



A game by Group 15

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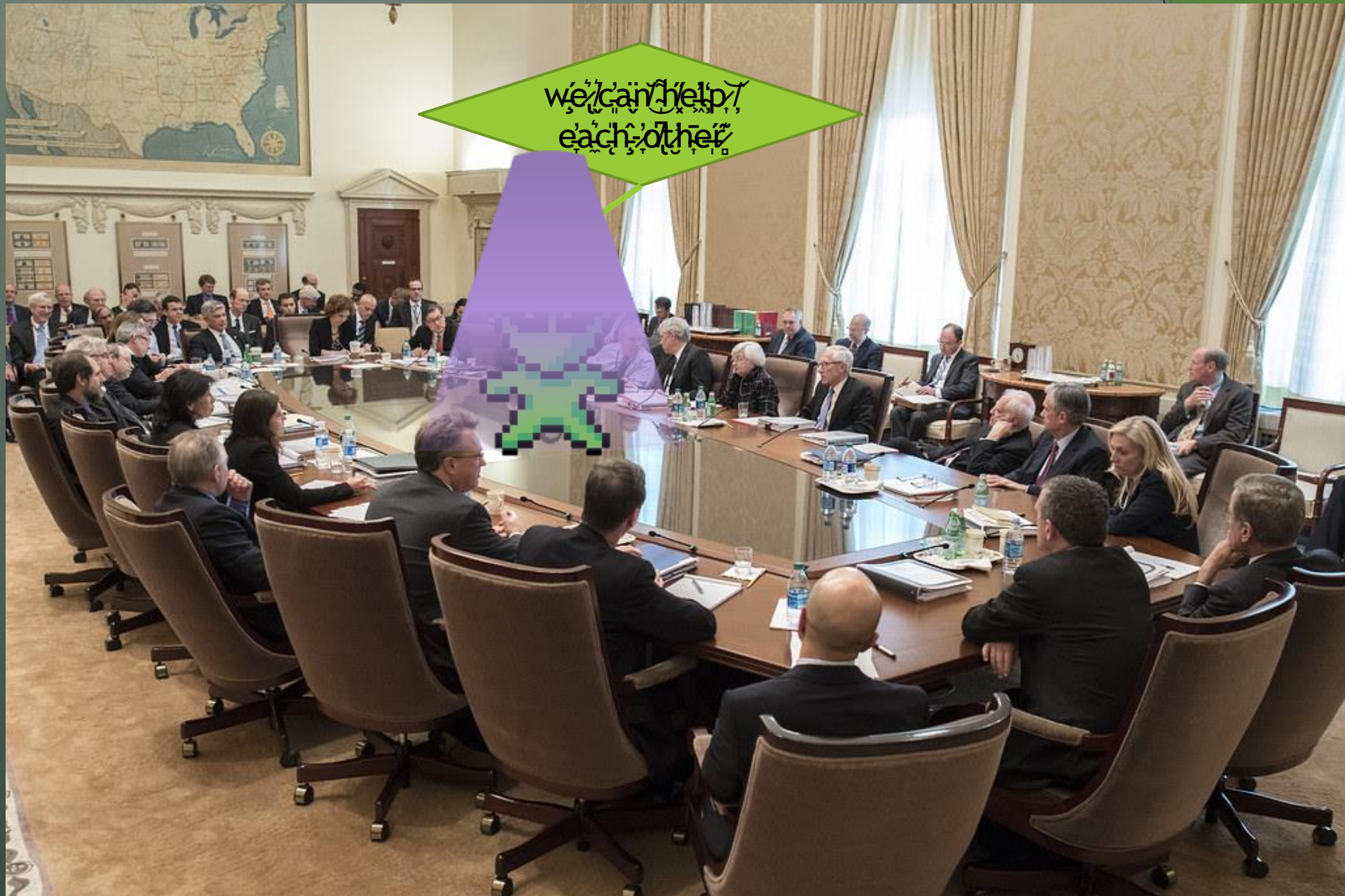
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CORE SETTING

2050







Single Player



Player1

VS



AI

Versus



Player1

VS



Player2

Time's up!

