

The Rover

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The Story

It's in the far future, Different species across universe aware of each others existance. 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 location. 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. There's only one lode a planet. 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 their 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

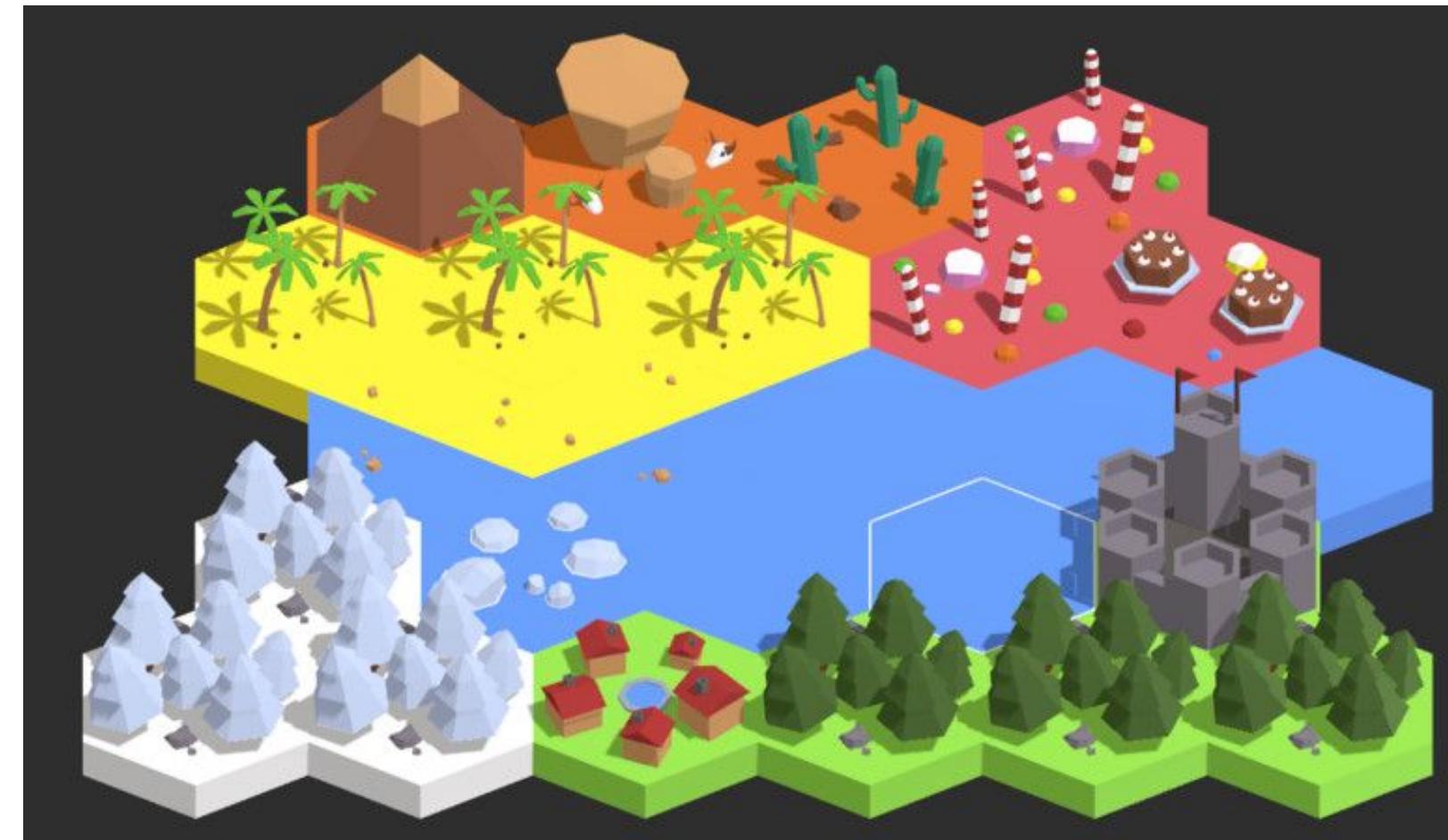
It's a board game-like game. Each player takes their turn and does some action with their cards to make an advantage. They can custom their desk like others card games such as YuGiHo, Heart Stone. it's also generative content game because the map will be generate randomly every game with different environment. 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. The map will be represent in square tiles. Each tile group will have different environment and obstacle.



