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Game Concept Document  
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## ❖ Overview

- The player will be represented in the game as an avatar in the middle of the screen on top of real life map data (from OpenStreetMap). Players will move ingame by moving in real life, and as the player moves they can build new buildings & structures. These buildings will fall under 5 general categories - Residential, Commercial, Industrial, Civil, & Special. Each of these categories will subdivide themselves, such as: Residential having primitive, low, middle, high, & elite. Buildings will generate their own supply and demands, such as consuming electricity and food, and producing waste and population.
- There will be daily jobs for players to complete which will consist of building certain buildings or achieving certain production rates. Players will gain experience points for completing jobs, which will allow a player to grow in level, which in turn will unlock new buildings and features. The main objective is to grow in level and compete with other players on the leaderboards.
- If I could fully develop the game, I would introduce the antagonists and turn it into a hybrid Strategy/Simulation game. These strategy elements would include having to build walls and defences to protect against barbarians attacks, a turn-based strategy combat system, and a turn-based player combat system.

## ❖ Details

- Genre (action game, etc):
  - Simulation - Augmented Reality (GPS).
- Platform (hardware it is on):
  - Mobile Devices (Android, iOS)
- Target market (demographics, ESRB rating):
  - Demographics: Casual Gamers, Business travelers, commercial drivers, backpackers/travelers, nerds, commuters.
  - ESRB: E (Everyone)

## ❖ Unique Selling Points, Key game features

- City builder that uses the real-world map.
- Having to physically move in order to move ingame creates a rarity in land.
- Creates a sense of locality and a value in cultivating area's in specific ways.

## ❖ Characters

- Protagonist - You, the player. Each player is one of few to have any money, resources, and power left after all that has happened. In the past people in your position would have used their power to attack, raid and steal from others. But now, in this new era, it is time to end those violent ways and start to rebuild.
- Antagonists - Barbarians, Uncivilized thugs who want to stop your progress civilization. They will attack unprotected buildings.

- People - The normal everyday citizens who are living in your towns and working in your businesses. They make you money through taxes and keeping them happy is important to productivity and growth.
- Criminals - The bad guys within your civilians who cause problems. In small numbers they just cause minor problems such as loss of resources, but in larger numbers they can cause major problems such as lowering moral, causing unrest, damaging and even destroying buildings.

