

# Game Pitch Document

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**Title:** Buuugs

**Genre:** Real-time strategy multiplayer online battle arena

**Style:** 3D stylized graphics

**Platform:** Windows, Linux

**Market:** PvP, MOBA and RTS players

**Elevator Pitch:** combination of MOBA and RTS genres

## The Pitch

### Introduction

A top-down 3D multiplayer PvP focused game borrowing ideas from the real-time strategy games like Stronghold or Age of Empires and the MOBA genre. The main focus is controlling the players character and spell casting with castle building/destroying, node capturing and simplified unit micro-managing.

### Core mechanics

Players will be placed into (3) teams at the start of each match. Each team's objective is to defend it's king and defeat the kings of the other teams. The kings death leads to the teams defeat.

A persistent non-match based sandbox world with slowed progress is also possible.

### Spell casting

Spell casting similar to games like Magicka or the hero Invoker from Dota (2). Player combines 3 elements, every combination creates a different spell. Players can cast up to 10 different spells at a time. Spells can upgraded and or replaced with another which means the combination will invoke a different spell.



### Nodes

Players try to capture nodes on the map. Nodes can be a mine, farmland, harbour and more. Each node can be upgraded, captured or even destroyed. These nodes provide the players with resources used for building, crafting or upgrading.

## Castle building

Castles act as team bases which contain team's (re)spawn point, king, resource-producing buildings and nodes. Castles can be defended by automated defensive units (tower units), traps, normal units or by the actual heroes. The utilizes tile-based wall system demonstrated in the next screenshots.



Figure 1: Example of castle wall building

## Items and bosses

There are several bosses on the map each having a different mechanics and difficulty. The bosses drop unique items that players can equip. These items can upgrade hero's statistics like health or movement speed, give auras, modify spell effects (added effects, damage, multicast etc.) or change the spell completely.

## Unit micro-managing

Since the player's main focus while fighting will be controlling his main hero, the unit micro-management has to be simplified. Players will have limited number of control groups. Each group will consist of 1 type of a unit. Units in control group will be controlled as one entity. You can still hit/stun individual enemy units. The formation of the group will dynamically adjust according to its size.

## Style

3D graphics featuring stylized textures inspired by the works of Studio Ghibli, particularly in the representation of foliage, grass, lighting and clouds. See the in-engine screenshots below. I would like to achieve the painterly look in 3D.



Figure 2: In engine graphics demo

## **Background**

I got the idea while playing Dota 2. I was spamming the hero Invoker which for me is by far the most fun hero in the game. However because of the hero ban system in Dota 2's matchmaking I could play the hero only in 30% of the games. That's when I got the idea to make my own game with my own iteration of Invoker's spell casting and combine it with other interesting ideas and inspirations from my favourite games.

## **Platform**

The game is going to be released on systems with Windows or Linux operating systems. Other platforms will not be supported due to the uncompatibility of the control scheme with console controllers.