The Game Mechanism

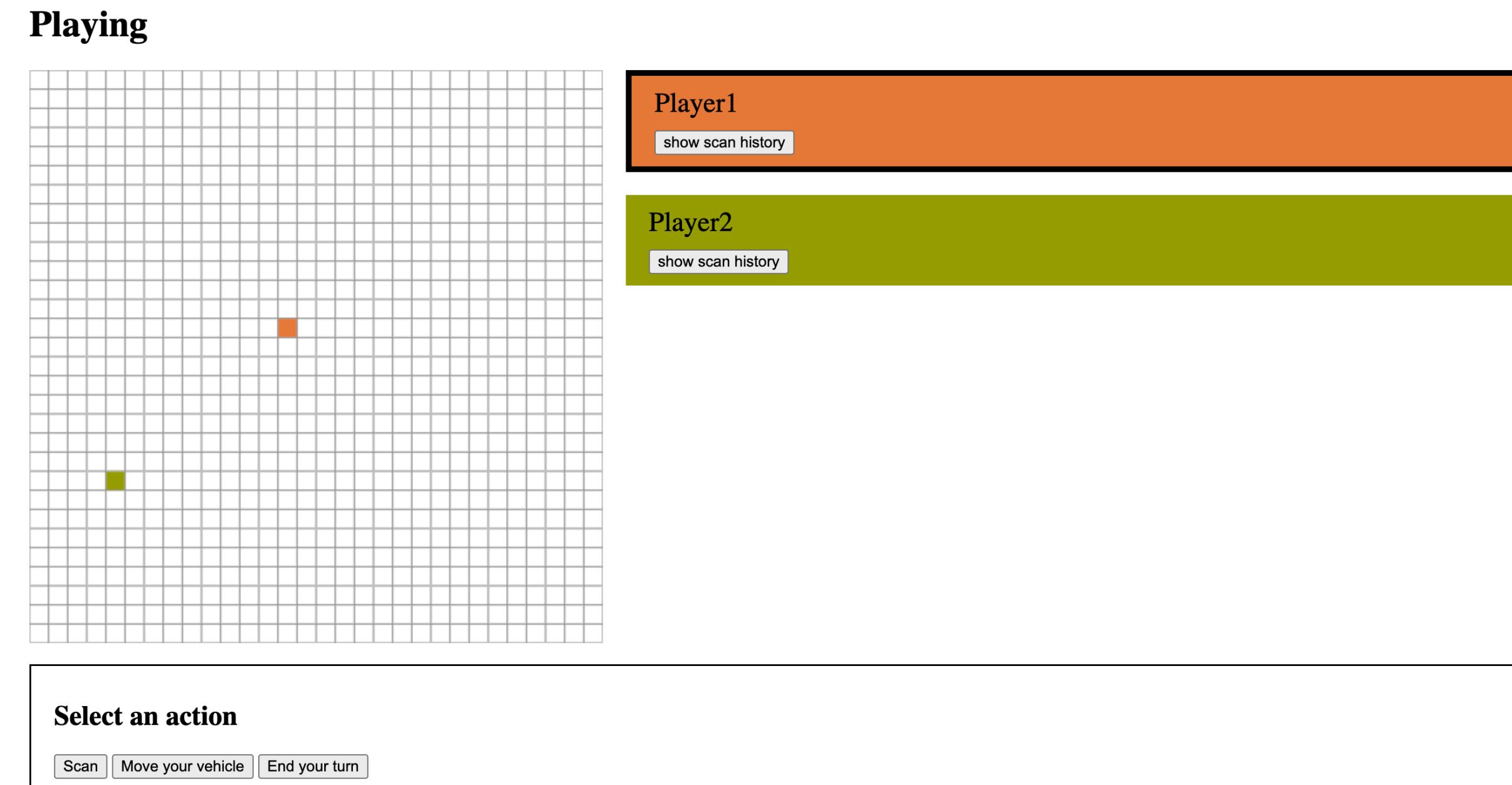
So, user can plan how to play it in this match. After that, every player have to select a tile on the board as spawn point and draw starter cards. And, they can set up their car with their auto part cards. Different customization leads to different advantage. For example, you can add more energy sources 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. From the image this is the first turn of the game. And, It's Player1's turn.



Demo - <https://github.com/Tauhoo/the-rover/tree/main/demo>

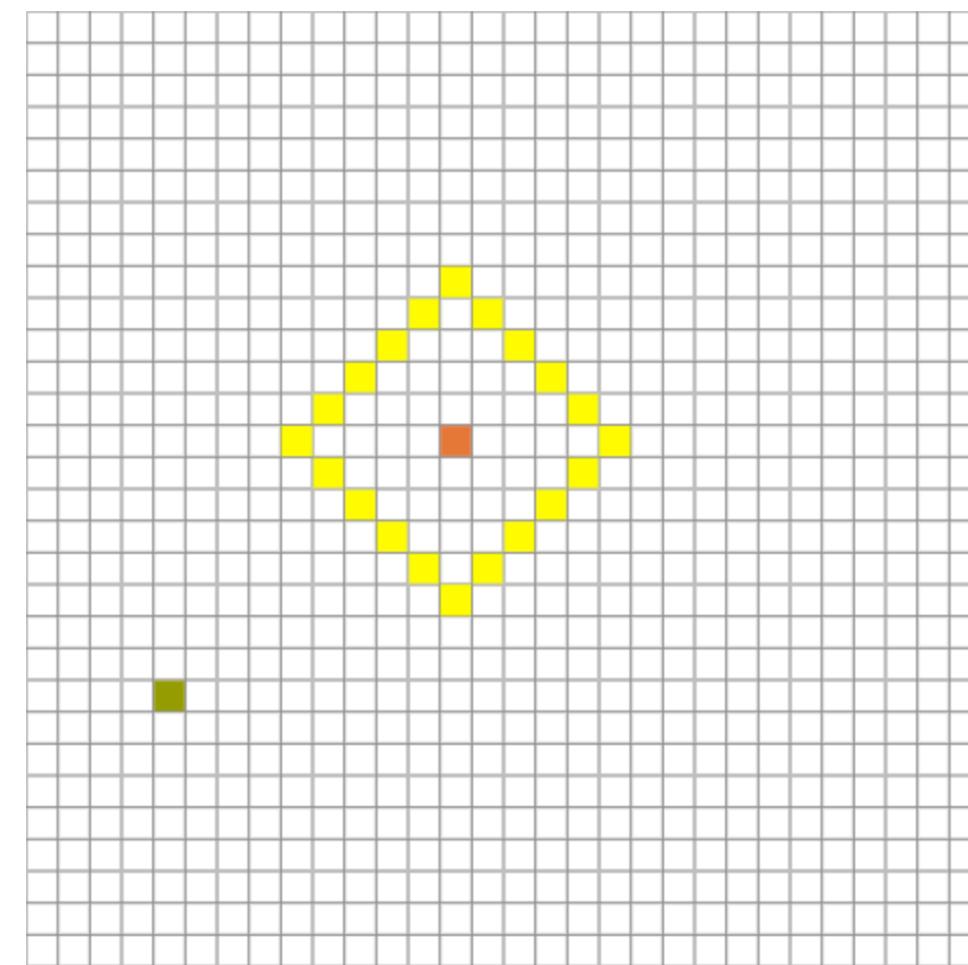
*To do any action, it require energy to be pay. Energy will be regenerate every 3 turn

