Καιρός

Project Initiation Request

Revision: v1

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# Project Team: **Atrius**

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# Project Information

## Project Name: Καιρος (Kairos)

Καιρος is a Greek word which means “Opportune or Critical Moment”. For documentation purposes, we will use the English writing “Kairos,” but the official product name is the Greek form.

## Overview

### Project Type: Video Game

### Genre: Real Time Strategy Empire Builder

Empire Builder - A game in which the player builds a large and expansive empire over the course of a relatively long play time. For our game, the player will build a large empire based in a medieval fantasy setting. They will have to compete with a number of other factions for resources and land, with the ultimate goal of being the most powerful nation on the continent.

Real Time Strategy (hereafter: RTS) - A game which prioritizes fast-pace, non-stop action between opposing armies. The goal of our game is to create a place where players have to manage a large empire within the constraints of a constantly moving world. Some parts of the game rely on overarching empire strategy, but we also want to give the user an idea of Base building and unit micromanagement.

### Setting: Medieval Fantasy

Medieval Fantasy is a world which, technologically, is set in the Middle Ages and has the fantasy aspect of monsters, magic, and a variety of human races. Our game will feature different races to differentiate faction abilities. Monsters will be posed to the players as special events and/or quests

# Why Kairos?

## What makes Kairos Unique

### "The world doesn't stop for anyone"

In many empire builders, players get long pauses during which they can strategize and prepare for whatever problem they are facing. We want to give the player a much more high-stakes experience. Rather than allowing the player to pause and think, we want the player to feel the pressure of a real emperor. You can't always be there for every decision, and sometimes you have to rely on your people to defend themselves. The world of Kairos doesn't stop for anyone.

### An Expansive Real-time map

Most RTS games have a very limited map size. Our goal is to create a map that runs in real time but that’s more expansive than our RTS predecessors.

### Resources focused on expansion

Resource management will be one of our games major game mechanics. However, unlike many RTS games, we don't want our users to simply run out of resources. Instead, resource management will be focused on expanding. While your resources don’t run out, every unit and structure will passively consume upkeep resources. As a result, your army and base is directly linked to your resource collection. If you never expand, your resources will never run out, but you won't be able to grow either.

### Strategy view

Players won't be able to micro-manage every aspect of their empire. As a result, we want players to have the chance to build empire scale strategies. This means that part of their empire will be managed and defended automatically without their direct control. (they can of course take direct control if needed)

### Politics

When dealing with other nations, there is inevitably going to be conflict, but not all conflict requires violence. Players will have the chance to build allyship with neighboring nations. This will enable trading of resources, and give you the chance to join battles as a team. You and your allies will have each other's backs

## Similar Games

### Stellaris

Stellaris, being an RTS Empire Builder, is probably the game most like Kairos. However, Stellaris is much more in depth than our game, and it is based in a futuristic interplanetary setting.

### Civilization

Civilization is a great example of an Empire Builder in the style that we want to accomplish. However, Civilization is turn-based, meaning there are long pauses in gameplay. Out game will not have these pauses, meaning the player doesn’t always have time to plan out their strategy.

### Command and Conquer/StarCraft

Both of these games are classic base building RTS games. While Kairos will follow some of the general RTS Model, it will be much larger scale compared to these different games, introducing a level of Grand Strategy on top of the RTS feel.

# Audience

We want to bring a game to the table that will both excite fans of RTS games while also putting a twist on this classic Genre. While maintaining this classic feel, we want to give way to a much longer playstyle, such that one game could take many hours.

### Platforms

Since we are using the Unity Engine, making our game cross-platform is quite simple. However, due to the nature of RTS games, it would be difficult to balance the game for use of consoles and mobile devices. As such, **the primary platform will be PC**. If we have time, we may investigate using it on other devices.

Our game should not be graphically intense; however, users will likely need a PC with a non-embedded graphics card and a relatively good processor. As we develop, we should be able to nail down specific device requirements.

# Project Details

## Tools

* **Unity Engine -** For primary development we will be using the Unity Engine and C#.
* **Blender** – Custom 3D assets will be created using blender
* **Adobe Photoshop** – Custom 2D assets and textures will be created using Adobe Photoshop
* **Bosca Ceoil** – Bosca Ceoil is a simple 8-bit music creator. We may use this for creating audio assets.
* **Unity Asset Store** – For several game assets, we will be using assets maintained and licensed by the Unity Asset Store. Most of these assets are paid. We will primarily use the store for art or sound assets.