

<h1>CONSTRUCT AND KILL</h1> <p>Varun Bhatt</p>	<p><b>Target Audience:</b> Competitive gamers</p> <p><b>Target Platforms:</b> PC, Consoles</p> <p><b>Genre:</b> Strategy, Action</p> <p><b>Number of Players:</b> Two teams of 2-5 players each.</p>
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## HIGH CONCEPT STATEMENT

Construct and kill is a multiplayer game with two teams of 1-5 players each. The goal of the game is to construct a base and destroy the opponent's base while defending your own. At the start of the game, both teams are given an empty space (adjacent to each other) to build their base and a set of units – static and dynamic. Static units are terrain, defences and traps while dynamic units are monsters/soldiers fighting for your team. Teams are given time to set up the static units in the empty space allotted to them and define the when their dynamic units spawn and what path they take. Once the setup is done, each player controls his/her chosen hero and fights to destroy enemy base and defend their own. Each game will be different due to different heroes or units being selected and also due to the multiplayer aspect. Players who are good in strategy can set up their base very well while those good in action type games can fight better.

The setting is a fantasy world but it can be easily changed since all that needs to be done is give the units and abilities different names. The game is intended to create a feeling of competition among players.

## FEATURE SET

- Multiple units to choose from for building the base.
- Multiple heroes having different abilities for creating a different fighting experience each game.
- Puzzles can be created as a defense.
- Balance between the strategy and the action part of the game to give a fair chance to player who are good in one part but not so good in other.

## PLAYER EXPERIENCE GOALS

Provide a feeling of competition and achievement after beating the opponents. People liking strategy games would want to create the best base near impossible to break while action loving gamers would want to use their superior speed and reaction time to overcome sticky situations.

## **TEAM ROLES**

A small team is required to create a prototype/demo after which multiple teams can be funded through the help of crowdfunding. Creative team which takes care of creating new heroes, units and balance team which takes care of balancing the different heroes/units will be the key to success of the game. In the initial stages, players can be allowed to submit ideas which reduces the need for the creative team. Management team to effectively communicate with the players during the development phase will be useful since the game will be announced as soon as the demo is ready.

## **INSPIRATION/INNOVATIVE ASPECTS**

Construct and kill takes ideas from tower defense games and MOBAs to create an experience that combines goodness of both the genres. The current MOBA games have an element of strategy but still speed, accuracy and quick reactions are required to play them optimally. This game reduces the need for that by allowing people to build better bases which make up for the sub-optimal micro play. It also improves upon the slow speed and lack of action in tower defense games.