*Expect the unexpected fantasy journey!*

The Skull Knights Kingdom has eradicated the whole Zandalore population. As the sole survivor of the Zandalore Kingdom, you are immersed in a sensational adventure to bring glory to your fallen kingdom. You must devise a board game strategy to defeat the evil Skull Knights and decide between damaging the enemies or keeping your heroes alive. You will be rewarded with a sense of accomplishment when you successfully defeat the enemies.
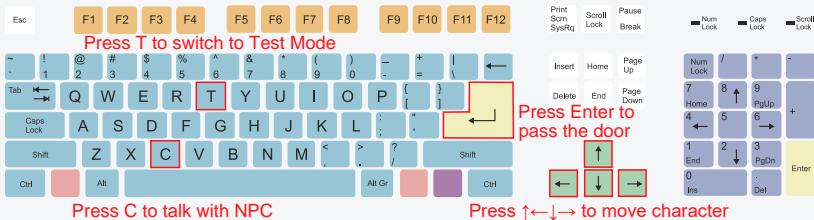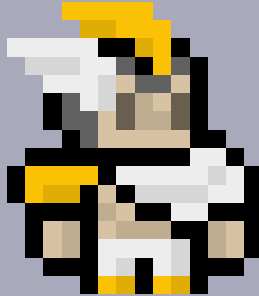
Ezra, the last Zandalorian from the late Zandalore Kingdom

Skull Knights from the evil kingdom that wiped out the entire Zandalore population

Information:

- HP: 80, Damage: 15, Energy: 5

- Range: One hexagon around it

- Serves as a tank

Information:

- HP: 30, Damage: 20, Energy: 5

- Range: any hexagon along a clear path

- High damage ranged hero

Information:

- HP: 35, Damage: 20, Energy: 6

- Range: one hexagon around it

- High agility and energy
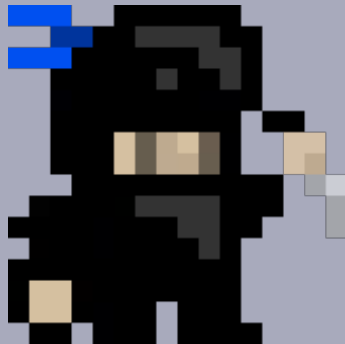
Information:

- HP: 50, Damage: 12, Energy: 3

- Range: one hexagon 2 steps away from it

- Enemies around the damaged hexagon will be damaged too
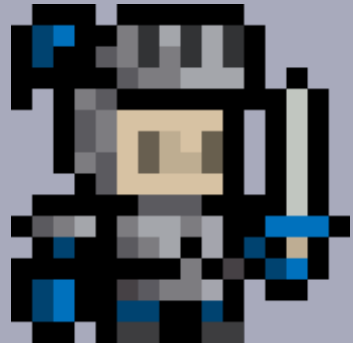
Information:

- HP: 40, Damage: 5, Energy: 5

- Range: one hexagon around it

- Heals friendly heroes

Information:

- HP: 30, Damage: 5, Energy: 5

- Range: 2 hexagons around it

- Build turrets that deal 10 damage
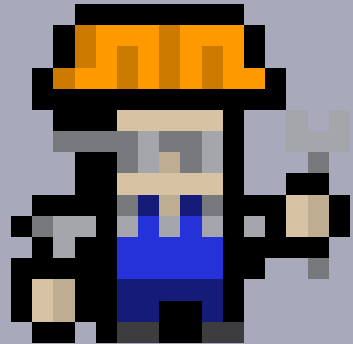
How to play

1. Enemies health and damage
2. Heroes health, damage and energy
3. 2 types of obstacles: black (unbreakable), brown (drops items when hit)

Board game rules

1. During your turn:

2. Left click on the hero

3. Select any blue tiles to move

4. Energy: -2 to move and -3 to attack

5. Right click to attack

6. Critical damage may be dealt

7. Once done, click the End Turn button

8. Wait for the enemy to finish their turn and it will be your turn

Shop and items

1. Health potions: +10 health

2. Energy potions: +2 Energy

3. Collect gold and buy/upgrade heroes

4. Heroes are randomly recruited at 100 gold

5. Energy: -2 to move and -3 to attack

Game strategies

1. Use tank heroes like the warrior to protect your archer

2. Ranged heroes deal high damage but they have low health so be sure to keep a distance from enemies

3. Suggested team composition: one melee hero, one range hero, one utility hero

4. Use assassin to hit the enemy and run

5. If you think you are up for the challenge, click 'T' to access all levels and heroes immediately!

Accumulate coins by killing enemies, get extra coins when completing a level and the number of heroes kept alive at the end of the level

1. End of one game: 50 coins

2. Killing one hero: 2 coins

3. Collect coins generated from obstacles: 3 coins

4. Number of heroes alive: $x \times 2$ coins

5. Coins can be used to upgrade heroes by purchasing items at the shop

Tutorial Level

1. Step-by-step live tutorial level is given.

2. The hexagons on the board are fixed.

3. Goal: kill the enemy

Level 1

1. The board is a big hexagon.
2. Select 3 heroes to fight.
3. Only one wave of enemies (each wave has 3 enemies).
4. Goal: kill all enemies

Level 2

1. The board is a big hexagon.
2. The obstacles are in a different position.
3. There are 2 waves of enemies.
4. Goal: kill all 2 waves of enemies

Level 3

1. The shape of the board is like a snake.

2. There are 3 waves of enemies.

3. Ranged heroes recommended.

4. Goal: kill all 3 waves of enemies.

Level 4

1. The board is a big hexagon with holes.

2. There are 3 waves of enemies.

3. Goal: kill all 3 waves of enemies.

Level 5

1. There are seven hexagons in the center, one row of hexagons surrounding the center and then another row of hexagons surrounding the center.

