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**Game Proposal**

*Captain’s Log* is a fast-paced RTS game with tactical squad based gameplay. Our heroes are sent back in time to the age of ancient Greece (think *Back to the Future 3* with space marines in ancient Greece) and are on a mission to find shards of an ancient magical relic that can return them to their own time. Along the way they encounter the beasts of legend including titans, Cyclops, demigods, chimeras, harpies, minotaurs, hydras, and elementals. The combat is designed to have depth and rely on the wits of the player to keep their soldiers alive and defeat the boss of the level.

In *Captain’s Log* players will control a squad of unique characters with their own personalities and diverse special abilities. The adventure will bring our heroes into possession of powerful artifacts that will add to their power and capabilities. The most powerful artifacts add game-changing abilities that will make players rethink their combat strategies. The player will command four soldiers each with their own strengths and weaknesses. They vary in skill set from a cloaking scout to an armored heavy weapons specialist.