Anno 1800

Title

Tobias, Marc

Your Name

For the empire!

Tagline

Realtime Strategy

Genre

PC

Platform

Fans of Bulding Simulations

Target Audience

Picture

Plays like Anno 1404   meets Anno 2205

Popular Game A   *Popular Game B or Twist*

Goal: Build a large successful empire.

Major Mechanics:

1. Mine ressources

2. Build supply chains

3. Place buildings

4. Explore the world

Setting: Industrial Revolution

References

1. Anno 1404

2. Empire Earth

3.

4. SimCity

5.

6.

Key Experiences

1. Mining resources
2. Building a large empire
3. Fighting with other empires

Selling Points

1. Great Graphics
2. Managing of intricate supply chains
3. Exploring the new world

Related Games:

1.

SimCity 4	Maxis	PC	2013
Title	*Publisher/Developer*	*Platform or Genre*	*Year*

Discussion
- Building a city
- Managing Ressources

2.

Anno 1404	Ubisoft	PC	2009
Title	*Publisher/Developer*	*Platform or Genre*	*Year*

Discussion
- Build a complex empire
- Managing a multitude of resources
- Exploring the world
- Different Time

3.

Civilization 5	Fireaxis Games	PC	2010
Title	*Publisher/Developer*	*Platform or Genre*	*Year*

Discussion
- Hexagonal Grid
- Bulding up an empire
- Play through different ages