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| Empires of the IV |
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| An RTS for the Windows Phone and Windows 8 platforms |

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Empires of the IVs

An RTS for the Windows Phone and Windows 8 platforms

# Executive Summary

Empires of the IV is a new Real-Time Strategy game for Windows Phone and Windows 8.1 built upon the lore-rich and exciting Empires of the IV universe. While the game will feature a single player element against AI, what it will really excel at is its Multiplayer mode where Friends will be able to face each other head on to determine who has the better Empire. Within the game, Players will take up the role of a commander for their chosen empire and carefully manage their resources to construct Buildings, Units or Preform Research to better their standing in the match. As with typical RTS games, players will be attempting to get into motion a strategy which will guarantee them victory while reacting and defending against their opponents attempts at doing the same.

When it comes to its visual and auditory style, Empires of the IV will play to its Science-Fantasy strengths by offering players a unique art style containing both Science Fiction and Fantasy elements in it. In addition, the sound track will feature a mix of Royalty Free Orchestral and Electronic tracks which will help set the mood whether the player is currently in an intense battle for his life or has been building supply pads for half an hour.

Due to the lack of RTS competitors within the Windows Modern Environment, Empires of the IV will have a unique opportunity to fill a currently unfulfilled roll within the market.

# Game Overview

## High Concept

Empires of the IV is a Real-Time Strategy game in similar aspects to StarCraft, Planetary Annihilation or Sins of a Solar Empire. Within the game players collect and store three types of resources, Currency, Metals and Energy which is used to upgrade, run bases and train troops for combat within PvP Multiplayer or against AI in solo mode.

## Genre

Empires of the IV is a Real-Time Strategy game which pits Players against other players or AI with powerful Galactic Empires with their own strengths and weaknesses.

## Hooks

* Enjoy a game with a Rich Science Fantasy Universe with multiple facets to explore.
* Strategically utilize your Empires unique assets towards an advantage against your opponent
* Enjoy mixing and matching your Empires unique units to find the perfect strategy for victory.

## License

Empires of the IV is based within my personally owned IP, Empires of the IV, which takes places in a Science Fantasy setting and features unique and powerful Galactic Empires with varied backstories. The initial release of the game will feature three of those empires, the Unanian Empire, Crescanian Confederacy and The Kingdom of Edolas and will feature two levels which take place in two icon ic locations from the universes; The planet of Radiant Garden and The Hihnorac

## Gameplay Highlights

* Pit your Empire against AIs in single player when your friends aren’t around.
* Manage your economy to find the optimal balance between upgrades, research and building your troops.
* Pick from a wide variety of units to form your armies
* Counter your opponent’s attempts at victory in true real-time.
* Battle within Iconic locations from the Empires of the IV universe.

## Online Highlights

* Utilize Bluetooth or WiFi Direct to pit your Empire against your friends in real time

## Technology Highlights

Due to platform restrictions, Empires of the IV will be developed with C++ and DirectX while utilizing the WinRT APIs. The UI will be developed using XAML and Direct2D.

## Art and Audio Headlights

Fitting with the theme of Science Fantasy, the Art style displayed in game will be one of a futuristic look. The Soundtrack will be primarily orchestral and electronic utilizing Royalty Free pieces which fit around the theme of conflict.

## Hardware

Empires of the IV will be targeting the Windows Phone 8.1 and Windows 8.1 platforms utilizing the Universal Application model. Because of this, maximum specs will be scaled downwards in order to fit the lowest common denominator of the Windows Phone OS which operates at 512Mb of Memory.

# Production Details

## Current Status

Empires of the IV is currently within the pre-production stage. Story is in a finished state and gameplay design is being thought up. On the Technology front I am researching libraries and engines as well as entertaining the prospect of making my own basic engine if nothing can be found. Artwork is in the conceptual stage, Sound Effects are already accounted for and Music will be found as the project enters development.

## Schedules

End of September

* Full Gameplay details
* Technology decided
* Development begun

End of October

* Basic prototype with working controls and moving units
* UI Structure

End of November

* Game communicates over the Bluetooth protocols between platforms.
* Completed the Artwork and Models for the game

# Competition

While the RTS genre is generally popular, there is a lack of games of the Genre within the Windows Phone and Windows Modern environments. In addition is a lack of games which utilize Bluetooth functionality for multiplayer. Because of this, Empires of the IV has a unique opportunity to fill the role with a fun to play RTS. Looking into the future eight months, it is unlikely that another person or company will put out an RTS game like Empires of the IV, this is due to perceiving the Windows Phone or Windows Modern platforms as not worth their time due to its low market share.

