CONCEPT DOCUMENT OF CATAPULT

This is the official concept document of the android game CATAPULT

TEAM

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Developer – HARSHAL & AMIT

Environment Artist – ROHIT

Sound Designer - PRITHVIRAJ

BASE CONCEPT

This is the base concept of the game. The game starts with a simple 3 liner story where there is a war going on and the player is the protagonist, and he/she must move forward with the remaining team and the catapult. And destroy the enemy troops and buildings. The game is a level-based game in which the player has to face a strong enemy after a certain level interval.

GAME TYPE

The game is a strategy and action type of game where the player must control both CATAPULT and move it to avoid damage coming from the enemies.

GAME ART STYLE

The game is going to be a mobile game. The style will be stylized. The colors will be strong (which describes strong emotions) ( We don’t want to glorify the war or the concept of the war). Too bright colors need to be avoided. And brown, grey, white and black colours are a must have. The background will be the current situation of the environment with the parallax effect. High poly count is a huge no. It is better to keep the polycount under 1500.

OBJECTIVE

The player must defeat all the enemies to push forward and get the upgrades. Over time the CATAPULT will get upgrades and power ups but also the enemies become stronger and harder. Player can upgrade the power ups and special abilities with the help of in-game currency (GOLD, which can be purchased from the store or can be earned daily basis for completing the missions or watching ads).

ENEMY TYPE

There will be different type of enemies like minions (small enemies) , Tank ( Medium enemies) and Tower ( Strong and Large enemies). But there will be other variants ( To Be Decided)

CATAPULT TYPE

At the very beginning of the game there will be a simple wooden CATAPULT which can be upgraded slowly while the player makes progress. There will be additional systems like auto-gun and lasers and other stuff with the CATAPULT which will be unlocked eventually. There will be skins of CATAPULT which can be bought from the store.

REVENUE GENERATE

1. In-game currency
2. Skins
3. In-game ads