

Tone Bible

Mood

The mood is **playful, energetic**, and competitive. Defeat feels like a challenge rather than a punishment, encouraging players to improve and re-engage.

Energy

The game delivers a **fast-paced emotional loop**.

Players are engaged immediately on start. Tension gradually rises through decision-making and resource management, with sudden emotional spikes during moments of damage or high pressure.

The emotional goal is to keep the player in a constant state of “**one more match**.”

Player fantasy

The player role is to be a **confident battlefield tactician**. They will be commanding a playful army in real time. The fantasy is not about realism or leadership burden it is about **cleverness, correct timing, and mastery of chaos**.

How the player feels?

- **Smart** when predicting opponents
- **Powerful** when combos succeed
- **Motivated** to start again after defeat

High-level theme direction

Central Theme: Victory belongs to those who read the moment and act decisively.

Theme Expression in Play:

Players constantly feel the tension of choosing *when* to act.

Every deployment carries anticipation, and outcomes resolve quickly, reinforcing the value of foresight and reaction.

Boundaries:

Avoid randomness, emotional downtime, and outcomes that feel disconnected from player intent.