


IEEE GameSIG Intercollegiate Game Showcase 2015

Game Overview: **Bel Nix: Tactics**

One-Sentence Description	Bel Nix: Tactics is a turn-based tactics RPG that requires the strategic manipulation of your team and the utilization of their unique class abilities to survive in the hostile city of Bel Nix.	
List of Team Members and Their Schools	UC Irvine: Connor Richards, Jena Ruhl, Jonathan Stevens, Justin Saletta, Ryan Torres Other: Andrew Torres	
Target Platform and Audience	Win, Apple, iOS and Android mobile device compatibility in progress "Adults and Teenagers", "Fans of Tactics games and RPG's"	
One-Paragraph Summary of Gameplay and Objectives	Bel Nix: Tactics is a 2D top-down turn-based tactics game that takes place in the steampunk inspired city of Bel Nix. The environment is very oppressive as the player has to try and make a name for themselves by surviving difficult combat against ruthless rival gangs. As the player's fully customizable character progresses through various missions, they will be able to hire new recruits and experience the five unique classes with varied roles. Coordinating their squad efficiently is the key to survival, and completing objectives will reward the player with experience to gain new abilities, money to upgrade items, and will unlock further missions so the player can advance in this harsh world.	
Key Features	In-depth character creation Challenging turn-based combat Extensive lore in a fully realized world Intuitive User Interface Original soundtrack with dynamic music	Five unique classes Dynamic AI Interactive dialogue Unique environments Personal base of operations
Thumbnails of Game Art		
Third-Party Credits	Game Engine: Unity 3D	Task Management: Trello
Faculty Member Name & Contact Information	Blood Splatter Images: photoshoptutorials.ws Professor Dan Frost frost@ics.uci.edu	
YouTube Link	http://youtu.be/DAuDRSmuKyc	

Submitted by: Connor Richards connorar@uci.edu (925)640-0001