High Concept Document

Well well well, Red Rogers and Blue Belters have finally declared war amongst each other’s tribe. Demanding resources withheld the tribes have been given no choice but to fight till death to defend their tribe and restore pride and eternal glory for their units.

Features:

Game Treatment: Each team needs to manage their units, as well as allow units to attack and conquer opposition’s territory. The tribe with the most defeats ultimately wins. The control of units through a top down RTS 2D map that will hopefully succeed to a 3D graphic submission aims to deliver a quick turn based game, similar to that of X’s and O’s, Rock; Paper: Scissors and Thumb war. They are quick basic ‘combat’ games that allow for users to determine a fast winner.

The environment is a semi – deserted area, located just outside of a city, otherwise commonly known as the industrial area. There are a lot of big warehouses and deserted factory building in which units will ultimately occupy and use as their battlefield. Units will shoot at each other, allowing them to kill and conquer their oppositions land and gain from their resources. Be mindful of RTS games as they are fast paced – but once we explore our environment using Unity and our knowledge of 3D animation the game will be a lot more engaging for our audience as we hope to keep them glued longer than a game of less than a minute!

A quiet location with the ambiance of the city’s hustle and bustle by day turning into a vibrant colourful city of lights in the background.

Our RTS will be developed into a 3D action RPG game using Unity developer which you will see in the POE.

I aim to promote my game using gaming conventions and gaming expo’s as a formative platform to which I allow for young gamers to try my game and get feedback, negative or positive 🡪 this will help me develop my game and make it better suited to the likes of the people playing it. I am to upload my game onto game streaming websites and have skilled gamers give it a try and hopefully through generated positive feedback people would donate to the game in order for me to develop it further, on a more professional level.

Business and development comes with positive fan feedback and engagement through funding. Fan feedback and responses will allow me to take my game further to professional institutions and present my high concept to them and see whether they will pay me out and develop my game further or allow me to work with them and develop my game and further games for their company. Development comes with moving from 2D platform to a 3D platform incorporating out knowledge with Unity Developer and 3DsMax to create a better physical representation of our idea.

Character Design:

Units from each tribe are generated as identical figures as this is a b=very basic game. The units differ in colour Red Rogers = RED and Blue Belters = Blue. Their functions and abilities include killing, shooting and running/ moving about the map.

World Design:

Buildings are very straight forward as they are a replica of deserted old factories and industrial buildings. I think of Kony Island or Downtown Bronx in New York City. The ambiance of the city settles around the entire area – creating a fitting backdrop for a deserted – removed setting. Our units are removed, in their own world – like most gamers.

No level productivity as yet, we haven’t yet fully explored our game as a 3D RTS and would like to consider incorporating more levels in order for game to run for a longer period of time.

The City sounds of sirens, trains screeching and hooters honking their horns fill up the air – reliving the game environment for the players.

Flow board:

Gameplay mode is set in motion by user clicking the start button on the form, activating the RTS 2D map, the units assemble and begin attacking each other immediately. The units will regenerate themselves until user ends that game – resulting in the UI to score a tally of units and see which team has the most Units on Map!

Camera angles will be added throughout the development of game using knowledge of Unity Developer as the game will not run without visual measures that have been put in place in order for user to interact with software and engage in game., The camera perspectives are set on the Unity UI when designing the game so that when the user enters the UI they are able to view UI from all angles.

User Interface:

Graphics include display of units on 20 x 20 map

Audio given through recordings of City sounds and hustle and bustle.

Game Script:

Rules and Core mechanics of game should be given and read through before game begins so user is familiar to how the game works. As new challenges and levels are entered – message box will appear with new valuable information to which user may find helpful in order to continue. The rules of the game should be well described in order for other users to play game without having to engage with the UI, i.e) Thumb war, X’s and O’s and Rock; Paper; Scissors. These games can be played on PC as well as physically because the rules are basic, fun and quick.

Repository Links:

<https://github.com/tazujac-rushytaz?tab=repositories>