**Game Plan**:

**What I woud like..**

-First I want to create the basic Open-Source Platform to allow for future creation of anything

-Set up joint open GitHub

-Everything created needs at maximum 5 minute video on Youtube explaining creation process/how it was done

-Work cooperatively to complete tasks

-Anyone that has a problem must make a video describing the situation and what they have done, and must make code available to anyone trying to fix it.

-Try to keep everything starting out inside the team

-If no one can solve a problem start researching and learning how to fix it. Keep active communication with group

-Must have skype or if everyone agrees to a different chat client we can move to that other client

-Must stay in contact within 2 weeks at a time.

-Must try to remain active in developing stuff.

-Working together one step at a time is perfectly fine. I don’t care as long as theres learning and communication

-Eventually come together to create a simple game to publish after platform is created.

-For now, stick with 2D development

**Game Idea:**

I have been recently thinking of 3 games.

Dungeons & Dragons

Clash Royal

Fable Legends(a game I played the beta for but was cancelled/Lionhead studios shut down)

For this idea concept:

- 3 starting map concepts

-1v1 minimum idea/ possible team based 3v3 or a 1v3

-takes maybe dungeons idea from dungeons and dragons because there will be objectives throughout the map

-takes idea from class royal as card based maybe? or a way to send numbers of units easily

-2 sides: Attack vs Defender

Defense: Think of like a dungeon master, think about real adaptions on the map, I got this idea from the cancelled game Fable Legends. I think if we adapt it for mobile it would be extraordinarily fun. Could be multiple players but then I would prefer to just have it be 1 player.

Attack: This could be multiple players or think of clash royal style of play if its a 1v1 type of situation for moble. At least that perspective. Starting off the dungeon and must complete 3 objectives throughout while dodging the dungeon masters traps, set monsters, etc..

In basic terms, the Attacker will try to get to the very end of the dungeon while constantly being attacked by the Defense but in the form of a all \*map? seeing dungeon master thingy(not really a technical term but idk).

I have more detail planned out but this is the basic concept/idea

Mainly for mobile 1v1 at least would be done easier and kept in 2D.

Can always upgrade to a 3D from a 2D