The Game Mechanism

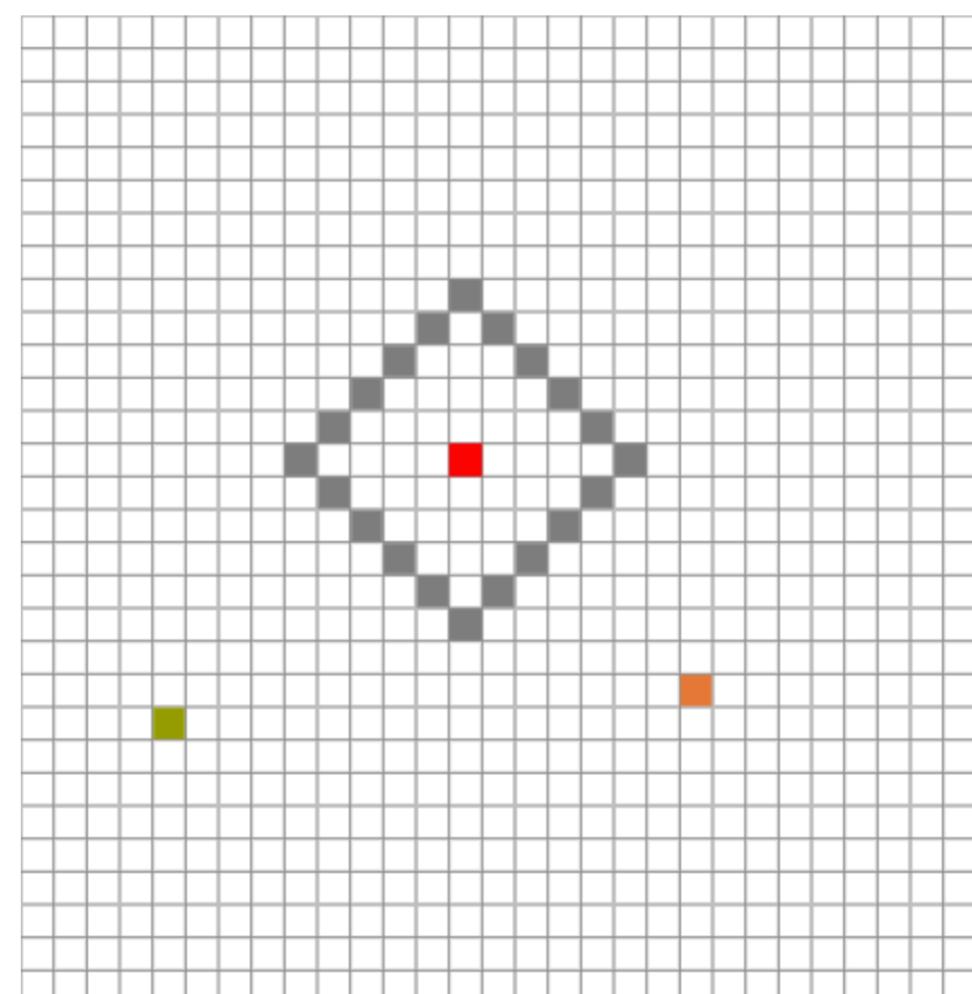
Playing state - Scan action

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.

