

BCN GAMELOFT TEST

By

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“MEDIEVAL CONQUERORS”.

1. Game Overview

Provide a general description of the game positioning and its main premises.

1.1 Genre choice

Choose a genre for your game from the list above.
Let us know why you have chosen that one.

Strategy game.

I chose a strategy game because I'm convinced that this kind of game can combine in a more efficient way the two main objectives of the test:
Make players enjoy while playing and insert micro-transactions.
It will be a free game for mobile devices Android and iOS.

Will your game be 2D or 3D?

Isometric 2d with 3d models

Why? Answer here

To build and modify villages more easily thanks to the possibility of seeing the whole village with a top down perspective and more specific things through the zoom.

1.2 Context and Art Direction

Briefly describe the game universe and the context in which the game takes place.

The game will be set throughout the Middle Ages with a realistic setting of the game universe.

Add here the visual references you would provide artists in your team to understand your proposed art direction for that context.





Image N.1: Mayapan, Yucatán, Mexico. Today it is an archeological site but from 1220 until 1440 it was the capital of the Maya.

Image N.2: Graphic reconstruction of the "Templo Mayor", the main temple of Tenochtitlan, capital of the Aztec civilization. Built in 1325, destroyed by the Spaniards in 1521.

Image N.3: Bodiam castle, East Sussex, UK, built in 1385 by Edward Dalyngrigge, to protect the area from the French during the Hundred Years' War.

Image N.4: Illustration of an architectural reconstruction of a medieval castle.

1.3 Player Role

Briefly describe what role player takes in the universe you have proposed and what is his avatar in the world, if any.

The player will choose a medieval civilization and start building his city and empire through raids, trades, upgrades and more.
There is no avatar in the game.

1.4 Target Audience

What is in your opinion the typical profile of players that will be most interested in your combination of choices?

Expected game audience from different ages, with a higher concentration of players aged between 20 and 35 years (50% approximative).

According to stats available for competitors (I.E. Rise of Kingdoms) a greater number of male players is expected.

1.5 Key Selling Points

What distinguishes your proposal from its direct competitors in the genre? What provides it a unique positioning?

Strategic PvP game:

- **Random Battle Side**
- **Real time defense & battles**
- **Strategically balance troops**

While in similar strategy games, such as CoC or Rise of Kingdoms, the defense is static versus real time attack, in Medieval Conquerors defenders can now position their troops and manually select the target of defensive constructions, all in real time (PvP).

In addition to what previously mentioned, another crucial difference will be the new battle preparation phase; anytime a player starts a new "Raid" the system will randomly assign to each player either attack or defense side. This new random and dynamic feature will force the players to think strategically about how to prepare the battle phase. The perfect balance between powerful attack and solid defense will be the key to success.

2. Game Systems

Define the game entities and their rules of interaction in order to generate an engaging gameplay.

2.1 Game States

Define the main game states in your proposal.

Base managing, strategic battle preparation, battle phase

2.2 Game Entities

Define up to 5 game entities that will be used during the action phase.

Defenses, troops, market, accumulators, military buildings

Define up to 5 game stats per game entity which you will use to add richness to their behaviours.

