HOUSE ARREST

Team: Me, Myself and I
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Target Audience: 18+
Gamer Type: Casual/Core
Target Platforms: PC/Xbox One
Genre: Strategy/Action/Tower Defense
Number of Players: 1
Projected Release Date: 12/25/2017

High Concept Statement

 A First-Person game in which the player has to defend their home during a home invasion. The player can switch between different characters (family members) each with their own unique abilities. The story goes: a strange noise is heard in the middle of the night, confused and afraid, a member of the family goes to investigate and finds a gang of armed goons assembling at the front, back and sides of the house. Communication with the outside world has been cut and a signal has been put out to prevent wireless calls from going out. Armed with a stash of weapons and only their wit the family works together to keep the armed men out until help arrives or all targets have been eliminated. The armed goons will come in waves, much like the enemies in a tower defense game. During this short time period players will have the opportunity to strategically set up defenses throughout the inside and a limited perimeter of the outside of the house. Weapons and other items can be upgraded as destroying enemy targets will pay out currency. The First-Person aspect will change the way this seemly ordinary "tower defense" game will play out by allowing the player to establish a more intimate connection with the characters and their environment. In addition, as more and more waves come the reasons as to why the goons are even present in the first place will become more and more apparent as once well kept secrets are laid out in plain sight. One inspiration for the game includes the Purge movies which deal with this idea of home defense against a hostile group of people during a time of crisis.

Feature Set

- Tower Defense and the placing of units and traps
- Strategy and puzzle solving
- First-Person
- Your choices matter/be careful how you talk to your family
- Interactive Story
- The ability to switch between multiple characters
- A wide range of weapons and traps
- The player WILL have to use their brain
- Toon shaded graphics

Team Roles

Game Designer – Narrative, core mechanics, character designs, basic scripting, etc.
Programmer – Responsible for programming the UI, gameplay, etc.
Art – Environment/character models, toon shaded textures and UI/UX design.
Audio – Sound FX and main theme songs. There will be no voice over or audio dialogue just text based.

10/25/ 2015

The Competition

Defense Grid 1 & 2 is a popular Tower Defense game for the Xbox. However, the Sanctum series for the PC (found on Steam) are probably the greatest competition. They describe themselves as being, "[] One of the world's first First Person Shooter – Tower Defense games, Sanctum has taken the best of both worlds to deliver". To differentiate HOUSE ARREST from these two series of games it's important to craft an interesting story in addition to compelling gameplay. Strategy and combat will still be of utmost importance but it's also important to drag the player directly into the experience by making them feel responsible for the fate of the main characters as the action plays out. In most Tower Defense and RTS games the "units" placed on the grid feel disposable. With HOUSE ARREST it is important that the player realizes that resources are finite and that executing a plan of attack without proper planning will result in dire consequences, including the killing off of major characters.

Innovation/Creativity

This game puts a spin on the tower defense genre by providing a more compelling reason as to why the player needs to defend their "base" or in this case home. Allowing the player to play in the First-Person perspective will also help with the immersion and will make the experience more personal as they will also be able to interact with their family members and feel just how high the stakes are. Family members can get injured and in some cases die.

Scope Management

Green Light: Toon shaded graphics, First Person view, Tower Defense, resource management, a wide range of weapons/units/traps, a compelling interactive story, etc.

Yellow Light: Your choices matter.

Red Light: N/A