Final Game Concept Idea

Gameplay -

As an inspiration for our game we have decided to use Fortress Fury, in the game the players are tasked to destroy each other’s castle which is placed opposite themselves. The player who destroys the opponents castle first, win the game. It is a multiplayer game over the internet.

Unlike Fortress Fury, our game would be a multiplayer but rather then over internet it would be on the same device. The player would take turns and pass the phone to each other when their turn is ready.

When the game starts, the camera would be positioned over the play area where they can both see the whole playing field. Once the player 1 can make the move, the camera will pan into their local area so that they can see the castle in more detail; once they make their move, the camera will follow the projectile (or move back into showing the whole field). This allows the player’s for more precise aiming, and more detailed battleground.

The area between the castles is yet to be decided, we have had the idea of spawning powerups which the player will have to destroy; this way the player will need to sacrifice their move to get the powerup in the next turn. Some powerups can deal more damage to the other player, some can heal the player’s castle.

The idea is yet to expand more, but we have the initial concept for the game to pitch on Wednesday. The core mechanics are in the game, and the design can be created around those mechanics.



Castle –

The castle can be made from rigid bodies, this will make the castle work like in Angry Birds, where the player has to knock over the pieces in order to get to the main core of the castle and destroy it.

Another way, this can be used is to have certain parts of the castle have gravity, and for example when a pillar is knocked down, the balcony will fall apart exposing some parts of the castle; this can be pure luck or reward for trial and error.