**HIGH CASTLE GCC**

1. **CONCEPT**
   1. **RTS Castle game.** An isometric view, players have castles surrounded by walls from where they command and conquer. Main goal is to defeat the enemy and build the best castle. Game will support multiplayer.
2. **RULES**
   1. Players start with one castle with walls and few starting buildings.
   2. You can build only within the walls or in few appointed places on map (villages) which must be captured.
   3. Buildings are divided to ones that produce troops, generate resources and upgrades troops or castle.
   4. Troops will spawn in groups (5 or 10).
3. **REQUIREMENTS**
   1. Terrain where the game will take place.
   2. Models of soldiers, building etc.
   3. Suitable AI that can play the game.
   4. SFX for lot of things.
   5. Background music.
4. **MONETISATION**
   1. Free game.