Steve Datz

***Royal Rodents***

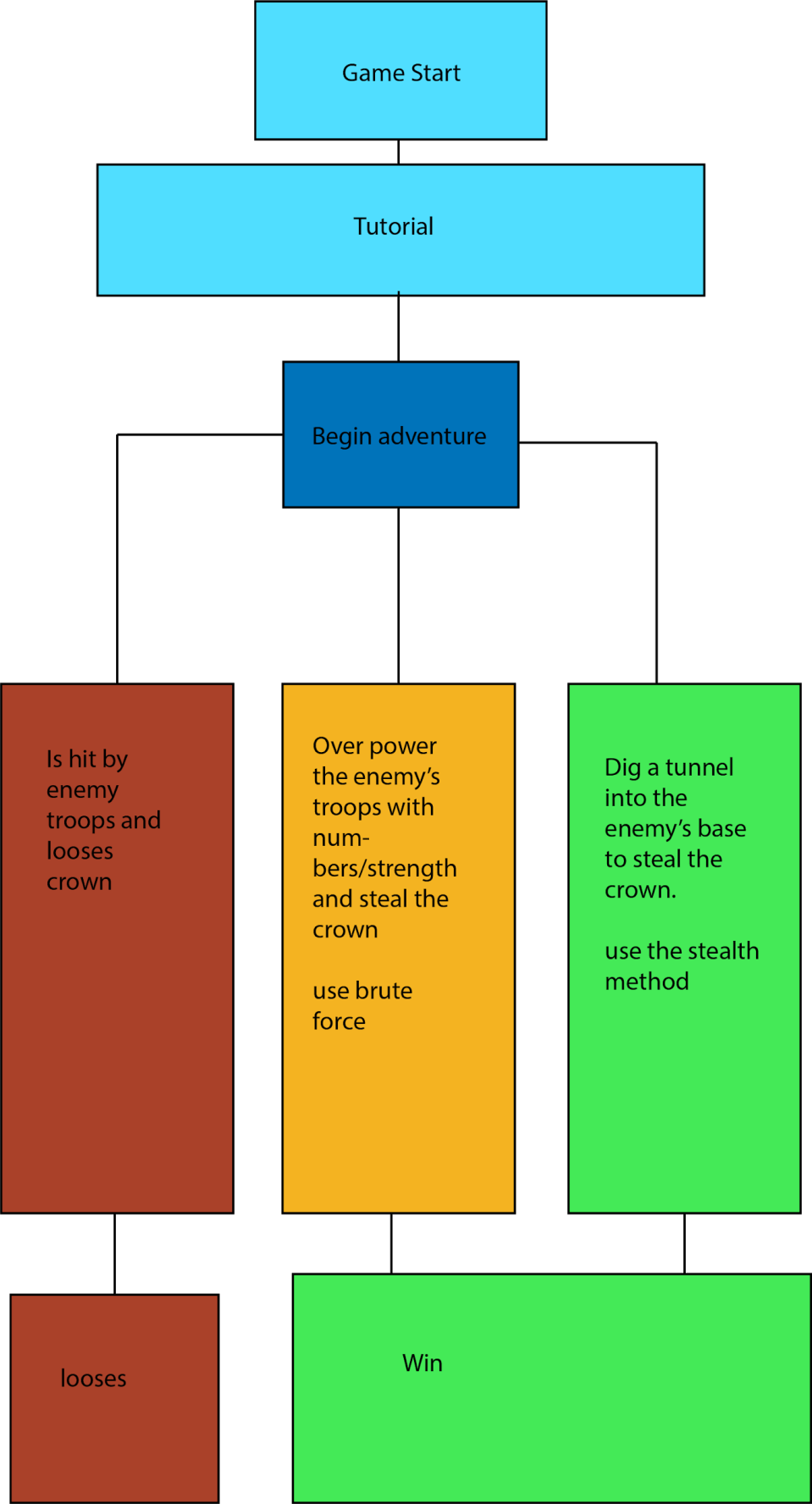
Gameplay:

* Game Concept

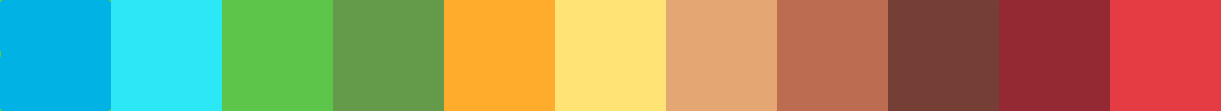
Embark on a side-scrolling, resource-management, city-building, trash-collecting strategy game

