

The Line_A

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Establishing a foothold in the ultra-competitive bastion of MOBA, by delivering a strategy game
“A Great War in which thousands of units will fight”

WORLD WAR FOR
GAMES ON COPY
AZON.COM

THE LINE, 2021



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The Line

Target: AAA
PC (Mouse & Keyboard) & Consoles (gamepad)

Multplayer core 3 vs 3
BOT system - Playable with and versus AI
Competitive philosophy

Campaign Mode
Playtime has to be defined (5-6 hours)
Narrative philosophy

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The Line

Target: AAA
PC (Mouse & Keyboard) & Consoles (gamepad)

MULTIPLAYER

Multiplayer core 3 vs 3
BOT system - Playable with and versus AI
Competitive philosophy

CAMPAGNS

Campaign Mode
Playtime has to be defined (5-6 hours)
Narrative philosophy

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A hybrid game based on two existing gameplay mechanics

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A hybrid game based on two existing gameplay mechanics

The first is Moba, a multiplayer game in which unique heroes compete against each other.

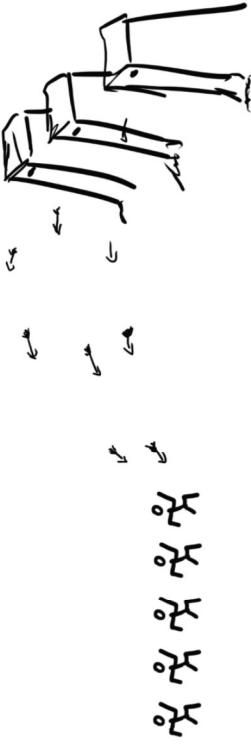


A hybrid game based on two existing gameplay mechanics

The first is Moba, a multiplayer game in which unique heroes compete against each other.



And the tower defense mechanic



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The Concept

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The Concept

"In a conflict whose origin has been forgotten.
On a land soiled by centuries of plunder.
Two empires are trying to end it.
Uninterrupted waves of soldiers collide
without ever finding any way out.
It needed a victory.

On both sides, the General Staff have embarked on the creation of super soldiers.
Scientists, mystics, engineers and religious have come together to push back the
frontiers of humanity.
Thus, the Giants were born, the last attempt."



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We play Giants

These super-soldiers, more than
20 meters high, dominate the
terrain and lead the battles.

They fight,
command the men
and build the lines of defense.

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Uninterrupted waves of soldiers, march in the direction of the opposing camp without ever changing direction. They are born to move forward and fight.

But under the influence of the giants they can change their behavior, following the giants, changing their abilities & equipment.



Finally, the Giants will not hesitate to transform the battlefield to meet the needs of their tactical plans.

