

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 THOROUGH THE LEVELS USING THE RANDOM DRAWN CARDS EFFICIENTLY



|| PLATFORM: PC || ENGINE: UNITY ||

|| GENRE: TOP-DOWN ROGUE-LIKE RPG ||

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...

