MASSIVE GAME

(working title)

# Introduction

A toy model of a desert

Description automatically generated

[GAME] is a turn-based, online multiplayer game sandbox where players are empowered to create armies out of digital building blocks (think Lego, Mega Bloks, etc) and pitch them against each other in battles.

This game will bring the glorious and silly battles of your childhood imagination to life. Recall the days of old, when the giant rubber duck destroyed a peaceful carboard village, or when the green plastic army guys invaded the kitchen countertop to secure home made cookies. [GAME] puts players on the shoes of their inner child, now promoted to supreme leader of the Dinosaur army. Watch as those toys come to life on your screen, sculpted from building bricks; actually breathing fire and flying.

The turn based gameplay will see players taking turns issuing orders to their models, and then the engine will resolve the orders using a combat and action system heavily inspired by [Brikwars The tabletop game](https://brikwars.com). It is highly recommended that anyone who reads this document also look through the rules of the game, as they are riddled with the exact type of purposeful stupidity, affection for mayhem, and general rejection of seriousness that we want to channel.

A group of toy figures on a green surface

Description automatically generated

The game should focus heavily on flexibility and customization:

* Game modes should be scriptable, with lots of freedom to make interesting modes. From “Kill all enemies” to “You only score points when you catapult fires the corpses of your foes into the lava pit” to “Make you T-REX eat more civilians than your competitors”
* Minifures, vehicles, animals, turrets, the game world, particle effects, EVERYTHING made of digital building bricks, by players.
* [GAME] should ship with a bunch of pre-made armies, maps, gamemodes, and quick battles
* The model building system should be very robust and flexible. Players should be able to make tanks, helicopters, planes, war elephants, dinosaurs, castles, spaceships, chariots, giant robots, space whales, what ever! Crabs with dynamite strapped to their backs? Catapults that fling paratroopers over the castle walls? YES!

[GAME] should be designed with a core set of guiding principles:

* Player Agency – Players should be able to build awesome models in bricklink studio (or similar brick building CAD suite) and make them fight, fly, shoot, explode, etc, as they see fit. Game modes should be scriptable. But we must also remember that some players don’t want to spend long hours building armies and would rather just click a button and fight.
* Ridiculousness and Awesomeness are Mother and Father – The game should lean heavily into rule-of-cool philosophies at all times and never take anything too seriously. Similarly, any opportunity to make something bigger, more fun, or crazier should absolutely be taken.
* Respectful Business Practices – The game will NOT feature micro transactions. The game should have a demo to download and try. The game should be sold at a reasonable price. The game should not flirt with brands like LEGO or MEGA for legal protection and for business integrity.

# Gameplay Overview

Players will begin their turn by issuing orders to their armies.

A group of toy tanks

Description automatically generated

