The High Concept Document

(Based off of concept document created by Ernest W. Adams)

## 2D top-down "Worms"-clone

### Bart Commandeur

## Inleiding

A 2D turn-based kind-of clone of Worms (a.k.a. 'inspired by') with a top-down perspective. The game field consists of multiple paths that interconnect. On certain spots there are powerups, new weapons and teleporters.

## Features

* 2D top-down view multiplayer game.
* The goal is to kill all other players.
* Turn-based. During a player's turn, the player can subsequently move, use items and attack another player, after which the current player's turn ends.
* Players can damage other players with a variety of ranged weapons, close-combat weapons and traps.
* The game field is built up on a grid of squares.
* The game field consists of multiple 'paths' of squares. Main paths start on one end with a teleporter square and paths interconnect in the centre. Sub-paths connect between the main paths.
* Special squares exist with power-ups, new weapons, items and teleporters.
* The game concept is not meant to be exceptionally innovating, but to provide a rather simple, entertaining game. The game is accessible and easy to learn, but should have enough depth for hardcore players so that they can master the game.
* A game session can either be one short game with a single winner or multiple games where the player with the highest score/most wins is the winner.

## Speler motivatie

Players play this game for fun and to best other players.

## Genre

Artillery, (turn-based) Strategy

## Doelgroep

The typical players would either be casual players who like quick, fun and accessible party games, or core players who like to perfect their skills. Target customers can be compared to MOBA players.

## Mechanics

<welke mechanics zijn er in het spel aanwezig en hoe maakt de speler hier gebruik van>

## Competitie/cooperatie

Worms

## Unique Selling Points

* Multiplayer party game with depth: appeals to both casual (party)gamers and hardcore gamers
* Fast gameplay: single small matches are short and fast
* Artillery game from a new top-down perspective

## Doelplatform

Windows PC

## Ontwerpdoelen

**Simple/accessible:** a 10 second tutorial by friends should be enough to learn the basics of the game.

**Easy to learn, hard to master**: Everyone should be able to play this game casually, but there should be enough depth for core players to master the game.

**Variety of items/classes:** The game has to offer a large variety of items/weapons/traps during gameplay. It should not be possible to collect every item in a single match and getting the same items in different matches should be rare. Character classes should make the gameplay even more unique.

**Both fast and long matches**: The game should have different game types for both short/fast matches for quick fun, as have extensive, challenging matches where players should be able to f.i. find more weapons and have more health.

## Karakters, verhaal en setting

Players can either choose an existing character of a certain 'class', like a glass cannon, a tank, a fast runner or anything in between OR make his/her own character. Characters have attributes like attack, defence, movement speed, accuracy, etc, according to their class.