on a grid-based map and engage their enemies in battle.

**Basic story premise**

One day earth is invaded by aliens killed off to the point of near extinction. Humans in their last-ditch efforts uses stolen alien technology to open a portal to another world, this portal was linked to a fantasy world where only monster exists **#insert world name here#**, causing countless of them to pour through the portal. Humans seeing this as an opportunity tames them to use as their main fighting force, and “you” are chosen to lead this force of monsters against the alien threat.

**Main Theme**

project emblem will be set in a science fantasy type of world, where there can still be fantastical elements such as magic, monsters and enchants etc. mixed with sci fi elements such as robots, aliens and futuristic technology etc.

having the science fantasy theme and plot means most battles can take place in a verity of settings from city ally ways, farm lands, alien ships and planets, the monsters fantasy world and a more, it’s to the point if you think of it can fit in some how.

The aliens will mostly be using science fiction weapons like plasma swords and lasers they can still have corrosive spit or acid blood and stuff. Meaning they can have both a slick futuristic design or be a shambling mess of limbs or both.

while the monster will mainly be sticking to using their natural adaptations like venom super strength and the like. So they can range from slimes, giant spiders, dragons, and will look more wild and primitive in design.

\*note: the aliens are can be humanoid, but they can also be twisted horrors\*

\*note: monsters encompass all types of monster from fantasy\*

Humans will be mostly absent from the game since they are only a few of them left and “you”, the player will not have a portrait or model.