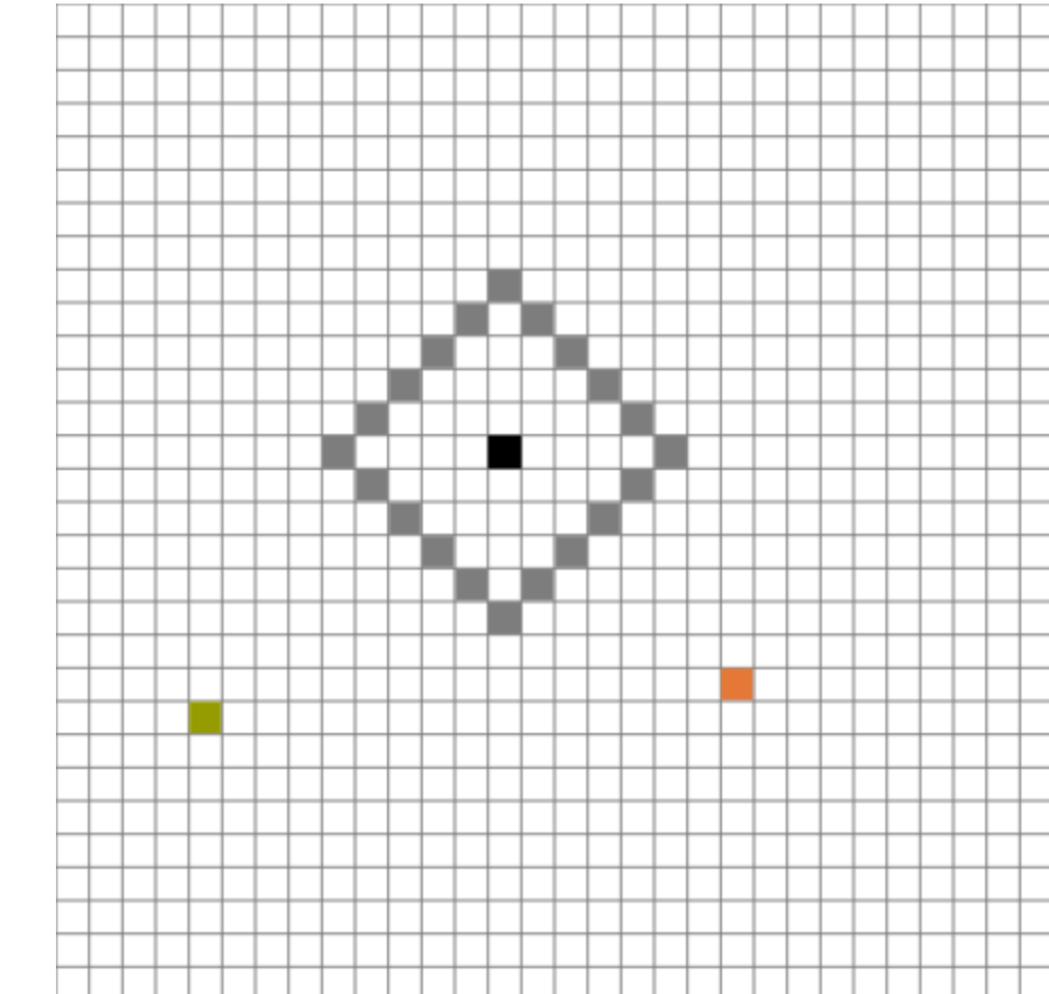
Playing



Playing



Playing



After select scan action, the scan will show the radius of scanner.

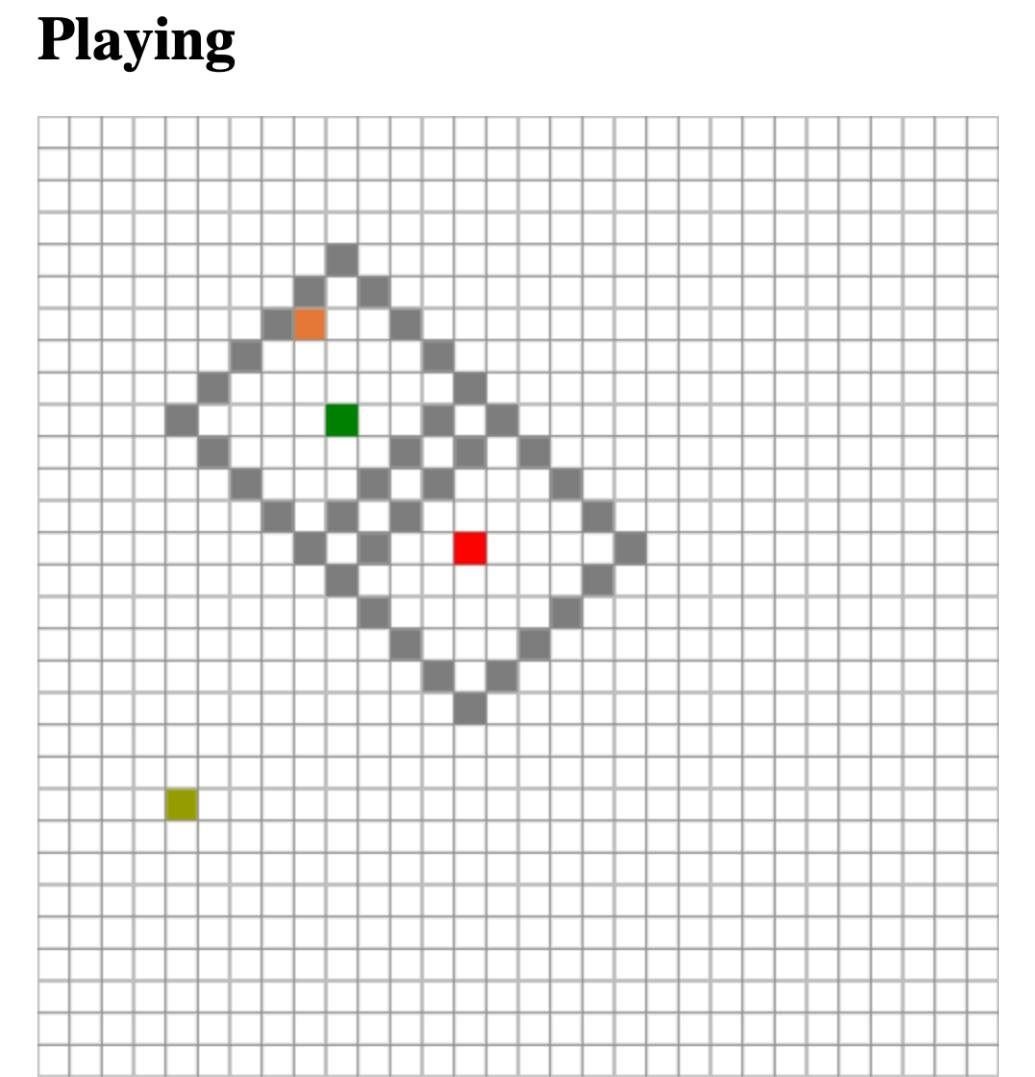
Player can see their history of scan too.
In the picture, the history show that Graxium isn't in scanner radius

