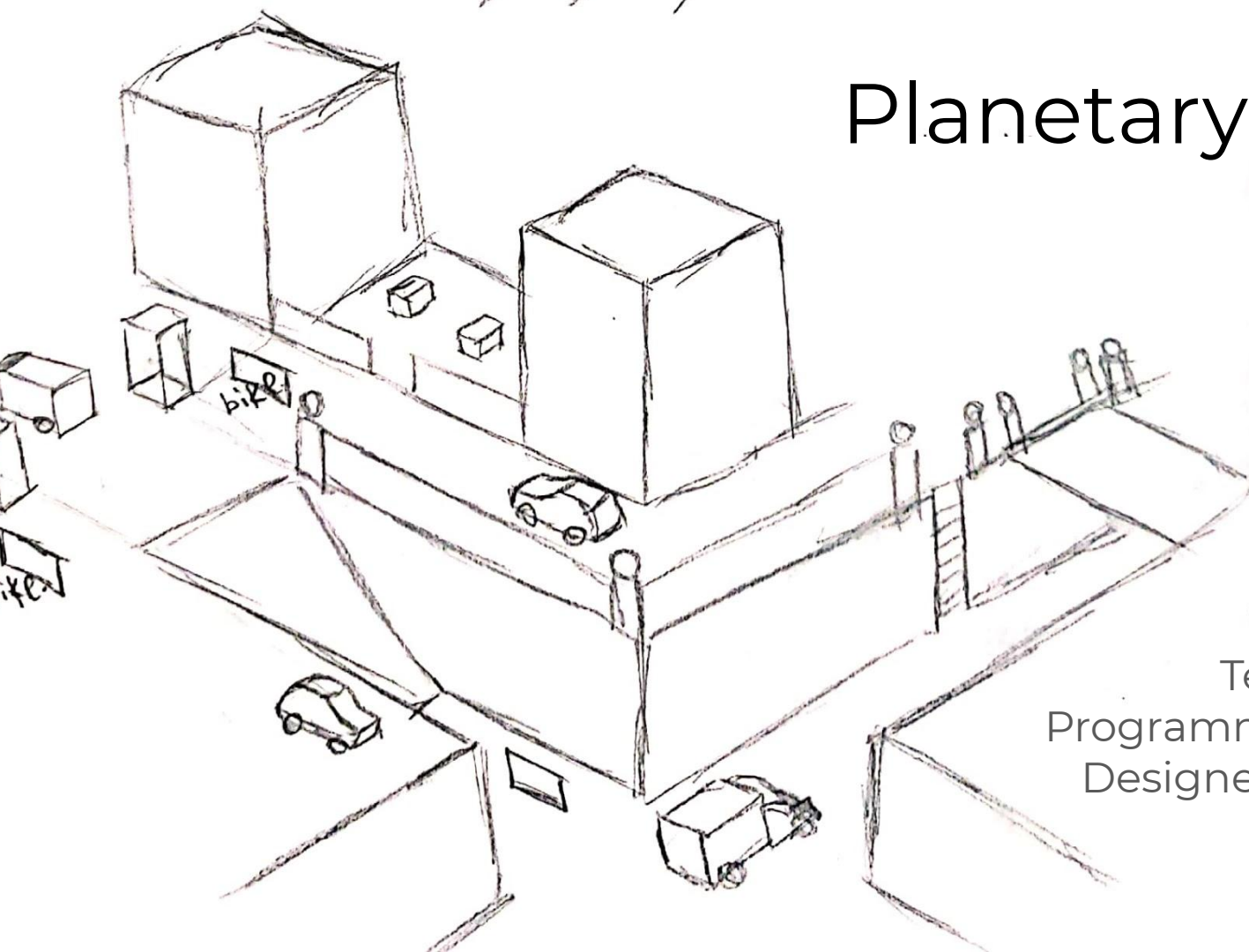


Planetary Control



Team Saber
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Designers: Ivan, Brandon

Overview

- Top down, 2.5D strategy game mixed with third person action combat.
- Select 4 units from the roster and move them strategically to get the advantage on your opponent.
- When attacking the game will switch to a third person view and the player will control the unit in the attack.



