**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*

The player takes on the role of city planner and unit commander (think Rimworld raiding). The player will have to acquire new hexes via interacting with AI factions through trade or raiding and random events.

The player will be responsible for placing the available hexes in such a way as to build more advanced buildings from the smaller basic ones (combo system). For raiding, the player is responsible for picking which factions to raid, the number and types of units to send, as well as the actions the units take during the raid.

*Section 3. Primary Gameplay Mode*

The camera model is a 3D third person perspective. While in the city building mode, the player can pan, rotate, and zoom the camera and display whatever portions of the play area they wish.

The main challenge the player faces is balancing the production and housing hexes with the defense hexes to ensure a successful city that can defend itself during raids. The other challenge the player faces is raiding other factions and the tactical decisions required during the raid.

*Section 4. Genre*

The genre is primarily city-builder and secondarily turn-based tactics.

*Section 5. Target Audience*

The target audience would be gamers who enjoy city builders and tactical games.

*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*

The player progresses through the game by building out their city, trading with or raiding other factions to increase the available building space as well as acquiring new hexes. The player will also be able to research various technologies to increase the usefulness of available hexes, unlock new hexes and raiding units.

The game gets more difficult by requiring the player defend against increasingly powerful raids and raiding stronger factions to acquire rarer, more useful hexes.

Having been exiled from [Randomized Faction] for daring to disagree with the ruling faction, the player must build their own city and faction and eventually cement their legacy through military strength, diplomacy, or escape to safety in a long-forgotten realm.

*MILITARY ENDGAME*

The military endgame involves defeating [Randomized Faction] and destroying their God-Seat. Outside of necessary military buildings and infrastructure to support them, the only research and buildings needed would be the Void Portal building, the Void Communicator, and the Void Radar Array.

*DIPLOMACY ENDGAME*

The diplomacy endgame involves forming an alliance with the majority of factions, building various monuments and host the Congress of Sanctuaries. Each faction allied with will require the player to build and protect an embassy to that faction. If a faction embassy is destroyed during an invasion, relations with that faction will take serious hit and the faction may be prompted to leave the alliance or even go to war with the player. The various monuments the player can build (along with alliances) increases their diplomatic power and once the player’s diplomatic power reaches a high enough level, they can host the Congress of Sanctuaries.

*TECH ENDGAME*

The tech endgame involves charting the Void to discover what the Sanctuaries orbit around and eventually exploit it(The Abyss) to open a portal to a long-forgotten realm of safety. The required buildings include the Void Radar Array, Abyssal Pathfinder, and Void Rudders.

*Section 10. Game World*

The game world consists of the player’s city(where they build and plan), the world map(where the player can interact with other factions), and the invasion map(only appears when the player raids another faction).

*Section 11. Features*

Hex-based City Building

The player’s building space is limited by the amount of isolium they have invested into their city through buying more space(should become prohibitively expensive), researching various upgrades, new hex types, and military units, as well as raiding other factions.

The rarer or higher tier hexes will require the player to acquire them from interactions with other factions, either trading or raiding.

Hex Comboing System

If the player places similar hex types next to each other each hex will receive a bonus. If a hex is fully surrounded by similar hexes, the center hex will receive a free upgrade to the next tier. Hexes of different types may receive a bonus from each other if they synergize(ie housing and farming, military and isolium and research), though this bonus will be significantly smaller than those above.

Invasions and Raids

The player will interact with other factions and some of the factions will be hostile towards the player. As such the player will be invaded by hostile factions every so often, requiring the player to build defensive hexes strategically around their city.

The player will also be able to attack other factions, raiding them for supplies, isolium, rare hexes and technologies, as well as building space. When the player raids a faction, they will have to select an amount of military units, send them to travel to the faction(explained below), give the units commands, complete certain objectives and then escape.(similar to Civ6 and Warhammer 40k: Battlesector)

Dynamic Faction Orbiting System

Factions will be represented by an orbital map with each faction having a set orbit except for rogue factions that will not be represented on the map due to them having an erratic and unpredictable travel path. Interacting with factions will require certain researchable technology as well as isolium as fuel, limiting the factions the player can interact with by distance.

Since each faction will orbit on a set path, the player will be encouraged to interact with closer factions over farther ones, or wait for the desired faction to come closer. If the player wishes to interact with a faction that is outside of their travel range, they can make pit stops along the way at other factions though this comes with the risk of the resting caravan being attacked.

*Section 12. Competitive Analysis*

The main competition for the game is other city-builders and tactical games such as Dorfromantik, Rimworld, and others. To compete with such games, this game will split its focus between city-building, tactical combat, and the unique raid selection system listed above

*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.