Defenses: Range, Damage, Fire Rate, Hit Points, Area of Effect

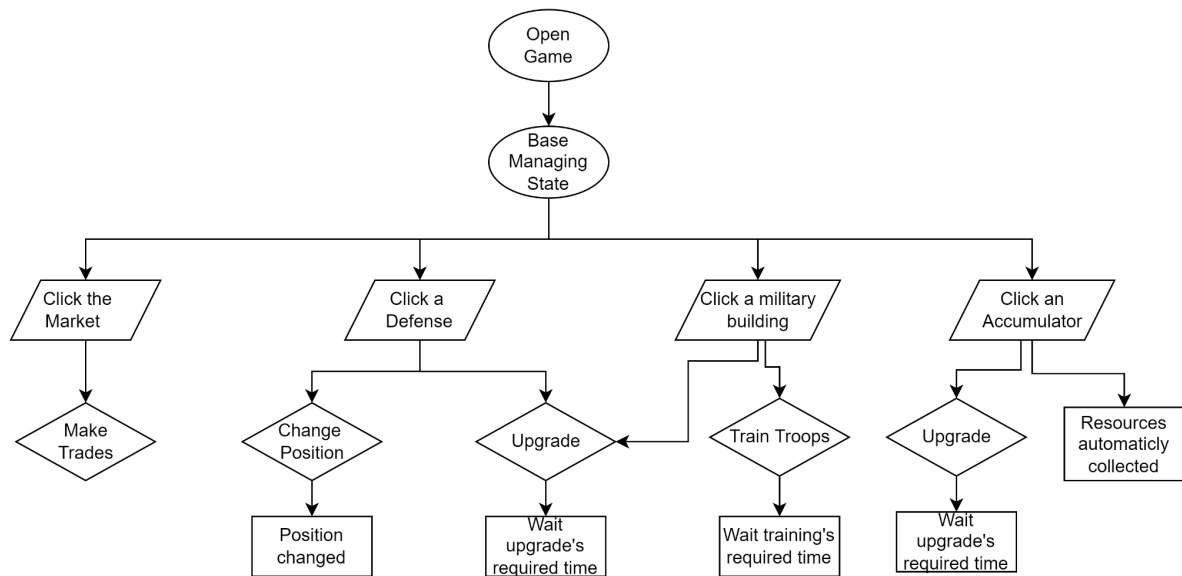
Troops: Damage, Life Points, Attack Speed, Speed, Range

Market: Hit Points

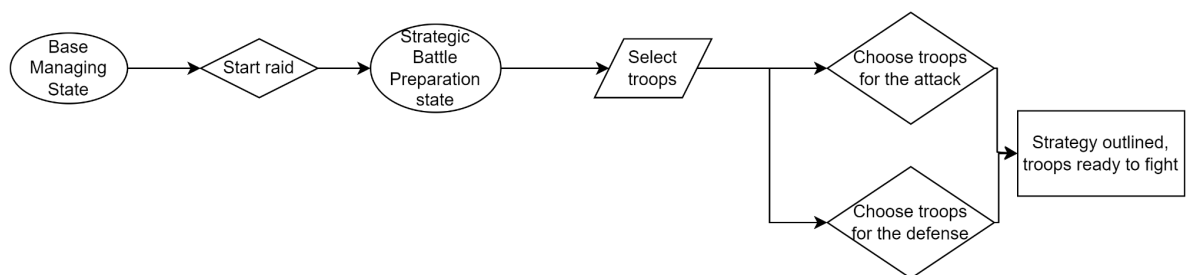
Accumulators: Resource Capacity cap, Hit Points,