Pitch

Classic strategy games like XCOM or Civilization often leave critical actions to chance mechanics, making hardcore players feel frustrated by the lack of control. Our game will put more emphasis during these decisions on the player by giving them direct control over their units when they attack.

Audience

Our target audience are hardcore fans (both male and female) of strategy games aged 18 to 40 who enjoy the genre but want more control over their success. The game will satisfy achievers and killers by reducing the amount of chance in the game and making skills in both strategy and third person action combat meaningful.



Gameplay Structure

- The game will consist of two players going head to head to try and destroy the others base.
- They select their units before the match taking into consideration the units bonuses and synergies.
- Once the match starts they move the units out from the base to find and destroy the enemy base.
- Positioning during this phase is key as it will impact the start of the fight phase.
- When the player chooses to attack an enemy unit then the game will shift to third person.
- The player will play as their unit with the specific benefits of that unit available to them in order to damage the enemy unit within a short time limit.
- After the time limit the game shifts back to top down view.
- The first player to destroy all the enemies units or their base wins.

Distinctive Features

Mix of strategy and third person action combat. Interplay between units creates meaningful decisions before the match. Movement of units on the map will impact their effectiveness in battles. Battles will take into account the specific units traits.

Mechanics

Players will start by choosing 4 units to play in the match. During the match they take turns moving or attacking with their units. Units have different stats and specialties that impact the game.

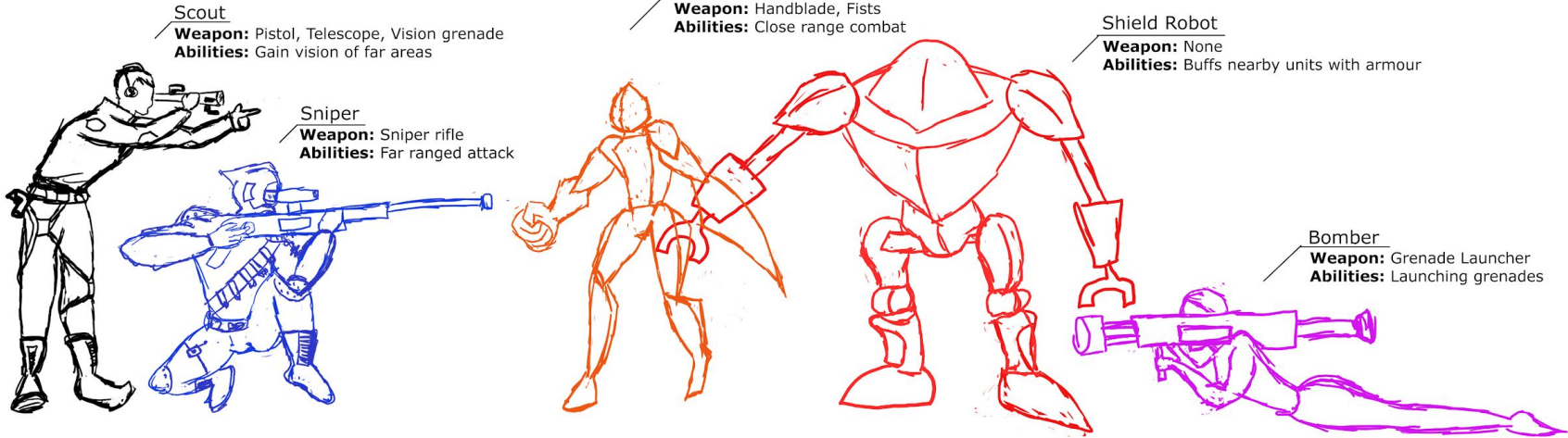
- Soldier (Basic Unit)
 - Wields assault rifle
 - Average damage, average speed and health
- Scout
 - Wields pistol
 - Has high visibility range, moves very fast, low damage and health
 - Can use binoculars / sight grenade to gain sight of a far area.
- Sniper
 - Wields sniper
 - Has high attack range, moves slowly, high damage and low health

Mechanics cont.

