Quick Concept

## Concept Name:

### What is the name of the concept?

## Core Mechanics

### What is the repetitive activities the player must do?

* The players needs to keep his people fed.
* The players needs to keep expanding to get his resources
* The players needs to throw a dice so he can pick a card

### How does the player keep from losing?

* The players needs to have enough food to sustain his population
* The players needs to have enough resources to rebuild after a disaster

## **Progressive Mechanic**s

### What is the ultimate goal of the player?

* To survive as long as possible
* To either work together and become 1 big city or life longer than the other players

### What keeps the player playing (e.g. rewards, story, challenges, etc.)?

* The players would want to survive longer than his previous time he played
* The players would want to win against his friend
* The players would like to play again because of the disaster system that makes it random which gives a feeling of danger and excitement every time they pick a card

## Play Mechanics

### How will the player interact with or control the game?

* The players gets the chance to get his resources and the start of each turn.
* After the players got their resources they have time to think what they want to build. This is within a time limit of 2 to 3 minutes.
* After the management phase they have time to pay the costs of their buildings and people
* The players are not mandatory to play the costs of buildings in 1 turn, but it is mandatory to pay the costs of your peoples food. If you can’t pay for it for more than 1 turn some people will die at the end of turn 2.

### How should this feel?

* Needs to feel natural, because the players needs to think of what he wants to build and how to pay for it. This needs time. To win time all players can do this at the same time. Because the game gives the option to work together so they can talk about their sort comings to be able to trade.

## Game Play-Experience

### How would the player describe his/her experience?

* Each game should feel like a challenge, because of the randomness that the disasters can bring.
* The game also have different boards so the players can choose different “maps” to have different play styles.

## Theme

### What is the theme?

* The theme of the game is mainly middle ages.

### What is the style?

## Technology

### What are the software possibilities?

### What are the hardware possibilities?