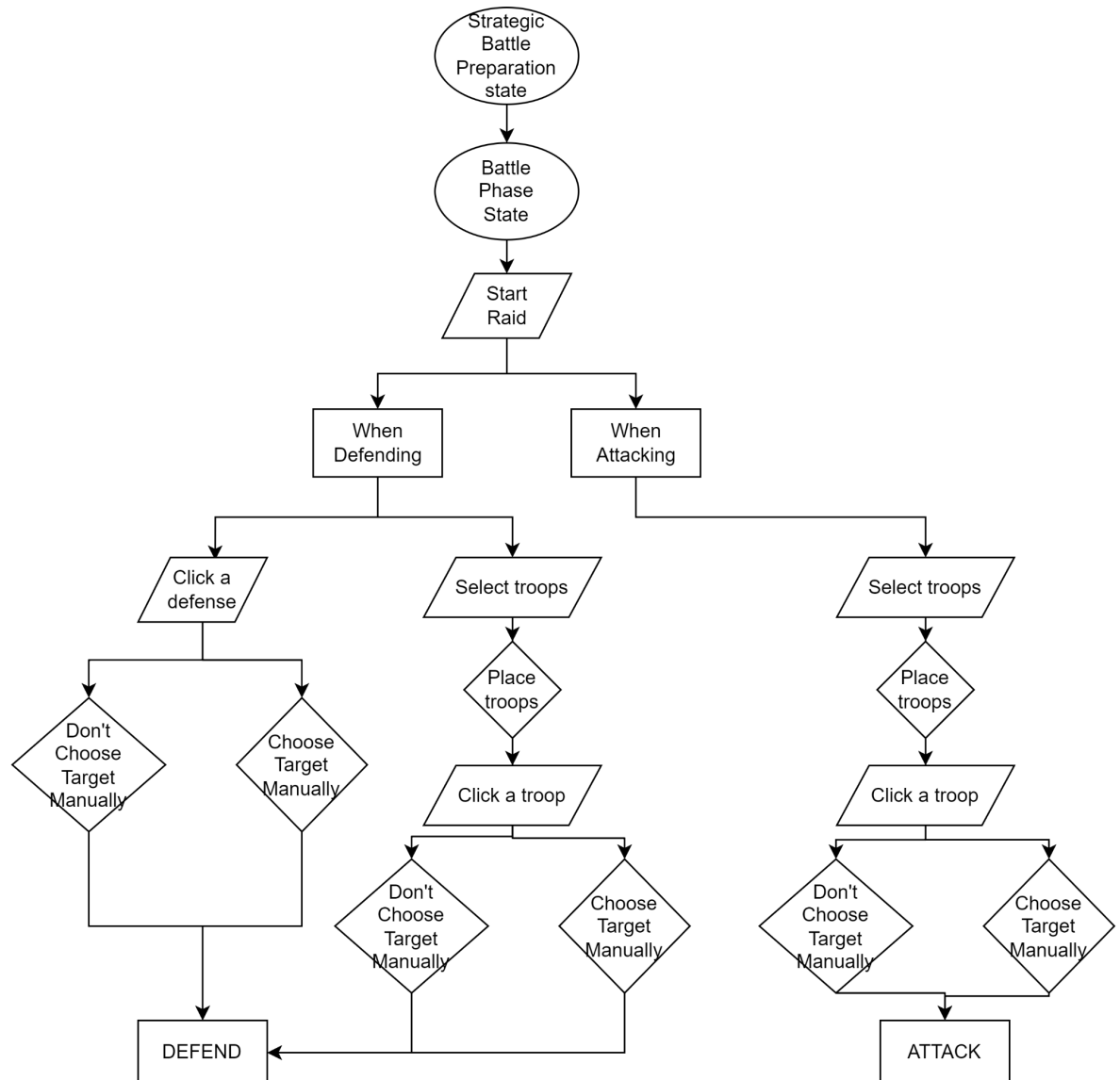
Military Buildings: Hit Points, Queue Unit Length, Time Required for Units

Define the behaviour of each entity in the game states it appears on. You can insert state machines graphs or flowcharts to illustrate your descriptions.



*To click on any of these entities, they must first be created





What kind of entity instances (different combination of stats) of these entities would give richness to the game?

Defenses: Towers, castles, walls with loopholes, traps etc..

Troops: Archers, Maya Archers, Musketeers, rums, trebuchet, captains*, knights, spearmans, etc..

Market: Commercial wagons.

Accumulators: Gold accumulator, stone accumulator, wood accumulator, Food accumulator.

Military Buildings: Stables for knights, Firing Sites for infantry with bows or guns, Barracks for infantry with swords or spears, Workshops for siege machines, Academy for captains, Churches.

*Captains are real historical characters of the civilizations.
Multiple different captains can be trained in the academy but the player will have to choose only 1 of them after the attack/defense draw.

2.3 Game Resources

Define up to 5 game resources present in the game.

Gold, Stone, Wood, Food, Rubies

Define how each of those resources will be generated and on what they can be spent.

