· Multiple cameras or screens for minions for character

· 2nd thumbstick for map

· Circle a group of minions for gestural control

· Comparables- Dynasty warrior, pikmin, freedom fighters

· Vertical slice minions are shown attacking a fortess/castle and tutorial

· Battle Com- play as tank to control other tanks

· Drawing power from troops- attached to health, power based on troop count. Have own health. Sacrifice guys to regain health

· Power- energies that can be used

· Enemies are locations are fortreses with set number of enemies 3 waves of walls or encampments. Lord of the rings

Experience:

· The ultimate experience of power through commanding troops. Different level of troops and unlocks various abilities based upon unique troops and troop count. Specific troop per missions allow unlocks.

· 7 stages no set order allows player to take over villages and castles in the order they choose

· Player is ganondorf- adult age with child tutorial

· Starts in power of ganondorf after tutorial

· Controls troops- sacrifices, allocates, commands

· Player attacks- powers-projectiles and sword

· Empowered through tactical challenges

· Different levels of enemy

· Map with control

· Control by race or class of minion

· Hud allows view of entire field of play

· Scouts

· Player can view whole level

Rough Gameplay Walkthrough

1. Main Menu displays something along these lines showcasing Ganondorf possibly as a child

Options of left side would include Start Game, Continue, Options, Credits

2. Player proceeds and presses start game there is a loading screen that shows Ganondorf walking from the left side of the screen to the right which throughout makes him increasing older from kid Ganon to Dorf

3. Game begins with tutorial in perspective of kid Ganondorf. Ganondorf is getting beat up by the descendant of link then gets up gathers kids from the playground by walking over to them and accomplishing various task including chicken chasing and pottery then upon completing the task for each kid which tend to be fetch quest or button mashing he returns to them with added loyalty. Which leads to him eventually having a following of 3 kids who follow him everywhere and he can individually select which kid he wants to attack who by the player pressing control which slows down time then clicking on the map and designating attack, defend or go to like Freedom Fighters. The task for each child would include the player walking to each location and engaging in various minigames to determine inverted controls, turn speed and get them acquainted to the attacks of ganondorf himself while demonstrating that for each follower he gets more powerful and more health. Also need some kind of way to begin building strategy at a young age. Possibly a arranged fight of link’s or his antagonist at schools following and his following.

4. After said tutorial time warp to adult ganondorf on the battlefield leading his troops against a castle fortress and jumping off a horse with his sword and beginning to do more complex orders of troops to attack certain locations until they are destroyed then return to him as well as sacrifices are introduced to regain health. Each Sacrifice should have some effect on how fast his troops return to him to demonstrate loyalty to Ganondorf with an eventual fear that they will just erratically run away from him or turn to the “good” side. Each Fortress Ganondorf destroys his minions pick up the weapons of those they have killed and continue to advance in front of Ganondorf. He can control by group like races but not individual people.