outline a game concept;

ii. state a target market;

iii. describe at least one core game mechanic;

iv. and explain how the game concept relates to given constraints.

Outline:

You play as the commander of a new colony on a distant planet. It was unknown at the time you launched that this planet was already inhabited, but as a precaution Earth sent some automated defence turrets. As commander you are tasked with defence of the mobile colony as it moves across the face of this new planet, attempting to find a suitable place to settle. There are many different types of tower that you can develop within the colony and, perhaps you could even salvage some alien technology to use against them?

Target Market:

My target market will be anyone from the age of 12 and up. I have chosen a minimum age of 12 as there will be violence in my game, that is to say, the towers will be killing aliens.

Core Mechanics:

A core mechanic of the game will be the research panel, this can be to upgrade your turrets, research new turrets and upgrade your mobile colony. This will be an in depth view in which you can priorities different researches depending on your play style and what you feel will be more important.

The procedurally generated terrain is also an interesting mechanic as the player will have to think of new strategies each time they play the game, this will keep the game ‘fresh’ and replayable.

Constraints:

I feel that the biggest constraint in this project will be time. I think the hardest thing to create in the time period will be the procedurally generated environments.