A player can see others player history too. But the result is hide.

The Game Mechanism

Playing state - Scan action

If you discover that Graxium is around, you can move around and scan to find the exact it's location. But, be aware that other players will know that you are near the Graxium because if you are scan some area frequently, it will be suspicion.

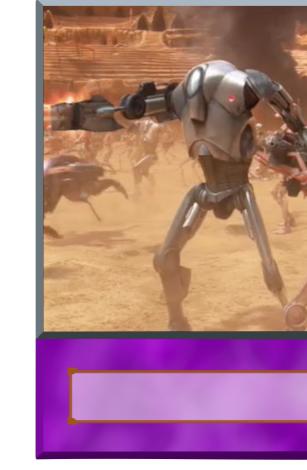
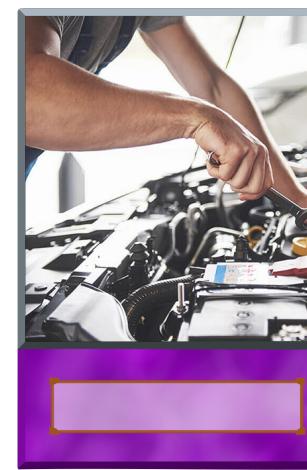


If player scan and Graxium is in the radius of the scanner, the result will be like this. So, you can scope the Graxium location by difference of these scanned tile.

The Game Mechanism

Playing state - Use action card

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. To activate action, the player have to pay an amount of energy in exchange too.

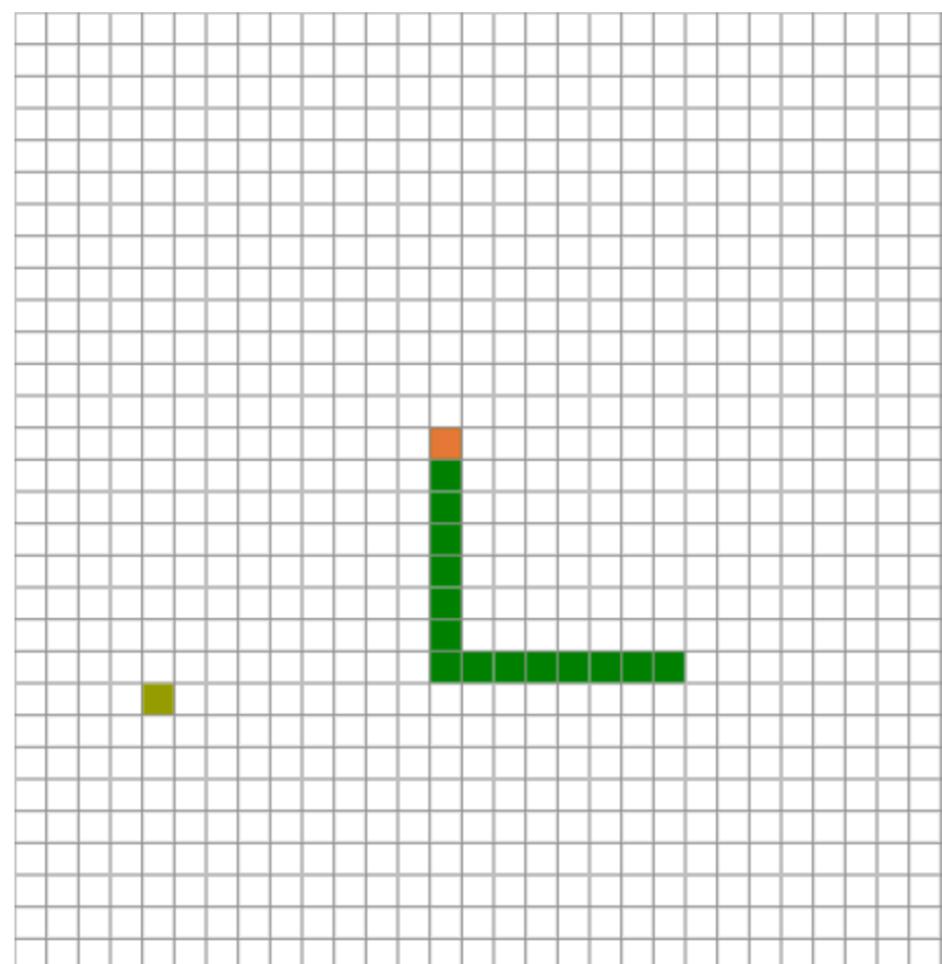


The Game Mechanism

Playing state - Move the car

Move the car. After you confirm the path. The vehicle will go there. But, In exchange, the energy and auto parts's durability will be decrease depend on the length of the path, how player custom their vehicle, and the environment.,

