*GADE6112 Task 3 High Concept Document*

*High Concept*

Join a side in the war between the 4 races that inhabit the land of Aerilon, all with their own goals to better the lives of their kin and ensure that no one is left to harm their people.

*Game Treatment*

* Title: The Battle for Aerilon
* Audience: Players who have an interest in medieval fantasy.
* Overview: The player joins a side in the war between the Lord’s Kingdom, the werewolves of The Satyris Forest, the Orcs that inhabit the mountains, or The Dwarves who have long awaited their return to the surface world.
* Objective: Eliminate all enemy forces
* Theme: Medieval fantasy
* Features: The game will feature events in each faction, which will be random and can affect the players’ forces negatively or positively.
* Mechanics: The player will be able to build resources via buildings that the player will construct, creating an army, building resources, wage war against enemy factions, as well as combat the environment through the events system, which will have an affect on all factions in the game.
* Environment: The game spans over a single map featuring dark mountains, lush woodlands and a thriving kingdom from which each faction will call its base.

*Character Design*

The characters are dependent on their roles within the faction, although each faction will have the same combat roles within the faction:

* Ground units:
  + Knights
  + Werewolves
  + Orc skirmisher
  + Dwarven assaulter
* Heavy units:
  + Guardians
  + Werebears
  + Orc berserkers
  + Dwarven marauders
* Ranged units:
  + Trebuchets
  + Hunters
  + Throwers
  + Dwarven marksmen

The units are designed to fit the criteria and appearances of what one would come to expect from the type of unit that they are (eg. Heavy units being much larger and bulkier than a standard ground unit, etc.).

The art style that is used for making the units is the same pixelated style that the world is made in.

*World Design*

The world is broken up into 4 parts, each dictated by the faction that resides in that area. Hence, the area in which the Lord’s Kingdom can be found is a civilized, medieval village. The land that is dominated by the dwarves are old and ancient ruins, large and majestic, yet untouched (that is until the dwarves emerge). The mountains that are home to the orcs are a dark, mountainous region in the south of Aerilon. The werewolves make their home in the forest of Duparcier in the East, a lush and wooded forest. As for the art style of the game, a more pixelated approach is taken.

*Story and Level Progression*

The story of The Battle for Aerilon is set (rather clearly) in the land of Aerilon. The story revolves around the leaders of each of the 4 factions. Each of the leaders have their own goals for themselves and their people. The leader of the orc strongholds in the mountains has noticed a lack of space in the region and he must expand their territory so that his people can grow and thrive in new hunting spaces.

The head of the dwarven forces sees an opportunity to return to the surface after centuries of being locked underground by the King that was in power at the time. The dwarves want revenge for their long imprisonment, and they will do everything in their power to ensure that their revenge is exacted.

The werewolves of Duparcier live for the hunt. Where one who suffers from Lycanthropy would simply have the curse removed, the residents of the forest of Duparcier have rejected their humanity and have since removed themselves from the civilization of the Lord’s Kingdom and now live for the hunt.

The King of Aerilon has been trying to appease his people since his incarnation. The selfish acts of his predecessors has placed him in a position that he must now deal with the repercussions of their acts, leaving his people hungry and overpopulated. The king must enable a scouting regiment who will go forward past the gates and return with food for the people, so that he can start anew and save his people.

These 4 factions will clash on their path to achieve their goals, and the last remaining faction will determine the victor of the struggle.

*User interface document*

*Game script*

The game starts with the player choosing a faction, which will then give the player information on the faction and their predicaments and motives/intentions. Over the course of the game, the 4 factions will come into contact and attack one another, while erecting buildings and gaining resources.

During the game, events that will affect all factions will occur, such as a volcanic event destroying everything in a certain radius (troops will be killed, buildings in the area will be destroyed, etc.)

*Repository link*

<https://github.com/Mentorr/Task-3-GADE>

Task 1 - <https://github.com/Mentorr/17605096-Task-1>

Task 2 - <https://github.com/Mentorr/Task-2>

Task 3 - <https://github.com/Mentorr/Task-3>

POE - <https://github.com/Mentorr/POE>