Game Pitch Document

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Title: Overlords

Genre: Rogue-like real time strategy arena

Style:2.5D, Fantasy, hand drawn

Platform: PC

Market: Casual players, 13 and above

Elevator Pitch: *A quick paced rogue-like bridge into real time strategies*

The Pitch

Introduction

Overlords in a quick multiplayer real-time strategy game with rogue-like elements, where each player takes control of an army and a general "Overlord", with multiple live. The goal is to defeat the other Overlords, and the losing player receives powerful card upgrades upon each defeat.

Background

The main inspiration for this game is an old browser flash game called Epic War 5. It is a classic "age of war" style strategy game with one key difference, the units of the armies being recruited automatically and being controlled only as a group, putting the focus on the control of the armies themselves. This mechanic is implemented in Overlords, with the goal of making the game revolve more around controlling the armies as a whole and positioning them correctly instead of having to save up money for every single unit and difficulty moving them individually around. The other big inspiration for the rogue-like elements is an 1v1 online shooter ROUNDS. In this game, the losing player gets to choose one of five cards, each giving the player a unique power-up. This allows the losing player to come back in the game, making it feel less one-sided and creating less frustrating and engaging atmosphere.

Setting

The game takes place in a fantasy setting, having magical elements, creatures, etc. Although not focused on the story, some background on the factions and leaders of the world can be found. The Overlords themselves usually represent one whole faction and are its important part. The theme of the faction also partially reflects on the gamestyle of the character as well, for example belligerent generals having more aggressive playstyle as well.

Features

Overlords has all the basic aspects of a real-time strategy. The player controls their main "Overlord" unit and multiple armies and can gain currency by fighting, allowing them to upgrade their units and build structures. Armies are automatically recruited to their maximum capacity, placing greater focus on the fighting aspect. The Overlord is a powerful unit that represents the player. It has multiple lives and, once used up, their player loses. On each of their death, the player can choose one of three given cards, each giving them a different upgrade, affecting their units or game play. With less health, more rare cards have a chance to appear.

Genre

Overlords is a real-time strategy. The game has a top-down view, building structures and upgrading or expanding your armies. The big difference starts with the combination of the secondary rogue-like genre giving the player random power-up cards upon each defeat. The goal of combining these two is to create a more fast paced and less punishing game for casual players, compared to standard rts games, where players need to invest significant time into learning the game mechanics, strategies and micromanaging each aspect to succeed.

Platform

The main focus is on the PC platform, as the game has quite a few controls for the armies and interface, although later console launch would be possible.

Style

Overlords has a 2.5D top-down view, with the sprites being made in 2D. It has a semi-realistic art style, inspired by Dungeons & Dragons, trying to find balance between fantasy environment and visual clarity for the game.

(a) Game prototype

(b) Overlord concept art

(c) Army unit design