

Description

Castle Manageri egotripilillä keskiaikaan.

Team

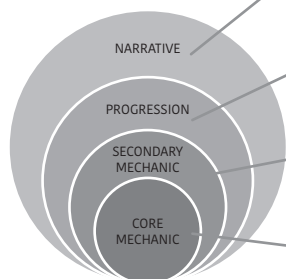
Taneli Pylkkönen
Jyri Liimatta

Character

Visuaalisesti muokattava
päähenkilö.

Core Diagram

(Mozell William M.)



Rakenna imperiumi

Kehitä valtakuntaa

Päätösten teko

Linnan Hallinta

<https://github.com/jyriLiimatta/highandmighty.git>

Talonpojat

Sotilaat

Aateliset

Vihut:

Kilpailevat loordit ja kuninkaat

Platform

Mobiili
Tabletti
iOS

Monetization

F2P

Wizards -resurssi
boosterit

Name

High & Mighty



Jyväskylän
Game Lab

Style

Edestä kuvattu
3D Modellit
Keskiaika
Realismia
mukaileva

Resemble
HoMM3
Travian
Dictator
Tropico

Pleasure

(Hunicke, LeBlanc, Zubek, MDA, 2004)

Fellowship
shared intense experience,
community

Sensation
beautiful visuals, good
audio, tactile pleasure

Discovery
exploration, revealing the
hidden, variety

Fantasy
sense of place, immersion,
suspension of disbelief

Expression
customization, self-rep-
resentation

Narrative
sense of drama, rising
tension

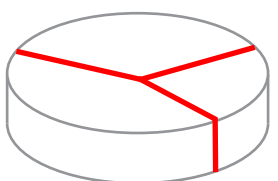
Submission
submission to game
structures, mutual
agreement to "play"

Challenge
compelling struggle

ego

Resources

TECHNICAL



ARTISTIC

BUSINESS