Each resource can be generated in 3 + 1 ways: The respective accumulator, raid, trades and micro transactions.
Rubies can be generated by completing quests or by purchasing them from the store.
Here there is a chart of on what they can be spent:

Legend:					
Y= REQUIRED					
N= NOT REQUIRED					
	Gold	Food	Wood	Stone	Rubies
Stables' troops	Y	Y	Y	N	N
Firing Sites' troops	Y	Y	Y	N	N
Barracks' troops	Y	Y	Y	N	N
Workshops' troops	Y	N	Y	Y	N
Academy's captains	Y	Y	N	N	N
Church's monks	Y	Y	N	N	N
To build	Y	Y	Y	Y	N
Building Upgrades	Y	N	Y	Y	N
Power-ups & Instant upgrades	N	N	N	N	Y
*:Having the "Y" in a box does not mean that all possible creations in the category will necessarily require that resource					

2.4 Player Actions

Define up to 5 actions player can perform in each of the game states and the rules governing them. Define all the rules concerning them: when they're available, when they succeed, what resources they involve, etc.

Game State 1: Base Management:

Collect, build / upgrade buildings, train troops, trade, get into battle preparation.

Collect:

Available every time, accumulators produce resources all the time until they are fully charged.

-All resources except rubies can be collected.

Build / Upgrade Building:

Players can create buildings whenever they unlock a new one (I.E. Reaching a new age unlocks new buildings) if they have enough resources.

Each building can also be upgraded with a specific amount of resources but never more than the city center.

-Both buildings creation and upgrades take place by paying the required resources and then waiting for the required time.

-All resources can be affected.

Train troops:

Players can train troops whenever they want until the military quarters fill up completely.

Troops can be created in their specific military building by paying certain resources, depending on which troop the players want to create.

-After starting troop crafting, players will have to wait for the required crafting time.

-All resources can be affected.

Trades:

Players can trade with other players for a maximum of 3 trades per day (Each trade must be with different players).

Only one resource can be exchanged.

-For example: 5000 gold for 5000 stones.

Players can give or receive more depending on the resource they are trading.

- For example: 5000 Gold for 3000 Stone.
- All trades will have a maximum amount of resources that can be traded.
- Trades are sent in the market and take place through the commercial wagons.

Get into battle preparation:

Players will be able to get into battle preparation as often as they wish, but only if the military quarters are full (Capacity completely full*).

-Being a real-time PvP that requires strategic troop balancing, players must have the same troop capacity; the only difference should be the way they balance it within attack and defense.

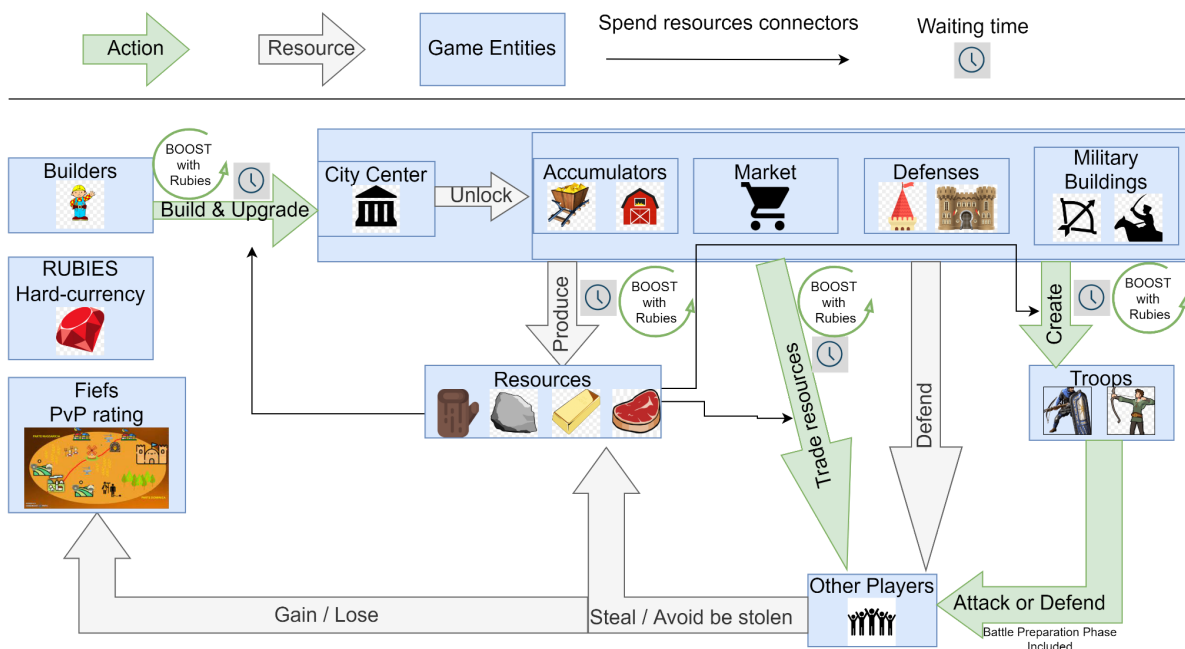
-Winning a raid grants resources to the winner.