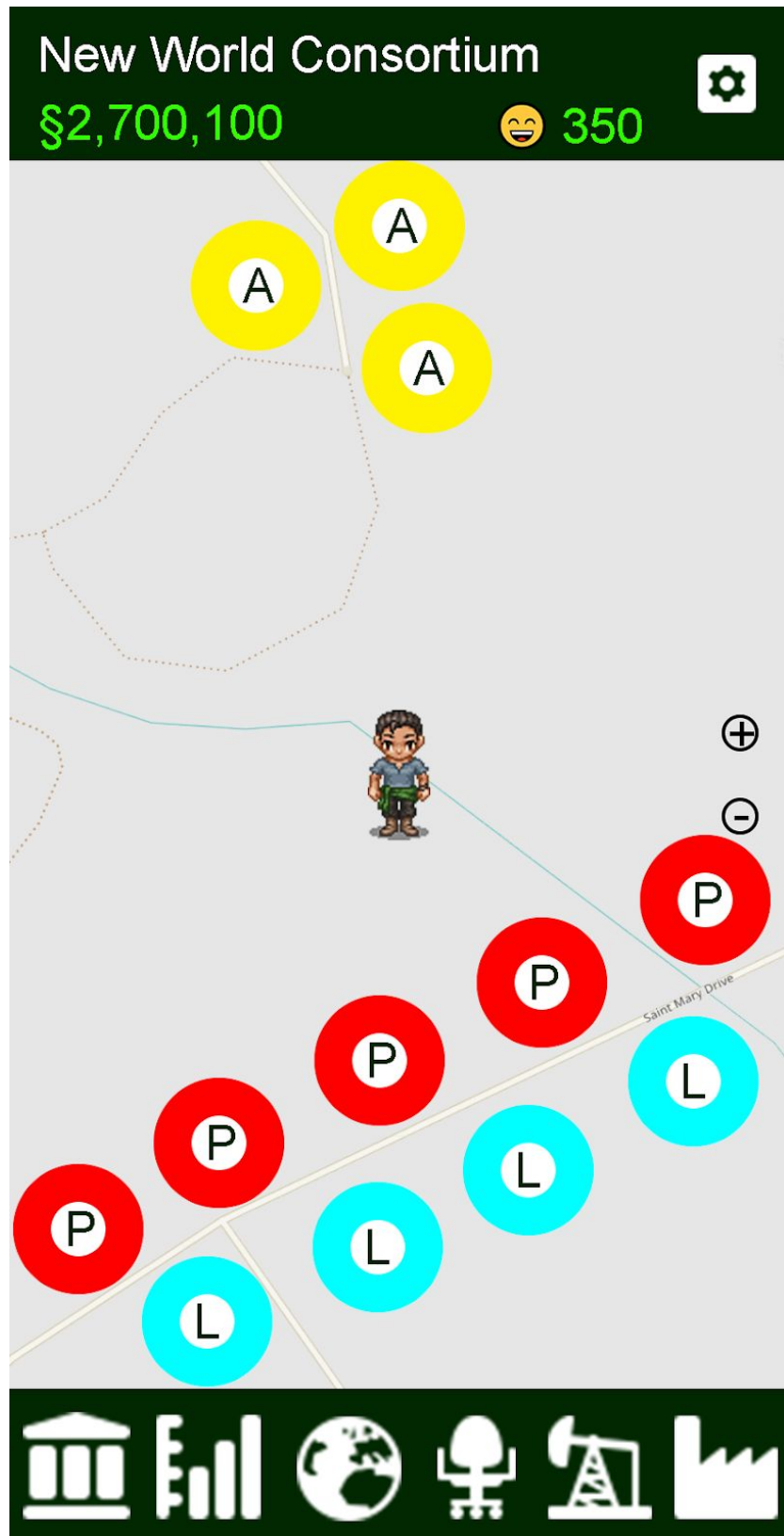
#### ❖ Environment

- The world's civilizations have been destroyed by nuclear warfare followed by years of local warlords and militias fighting each other for whatever was left, until all of the worlds manufactured resources were gone, leaving behind the only the survivors and the old worlds passageways. With nothing left to loose and tired of constantly fighting, people are finally ready to rebuild and move on to a new world. You are one of only a handful of individuals lucky enough to have the resources, knowledge, and ingenuity to help humanity rebuild and regrow.

#### ❖ Gameplay (mechanics, dynamics)

- Rules and Mechanics
  - The player can only move their ingame character by moving the gps location of the device which they are playing on.
  - The player may build a new structure at their current location as long as it is not already occupied by another structure.
  - Each structure consumes and produces different resources, which are automatically deposited/withdrawn from the player.
  - Resources can be bought/sold on an open market with other players.
  - Daily Jobs allow players to earn experience points by building certain structures, or achieving certain productivity quota's (such as \$/hr).
  - Levels unlock new structures and game features.
- Game Dynamics:
  - The player must learn which structures are most efficient and work buildings best with one another.
  - The player
- There will be no NPC's, but there will be ingame chat for players to talk with other players ingame.

