**Game Title: Reggorf**

Concept: Turn-based 2D tactical game where you control the flow of traffic to stop monsters from crossing the road.

Game platform: PC   
Target Age: 7+

Game Summary: The judgement day has come. Monsters from the void have begun spawning into our world through magical portals. This is the last road they must cross, and we are the last line of defence! The longer we keep the monsters away, the more lives we save. Do not let the monsters cross the road!

Game Outline: Reggorf is a turn-based tactical game where the player controls the flow of traffic along the highway to get rid of the monsters crossing it. Monsters will spawn from the top sidewalk and begin to advance downwards towards the player. Vehicles will randomly spawn on the road and the player can adjust the speed of each lane to control how fast the vehicle moves within that lane. Killing monsters award skill points that can be used on player skills to directly influence the vehicles or monsters, such as sniping monsters, disabling units, boosting units for an extra turn, forcing a vehicle to change lane, calling in a vehicle to a lane, or air dropping a vehicle onto a specific spot on the highway. Each monster that makes it across the road will reduce the health of the player, and the game ends when player’s health reaches zero.

Unique Selling Points:  
- Control the speed of traffic in each lane to direct vehicles to run over the monsters   
- Block the monsters’ path with a vehicle and experience their different interactions with the vehicle in the way  
- Deal with a variety of monster types with different strategies required to kill them

