The Rover

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The Story

It's in the far future, Aliens existence is proved. And, Difference species live together. But, In this era, the energy is shortage. After, many researching and exploration, Graxium is found. it's the most energetic ore and can solve the energy lacking problem. But, collecting them is really hard due to the bad terrain of their inhabitant. So, there are people called The Rover. They have responsibility to find the Graxium and sell it to the energy management organization of the universe. But, Graxium in each planet isn't unlimited. So, The Rovers need to compete to each others for it. Moreover, because of the terrain and the environment in each planet, they need to custom thier vehicle so it can adapt and survive.

In this game, you will play as one of The Rovers. You need to find as much Graxium as possible in each planet. But, the more dangerous planet the more amount of Graxium available. If you want to find much Graxium, you need to upgrade your auto parts and other tools. So, you can survive in planets and can fight with others.

The Game Introduction

Goal of the game

As I mentioned in the story section, a game match will generate a planet map with hidden Graxium and obstacles. Player must be the first who discover the Graxium to be the winner.

Game type

It's a board game-like game. Each player takes their turn and does some action with their cards to make an advantage. They can custom their desk like others card games such as YuGiHo, Heart Stone. it's also generative content game because the map will be generate randomly every game with different environment. So, it is replay-able game.

The Game Mechanism

A game match consist of 3 main states.

Standby state

This is the first state of a game. Map will be generated. Player will know how the planet environment is. So, user can plan how to play it in this match. After that, a every player have to select a tile on the board as spawn point and draw starter cards. And, they can set up their car with their auto part cards. Different customization leads to different advantage. For example, you can add more energy sources to your car but you will lose some space for other parts such as wheel.

The Game Mechanism

Playing state

In this state, each player will take their turn and do actions in the order. Actions are divided into 3 type.

1. Scanning the terrain. This action will provide player information if Graxium is in the radius of scanner or not. when you scan, if you are exactly at the same as Graxium point, you will discover it. And the match will end and will go to end-game state.
2. Use some action cards such as shoot missile or teleport. Each card has their own advantages and disadvantage so player need to play it wisely.
3. Move the car.
4. Rebuild the car. You can edit your car to adapt to the environment. This action can use just every 3 turn of a player.

* To do any action, it require energy to be pay. Energy will be regenerate every 3 turn
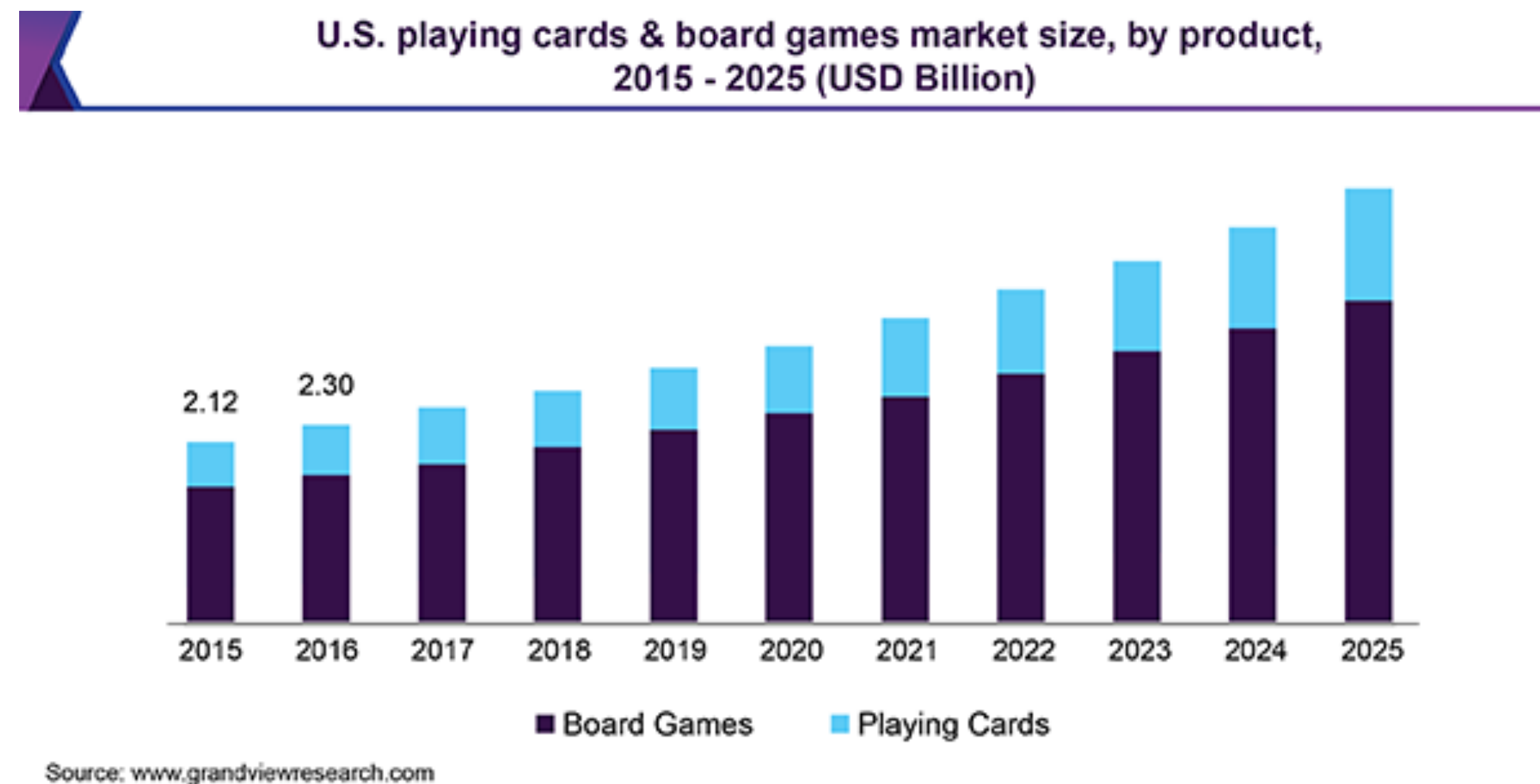
The Game Mechanism