- ❖ Concept Art
  - Screenshot

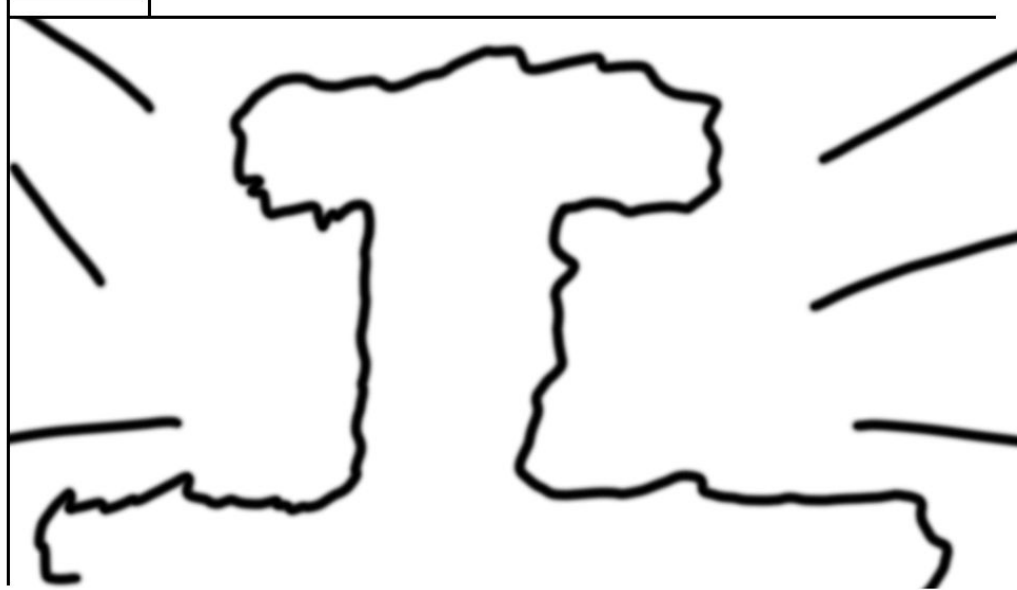


➤ Storyboards

Video Game Design and Development

**LEVEL** \_\_\_\_\_ **Page** \_\_\_\_\_

**SHOT #**



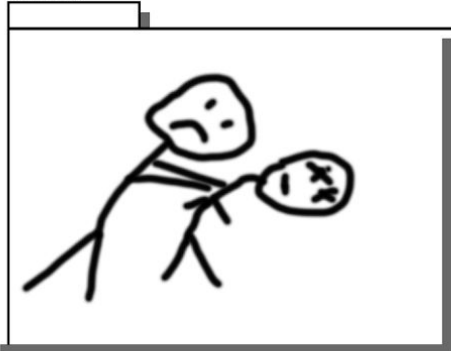
**ACTION/DIALOGUE/EFFECTS/MUSIC**

Shot #1
Nuclear War
All the worlds major governments, militaries and civilizations are destroyed by global nuclear warfare.

LEVEL \_\_\_\_\_

Page \_\_\_\_\_

SHOT #



ACTION \_\_\_\_\_

Shot #2

The world destroys the last of its resources  
In unrestricted local warfare.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SHOT #



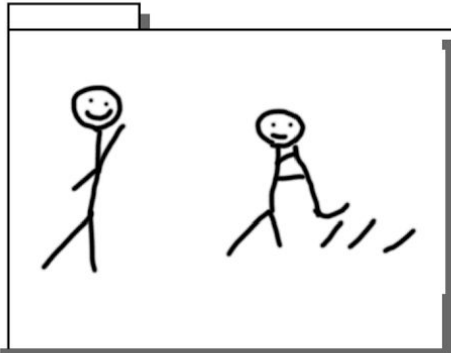
ACTION \_\_\_\_\_

Shot #3

People have nothing, and are tired of  
war. They are ready for a new way.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SHOT #



ACTION \_\_\_\_\_

Shot #4

People turn away from war and start to  
regrow.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SHOT #



ACTION \_\_\_\_\_

Shot #5

You decide to use your resources and  
knowledge to start rebuilding.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

LEVEL

Page

SHOT #

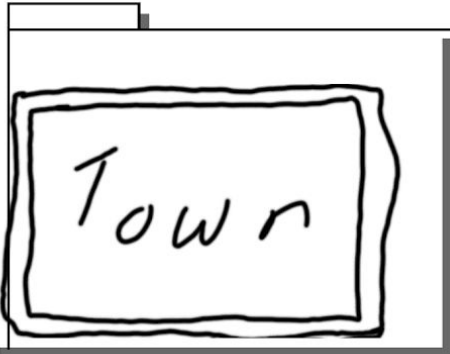


ACTION

Shot #6

Other people eagerly join you to help rebuild, and now towns re-emerge.

SHOT #



ACTION

Shot #8

You build walls around your new towns to protect them from barbarians.

SHOT #



ACTION

Shot #7

Barbarians attack and try to destroy what you have made.

SHOT #



ACTION

Shot #9

From the safety provided by towns and cities you are able to rebuild civilization and grow your own company.