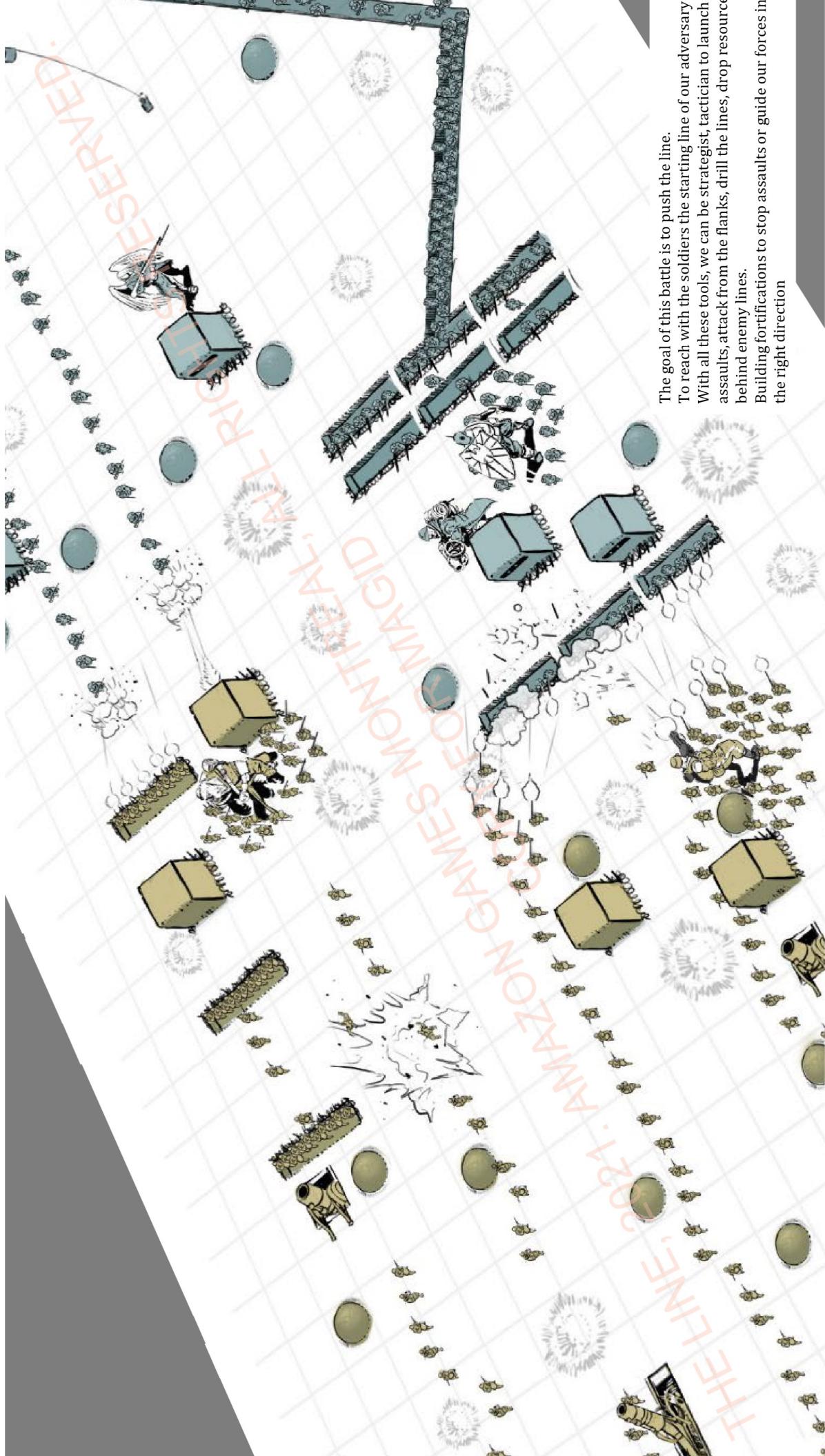
Digging trenches, aligning barbed wire, raising bunkers and erecting artillery batteries.

They built to conquer.



In the opposing lines, ... the same thing ...

The goal of this battle is to push the line.
To reach with the soldiers the starting line of our adversary
With all these tools, we can be strategist, tactician to launch
assaults, attack from the flanks, drill the lines, drop resource
behind enemy lines.
Building fortifications to stop assaults or guide our forces in
the right direction



THE LINE, 2021.



3 Pillars

SHOOTER,
GUIDE
GAMES FOR
BUILD

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SHOOT

Mastering movement and ballistics.

The universe of the Gigantic refers to a world of firearms and therefore calls by nature the notion of ballistics.

The Shooting mechanic in Giant is a new approach for strategy game.
Simple to handle because only in 2 dimensions and hard to master because several parameters :

- your movement
- the level design
- the distance
- the ballistic velocity
- damage
- reload time



GUIDE

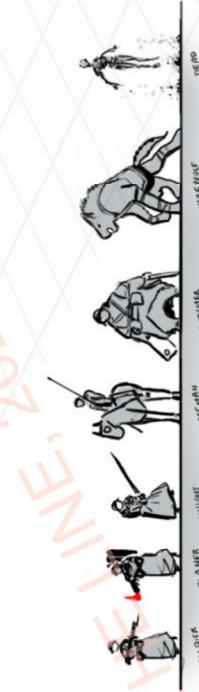
The Giants can also inspire soldiers to make them more powerful. It is not uncommon for a Giant to confer to soldiers in the vicinity of its aura or charisma abilities that defy understanding.

From equipment, rifles, flame throwers, parachutes, to warfare doctrine, to transformations and even magical abilities, soldiers in the service of Giants can be versatile on the battlefield.



Right: a Swordsman Giant inspires nearby soldiers who automatically adopt a protective position, ready to strike back in melee, sword in hand,

See below: An inspirational list of the various soldier transformations imaginable through the Giants..

