Rubico

Platform: Microsoft Windows

Genre: Turn-based Tactics

Mode: Single-player

Language: Russian, English (in development)

Story Synopsis

Once in a century, a terrible catastrophe falls on the city – the Plague. It begins its journey from the heart of the town and spreads everywhere, infecting everything in its path. Emerging suddenly from the deepest bowels of the earth, the Plague is impossible to be foreseen. Over the years, it has evolved and developed a body – a knot of disgusting tentacles covered with purulent blisters. Vitality is not the only thing city residents lose. What's worse, they lose their sanity, starting to act on instincts, attacking and contaminating healthy citizens. The disease deforms people's bodies beyond recognition.

You are a boy of 12-14 years old, trapped in this city during another Plague awakening. You need to escape before it ultimately falls under the onslaught of the giant monster. District by district, you have to make your way through metal, steamy mazes, gain strength and temper your character by fighting enemies and rescuing survivors. And asking yourself all the time: "Is everything around really what it seems...?"

Gameplay

Before starting the game, you can play the Tutorial. To do this, make sure that the box "***SKIP TUTORIAL***" in the Main Menu is unchecked. The game starts after completing the training level.

The gameplay consists of the two main parts: **The Global part** and **The Combat part**.

The Global part unfolds on the map of the city of Rubicon – the place you are trying to run away. It consists of the turn-based movement as well as the story development. A grid of hexagonal cells represents the map.

The Global Map turn has the following pattern: ***Plague phase → Player phase → Enemy phase***.

Every turn begins with the ***Plague phase***. The Plague spreads from the center of the city and infects 2 random cells. These cells are always connected between themselves and the previously infected ones. The cells occupied by Plague are deadly for the Player.

The second part of a turn belongs to the ***Player***. You can move one cell in any direction. Your main goal is to reach the city borders.

A turn ends with the ***Enemy phase***. The enemy troops spawn on random cells at the beginning of the game. During their phase, each troop moves 1 cell in a random direction. There is a digit near each enemy's model – it shows the difficulty of the battle. The higher the number, the harder the

encounter. Troops can stack by fusing to create more challenging fights. When the Player hits a cell with an enemy troop on it, the Combat part starts.

The Combat part takes place in separate tactical locations. It is represented by turn-based battles between the Player's squad (the Player itself and his companions) and infected citizens (monsters). There are several types of companions and monsters. Each of them has its own HP, Movement Points and abilities.

Every character has two Action Points. You can spend them in two ways:

1. *Move twice* to the number of cells defined by the Movement Points.
2. *Move once* to the number of cells defined by the Movement Points and *use the ability once*. The order is arbitrary.

Each Combat location has bonuses scattered on it. Bonuses are items that can help the Player in his fight against the enemies. There are three different bonuses:

- **First Aid Kit**. Restores 5 HP to the character.
- **Shield**. Reduces damage from the next attack by 50%.
- **Speed Boost**. Increases character's Movement Points by 2 for the next turn.

Both the Player and his companions can pick up and use bonuses. Though only companions can keep bonuses to use it later or to give it to the Player.

Some of the Combat locations have an additional exit cell that leads to a **Puzzle level**. To access it you have to find a key. Making the way through a Puzzle level allows the Player to skip several cells on the Global Map, moving closer to the city's boundaries. Combat cells with access to Puzzle levels have white markers on the Global Map as well as dashed arrows pointing to the destination cells.

The game does not end after losing a battle. Instead, you return to the Global Map and continue playing with a penalty on your stats.

Some Global Map cells have **modifiers** that positively or negatively affect your stats if you encounter enemies on that cell. They are marked with white icons attached to the cells.

You can find **city residents** on some cells of the Global Map. By colliding with them, you can increase the number of units in your squad as well as replace the injured ones.

There are cells on the Global Map that represent optional **Narrative locations**. They allow you to learn more about the story and the world of the game. White flickering buildings mark such locations.

You can learn more about a particular district of the city by clicking with *Right Mouse Button* on the corresponding cells of the Global Map.

The story develops through **the diary** of an unknown scientist. You restore pieces of the diary by making your way out of the city. You can access the diary on the Global Map at any time by clicking on its icon in the left corner of the screen. Short comic-style video clips designate key story moments.

The game ends when:

- The Player gets out of the city <u>or</u>
- The Plague collides with the Player's cell.

Controls

- *W* = Move camera Up
- *A* = Move camera Left
- *S* = Move camera Down
- *D* = Move camera Right
- *Mouse Wheel Scroll Up* = Zoom camera In
- *Mouse Wheel Scroll Down* = Zoom camera Out
- *Q* = Rotate camera by 90 degrees counterclockwise
- *E* = Rotate camera by 90 degrees clockwise
- *Right Mouse Button* *(when holding)* = Rotate camera
- *Right Mouse Button* *(when on the Global Map)* = Display district info
- *1 – 6* = Use the corresponding ability
- *Esc / Tab* = Open Menu

What's next?

1. Global Map rework: make it linear with several optional cells
2. Polish balance
3. Add new Puzzle maps
4. Change Narrative locations: add bosses and rewards for killing them
5. Redesign storytelling
6. Add English translation (texts + audio)

Technology Stack

1. Unreal Engine 4
2. Adobe Photoshop
3. PaintTool SAI
4. Autodesk Maya
5. ZBrush
6. Substance Painter
7. Blender
8. Nuclino
9. HacknPlan
10. Trello
11. Cubase 8