Comitatus

Company Name?

Revision 0.0.0

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1. Overview

a. Theme. Historical army and city management

b. Setting. Medieval continent of #NAME

c. Genres. Strategy, Grand Strategy, Role-Playing, Historical, Medieval, City Management

d. Platform(s). Steam

**unit leaders give a bonus to same type of unit commanded**

e. Gameplay Mechanics (brief)

(1) Levy management. Manage, train, upgrade, and pay troops to fight for you. Promote them to leadership roles. Replace them when they fall in battle.

(2) Battle. Fight other lords in pitched strategic battles. Pay attention to formation, flanking, and reinforcement.

f. Monetization?

g. Influences

(1) Europa Universalis IV. Some combat principles, city management

(2) Mount and Blade: Warband. Levy management

(3) Crusader Kings II. Titles

(4) Into the Breach. Leader portraits, battlegrounds

i. Elevator Pitch. Recruit troops and manage your levy to protect your realm and conquer new lands.

k. Description (detailed)