* Genre
  + Side-scrolling, Resource management, Strategy
* Target Audience
  + Everyone - E/E10+
* Goal of Game
  + Defeat the neighboring kings and steal their crowns.
  + Complete in the least amount of time (days).
* Look and Feel
  + Cartoony pixel
* Gameplay/Mechanics
  + Build Structures
    - Structure Types:
      * Town Center (Level 0) - holds gathered resources, upgrade town level
      * Houses (Level 1) - Increase max Rodent Pack size
      * Farms (Level 2) - generate food
      * Walls (Level 3) - base defence
      * Towers (Level 4) - base defence, deploy
      * Banners (Level 4) - stat boost to nearby rodent allies
  + Control Your Rodent Pack
    - Assign Them to Build
    - Assign as Soldiers
    - Assign to Occupy Structures
  + Collect Resources
    - Food - used to recruit Rodents to your pack
    - Trash - used for early-game building
      * Locations: Garbage bins, on the ground
    - Wood - used for mid tier building
      * Locations: Trees
    - Metal - used for high tier building
      * Locations: Underground ore
    - Shiny - used to upgrade Town Center level
      * Locations: from completing build structures, RNG drops
  + Recruit New Rodents to Your Pack
    - Give food to convince them to join
    - Number of food for Recruiting depends on rodent species:
      * Rat: 3 Food
      * Badger:
      * Beaver:
      * Raccoon:
      * Mouse:
      * Porcupine:
  + Mischief Meter
    - How much you’ve upset your neighbors
    - A full bar ensures the enemy king himself will march on your territory
* World Map
  + Suburban neighborhood, fenced backyards
  + Backyard Map (add picture)
  + Neighborhood Map (add picture)
* Types of Characters
  + Rat - specialized for fast movement
  + Badger - specialized for melee combat
  + Beaver - specialized for chopping wood(?), building
  + Racoon - specialized for searching garbage, sneaking/stealth
  + Mouse - specialized at tunneling
  + Porcupine - specialized at ranged combat
* Design
  + Color Palette
  + Concept Art
  + Inspiration
    - Kingdom (2015)
    - Fallout Shelter (2015)
    - Clash of Clans (2012)
* User Controls
  + Tapping to move/interact with resources and characters
  + Drag to go left and right
  + Click an object within radius to interact
* Audio
  + Cartoon sound effects
  + Happy music
* Interface
  + User Interface
* Main Screen- Resources, options to other two screens
* Assignment Screen
* World Screen
  + Control System
    - Tapping the screen
    - Click and Dragging rodents
* Internal economy
  + Resource management
    - Wood, Stone, Metal, Food, Trash
* Fighting
  + Increase days = increase wave amount

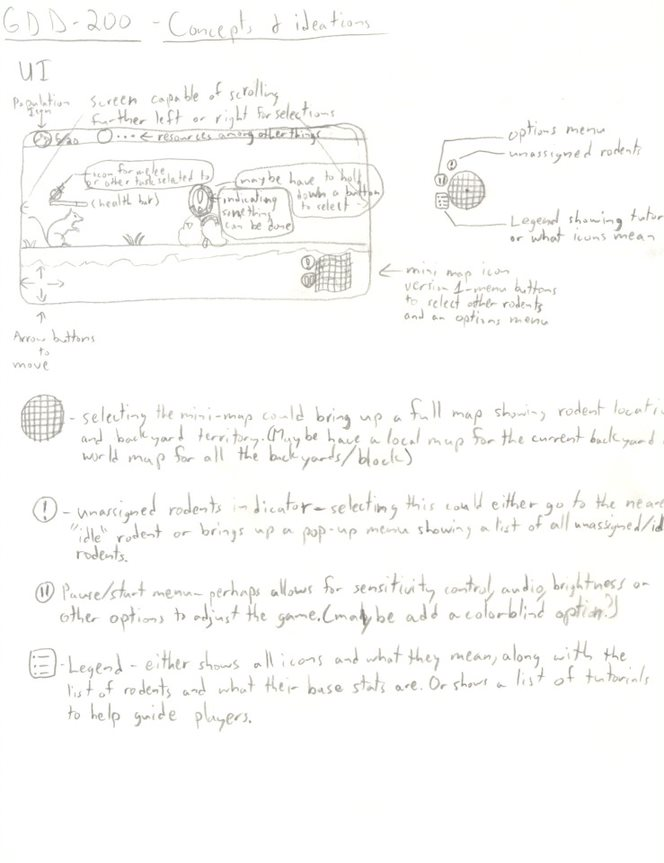
Win Conditions:



Color Pallette:



Concept:



\*artist stuff like uisketch , concept art and color palettes \*



\*Skill and enemy frequency charts\*

\*insert world map\*

\*level design images\*