Goal: 40 

Captured: 65 



THE PLAYER'S ACTIONS

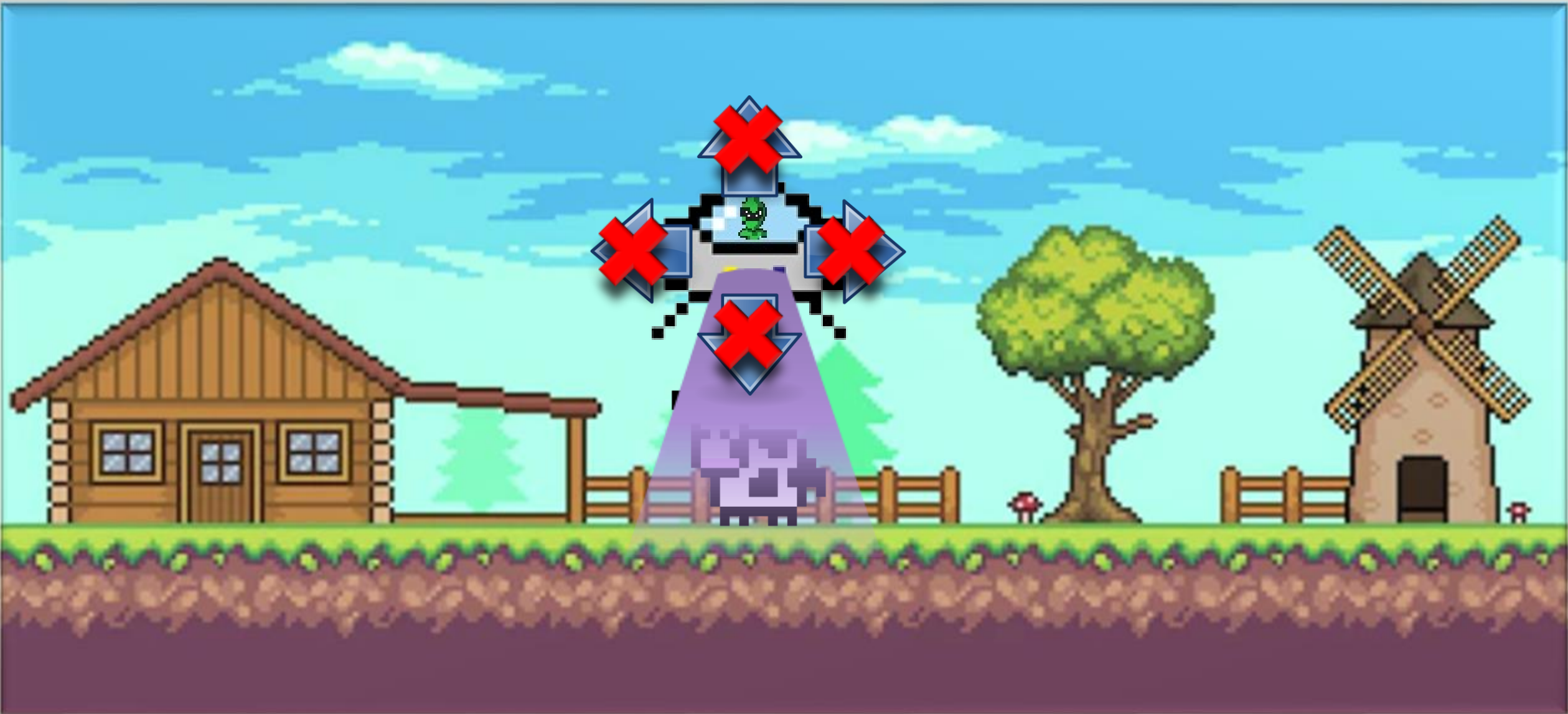


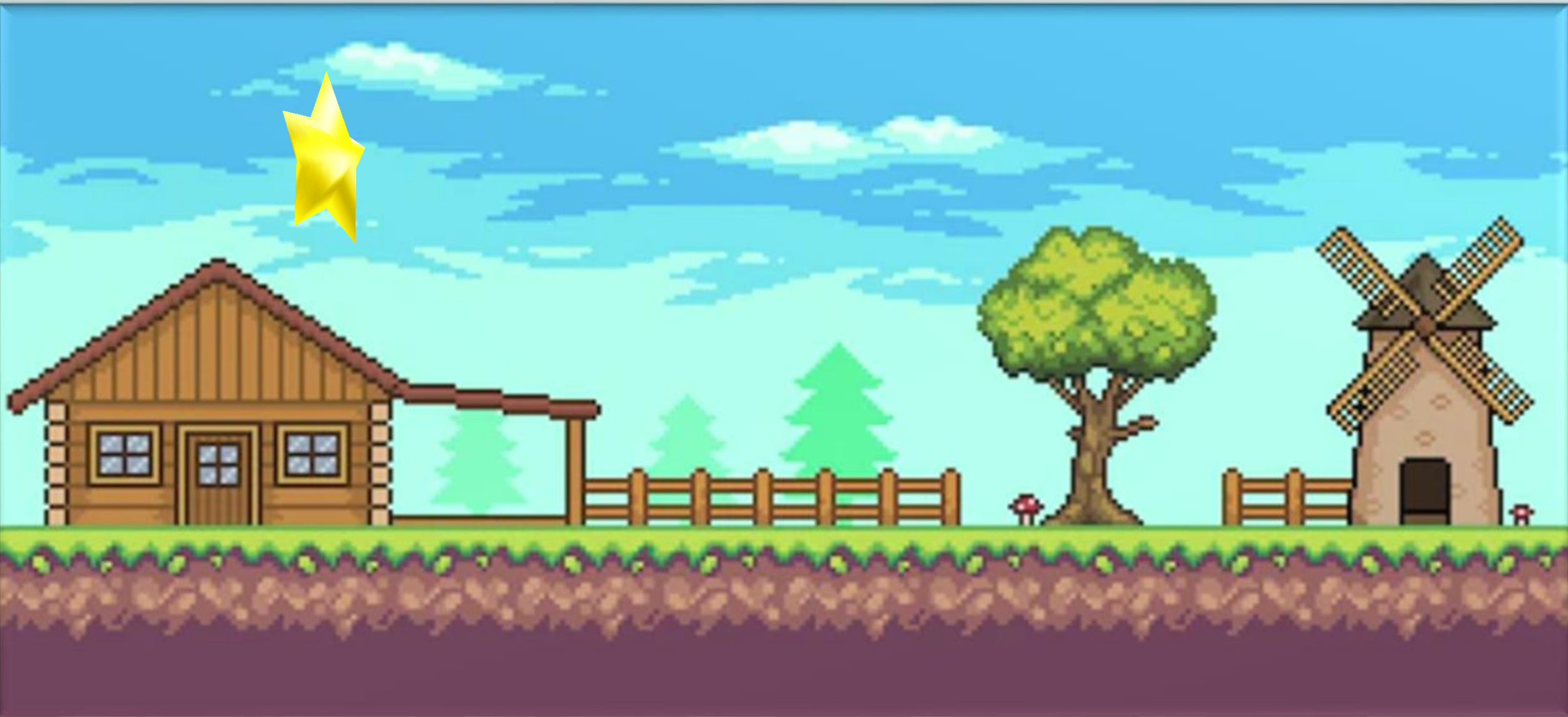




No fly zone



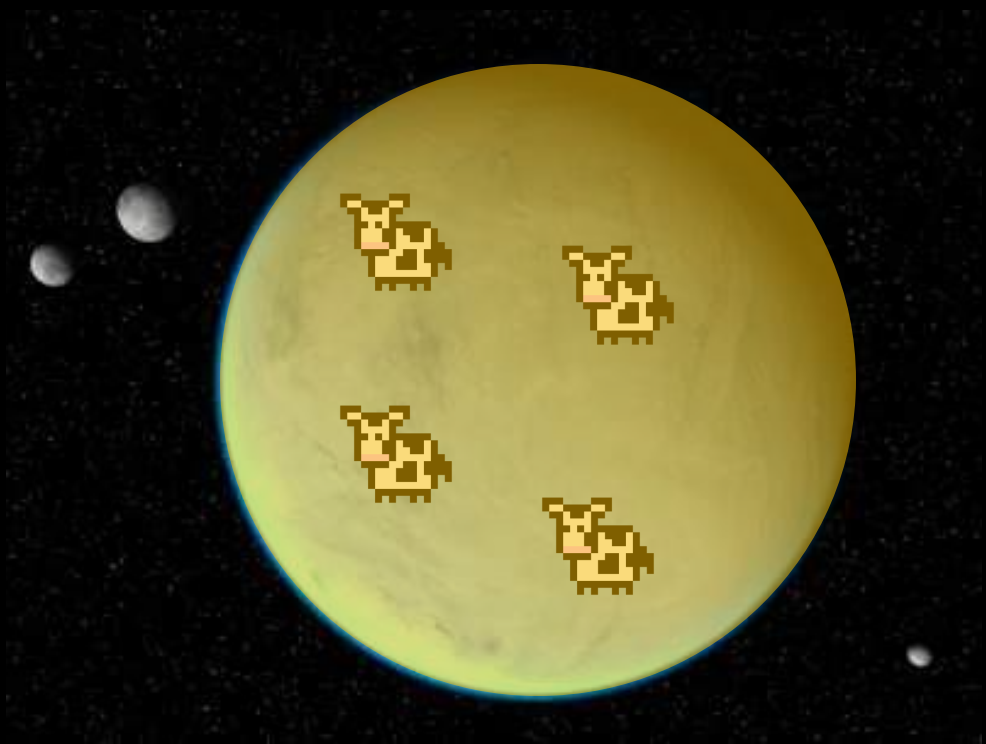




Versus mode



THE PLAYER'S MOTIVATION



Quantic Foundry's Game Motivation Model:

					
Action "Boom!"	Social "Let's Play Together"	Mastery "Let Me Think"	Achievement "I Want More"	Immersion "Once Upon a Time"	Creativity "What If?"
Destruction Guns. Explosives. Chaos. Mayhem.	Competition Duels. Matches. High on Ranking.	Challenge Practice. High Difficulty. Challenges.	Completion Get All Collectibles. Complete All Missions.	Fantasy Being someone else, somewhere else.	Design Expression. Customization.
Excitement Fast-Paced. Action. Surprises. Thrills.	Community Being on Team. Chatting. Interacting.	Strategy Thinking Ahead. Making Decisions.	Power Powerful Character. Powerful Equipment.	Story Elaborate plots. Interesting characters.	Discovery Explore. Tinker. Experiment.



VIZUALIZATION OF THE GAME





THE GAME VALUE OF OUR CONCEPT



 5:30s  1/10





Decision 1



Decision 2



THANK YOU!