# Game World

## Backstory

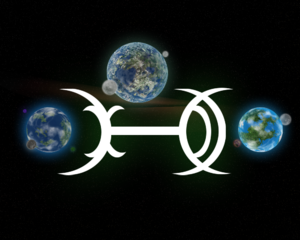
With the increased sense of danger within galaxy as of late, The Entente, a galactic alliance made up of the Unanian Empire, Crescanian Confederacy, The Kingdom of Edolas and Empire of Caelum has decided to increase military training to help better protect the territories and safety of those within the alliance. To do this in a safe and efficient manner, the Entente is utilizing the Unanian Empires Galactic Network and advanced systems to simulate battles which soldiers are participating in to improve their skills.

## Empires

The Empires of the IV universe revolves around large galactic empires of varying power and scale. While the universe itself features over twenty different empires with their own races, cultures and technology, the game itself will only feature three of the four Empires from the galactic alliance known as The Entente, an entity formed out of an initiative of mutual defence from a dual pair of Galactic Threats known as The Shadows and the Dark Serpents, these threats which cost billions of lives and changed many more.

After the threats had been dealt with, The Entente stood together as an organization due to what is considered alien-hostile activities of the Human Defence Coalition. Under its new mandate, it switched its focus from primarily military to also include Scientific and Economic Cooperation in addition to serving as a medium for technological sharing to improve the status of its member states.

### Unanian Empire

Meet the Unanian Empire, a technological powerhouse obsessed with the advancement of the fields of science and technology. The Unanian Empire has upwards of 300 Colonies and is seen as a Utopia to citizens of other empires due to their Scientific and Technological advancements, non-existent conflict and Democratic Government. The Unanian Empire is home to four races of sentient beings.

Unanian-Humans, a species of Human which emerged during prehistoric 1.7Million BC in the days of primordial Homo sapiens. The emergence enacted when an advanced alien civilization known as The Anari visited early Earth and collected species-samples as part of a scientific endeavor known as the Geis Walker project. As part of the project, the species samples were implanted with special DNA sequences and let loose onto a recently terraformed planet named Tyril within the Kalia Star System.

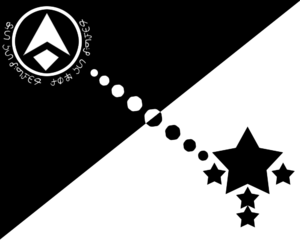
Fe’Juk, a Humanoid species which was also part of the Anarian Geis Walker project, although the Fe’Juk were placed onto the terraformed planet of Oron within the Kalia Star System. Carrying an average height of 4’10” to 5’8”, Fe’Juk are considered on-average shorter than Unanian-Humans although they make up for it with their higher mobility and colorful skin tones.

Digital, also known as Artificial Intelligence was a form of life which was created during what Unanian-Humans call The Great War before the meeting of Unanian-Human and Fe’Juk or the formation of the Unanian Empire. After The Great War, the AI population exploded as they were incorporated into several fields of Daily Life and after the meeting of Unanian-Human and Fe’Juk and during the formation of the Unanian Empire, AIs were officially recognized as a separate entity which holds all the rights granted to a biological being under Unanian Law.

Saxcanae, a recent entry into the Unanian Empire. The Saxcanae are an avian species with an inborn ability for telekinetic powers which allowed them to build up civilization without need for arms or hands. After the Shadow War, the Saxcanae, then known as the Dasan Union, had joined the Unanian Empire as a member state under a state of urgency due to the usage of biological weaponry which threatens the extinction of their species. With only 8 Billion remaining members of the population, The Unanian Empire is currently hard at work looking for a cure, but little progress has been made.

Within Unanian Society, all citizens are implanted with an HPC or Holographic Personal Computer at birth and are given a Personal AI at the age of six. In addition, Unanian-Humans and Fe’Juk are imprinted with a Unanian developed genetic alteration known as the Unatro Val which enables psychical abilities through energy manipulation.

### Crescanian Confederacy

Welcome to the Crescanian Confederacy, a galactic superpower from the planet of Cusorea in the Fauc System. Despite what the name might suggest, the Crescanian Confederacy is officially recognized as a Gu’ushate Federation which is a despotic monarchy which lacks a throne, crown and monarchy and is led by a Gu’ush of absolute power.