Playing

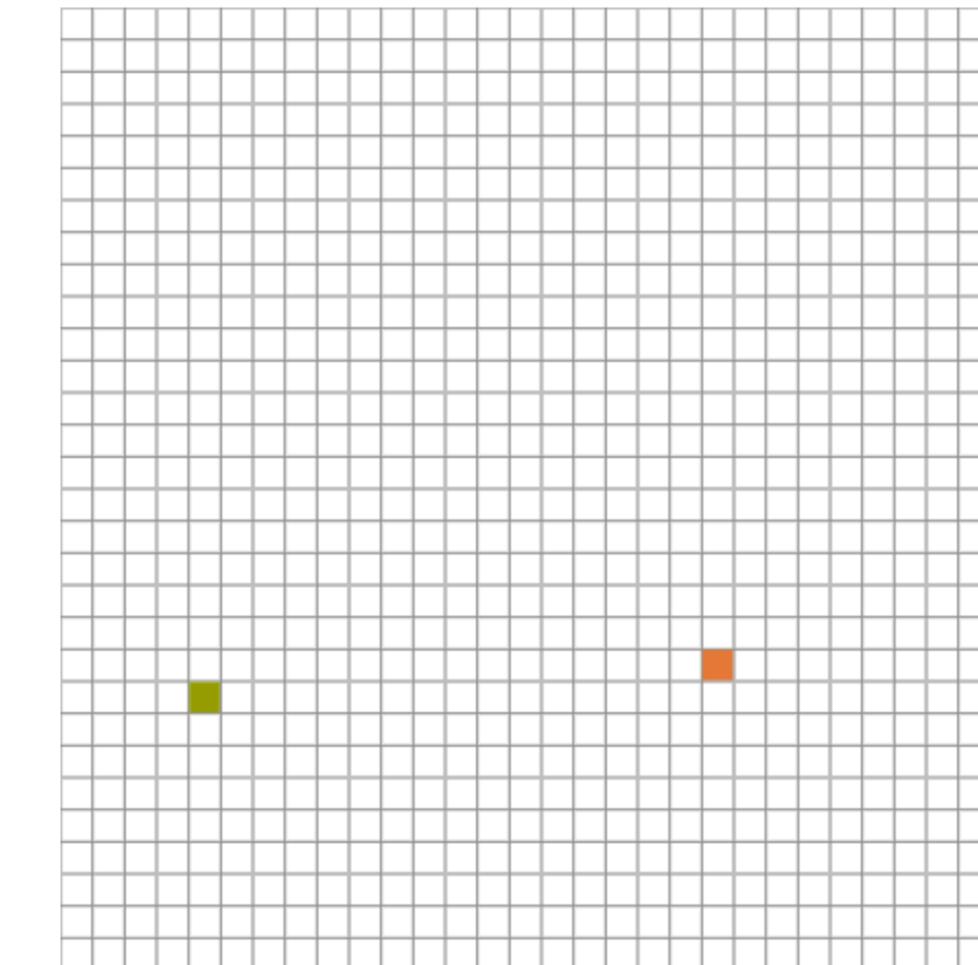


Select your path

Start moving Clear path

Path selection

Playing



Select an action

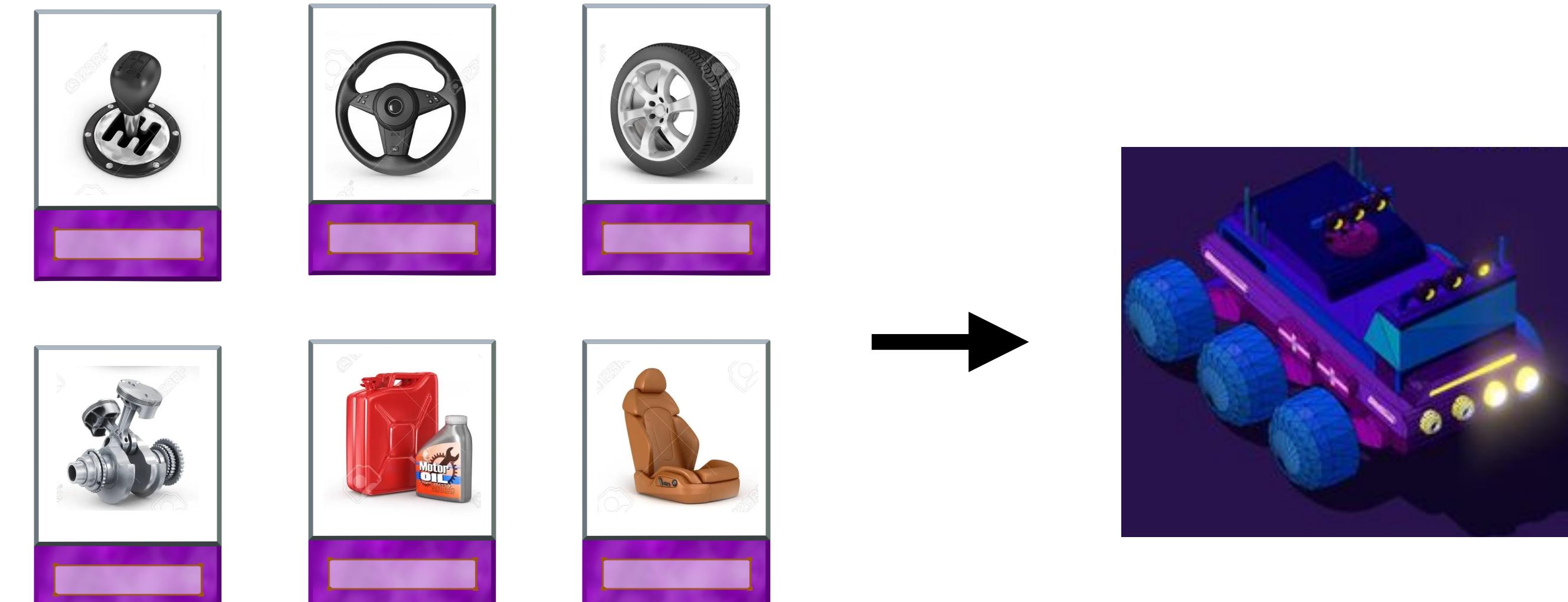
Scan Move your vehicle End your turn

After move, position is changed. Then select action again.

The Game Mechanism

Playing state - Re-customize vehicle