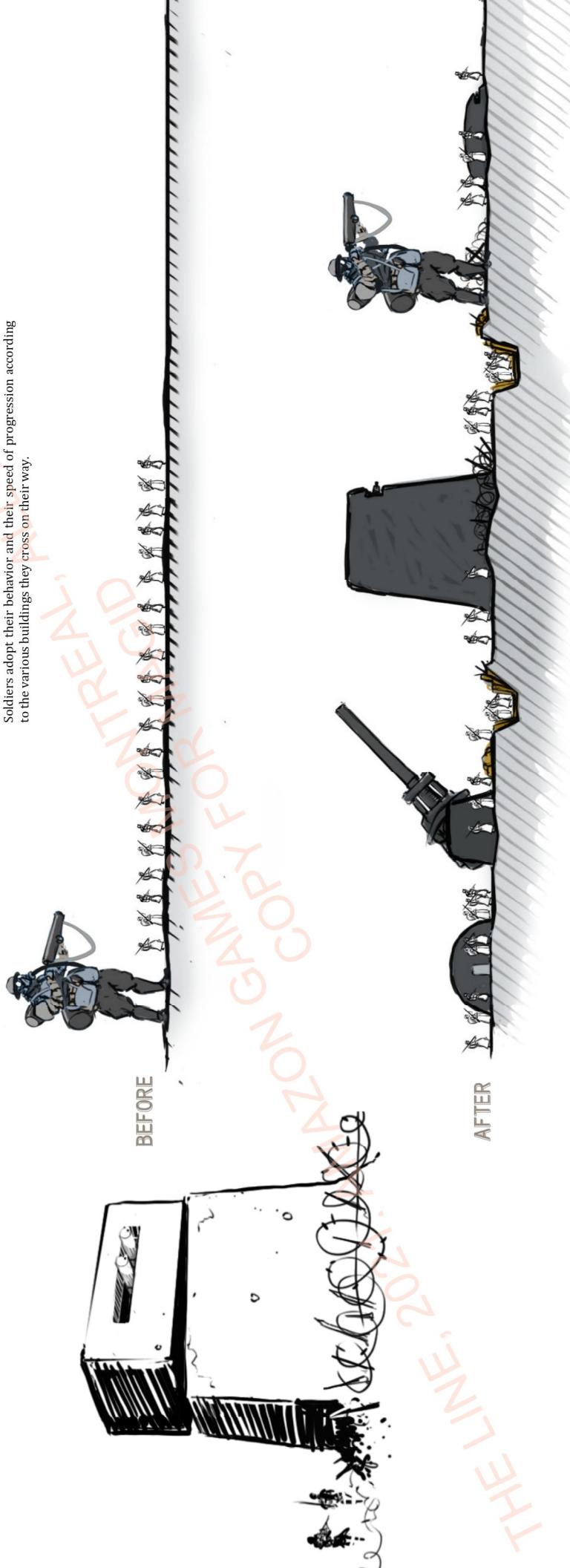


BUILD

The Giants of their height have such a view of the battle that they proved to be the best to decide on the implantation of a trench, the construction of a bunker, the establishment of a hospital for the soldiers, the realization of a Montgolfier observation site.

Below : a Giant has given building orders for the following structures, (in order from left to right) A barrack of grenadier equipment, a piece of anti-Giant artillery, a trench, a watchtower, a trench, barbed wire, an bunker and barbed wire.

Soldiers adopt their behavior and their speed of progression according to the various buildings they cross on their way.



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GAMES FOR MAGID

MONTREAL

SETTING

The Line

COREMECHANIC

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Small and Giants - a story of scaling

