**Game Overview**

**Game Concept:**

There is a God with the evil brother which name Dante, and he has own huge kingdom which is well developed and powerful. Once he realizes to share his resources, knowledge and power to the king of small kingdom which are living under his hand. Then, he shared all the resources to the kingdom, but the twist is, his brother took over his knowledge, power and kingdom while he is not aware. And then his brother killed him and started ruling over small kingdoms and tortured them to get back all the magical resources given by the king. With the help of his dark powered army to achieve victory over the other kingdoms, he started torturing the kings and tried to evade them to get their kingdom and the magical resources back. But the kings used their power and abilities to defend him. Though they upgraded their army to defend him, made a new structure of the kingdom, found new resources as well. Moreover, he planned and upgraded their own ability and made friendship with the other kingdoms to terminate the evil brother. Sometimes they need to defeat the other kingdoms to get a new resource from them. And with the help of other kingdoms and their resources he gather all the magical resources together and take full control on its power and defeat evil god by using them.in this war against evil god, many times he get rise and many times fall but once he master the god power he will get victory.

**Genre:**

This game category is MMO (Mass Multiplayer Online) and RPG (Role play Game), The player feel itself in the game character by playing role of character as well as in the game many players play game on same time.

**Target Audience:**

This game is the combination of antient war and sci-fiction and mass multiplayer online game, in this game player must survive, collect new resources, expand the kingdom and find new strategies for win the game. Due to this feature, ability and concept which attract the audience and enhance their passion about game. Game have its own criteria which make it different from the other.

**Game Flow Summary:**

In a starting of the game players waiting for division of kingdom and after that they got one special character which help them while playing a game by guiding and suggest them in the deferent level of they game then player has to play game as like player is king of own kingdom and expand, defend and defeat the other player as well as games main opponent, then the player got victory, so in the game player pass through deferent levels and use a deferent variety of UI.

**Look and Feel:**

The basic look of the game is like open world which prefer a look like ancient Vikings and player also looks like ancient king. In the game structure, building and all other stuffs looks like past time village and kingdom. So, the game visual style is like time of Vikings and kings. Moreover, during game play, player feels the role of the game character. Therefore, player get interested to play more & more.

**FTUE:**

In the begining of the game, Player is unknown from game controls and strategies. So, at the starting, UI guides and teach the player for game as like game controls, game concept, game story and game’s main objectives. UI introduce the player to controls each button’s work for playing a game and UI guides the player on different levels to complete the game objectives.

**Artificial Intelligence**

**Opponent and Enemy AI:**

Every player’s have different specific ability and strategy to conquer the enemy & opponent player. Therefore, each player has its own AI which is related to its kingdom ability for playing game and get victory. AI have its own ability to control the game and play which help the player to play game with good strategy and decision.

**Non-combat and Friendly Characters:**

In the game, some players are friendly and supportive. So, that types of players, main player requires deferent strategy and decisions which take by artificial intelligence and player get benefit from them to win its game.

**Support AI:**

In the game there is one AI who controls the game flow, players and game strategies which uncontrollable by player and this AI pop-up when player goes to wrong direction of game flow. So it gives direction & suggestion to the player for go to right way and tackle the difficulties of game level by hint as well as this supportive AI always track the player’s game play as well as player’s game achievements and data.