Rebuild the car. You can edit your car to adapt to the environment. This action can use just every 3 turn of a player.



Custom vehicle with auto part cards.

The Game Mechanism

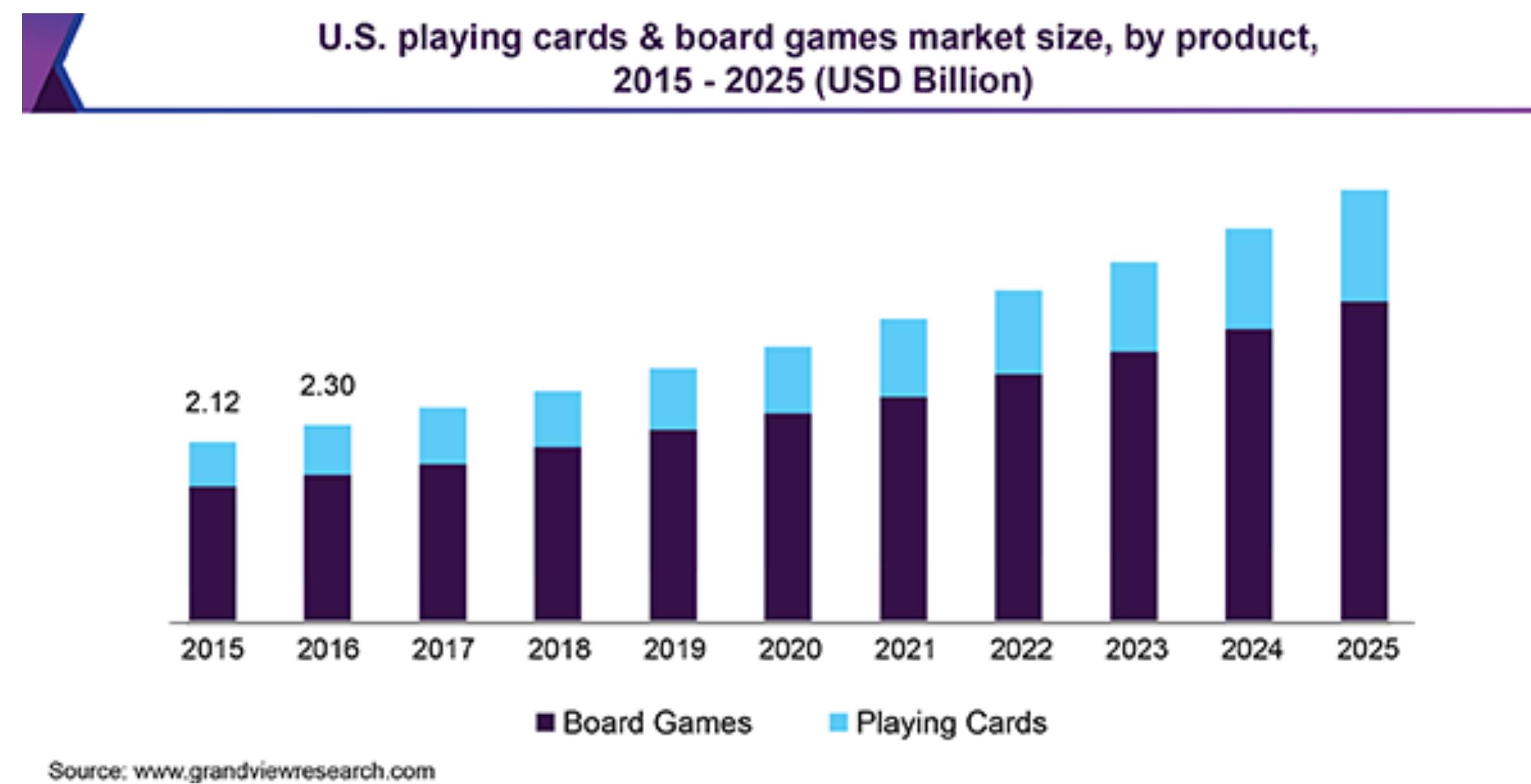
End-game state

If a player discover the Graxium by scanning when the vehicle is at the exact the same position as Graxium tile, the game will end. And, the winner is the player who find it.