2. Two shells of hexagons will rotate about the center hexagon when coming to Player Turn.

3. There are 3 waves of enemies.

Boss Level

1. The board contains 7 sets of 7 hexagons.

2. Each big hexagon will rotate about the center of itself and six big hexagons will rotate about the big hexagon in the middle.

3. Boss can use skills of all classes.

4. Goal: kill the Skull Knight

User Experience

- Sensational heroic storyline with a thrilling and immersive fantasy game experience.

- Innovative combination of RPG+Strategy board game is interesting and new to players.

- Reward system to hook and incentivize players to win with a random hero recruitment and upgrade system.

Features

- Explorative RPG world with different scenes filled with impeccable graphics and engaging dialogues with NPCs.

- Each hero has their own unique abilities thus there are endless possibilities for the board game.

- Progressive levels, ever-evolving maps and exciting strategic game plays to hook players to the game

Zandalore Quest

16-bit RPG fantasy and strategy board game where the player is on a quest to defeat the enemies and bring glory to his kingdom

Thrilling and exciting heroic experience that will leave players on the edge of their seats. The Skull Knights kingdom has eradicated the whole Zandalore population. As the sole survival of the Zandalore Kingdom, players are immersed in a sensational adventure to bring glory to their fallen kingdom. They must devise a board game strategy to defeat the evil Skull Knights and decide between damaging the enemies or keeping their heroes alive. Players will be rewarded with a sense of accomplishment when they successfully defeat the enemies.

High Concept

Experience

Aesthetic — Pixelated medieval and fantasy-themed graphics

Graphic Assets — Designed by ACE Studios'very own designers and obtained from free resources

Other Assets (music, fonts...)

Assets

Game Play

Base — Explore the RPG world and destroy the enemies in a 3 vs 3 turnbased board game

Highlight — Action-packed combat with endless possibilities as each hero has their unique abilities

Trend — Fast-paced and exciting immersive strategic board game dynamics

Reward — Accumulate gold when defeating enemies to purchase new heroes or upgrades

Conflict Type — Human vs Malicious Enemies

Player Position — Ezra, last remaning member of the late Zandalore Kingdom

Narrative — You are seeking revenge for your kingdom and you swore to hunt every living Skull knights down. As the last member of your kingdom, you gear up and recruit heroes to help you on this arduous journey to defeat the Skull Knights and bring glory to your kingdom!

Implications — When all of the levels of the game has been cleared, you will bring glory to your fallen kingdom by defeating the Skull nights and you can re-establish the Zandalore Kingdom. We fight to our deaths and only the mightiest will thrive!

Story

Technical Aspects

Space of Action	2D
Space of Position	0D
Action/Frame	3-5
Supported Input	Keyboard + Mouse

Marketing

Selling Points — Fill in Marketing Selling Points here 3 recommended and 5 at most

Target Audience — All

Main Appeal — Imaginative and exciting fantasy adventure where heroes bring justice to their fallen kingdom by eradicating evil enemies

Competitors
- SilverFOCS team
- Pokemon

Castle scene	Deviant Art, https://www.pinterest.com.mx/pin/313985405247254155/
Dungeon scene	Skuli Oskarsson, https://www.pinterest.com/pin/263319909438238134/
Warrior	Deviant Art, https://www.pinterest.com/pin/862931978581217238/
Archer	Created by Ekkanat with https://pixelartmaker.com
Assassin	Created by Ekkanat with https://pixelartmaker.com
Engineer	Created by Ekkanat with https://pixelartmaker.com
Main character	Creaeted by Ekkanat with https://pixelartmaker.com
Elder NPC	Created by Ekkanat with https://pixelartmaker.com

Evil NPC	Created by Ekkanat with https://pixelartmaker.com
Skull knight	Created by Ekkanat with https://pixelartmaker.com
Mage	Created by Ekkanat with https://pixelartmaker.com,
Healer	Created by Ekkanat with https://pixelartmaker.com,
Shop	DYA Games, https://www.pinterest.com /pin/331577591312273561/
Board game background	Anonymous, https://pixelartmaker.com
Castle theme song	Ashot-Danielyan-Composer, https://pixabay.com
Board game theme song	Hot Music, https://pixabay.com

Warrior SFX	Merrick079, https://pixabay.com
Archer SFX	arcandio, https://pixabay.com
Assassin SFX	abcmaxofficial, https://pixabay.com
Mage SFX	qubodup, https://pixabay.com
Healer SFX	Anonymous, https://mixkit.co
Engineer SFX	olliehahn112, https://pixabay.com
Thunderstorm	Placidplace, https://pixabay.com
Fire burning	Lurpsis, https:pixabay.com
Pixel Operator	Jayvee, https://fontmeme.com/ziti /pixel-operator-font/
Game UI	Karwisch, https://karwisch.itch.io/ pxui-basic
Game Logo	Created by Jovan, Adib, https://www.canva.com/templates/ EAE1leHeKpI-valkyrie-sword -esports-team-gaming-logo

Thank you!