

Working Title

Ludi

Platform

Cross platform Mobile and PC. The mobile market will be the cash cow and a console port can be added if successful.

Networking

Ships with 1v1 multiplayer. Can consider adding 3 or 4-way games later. Campaign can be added if successful.

Concise game description

A competitive, turn-based, combat strategy game in which the player can command extraordinary races, build an empire and unleash their wrath on unsuspecting foes.

Players write their own fate, building an empire through total strength or making strategic trades. Each race is wholly different with unique characteristics and play style. Players must wisely consider their loadout as the changing weather patterns, environments effect each race differently.

The player begins their career with a small army which they must battle other players for their gold to maintain and expand their reign.

Description of core game play

Both players are given 1000 points to spend on troops and powerups before each fight. The cost of which correlates directly with the selected items abilities. Each game lasts for a predefined length of time with the victor winning the predefined stakes. Each player will be awarded resources in relation to the map's theme.

Players may move once, attack one and use one power up each turn. Each troop has a movement range and an attack range which powerups can be enhance but with a cooldown. Different game modes can be played e.g. to the death, capture the flag.

Each faction has different abilities that can be used with a cooldown. Troops from different factions can be combined but may affect their performance.

The battle is concluded when one team loses all its troops or the battle is forfeited.

Description of innovation and creativity

Pocket Fort aims to be unique by finding a compromise between two very well-established genres; board and combat strategy. The gameplay shares traits with the traditional game of chess but comprises a modern twist. Players are given complete customisability of their empires promoting an emotional attachment between the player and the game.

Users of all ages will already be familiar with the main game concept, and will only require minimal training. This will allow for a minimal HUD, emphasising the aesthetically beautiful artwork.

The inclusion of combat strategy will strengthen the game's replay value with optional notifications.

Discussion of market potential and target audience

Combat strategy games continue to grow in popularity across mobile devices, largely drawing males between 21 – 35. Board games traditionally attract males 36 – 50. Pocket Fort will primarily target males of both aforementioned age groups by combining qualities of both genres.

Avatars will look gruesome yet 'cuddly' attracting downloads from all groups and genders. From quick daily tasks to expansive battles the game can be played both offline and online, appealing to both casual and core gamers. The game will follow the freemium model with in-app purchases. This will encourage downloads from all age groups but, primarily monetizing older players.

Consideration of in-world economy and monetization

Players are initially given the choice to pick from one of five factions to start their journey. The other four can be unlocked with gold that is won through battles. Each faction has five different troops. Three factions can be bought only with the hard currency gems. Gems are purchased with real money or awarded through player retainment. An additional troop for each faction is unlockable with gems.

More lore friendly troops and themes will be added overtime with some seasonal or comedic twists.

Each troop requires an upkeep of a certain resource awarded after battles depending on the map played. Troops may leave the players ranks if they have not been paid.

Game Modes

Each game mode commences with each player staking cash, resources or troops, choosing their load out and then strategically placing their troops on their side of the board.

The main game mode is 1v1 where each player battles to the death i.e. all troops are lost. Maps are randomly generated and can take a variety of symmetric shapes so that every fight is never the same.

Other game modes such as capture the flag will be added whereby, players must race to and hold onto the flag. Those that hold the flag after 10 turns will be the victor. The continues to best out of three with the troop number carrying over.

Art Style

To attract players, the game must look appealing and as the game will ship to mobile, the polycounts and texture quality must be low.

The game will heavily rely on particles and emissive materials to bring to life the background and add to the game's experience. Models should follow a similar structure albeit look very different. The art style will be semi cartoon using flat colours. Themes MUST share the same colour set with their troops and colours across pallets must be the same shade.

Use this link for the pallets. <http://paletton.com/#uid=1000u0klIllaFw0g0qFqFg0w0aF>. All materials should use the same parent material.

Examples

The colours in crash bandicoot 2017 are perfect and the following video is a fitting example of emissive materials. <https://www.youtube.com/watch?v=rTFCIC-2SS0>



Bitgem3d.com has the quality of textures that we need to produce and their models are of a perfect shape and style

<https://shop.bitgem3d.com/collections/textures>

<https://shop.bitgem3d.com/collections/hand-painted-3d-models>

<https://shop.bitgem3d.com/collections/free-3d-models>

War for the overworld provides the perfect example of a block that we will use to tile the map. Each theme able to use the same model but the texture and material makes it look different.



