Table: the Game

A quick breakdown and summary of the game

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Table: the Game is a realistic science-fiction space battle game that offers the player a thrilling and adrenaline-filled experience to serve as a space military general charged with protecting their faction's planetary base from being taken over by their enemies. The player will be tested in both general strategy and quick improvisational thinking as they try to take down their enemy with limited time and resources.

Inspirations

Gameplay

- <u>Clash Royale</u> strategic battle-type game
- <u>Pokemon</u>: collection and element strengths/weaknesses
- <u>Hearthstone</u>: card system and storage
- <u>Age of War</u>: unit/resource breakdown and special attack

Art and Audio

- <u>Halo</u>: space setting/art style
- <u>Glitch mob</u>: music/audio style (<u>theme_audio link</u>)

Setting and Genre

Setting

- Outer space
- Science-fiction realism

Genre

- Timed turn-based
- PvP battle/tower defense
- 3D top-down style

World Description

It is the year 4903 in the Andromeda galaxy. War has broken out between humans and aliens as each tries to colonize the newly discovered planet *Invicta*, which is rich in minerals and resources. Shortly after formal war declarations, a galaxy-wide artificial virus infected all sentient robot species, overriding their protocols to protect the planet Invicta from colonization. Many speculate that a human or alien unleashed the virus, but the robots have been attacking both sides equally, meaning that there could be another group behind their rebellion…

Overall Tone

Narrative

- Characters are expendable
- Destruction of infrastructure
- Characters and events are serious but not hopeless or apocalyptic

Visual

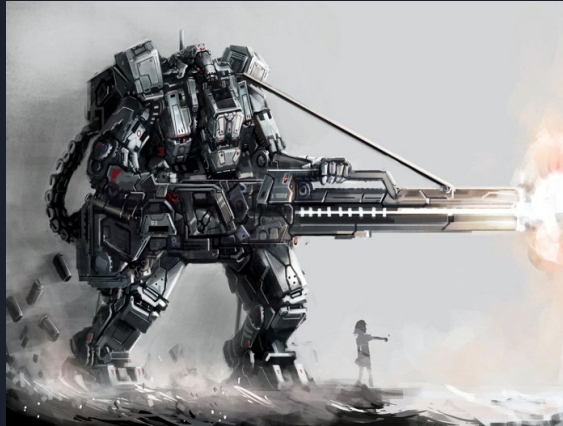- Characters and settings look realistic but some enhancements are permitted (futuristic)

Audio

- Music is electronic, synthetic, futuristic, metallic, and fits the environment

Art spectrum

- Realistic but also futuristic

Factions

- Aliens
- Humans
- Robots

Feature List (key elements)

Gameplay

- Combat system (units, buildings, special attacks)
- Card selection (pre-battle and during battle)
- Energy generation
- Multiple lanes

Systems

- Wager system
- Matchmaking system
- Animation system

See corresponding feature documents for more information

Battle UI Example