Kenneth houf

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Written Assignment 3

**Game Intro**

You have been brought to the village of “Name Pending” as the new Viceroy of the land and the town is in shambles. Raided by bandits and taxed into oblivion. The once prosperous village has only one functioning farm and trading post still standing. The player will need to help improve the village. With the help of the advisor you brought with you and the single family that decided to stay in this ridiculous ghost town.

As the village improves into a center of trade for the kingdom, you will gain wealth and power; Eventually being able to buy your way up the noble hierarchy.

“” is located in prime real estate with all the resources it needs to thrive within arms reach. Unfortunately there are not enough people to access those resources hence it’s severe poverty. “” looks barren and dusty with a palate of browns and greens dominating the imagery. As “” improves, the player will make a couple choices. First deciding on what resource to specialize in between mining, forestry, agriculture, or turning the village into a crossroads for trade. Each of these choices change the palate of the building sprites (i.e. choosing forestry gives us buildings made of wood, and mining gives us buildings made of stone) and provides a buff to the production of that resource while de-buffing the production of other resources besides gold.

The second choice is whether to focus development on culture, war, or mercantile. The former will improve education, religion, and art. The second will improve engineering, and tech development, and the third will improve gold production and give the player access to more exotic buildings and products to sell.

The Player will be able to improve their noble rank by paying the crown a “tithe”. From baronet to archduke. Each level of nobility will expand the size of the city and grant access to new technologies and buildings while improving the gold gained from each building. Each level of nobility will improve the look of the base sprite of the city and the noble’s base( like a baronet will have trails made of dirt but an archduke will have paved roads that are lit by street lamps.)

The player will be able to accumulate gold by either tapping the screen, collecting taxes which Is calculated on a per second basis or collecting tithes which is a button that can be pressed once per cooldown. If the tithe button is pressed to often, the people will become unhappy and start to leave reducing the amount of gold gained through taxes and tapping the screen.

**Genre –** Idle

**Gameplay** – the player will use the gold they earn by either tapping the screen or over time to buy and install buildings and upgrades to their city that provide both aesthetic and gameplay bonuses.

**Target Audience** – Casual gamers and people interested in a pixel art aesthetic

**Platforms** – pc, and mobile.

**Look and Feel** – 2D Pixel art sprites with varied palates, an atmospheric UI that reflects the players choices, and atmospheric music that does the same.