

Game design concept

Karim Ellesseily 55-2214

Working title

Blades of steel

Concept statement

A medieval multiplayer battle arena where players engage in sword duels within large-scale team fights, using innovative directional combat controls to deliver an authentic melee experience.

Genre(s)

Multiplayer Online Battle Arena (MOBA)

War

Target audience

People with interests in the medieval era, combat games and skill-based gameplay.

Age: 17+

Unique Selling Points

Innovative Combat Mechanics: Unlike traditional hack-and-slash games, combat relies on a directional system combined with combo chains, allowing players to link strikes, parries, and feints into fluid sequences.

Realistic Animations & Physics: Every swing, block, and impact is animated realistically giving weight to weapons and authenticity to movement.

Skill-Based Depth: Victory isn't about stats or gear but about reading your opponent and executing perfect counters.

Player Experience and Game POV

The role of the player is that of a medieval warrior fighting alongside his army. The player will be immersed in the world of war with tension, pride and satisfaction from mastering a duel and a sense of fellowship fighting alongside other online players.

POV: Third person

Visual and Audio Style

Gritty medieval realism. Old castles, clan banners, muddy terrains and stone walls. Combats with heavy armor, clashing steel and shields. Environmental immersions including war cries, burning castles and battle commands.

Game World Fiction

The game world is rooted in real history, drawing inspiration from iconic medieval conflicts. Players step into the role of warriors fighting in battles that shaped nations. Each match is a reenactment of history's bloodiest moments, reimagined through interactive combat. Victory means rewriting history in your faction's favor.

Monetization

Base game purchase with expansions/DLC for new maps, and cosmetics.

Platform(s), Technology, and Scope (brief)

Platforms: PC & Console.

Engine: Unity.

Scope: Prototype (combat system) in 6–9 months. Core game with 4 factions and 6 maps in approx. 2 years with a 15–20 person team.

Risks: Balancing combat depth vs. accessibility, melee precision, animations syncing online.

Core Loops

Engage in Duels/Team Fights → Earn Rewards → Unlock Customization → Repeat

Win battles → your faction gains territory influence → global war meta evolves.

This keeps the player aiming for the goal of expanding his faction's territory and winning their wars.

Objectives and Progression

Win individual duels, secure objectives in team battles. Climb ranked ladders, earn faction glory, unlock cosmetic rewards. Player skill is the main driver and customization is aesthetic.

Game Systems

Combat System: Directional attacks, combos, blocks, parries, stances.

Hero Archetypes: Different classes with unique strengths (light, medium, heavy fighters).

Interactivity

Players issue precise combat commands such as attacks, parries, dodges, and immediately see responsive animations, weapon collisions, and contextual effects (sparks, stagger, stamina drain). Visual and audio cues reinforce the gameplay.

Game Modes: Duels (1v1), Team Battles (4v4) and Skirmishes (8v8).