Different

SETTING

COREMECHANIC

THE LINE

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COREMECHANIC

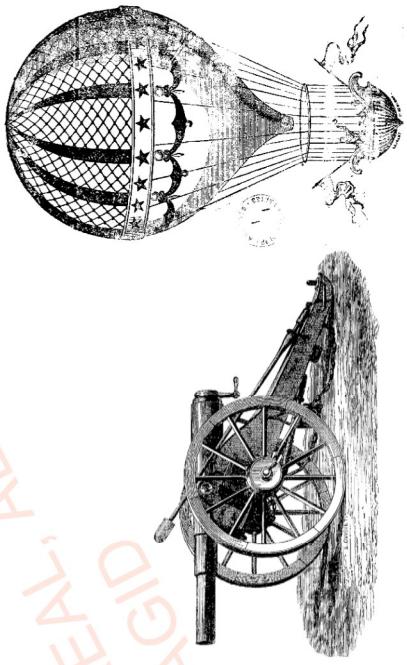


FANTASY

Heroic High Fantasy



World War Fantasy: WW1



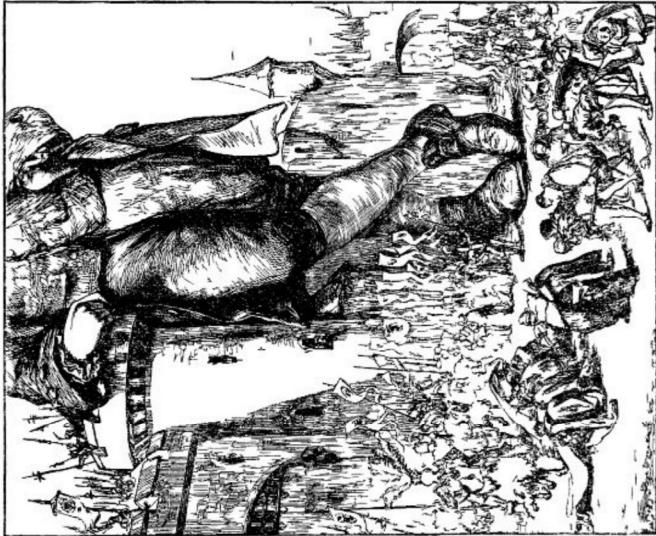
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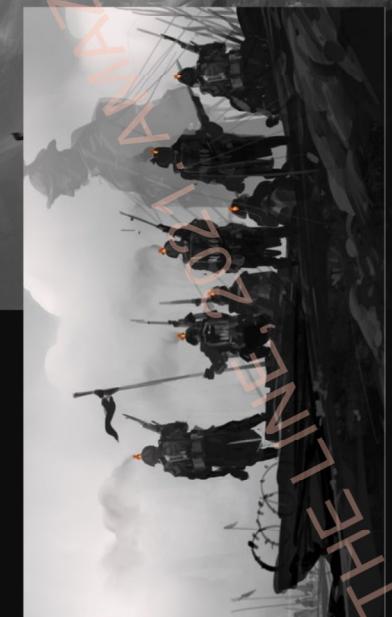
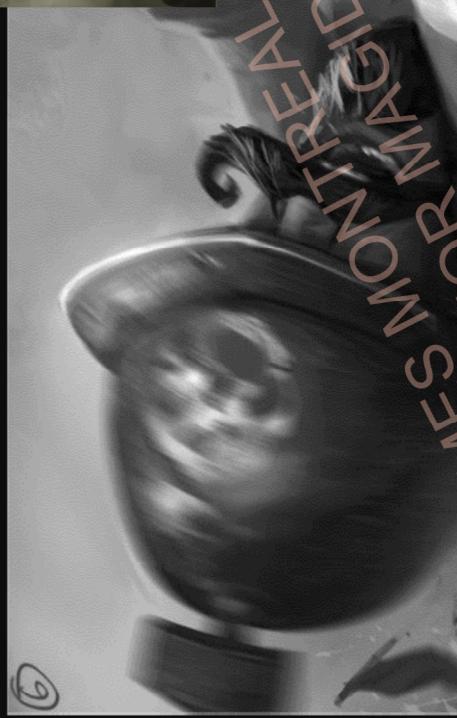
DOTA 2
League of Legends

