**Hex Trigger(WT) - Concept Document**

*Section 1. High Concept*

A hex-based city builder where the player must build up their city to defend from invasions and cement their legacy. *TAG LINE OR RAZER STATEMENT*

Inspired by Dorfromantik’s hex based city builder, World Trigger’s Neighborhood and trion stuff, Rimworld’s faction and raid systems

*Section 2. Player Role*

*WHAT THE PLAYER CAN DO AND WHY THEY ARE PUSHED TO DO IT*

*Section 3. Primary Gameplay Mode*

*HOW THE CAMERA IS CONTROLLED AND HOW MUCH IS ON SCREEN*

*WHAT THE MAIN CHALLENGE THE PLAYER FACES IS, WHAT OTHER CHALLENGES THEY FACE*

*Section 4. Genre*

*GAME GENRE AND QUICK EXPLANATION*

*Section 5. Target Audience*

*TARGET AUDIENCE AND WHY THEY ENJOY IT*

*Section 6. Platforms*

The target platform is Windows, but because Unity has cross-platform support other platforms may be considered. Mobile is also a consideration and will be revisited later.

*Section 7. Licenses*

All game assets and materials will be licensed via the Unity Asset Store or Creative Commons. Some assets may need to be commissioned.

*Section 8. Competition Modes*

Primarily single player with multiplayer considered later.

*Section 9. Progression*

*HOW THE PLAYER PROGRESSES THROUGH THE GAME, HOW THE GAME GETS MORE DIFFCULT, AND THE GAME’S STORY*

*Section 10. Game World*

*THE WORLD THE GAME TAKES PLACE IN AND HOW THE PLAYER INTERACTS WITH IT*

*Section 11. Features*

*OVERARCHING, MAIN FEATURES OF THE GAME AND HOW THEY WILL BE IMPLEMENTED*

*Section 12. Competitive Analysis*

*WHAT GAMES THIS ONE WILL COMPETE WITH AND HOW IT IS DIFFERENT FROM THEM*

*Section 13. Risk Analysis*

The main risks for the project are feature implementation and discoverability. Since I am the only person working on the game, various features should not be too complex to allow for time to work on other features. Discoverability of the game will be a risk because of how saturated the indie game market is, so the game will be released on itch.io initially.