The Crescanian Confederacy is aggressive and suffers from severe overpopulation which has caused hostile takeovers of planetary bodies, in the process either converting the sentient populace into slave labour to fuel the economy or wiping them extinct. The Crescanian Empire is home to one lead specie and four subject species.

Croiz, a proud race that has seen itself as genetically superior for centuries. They are a bipedal, humanoid race of sentient reptilians, perfectly adapted to endure the extremely harsh conditions of their homeworld Cusorea, where their population are still being regularly eaten by ferocious and sometimes enormous predators. The Croiz are themselves predators, and can sometimes show their ferocious side that still carries with them from the early days of their existence. The Croiz are the lead specie of the Crescanian Confederacy.

Kerackian, a humanoid race of sentient beings of a somewhat canine nature native to the dense jungle world of [Keracka](http://killerrin.com/wikis/eot-iv/index.php?title=Keracka), and are one of the species conquered by the [Crescanian Confederacy](http://killerrin.com/wikis/eot-iv/index.php?title=Crescanian_Confederacy_%28C.C%29). Upon the Crescanian integration of the galactic stage, the Kerackians quickly became renowned for their hot temper and their strong natural sense of independence, which has also made them a popular rebel archetype. The male is the dominant gender of the species. Similar to many sea creatures on many worlds, Kerackian blood contains copper rather than iron, and has a distinct dark blue colour.

Salchissan, a bipedal humanoid mammal race living on the planet of [Salchissa](http://killerrin.com/wikis/eot-iv/index.php?title=Salchissa), and is one of the subject species conquered long ago by the [Croiz](http://killerrin.com/wikis/eot-iv/index.php?title=Croiz). The Salchissans called themselves Bryele before the occupation, and Salchissa was known as Kote, and many Salchissans stick to these names to this day. The male is the dominant gender of the species.

Aascanan, a bipedal avian race hailing from the planet of Aascan, and are one of the subject species conquered long ago by the [Crescanian Confederacy](http://killerrin.com/wikis/eot-iv/index.php?title=Crescanian_Confederacy_%28C.C%29). Their appearance resembles a bird-like creature with arms instead of wings, a large shield-like outgrowth on their skull covered in white, brown, red, green, blue or yellow feathers, two amber-colored eyes and a small black or yellow beak. The female is the dominant gender of the species.

Haká, a large omnivorous, bipedal mammal species native to the icy world of [Kilaki](http://killerrin.com/wikis/eot-iv/index.php?title=Kilaki&action=edit&redlink=1), and are the most recent species conquered and enslaved by the [Croiz](http://killerrin.com/wikis/eot-iv/index.php?title=Croiz). The male is the dominant gender of the species. The Haká are very ape-like in their appearance, bearing many resemblances to a gorilla, including their tendency to use knuckle-walking similar to gorillas, ironically because their arms are too large for them to walk very well with just their legs. Haká typically have thick, white fur across their bodies which serves as isolation against the harsh arctic cold on their homeworld, covering a thick, leathery hide which helps to fend off predators and other Haká. Males also have a thick, beard-like growth of fur on their chin. They have a large mouth filled with huge teeth, including four sharp canines and two dozen crunching teeth, used to chew the bones of their prey.

### The Kingdom of Edolas

Welcome to The Kingdom of Edolas, a galactic empire originating from the planet of Extalia in the Lacrima System. The Kingdom of Edolas officially operates as a Democratic Monarchy with their king a man who rules under the name Sky King Ragez. Within The Kingdom of Edolas, they utilize a mineral called Sakuradite, an artificial rare substance believed to have been created by The Anari as a means of powering their advanced empire. In refined form, Sakuradite is an extremely explosive and unstable, but when utilized in fusion, can produce mass amounts energy which can rival the most The Kingdom of Edolas is officially home to two races.

Ventus, a race believed to be created by the Anari, for the purpose of either an unknown experiment to create humans without flaws or simply as an act of kindness. Because of this though, Ventus take the form of elvish humans which are naturally larger and stronger. Originally, Ventus were capable of utilizing a set amount of Twilight Mana given to them at birth. But as Ventus without Mana could not give birth to Ventus with Mana, the Mana of the Ventus race was lost forever after the Great Daimao War. The Ventus have an obsession with all things related to the sky, this being the fuel which had them begin investing in space exploration as well as a technology called Air Treks which is an anti-gravity footwear which allows the user to fly at extreme speeds.

Dragon, not much is known due to their isolation; only taking part in military affairs and generally keeping away from the Ventus or other species in their own city. The main planet of the Dragons is Extalia, but they have been granted Tenroujima as a second home by the Sky King