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SCALE

Small and Giants – a story of scaling



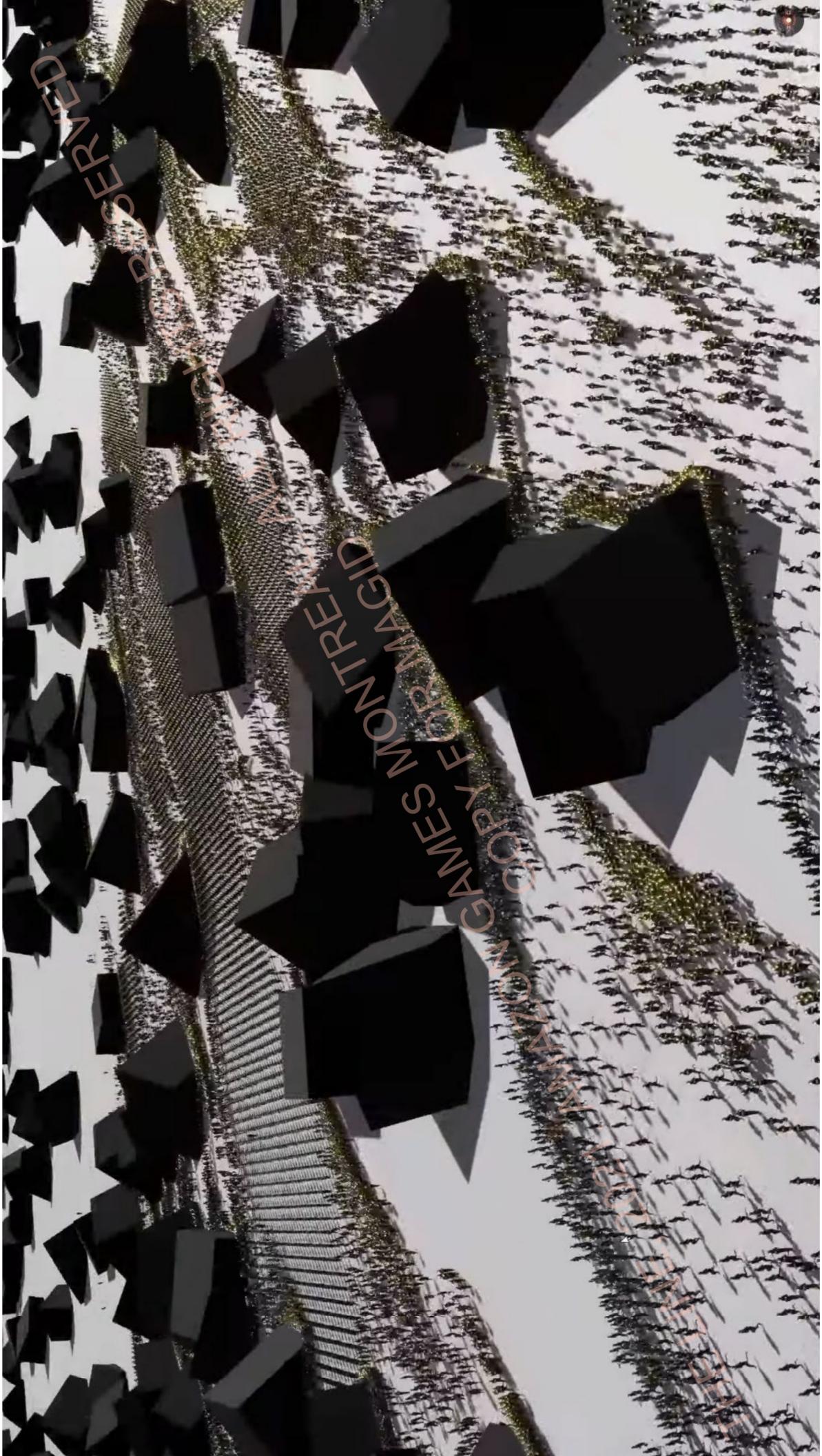


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The Line

INNOVATIONS
SETTINGS
HEROES + SOLDIERS

1st world war fantasy + Giants
Bring back armies in a modern way
3 MECHANICS (SHOOT + GUIDE + BUILD)
introduce shooter mechanics
Influence instead of micromanage units

Bring back the construction but in a
realtime approach.

TECH BREAKTHROUGH
Thousands of soldiers in MP

THE LINE, 2021.

MAGID MANDATE

Need Magid for:

- Key Insights
- Landscape Breakdown
- Competitive analysis, especially on lesser known titles
- Benchmarks on key game elements
- Intelligence from indie scene (armies/crowd manipulation & gameplay)

Titles

- MOBA: League of Legends, Dota 2, Heroes of the Storm, ...
- MOBA spin offs: Smite, Paragon, Wild Rift, Battlerite
- RTS (focus MP but 1-2 example of SP): Starcraft 2 series.
- C&C
- Other: Army management Dawn of Titan (Mobile), They are billions?
- AAA Tower Defense / Tower Attack

Key game elements

- Mass armies and crowd gameplay; controlling & influencing units
- Campaigns/Narratives for MP games
- Competitive feature sets in MP games (leagues, tournaments, faster servers, dedicated servers, ...)
- Tutorials and onboarding in MP only games