- Armored
 - Wields sword
 - Low range, high damage, moves slow, high health
- Medic
 - Wields pistol
 - Low range, low health, low damage
 - Passively heals nearby units each round
- Assassin
 - Wields dagger
 - Very short range, high damage, low health, medium speed
 - Can sprint / camouflage with cooldown to fulfil the deadly flanking attack fantasy
- Paladin
 - Wields shield
 - Melee range, low damage, highest health, slow
 - Passive gives allies behind it shields

Art Style

low-poly, futuristic sci-fi style with simple models



Characters and Artifacts

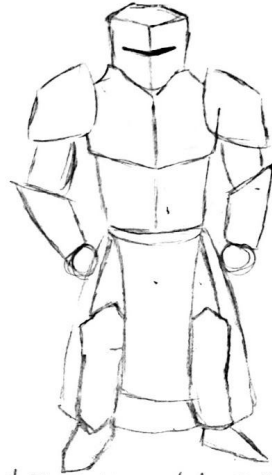
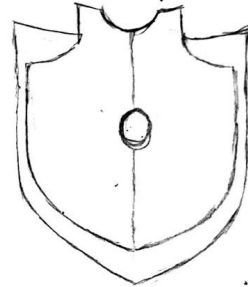
Soldier



- average unit, in all aspects.
- medium attack, movement, health, sight range,

but why would we pick him over others?
maybe give him a free action every few turns.

Paladin



- laser sword allows for close range combat, 2 tiles?
- shield provides cover during combat?
 - ↳ or some other utility to help team. → possibly mild healing, or
- slow movement, ie: 4 tiles a move. minor attack buff
- high hp
- medium sight range. good frontline unit.

Abilities?

- shield bash? can do damage and/or debuff enemy.

Characters and Artifacts cont.

Medic

- has default rifle damage.
- medium health but require protection.
- low sight, medium mobility.



health pistol



Med Kit.

Abilities:

- Pistol heal: ranged heal.
can possibly buff. has cooldown.
- Med kit: aoe heal on the unit.
can possibly buff. has cooldown.
- attack: with gun, med/low damage.
no CD.

identity:

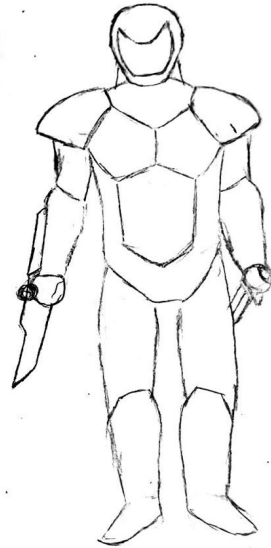
- high utility for healing team makes, offset by its low sight and damage.
- 2 different forms of heals, though both have cooldowns. aoe heals far less per person, but overall more than pistol.

Assassin

- high damage but near melee
- require set up/flanking.
- bonus damage from flank or behind.