***Capacity can be occupied with different combinations of troops. I.E.**

Knight= 2 slot, archers=1 slot, etc...

2.5 Game Loop

Illustrate in one or more flowcharts the relation between game entities, game resources and player actions.



3. Level Design

Provide schematic of a typical level design in your game, understanding level as the environment where most of player's interactions happen.

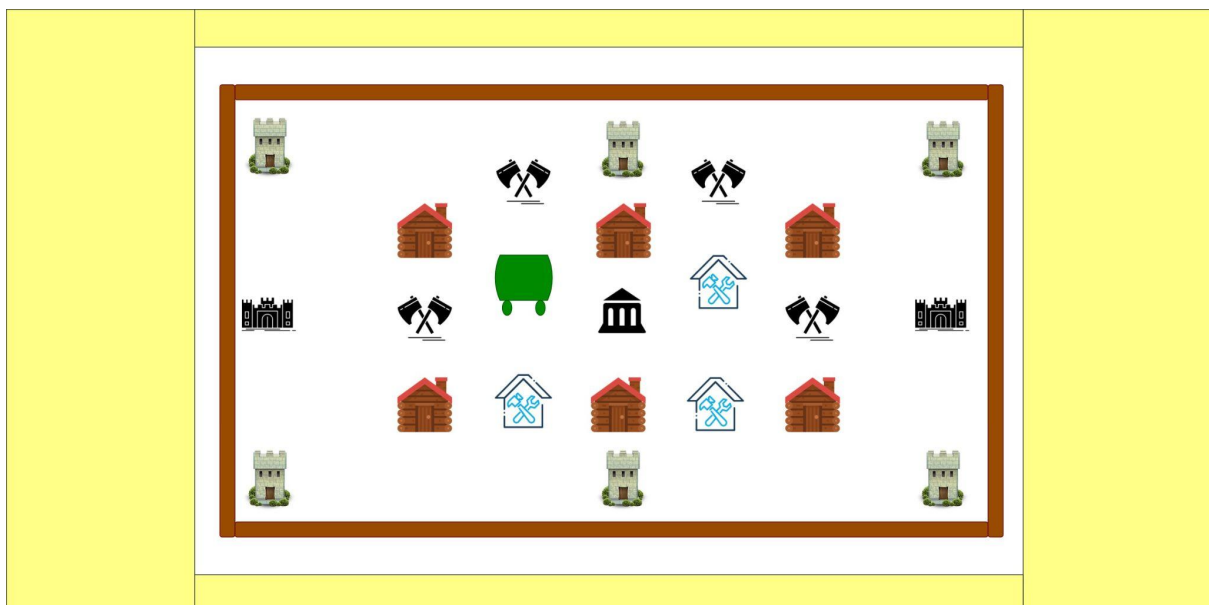
3.1 key

Define the key to read your level design and any other general guideline on how to read the level.



3.2 Level Schematic

Provide a schematic of your level design.



