High Concept Document

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Game Development 1B
Portfolio of Evidence

https://github.com/gatsuSamaOne/GADE_POE.git

Forest People

Jump in the action as you watch two local tribes go at each other till death. Use different units at your disposal to demolish the other team. Whoever rules at the end, rules the forest.

Forest People is an RTS-based action game focused on generating resources and producing units. The game is based on tribes based in the forest, shaping both the character design and background. Conflict between tribes was a common occurrence in the Stone Age, this game is a mere simulation of that. The world is based somewhere in the Amazon rainforest.

You interact with the game camera via WASD and can scroll in and out using the mouse-wheel. Eventually, you'll be able to spawn units from the factory building by spending resources generated by the resource building. Additionally, better, stronger units will be able to be produced, making the battle between the tribes a lot more interesting. Different units will have different amounts of health and damage. Once a unit has locked onto and enemy unit he'll fight the enemy till death.

The game's goal is to maintain a constant production of units in order to defend your homes. When a side's units are depleted, yet to respawn, the opposing side can start to destroy the other team's buildings. Once all the buildings have been destroyed, the game ends, claiming one side as victories.

This game is intended for all ages and all devices ranging from PC, Xbox, PS4, Android and IOS.