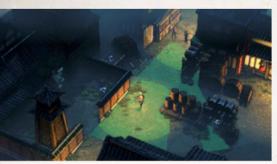
A WARRING / STATE



INTERNAL GOALS

- → MAKE THE PLAYER FEEL THE INNER CONFLICTS OF THE CHARACTER AND THINK ABOUT CONFLICT OF VALUES, LIKE LOYALTY VS HONOR
- → GIVE THE PLAYER A FEELING OF CONTROL WHILE NOT MAKING THE LEVEL "PREDICTABLE"

EXTERNAL GOALS

- → CREATING A PORTFOLIO PIECE
- → CREATING AN INTERESTING MIX OF STRATEGY, CARD-GAME AND SOULS-LIKE ELEMENTS
- → ADVANCE LEVEL- & GAME-DESIGN KNOWLEDGE
- → GETTING MORE FAMILIAR WITH UNITY

GAMEPLAY GOALS

- → BUILDING A DECK OF ABILITY CARDS AND CHOOSE EQUIPMENT THAT MATCH THE PLAYERS PLAYSTYLE
- → FIND A WAY THORUGH THE LEVELS USING THE RANDOM DRAWN CARDS EFFICIENTLY



TARGET AUDIENCE

- FANS OF ROUND-BASED STRATEGY LIKE DIVINITY ORIGINAL SIN,
 DESPERADOS, GEARS TACTICS, XCOM; 16+ YEARS OLD
- → FANS OF JAPANESE HISTORY

USP'S

- → UNIQUE COMBINATION OF CARD-, STEALTH- & STRATEGY-GAME ELEMENTS
- → IMMERSIVE STORY FOCUSED ON THE DISASTROUS CONSEQUENCES OF WAR INSTEAD OF GLORIFYING IT

STORY

IT IS THE SENGOKU JIDAI THE PERIOD OF WARRING STATES. A TIME OF CIVIL WAR WHERE
THE FATE OF ONCE MIGHTY CLANS CAN CHANGE
WITHIN DAYS, A TIME OF GREAT SELF-SACRIFICES AND
BRAVERY BUT ALSO OF TREACHERY AND BETRAYAL.

THE PLAYER FOLLOWS THE STORY OF HATTORI HANZO, WHO IS A LOYAL SERVANT OF IEYASU TOKUGAWA. WHILE FIGHTING FOR THE VALUES OF HONOR AND LOYALTY THAT HE GREW UP TO, HATTORI WILL SOON FIND HIMSELF TRYING TO BRING ORDER TO A WORLD THAT IS FALLING INTO CHAOS...

