

Game Pitch Document

David Zatloukal (xzatlo27)

Title: Impera dominia

Genre: Multiplayer sci-fy fantasy real-time strategy game with first person aspects

Style: 3D, colorful, futuristic, fantasy first person, top-down view

Platform: PC - windows, linux and Steam deck - steamOS

Market: Strategy game players and people, who are interested in weapons, fighting, fps games or Warhammer

Elevator Pitch: Warhammer and Minecraft enjoyable in Warcraft

The Pitch

Introduction

I would like propose a game, where two teams of six face off. Two commanders - plays the game like a strategy game. The rest can switch between a super soldier, who works like a hero in Warcraft, or a super dweller, who would build structures and harvest resources. Includes campaign.

Background

Warcraft 3 is my favourite game to this day. I have started playing it when I was very young, this is why its the main inspiration for the commander role. And one day, I have also played Mordhau, a game with emphasis on melee combat and thought, that the combination could make an interesting game. Then I was thinking that my humanoid race could be something like the terran race from Starcraft, however I would like to add Warhammer stylized guns due to the enjoyment that everyone, including my friends, has with Warhammer nowadays. And finally the super dweller's gameplay would be inspired by building, crafting and mining mechanics of Minecraft.

Setting

Campaign would be heavily narrative driven with rich story and a lot of plot twists. I want to set it into a very detailed fresh new world, which would consist of 3 factions. The reptilians - agile weapon masters with focus on the eastern weaponry and art of dodging. The Dictatorship - humans with Warhammer-like guns, whose government has fallen to a dictator, who would play the main villain in the plot of the campaign, they would have power in numbers. And the Moon walkers - masters of archery and magic, who would be weak in melee combat and would have to utilize the terrain and powerful spells. All three factions would be fighting over global domination of their planet and the control over a super weapon, the Star destroyer. Campaign would have 4 acts, where the player would try out each faction and see the dark side of each one. The ending would be up to the player to decide in the fourth act, who will conquer the planet.

Features and plans

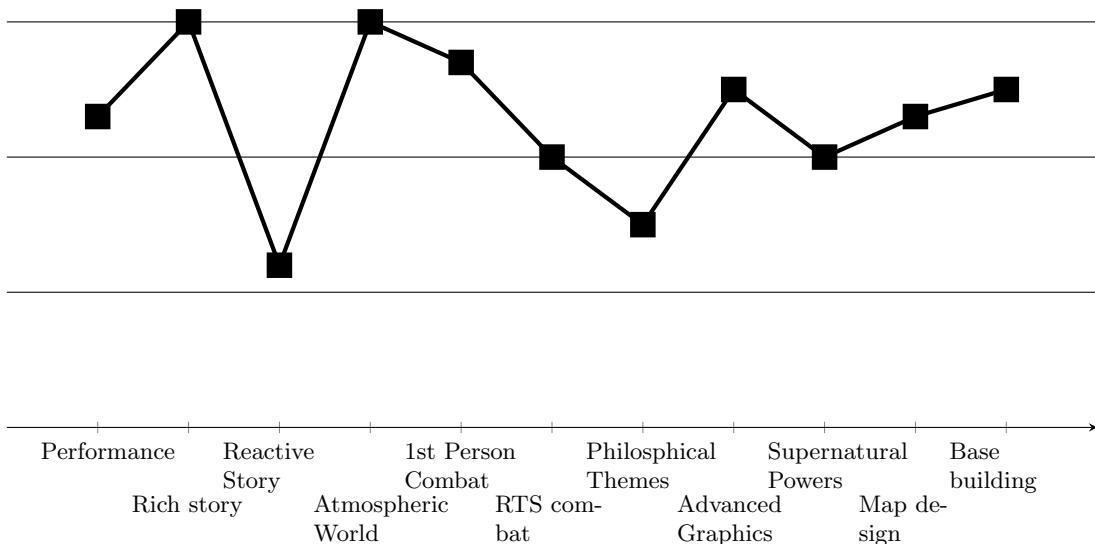
In my opinion people would love to spend their money, if they enjoy the experience. Some may fall in love with our story and some might love the gun play and melee combat mechanics. Some of our players might just be interested in our RTS element and thats also fine. Later, if we see that people are interested in our game, we could add skins for weapons and units, however I think we should do a weekly challenge for unique skin every week. Skins should not be expensive and should be priced 5 dollars max depending on the looks. Also we should optimize the game and not count on the dssl and fsr, so lot of

players can join in. I would also like to host seasonal events, so our newly grown community could enjoy the atmosphere of the given season. Hopefully, over time we will release new factions and proceed in the story using dlcs.

Most important features:

- Amazing captivating story
 - Base building and creating units by commander
 - Realistic swordplay and archery
 - Interesting new spells
 - Satisfying gun play
 - Designing structures for bonuses in resources or production
 - Gameplay uniquely divided between three roles
 - Optimization
 - Listening to community
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Impera dominia



Genre

The game's primary genre would be RTS, this is represented by commander gameplay. On the first person side, which is secondary genre, it's the unforgettable experience of realistic swordfighting techniques and gun play that make this unique. To fit the sci-fy subgenre I would like the Dictatorship faction to have Warhammer themed structures and weapons. Fantasy element is represented by the faction Moon walkers and their usage of magic (And the ability to do the moon walk dance move) and by the faction of talking reptilians. The subgenre of both is cooperative, because to win, the commander has to cooperate with his two teammates. Also another one would be base builder, due to the fact that super dwellers have to build custom structures, which are ordered by the commander. Then we could count the story rich subgenre, because of the great campaign.

Platform

To attract the widest audience and due to the fact that rts controls on the controllers would be clunky, we will release only on PC and Steamdeck. If the game is successful, then we might release on consoles with only the first person mode available. Obviously with lower price. Pc will have Windows and Linux support and due to this, the game will work on steamOS.

Style

Here, you can provide a visualization of what The Game would look like. Don't have concept artist at hand? Use diagrams, schemes, or illustrate on images from already existing games. It is time to dust off your *Microsoft Paint* skills!



(a) Style Exhibit of the Dictator-
ship faction super soldier chain-
saw gun



(b) Style Exhibit of commanders view of
moonwalkers with super soldier and super
dweller building a structure



(c) Style Exhibit of reptilian
katana



(d) Style Exhibit of the Dictator-
ship faction fight from command-
ers perspective



(e) Style Exhibit of Moon walker fighting



(f) Style Exhibit of reptilian su-
per dweller