Not a RTS

The heroes protect the villagers, YOU must protect heroes from enemies.

High concept

In short this is *beat'em up* colliding with *strategy* and *hack'n'slash*. The core idea is to get the player to perform combos with his mouse to damage enemies and help heroes defending helpless villagers.

The aim is to get the player involved in the game as if he were a semi-omniscient being, likewise many RTS game. The focus is not ported in collecting resources, building camps, managing huge armies but rather command a little team of heroes and take part actively in the fight.

Pitch

A village is on the path of a huge army walking to war, a small team of brave heroes decided to stand against the enemy but they'll not stand long if YOU don't help them to push away assailants.

The game consists of keeping alive the villagers and at least one hero until you've cleaned all enemy waves coming directly to the villager. You'll use your mouse as a weapon against computer units, making combos by clicking on them using the different buttons in different sequences / combinations. The heroes are at your orders and will attack enemies as well but they can't handle alone all the waves and will inevitably die if you don't intervene.

The game is cut in 2 phases: the levels where you fight the enemy army and the in-between where you can choose the composition of your team, pamper your heroes and learn new mouse combos. The gameplay during action phase is centered on the mouse manipulation, heroes are partly autonomous and have a small set of possible actions (attack this unit, go there, use a special skill). While the personalization phase is played like an S-RPG (Final Fantasy Tactics, Disgaea, Fire Emblem…).

a. An action phase (Warcraft 2, Blizzard)

Summary

- **Platform:** PC
- **Number of player:** 1
- **Genre:** Beat Them Up, Strategy – Role Playing Game
- **Camera:** Top-down, centered on the team of heroes, it follows their movements.
- **Character:** A team of human heroes and the player's hand
- **Controls:** Mouse and Keyboard
- **Dimensions:** 2D
- **Technology:** Unity 5

Selling Points

1. You are taking part actively to the fight by beating enemies with lethal mouse combos!
2. Customize and upgrade your team of heroes the way you want.
3. Fight huge waves of enemies in an ever increasing difficult challenge!

Gameplay

Win / Lose conditions

Game end: Beat every levels of the game.

Level's victory condition: Clean every waves of enemies with at least one villager surviving until the end.

Game over: None.

Level's loss condition: Every villagers are killed.

General actions and mechanisms during levels (core gameplay)

Hitting enemy units

- **Challenge:** Aim moving objects correctly with the mouse.
- **Action:** Aim with the cursor by moving the mouse and click mouse buttons.
- **Relation with theme:** Give the feeling to be present inside the game, having a direct impact on the inhabitants of the game's world.

Realizing combos

- **Challenge:** Learn / memorize and execute different sequences of mouse buttons click.
- **Action:** Click on Left / Center / Right buttons of the mouse in an order provided by the game.
- **Relation with theme:** Hum… I love Devil May Cry? This feature is 'optional' and will need more reflection.

Giving orders to heroes

- **Challenge:** Manage few friendly units and memorize hotkeys.
- **Action:** Hit hotkey of order wished and click left mouse button to confirm a target for the order (place to go, enemy to attack).
- **Relation with theme:** Keep control of what's going on and exploit heroes' abilities, giving more choices of strategies.

Waves of enemies

- **Challenge:** Manage waves of enemy units of increasing size coming to attack villagers with decreasing intervals as the time goes by. The player must kill every enemies or they'll kill villagers, therefore provoking defeat. The waves are composed of different mix of enemies, each one having its strengths and weaknesses.
- **Relation with theme:** This mechanism is the embodiment of the idea that the player can't escape but just struggle against a huge enemy army until total win.

Gold reward

- **Challenge:** Keep all villagers alive to get the maximum reward at the end of the level, if one villager die the amount of gold obtained upon completion of the level is reduced.
- **Relation with theme:** Reinforce the importance of protecting the villagers in addition to the risk of losing the whole level. In customization phase the gold is used to acquire heroes and equipment.

Inspirations / References

Crimsonland (10tons Ltd., 2003, PC)

Crimsonland presents relentless huge waves of enemies composed by different types of units having their own patterns of movements. The waves keeps to increase in size through time until the progress bar is filled.

The top-down camera in this game proves to be the right choice because the gameplay requires to be precise and responsive.

Devil May Cry (Capcom, 2001, PlayStation 2)

Devil May Cry is a very solid Beat'em'up with an advanced attack combo system rewarding mastering of rhythm and diversity of components. Combos can be composed of simple attacks and learned skills, the firsts acting as a link between the seconds.

Combos are a big part of the core gameplay in the franchise.

Disgaea (Nippon Ichi Software, 2003, PlayStation 2)

Disgaea is a turn-based Strategy – Role Playing Game, what I take from this game is the creation of characters whom you can customize as you wish and get an affective bond to them without them being absolutely unique. This system gives the feeling of recruiting strangers and getting to know them rather than playing with fully written imposed characters that you could find annoying.

Audio & visual aspect

At the time of writing this document, this game is realized for a game jam lasting 6 days. Being unable to draw more than simple geometric forms, the graphics will be determined by license-free assets found on internet.

Ideally scenery is made of cold colors and characters of warm ones with a style close to Japanese 2D RPG.