

Warlord Battle

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High Concept

Warlord Battle is online VR game that is played by two players on a virtual battle field. Each player can make gestures, which will be captured by Leap Motion, to cast magic spells, or can spawn minions to attack opponent's minions and hero. The goal of the game is to destroy opponent's hero.

Genre

VR, Action, Strategy

Main Features

- The battle field is a rectangle area placed horizontally in the scene. Players are heroes of each side sitting at the opposite sides of the battle field.
- Battle field is partitioned into several lanes, which minions can walk through to approach the opponent's hero. Minions cannot switch lane after it is spawned.
- The player can use gesture to bring up the menu on finger tip and arm, and use the other hand to click and select.
- When certain buttons are clicked, Units will be generated on the palm. Player can put it down to any of the five parallel path on the ground pointing to the opponent on the opposite side. Units generation has a cool down time.
- Units will automatically move toward the opponent. If encountered units of the opponent, they will start a battle. Once units reach the end of the path i.e. it can reaches the opponent player, they will directly attack the opponent.
- Players themselves, as heroes, meanwhile can cast spells that flying towards the opponent to do direct attack. Spells take some time to respawn.
- Players can move with their headset to avoid the spells.
- Floating particles will be randomly generated in the scene. They are the resources needed to cast spell and generate units. Player can use a gather gesture to collect these energy but they can not move or do anything else when collecting.
- Players can also cast spell or use their fist to attack enemy units.

Player Challenge/Motivation

The game requires good strategy to deploy minions to defeat the opponent. Since it is a VR game, it also challenges opponent's motoring agility, e.g. move head to dodge magic spell, gather mana to cast spell. Both VR feature that can give player an immersive experience into the game and the involvement of physical activity will be the most motivating component of this game.

Design Goals

The goal of this game design is to give players the experience of being the highest commander in a battle who can command minions to attack as well as being a magician who can cast fantastic magic spells.

Target Customer

VR pioneer player

Unique Selling Points

Combine Strategy with Unique Leap motion gesture control

Competition

Sourcer VR game

Target Hardware

PC + Oculus + Leap Motion