Blockie Wars

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High Concept

Watch “Blockies” destroy each other in a battle royal. As the simulation goes on, you see “Blockies” attack and spawn and destroy each other until only one faction remains.

Features

* Move camera around simulation area
* Watch two factions fight it out
* Watch as their health goes down live and in real time
* Watch Factories buildings create new units as current units battle
* Resource buildings build resources to buy new units
* Full simulation, minimal interaction

Player Motivation

Players watch and see “Blockies” fight each other, fuelling their lust for battle.

Genre

Action RTS Simulation

Target Customer

Action players looking to watch fights rather that play in them

Competition

None

Unique Selling Points

* Easy to play and easy to follow
* No need to “pick up” controls, simulation means not doing anything

Target Hardware

PC, but hopefully mobile one day

Design Goals

Allow players to be able to watch fights and not partake. Made for the more relaxed or lazy player.

Characters

* Red Unit: Red faction “Blockies” created to fight anything blue
* Blue Unit: Blue faction “Blockies” created to fight anything blue
* Red Factory: Red faction factory to create new Red “Blockies”
* Blue Factory: Blue faction factory to create new Blue “Blockies”
* Red Resource Building: Red faction building to generate resources
* Blue Resource Building: Blue faction building to generate resources

Repository Link:

https://github.com/jsquad151/17750261