# Wexford Creative Game Concept

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# Working Title:

Wexford’s Witty Viking

# Concept Statement:

Become a witty Viking that uses the resources that get washed down the river to rebuild his village and improve certain aspects of the village’s life.

# Genre:

Single player, adventure game, building game and action game.

# Target audience:

The game will be based in Wexford but in Viking era so the game will look familiar area and will have Irish history so the user will learn about the past and what simple changes can make a big difference.

The target audience is below the ages of 25, suited for both male and female.

Rating: Pegi 7 implied, non-detailed or non-realistic violence.

# Unique Selling Points:

It’s based in Wexford it will be based on real events that happened in Ireland such as Vikings and their enemies the Kingdom of Wessex but not heavily focused on that but more focused on recycling materials to improve the life of the Viking village. The user will learn about how small changes can have a big impact on life.

# Player Experience and Game Pov:

The game is set in Wexford during the Viking Settlement era in Ireland.

The player is a male/female Viking that is gifted mentally and is ahead of his/her era using used/recycled materials to build a village and improve the quality of life in the village.

The player will go around Wexford area to gather these used/recyclable materials to build their village and upgrade it.

The player will feel a sense of accomplishment, happiness and thrill when they play the game because of the building of the Village and upgrading it and fighting off The Wessex Kingdom.

The player is allowed to build a custom Version of Wexford Viking Settlement and make weapons from used/recyclable materials.

# Visual and Audio Style:

Visually the game will be a 2D 8-bit style game. The Audio will have footsteps based on what material you walk on and it will have 3 types of ambient audio (exploring, within village and Combat)

# Game World Fiction:

The witty Viking will wake up one day in their small-town house and will want to help the town to grow and improve the lives of the other villagers while cleaning up trash and recycling them into strong materials to build strong defenses to defend the village against the Wessex Kingdom.

# Monetization:

The game will be free to play but would have DLC (Downloadable content) where the witty Viking will be asked to travel to different parts of Ireland (Real Locations) where there is Viking settlements where they need help improving their village and new ways of protection and new buildings. Like this we add a port so the player can sail around Ireland and adventure towards these new locations.

# Platforms, Technology and Scope(brief):

Platform: PC (hopefully Consoles)

Technology: made in Godot using GDScripts.

Estimate Time: 400+ hours

Estimate Time to Complete the game: 20mins – 1 hour.

Team: 1-4 team

# Core Loops:

The player will be exploring the area for materials and return to camp to upgrade it and defend it from the Wessex Kingdom. if the player doesn’t defend the village the game. Some houses will be destroyed and will need to be repaired. The village will need to be protected and morally high.

This is engaging because the player will have creative freedom to build any settlement they want while exploring to get more resources and fight off the invaders.

I hope that the game is fun to play and explore.

# Objective and Progression:

The player will be put at the town hall where an NPC will do a simple intro showing controls and then the player will have to get a small number of materials to upgrade first and build simple buildings. Then when the town hall is level 2 it will increase the number of materials required to upgrade the town hall and then can build more houses and upgrade their armor. The town will have a area around it where the player can build but the player can't build outside it. The player can place spikes that act like a catus. The player will have to walk to certain places where certain materials will spawn like at (Beach, plains and woodlands). Then there are invader waves where enemies will spawn somewhere near the village and the player can make the enemy run back home, but they will be back with a bit more each time. The player should get to level 3 town hall and have capacity max and the game will end because you grew to the size of the original Viking settlement but it more at a lot greener.

# Game Systems:

The player will use WASD or (up, down, left, right). Pressing E with certain items or NPC will wither add an item to the hot bar or go into a certain menu.

The player will have a crafting, upgrading and game control menu.

The player will interact with objects on the ground in certain places press E to pick it up the material will be added to a hot bar that will be displayed on a simple Ui.

The player will have to fight off waves of enemies that have a current number that increases over time.

# Interactivity:

The User will have multiple kinds of feedback such as having a simple Ui to display the health and hot bar and weapon. So, the User can understand what they have and then what they need to get.

The player will have ambient sounds playing when adventuring (in neutral) there will be calm sounds and then a more aggressive sound for combat and a nice sound when the player is at home base (town hall area). The player will have different sounds for walking on different ground tips such as soft sound when on sand, a heavier sound when on ground and a muddy sound for dirt.

The player will also interact with simple menus that are easy to navigate and with a series of events that are simple to understand for the user.