**Brainstorming Document**

* **Purpose**: To generate and refine initial game concepts. It's a creative process to explore various ideas.
* **Content**:
  + **3-5 Game Ideas**: Each idea should be distinct and innovative, reflecting your understanding of game design principles.
  + **Description**: For each idea, provide a detailed paragraph that includes the game's theme, genre, and a brief outline of the gameplay mechanics.
* **Format**: Use a word processor (like Google Docs) or presentation tool (like Google Slides). Creativity in presentation is encouraged but clarity is key.
* **Relevance**: This step fosters creativity and critical thinking, essential skills in game development.

Game Name Echos of Combat

Ideas 1: this will be a single player game that will hopefully combine a tower/ base defense with a rogue like / skills-based game play. The player will have characters to pick from to build a team of three. The player will place each character at one of three bases and build defenses at these bases “turrets, barricades, and other stuff. The main mechanic of the game is the player will be able to switch between each playable character in each base when not in control the characters will fight on their own but may not make the decisions you want. The Challenge for the player will be managing each base with the resources they acquire trying to figure out where to place upgrades and which characters to upgrade on a run.

Rogue Gladiator

This will be a new version of something I worked on before I would change the style to a gladiator arena where the player fights waves of enemies swapping between weapons depending on what enemies they are attacking. I think of it almost like a rhythm game where the player can only damage specific enemies with specific weapons. As stated the game will have a Gladiatorial feel with enemies you might find in that world like other gladiators, and beasts, and I had a thought of who the main boss would be. I planned to do a God of Death feel to the game like this God is looking for his champion so he is putting heroes through this gauntlet looking for who can clear it and challenge him.

The last game i will talk about doesn't have a real name yet but it is what I want to fully build one day. i want 6 or 7 different characters each with 5 to 7 skills. My plan is to have all skills be able to be combined with each other skill from all characters. The character you choose will determine what skills you start with. I also want to have general skills or things that can also be combined with skills. The setting would either be set in the future or more magical knights and mages. These settings are the only way I see it fitting. With that in mind the setting would definetntly change depending on what I choose so for paper's sake i will choose the magic side

**2. One-Page Game Design Document**

* **Purpose**: To concisely articulate your chosen game concept. This document is a blueprint for your game.
* **Content**:
  + **Summary**: A succinct overview of your game idea.
  + **Core Mechanics**: Describe the fundamental gameplay mechanics.
  + **Objectives**: Outline the main goals for the player.
  + **Unique Features**: Highlight what makes your game stand out.
* **Format**: A one-page document using a word processor or presentation tool.
* **Relevance**: This document helps in conceptualizing the game structure and is critical for pitching the idea to stakeholders.

**Purpose/Content**

**As much as I want to choose my dream idea, I don't think it's something I have enough skill or time to make what I want to make in this class setting. Out of those three I will discuss the Echos of Combat idea. I think the initial content would be simple in nature were its the same three bases each run and similar waves at least in the testing phase of the game. I think making sure the mechanics of the characters feel good and fun to play would be more important than specific content. Why I think this could have a chance is because of something like Balloons tower defense game. Granted this series is very polished and has many characters and stuff I just proves that players don't need massive amounts of content if the game play loop is fun and engaging**

**Mechanics:**

**The player will be able to control one of three characters at a time. The player would be able to switch between each character / robot depending on what base they want to improve /defend. Each character will either have a melee focused attack move set or gun/shooting move set and will fight to earn resources weapons, and relics. Other main mechanics of the game will be the base defense portion the player will be able to use resources to buy things like barriers, turrets, mines and other devices to help defend the base.**

**Objective**

**The objective for the player will be to survive as long as possible. This means a player can divide resources evenly between bases, hoard it all in one, and beef up those defenses.**

**Unique Features**: My unique feature will be the challenge and strategic requirement from the player to manage three characters and three bases. To be more specific the drift button to swap from each character in each separate base. The real challenge for the game will be diversity between characters and how they affect how you protect bases.

**3. Target Audience Analysis**

* **Purpose**: To identify and understand the potential players of your game.
* **Content**:
  + **Demographics**: Age range, gender, interests, etc.
  + **Preferred Games**: Types of games they enjoy, play style, engagement patterns.
  + **Needs and Preferences**: What attracts your audience to a game? What keeps them engaged?
  + **Pain Points**: Common frustrations or unmet needs in their gaming experiences.
* **Format**: A detailed document created in a word processor.
* **Relevance**: Tailoring your game to your target audience increases its chances of success.

Target Audience:

**Demographics**: Age M for mature the hope is that this game will have some gore and blood in it so may not be okay for very young kids to play. I also think that this game would lean more towards a male dominated audience. And i am pulling for interest in tower defense/ base defense games and people who like rogue likes

**Preferred Games:** As said previously I am trying to pull from two markets that being the tower/base defense game enjoyers and people like me that enjoy rogue likes/Lites

**Needs and Preferences/pain points**: This will tie into the game's pain points and this is replay ability. I have played many rogue likes that you can play all combinations in a few runs and often even though the gameplay is great often players will stop playing because they have done everything. Often there is nothing else for them to experience for them. I hope to pull inspiration from a game called brotato where they give you many choices in characters even though they may not seem much different from each other's the small differences can be enough to break the monotony for the play and keep them coming back while you work on bringing more content. The reason I like rogue likes so much is that take a game like space marine two it's fantastic the atmosphere the combat its all amazing and keeps you engaged but only for so long. I can only slam a tyrranid in the ground so many times before I get bored. Rogue likes if done correctly will having you experiencing new things and new ways to play for hours on end with many unique combinations. When i look at gaming and building a game my mind rests on two major topics. Fun and engaging mechanics that work, and enough relics and skills that make the game feel different and fresh every time the player plays it.

I'm not sure if I did this assignment correctly but either way when I think of gaming I think of all the amazing game ideas that die because of mismanagement or just lack of content that companies know that players want and need to stay engaged. I won't let players slide though people have such high expectations for games now days that in some cases the players even though the game is great will kill it on arrival.