laser daggers



Possible Abilities

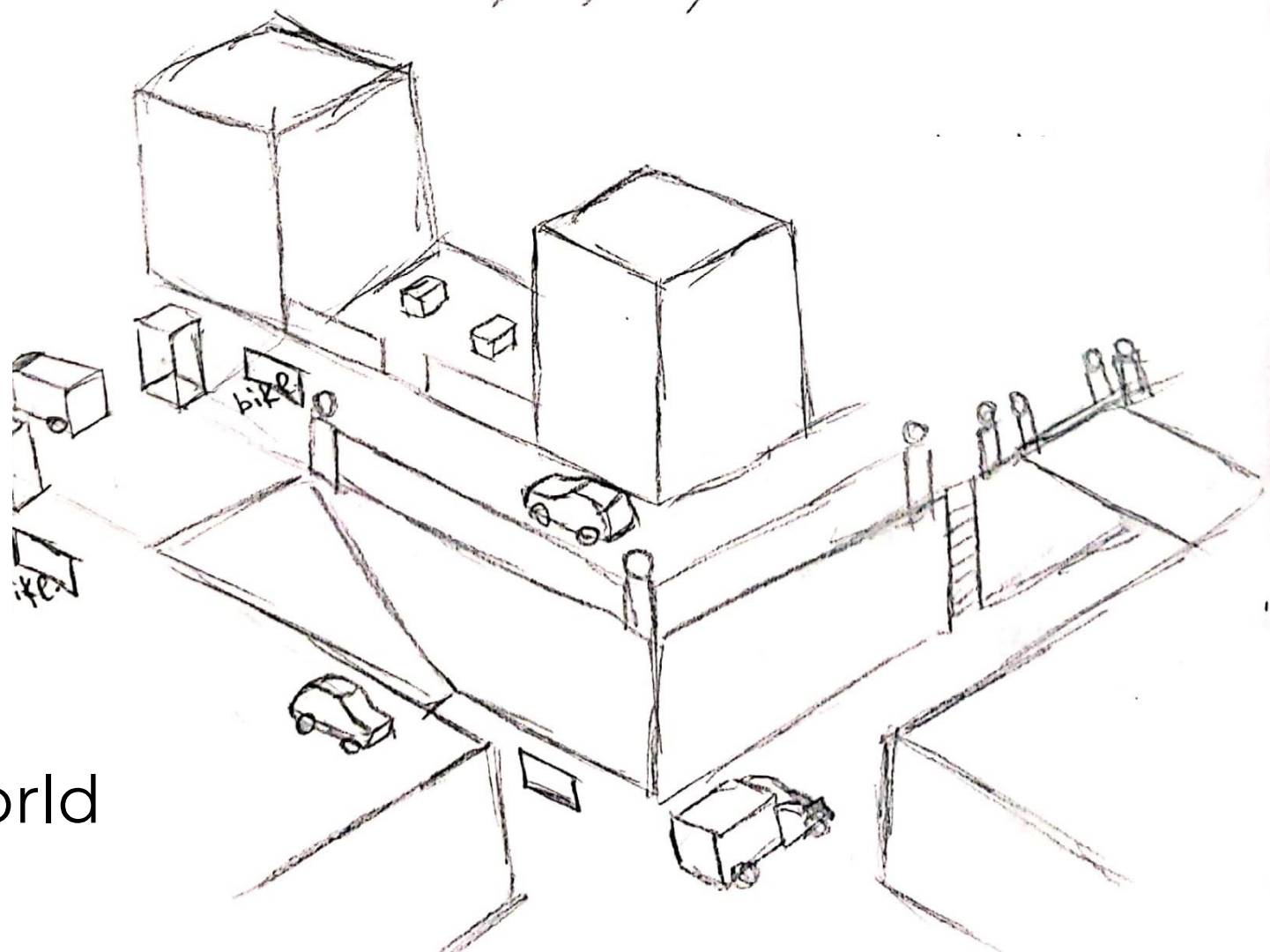
- Stab melee attack
↳ bonus damage if flank, enhanced if behind
- Sprint, move a few tiles extra this action, have slow turn cooldown.
- Camouflage, can't be seen, but reduces movement to 1 tile an action?
- Pistol, weak short range attack.

core identity:

- high damage, requires player to cover flank. need preparation to pull off.
- high risk high reward
- critical hit actions.

can not camouflage after attacking or revealed by having enemy close by.

medium mobility, low health.
medium sight.



Game World

Story

In the far future, humans have become an interplanetary species. New factions have arisen each wanting control over the planets in our solar system. Players will play as a faction fighting against another faction in head to head conquests of planets.

Sources

<https://images.app.goo.gl/82keJzEKo94vVh7c8>

<https://images.app.goo.gl/zhMPAK4PHX92Qu3AA>

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