End-game state

If a player discover the Graxium, the game will end. And, the winner is then who find it.

The Analysis

Over the last years, board game market becomes bigger and bigger. And, It also has potential to go on. You can saw from the report below.

U.S. playing cards & board games market size, by product, 2015 - 2025 (USD Billion)

Source: www.grandviewresearch.com

This is the market size of card game and board game combination in U.S.. You can look into more report here https://www.grandviewresearch.com/industry-analysis/playing-cards-board-games-market
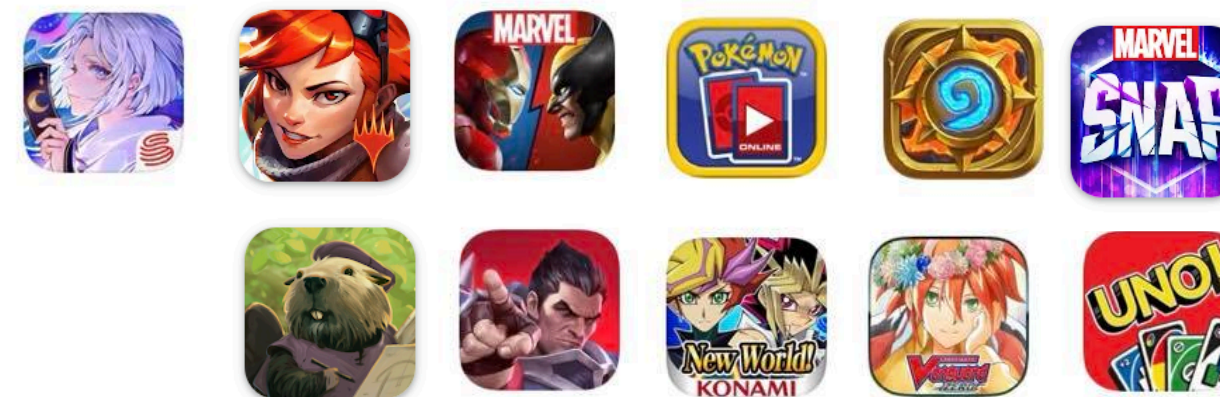
The Analysis

So, this game is designed to serve board game and card game lovers. Moreover this game is focus on mobile platform. Below is the list games in mobile store that are considered in the same type of The Rover and has download static in high place.

The Analysis

The previous show that The Rover have pretty unique position for mobile game but there are also some game that has same position such as Plant vs Zombie. But, with different theme and mechanism. I think this project has potential in this market.

The Plan

Beta

This is the first part of the game development. This part is focus on core game development. So, below is the list of the feature that need to be done.

- Basic system logging in, registering.
- Match making system
- Core game mechanism
- Card Gacha market system.
- Desk customization

The amount of card is the minimum number for player to play a match. The action card will be add in the future.

The Plan

Release

In this part, the game must be ready to be play in public. So, this part of the plan will focus on add more cards to the game. So, players will have freedom to customize their desk.

Stable

After the player is most enough, we will release others cosmetic feature of the game to make player can custom their desk appearance such as back card skin.

The Concept Art

Mood board

- Various type of planet
- Board game feeling
- Over cook like graphic