The Analysis

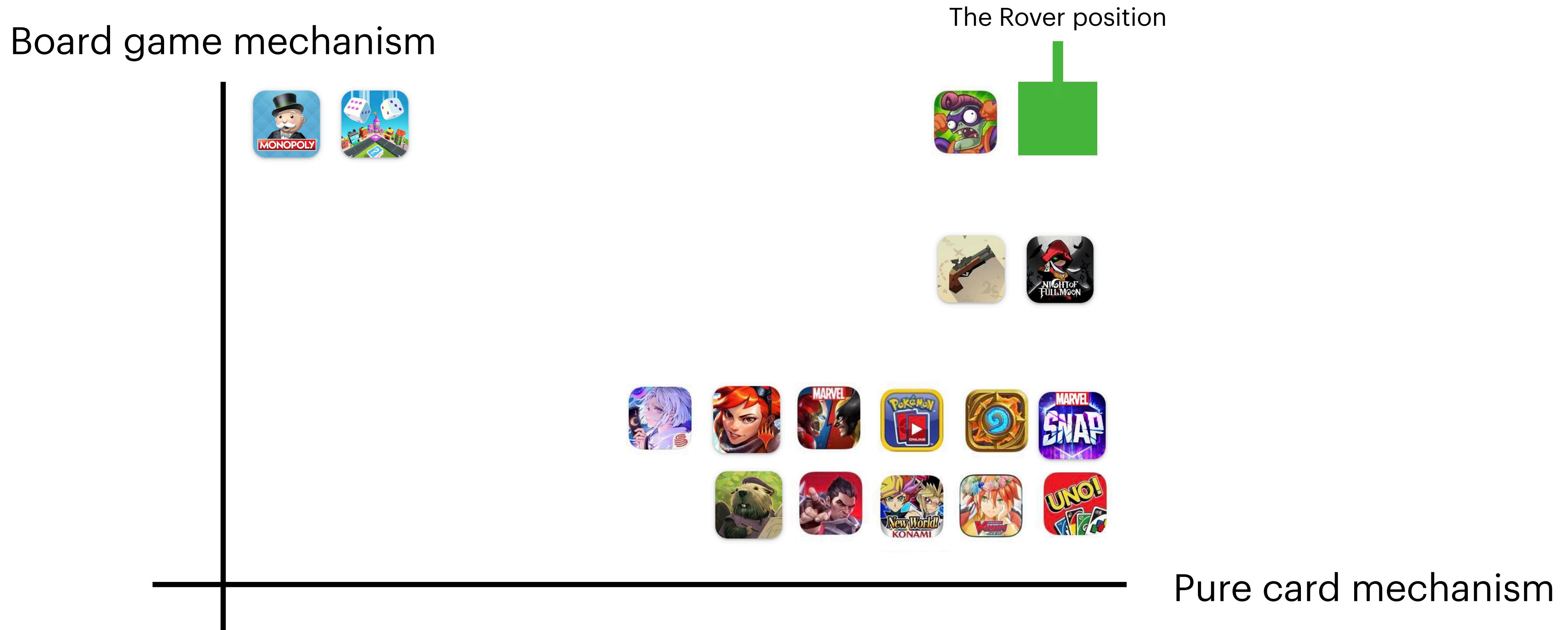
Over the last years, board game market becomes bigger and bigger. And, It also has potential to go on. You can saw from the report below.



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 Development Plan

Phase 1 : Solidify the game contents

Until here, there are only overview of the game content. We need to make it more solid for the future plan.

- Cards abilities
- Terrains effects
- Map generation algorithm
- Etc

More over, we have to set up social media for progress announcement in this phase.

The Development Plan

Phase 2 : Core game system

In this part, it focuses on develop core game component logic which is the game match system.

- Map generator
- Game state
- Card customization
- Etc

At the end of this part, the game match must be able to play.

The Development Plan

Phase 3 : Others game system

This part of the game can be develop separately from the core game system. It's consist of many out game feature. You can see below.

- login
- register
- desk customization
- Card store
- Etc

The Development Plan

Phase 4 : Match making system

This is the part core game system will connect with others system of the game. It's match making system. It allows player to play a game with others.

Phase 5 : Release

In this phase, we will focus on release the game.

- Prepared the game deployment.
- Game's web official.
- Social media announcements.
- Etc

The Development Plan

Phase 6 : Optimization

From the previous topic, they are focus on the game logic and mechanism implementation. So, to make the game complete there are some improvement to be done.

- Add more cards to the game
- Improve the graphic models quality
- Etc

The Development Plan

Phase 7 : Stabilization

After the game is released. We need to add more and more card to the game to give players freedom to customize their desk. And, we need to make the game stable by fixing bugs.

Phase 8 : Future plan

After game is in more stable state. We will have the freedom to add more attractive feature for user. The list below is the feature idea that can be implemented.

- Back card skin
- Vehicle skin

The Map Art Mood Board



The Vehicle Art Mood Board

