**Concept Document**

**Game Name:** Shifty Duels [tbc]

**Genre:**. Turn-Based 1on1 Arena

**Description:**

Shifty Duels is a turn-based, one versus one arena game that is played on a square grid.

The game either ends by one player dying or when a set number of turns have been played. The players gain points for dealing damage to the opponent, healing themselves or taking secondary objectives. The player with the most points at the end of the game wins.

The matches take place on floating debris in space with varied terrain. At the end of every turn the terrain randomly shifts in height, so the player has to adapt on the fly.

**Game features:**

* 1vs1 matches
* Isometric on a square grid
* Constantly shifting surroundings
* Variety of characters
* Interesting array of abilities for each character
* Different ways of winning the game

**Resources:**

* Unity (+ MonoDevelope/Visual Studio)
* Photoshop
* 3dsMax
* Audacity
* Trello
* GitHub (+ SourceTree)
* MS Office