High Concept Document

# High Concept

Two teams fight for victory on the battlefield, Hero versus Enemy, Melee versus Ranged, who will win?

# Features

* There are two teams, Hero and Enemy.
* Each team is made up of melee and ranged units.
* The battlefield is a twenty by twenty area made up of grass tiles.
* Each team has a resource building that spawns resources to help during battle, such as HP boosts and armour.
* Each team has a factory building that adds a random unit, melee or ranged, to the team.

# Player Motivation

Players pick a team, develop a strategy and try to win by destroying the opposite team’s units and buildings.

# Genre

Real Time Strategy

# Target Consumer

People between the ages of 10 - 18 that enjoy a good RTS game.

# Target Hardware

PC master race.

# Characters

* Melee unit
* Ranged unit