* Title Slide
* About us
* Concept
* Inspiration
* Mechanics
  + Objectives
  + Turns and phases
  + The 3 unit types / 3 element types / 3 Types of Towers
  + Dynamics
* Technology
* Free To Play and Social Integration
* Market Research
* Milestones
* Conclusion

**About us**

**Concept**

Beyond the Keep is a 2 player competitive Tower Defense Game where players have control over the towers they build to defend themselves and the minions they send out to destroy their opposition.

Key tenants of our game design are

* Strategic, Pre-Emptive Competitive Gameplay
* Simple Systems that are quick to learn, but have a lot of depth.
* Local, face to face, multiplayer

**Inspiration**

[Zach is doing]

**Mechanics**

Objective: Get your minions past your opponents minions and towers, to damage the oppositions base. Do enough damage and you win the game.

Turns & Phases: Our game has two distinct phases

* Planning Phase
  + Players take turns passing the table back and forth and plan out their defenses and minion placement.
  + You do not see anything your opponent does on a given turn until the Battle Phase.
* Active Battle Phase
  + Watch how your plan plays out, consider adjustments and go back to the planning phase!

Three Minions / Three Elements / 3 Types of Tower

* All minions and towers cost resources called Energy
* There are three types of Minions (light, medium and heavy) and each of those can have on of three elemental attributes (Earth, Fire or Water).
* Likewise there are 3 primary tower types; Traditional Defensive towers, Minion Boosting towers, and Resource Towers that generate more Energy.

Dynamics

* The elemental triangle determine unit advantages and influence the outcome of combats, adding more depth and nuance to the combat system.

**Technology**

Software

* Developed in Unity, unity offers complex enough tools and multiplatform development ease.

Hardware

* The lead platform is Windows 8 Tablets, but due to the fact we are using Unity Android and IOs versions are not out of the question.

**Free to Play and Social Integration**

* As per the prompt requirements our game will feature a free-to-play business model and Social Network Integration.
* Free to play ensures a low barrier to entry and increases the potential player base of the game.
  + We want to avoid alienating the player so we are very particular about what is monetized, thus types of micro-transactions could include
    - Cosmetic and Aesthetic customization
    - Expanded Game Play packs, with new minions and towers to increase the complexity for experienced players, in this way it acts as both as a way to slowly introduce more complexity to players and since our game is played on a single screen both team share in the purchases and thus a player can never have a competitive advantage merely by investing more into the game.

**Market Research**

The Tower Defense Genre is one of the most prolific and popular genres in the mobile and tablet game space. Countless successful game exist in the genre on the platform such as; Plants vs Zombies, Geo Defense, Field Runners, and Kingdom Rush. We feel our twist on the genre makes it enticing and unique enough to standout in a genre with considerable consumer demand.

**Milestones**

Prototype: Proof of concept built in processing

Alpha: Feature complete version of the game built in Unity.

Beta: Balancing, Testing and Polishing on mobile platform.

Gold: Complete.

**Conclusion**