

Hexcape Island

Team: Stack Overthink

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| Target Audience: | Fans of strategy games including resources and board building |
| Gamer Type: | Explorer, survivor |
| Target Platforms: | Board game |
| Genre: | Eurogame, Tile-Based, Survival |
| Number of Players: | 3 |

High Concept Statement

A great battle of three armies was fought in the skies. You control a group of zeppelin crash survivors. Your aircraft was destroyed during a battle and you parachuted to an unmapped island. Most men and equipment have been lost, but one of the zeppelins crashed into the middle of the island and could still be repaired. But you are not alone. Survivors from enemy armies are on the island as well and they have the same goal as you. Only one group will get out!

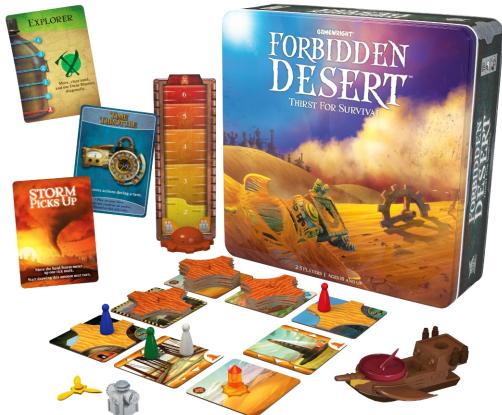
Core mechanics: Gather resources -> Explore -> Craft -> Build

Feature Set:

- **Gather resources** needed for the repair of the zeppelin and fly away before everyone else.
- **Explore** the island and find the best path to the resources.
- **Craft** gear and tools to improve your effectiveness.
- **Build** bridges, roads and crafting workshops to adjust the island for your needs.



Catan (1995, Board game - (from the left: 1) hexagon board for better movement possibilities); Carcassonne (2000, Board game - (2) reference of building game board with tiles)



Forbidden Desert (2013, Board game - (from the left: 1) reference of survival game where players are trying to escape); Treasure Planet (2002, Movie - (2) reference of flying ships from steampunk era)

Player experience goals:

- Exploration of the island and overcoming its terrain obstacles.
- Competitiveness between players, because only one can be a winner.
- Need of resources for upgrades and repair of the ship.
- Adaptation of strategy to random events occurring on the island.

Players experience the thrills of exploring an unknown island. The game is always fresh, because the terrain generates differently every time. This is a huge factor in the design - some islands produce hatred and some unexpected alliances. Only players that show ingenuity and quick thinking can escape the island safely - which further boosts their ego (good).

Competition:

In some departments, this game is similar to Forbidden Desert. The key difference is that while in the Desert, the players have to work together to survive, however, in our game they have to compete against each other and only one of them will win.

Compelling aspects / USP:

While many aspects of our game take inspiration from different IPs, their combination is not that prominent in the board game market. Competitive games are very popular, as people tend to like winning over their friends. Every player has to decide for their own strategy, so no one feels like they just follow orders of someone else.