

Gladimals - Fight for freedom

Premise

- You are a human-like cat warrior captured by the Roman emperor. Other human-like animal gladiators were also captured with the same purpose of representing their species in a fight to find the strongest one, and consequently earn their own freedom. Later you try to free everyone else by fighting the Emperor.

Player motivation

- Earn your freedom by fighting multiple human-like gladiators (frog, rabbit, dog, tiger, ...) and completing objectives. After your species is freed because you won in the arena, you realize all the others should also be free and you have to complete one last mission: kill the Roman emperor.
- The story behind the game plus the increasing difficulty of the opponents will keep the player engaged. The search for new and better equipment that will be dropped by defeated enemies will also push for the player to play.

Unique Selling Proposition (USP)

- Unique game characters and game mechanics. Every human-like species will have different abilities that they can use in combat.
- Inspiring story.

Target market

- This game is for everyone who likes ancient roman types of environment, interesting and different game stories, and melee combat with different types of weapons. It can also be appealing to players that like animals.

Target rating

- PEGI : violence rating, age rating - 16
- ESRB : violence - T (if age 16+)

Game Genre

- Boss Rush
- Gladiator fight
- Story based 3D combat game, with difficulty raising up as the player advances in the story.

Target platform and HW requirements

- Windows, linux and mac OS - computer game.

License

- Open source game.

Competitive analysis

- We who are about to die - Gladiator fight game where one player fights multiple enemies. Our game would be different in characters, environment and some mechanics of combat that are strange in the mentioned game, also our player will fight only against one enemy at the time, but we will have the similar scenery.
- Legend of Zelda Breath of the Wild - This game was a huge success, it has a lot of exploration, and a simple but effective fighting mechanic. We want to have close fighting mechanics, something dynamic and fast, but different characters and different scenery.
- Versus: battle of the gladiator - Gladiator fight game where you fight multiple enemies in one arena. Scenery, combat mechanics are similar to our concept, but we would like to fight only one enemy at the time as well as have different characters.
- Ryse - Son of Rome - You play as a Roman warrior fighting barbarians. Scenery and combat mechanics are similar to our concept, but the differences are in the story, player environment and characters.
- Swords and Sandals series - 2d gladiator fight game where player fights one enemy at the time. Similar to our game regarding fighting enemies and upgrading the player after he wins battle, but our game will be 3d with different characters and combat style.

Goals

- The player will be challenged with a strength and difficulty evolution, and an interesting story.
- Different species with different abilities to progress in difficulty. Each gladiator, when defeated, gives their different types of items to the main player, improving its strength.
- Tell the story all along the game to keep the player involved.