**GAM 110 Pitch Document Group 5C**

*Design:* Billy Marsh, Ben

*Writing:* Joey Hines.

*Programming:* Collin, Joel, Ashley, Will, Marcel.

*Art:* Josh.

*Contents*

Synopsis and Game Theme – pg. 2

USPs (Unique Selling Points) – pg. 2

Key Features – pg. 2

Combat – pg. 2

Environment – pg. 2

HUD and Menus – pg. …

Narrative – pg. 3

Story – pg. 3

AI – the bubble etc. – pg. …

Art and Design – pg. …

Animation and Movement – pg. …

Audio – pg. …

Level Design – pg. …

Context and research – pg. …

Demographic – pg. …

Market research – pg. …

*Synopsis and Game Theme*

Fantasy Tower Defence/Real Time Strategy set in a fantasy world with themes of ancient Greece where the player leads their army into battle at the start of each round – the player aims to destroy the opponent’s castle. The player plays as the military general of Eradel and places troops to attack the people invading the labyrinth.

*USPs (Unique Selling Points)*

* Our game offers a satisfising, all-round experience with simple but smooth animation.
* A joyful visual style which is pleasing to the player.
* Simpler UI that doesn’t distract the player.
* The option to explore a detailed story.

*Key Features*

* The option to strategically place troops on certain paths.
* The choice between what troops to play and how to combine and use them.

*Combat*

There will be 6 different choices of troops to choose and play:

* Warrior: A troop that deals an average amount of damage at a relatively normal rate costing a medium amount of money.
* Brute: A troop that deals a heavy amount of damage at a slower rate compared to the Warrior, costing more than the Warrior.
* Archer: A troop like the Warrior unit but deals damage over an improved range at a higher price.
* Mage: A troop like the Brute unit but deals damage over an improved range at a higher price.
* Healer: Heals units in its range using its own health, giving it a limited amount of usage, priced the lowest of all the units.
* Assassin: A unit that is faster but weaker than the others, it also can sneak past 3 units, priced above a normal rate.

*Environment*

The environment will be randomly generated each game to keep the game interesting, enjoyable and replayable. It will set out inside the cameras view to keep it static and therefore the paths will be long and curved.

*HUD and Menus*

The UI will be simple to not distract the player from the game at hand.

*Narrative*

The Narrative will be done using fungus to create small cards that appear at the bottom of the screen at either the beginning or end of a round. There won’t be a focus on the narrative, but the further rounds you go into a game the more story that should become available.

*Story*

In the land of Earlden a great city was carved deep into the earth, Erador. Erador was known as a city rich in treasure and knowledge. The greed of man quickly made itself known and Erador was besieged. The war was long and harsh lasting a full century before the forces invading where forced back to lick their wounds. Now a century later the forces are prepared once more, but Erador is ready. Erador in the century of time it had to prepare created a great labyrinth that surrounded the city allowing it a greater deal of protection. Now cut off from the world Erador is ready and waiting for the invaders to return.

This is just the story as of now, and there are plans to make a more detailed one that leans more into actual battles from the perspective of the general of Erador and their account of the new war.

*AI –The Bubble etc.*

The Bubble will be located at the centre of the games area at a distance that is equal for both players, a player can choose to attack the bubble and whichever player defeats the bubble first gets an extra sum of currency to use for troops the next round. The troops will also be not controllable to an extent as the player will choose what path they should go on and when to switch. The only troops that the player controls briefly are the healer and the assassin, the healer can interact with to choose which unit to heal, and the assassin will present the option to the player about sneaking past an enemy unit.

*Art and Design*

The style of the game will be using a low poly style as this style is appealing and simple. Games like Totally Accurate Battle Simulator (2019, Landfall Games) and Deep Rock Galactic (2020, Ghost Ship Games) used a low poly art style which we believe will suit our game.

*Animation and Movement*

*Audio*

*Level Design*

*Context and research*

*Demographic*

*Market research*

*References*

*Bibliography*

*List of figures*