3.3 Interest Points

Briefly describe the experiences you aimed to achieve on each level section and how they contribute to the overall experience.

During the base managing the player will be initially stressed, trying to understand how the game works.

In the initial phase, the player will be required to log in more often in order to progress and develop the city as the building creation / upgrade will be faster.

With the continuous progress of the city, the game will be less demanding for the player because the building creation / upgrade will be slower.

During the battle phase the pace of play will be increased and players will feel the competitiveness a priori from whether they are attacking or defending during REAL-TIME PVP.

After the battle, the pace of play will return to normality and a player will likely end his game session, waiting for the next troops to be ready or to complete an upgrade or a construction.

4. Game Navigation Structure

Represent through symbolic layouts the visuals of the game, their UI, the systems feedback and the buttons or any other mean allowing user to perform the actions you previously described.

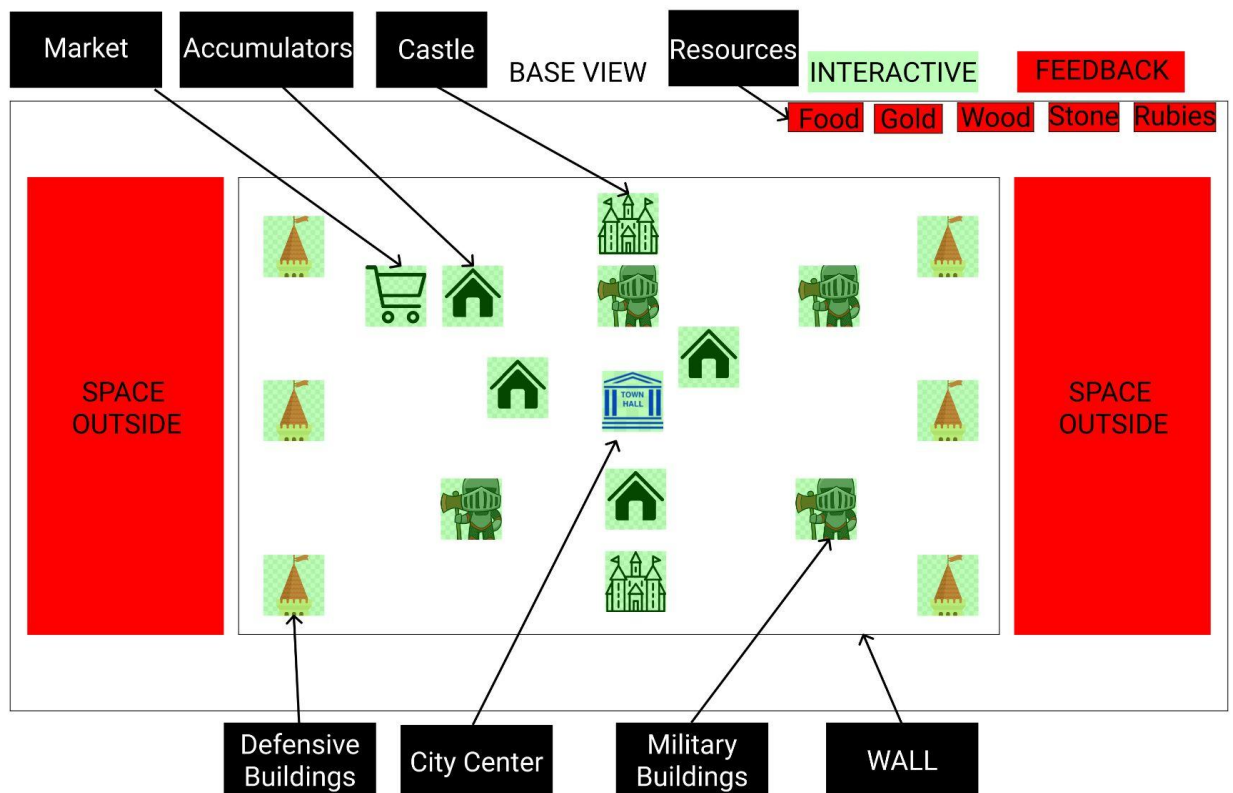
4.1 Game Screens

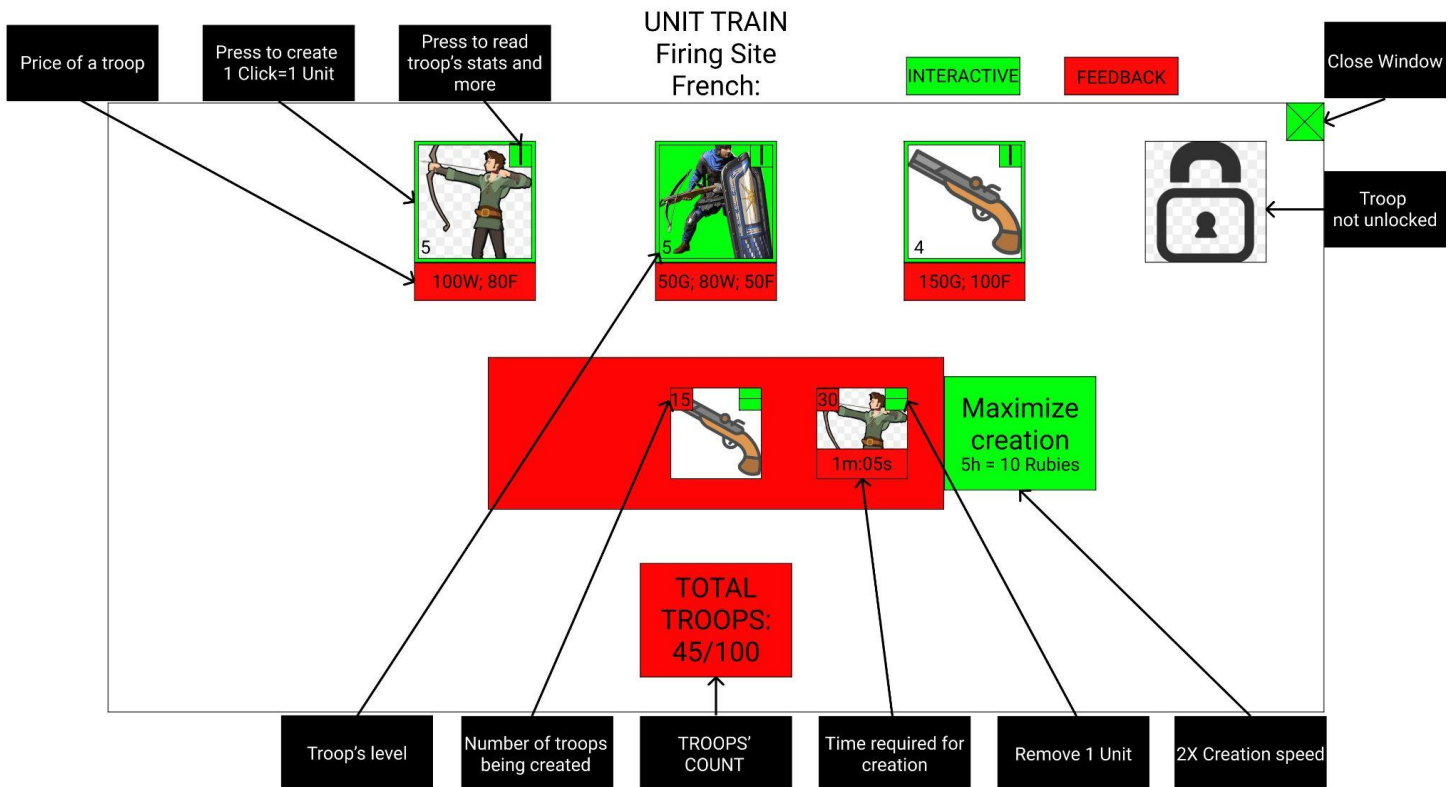
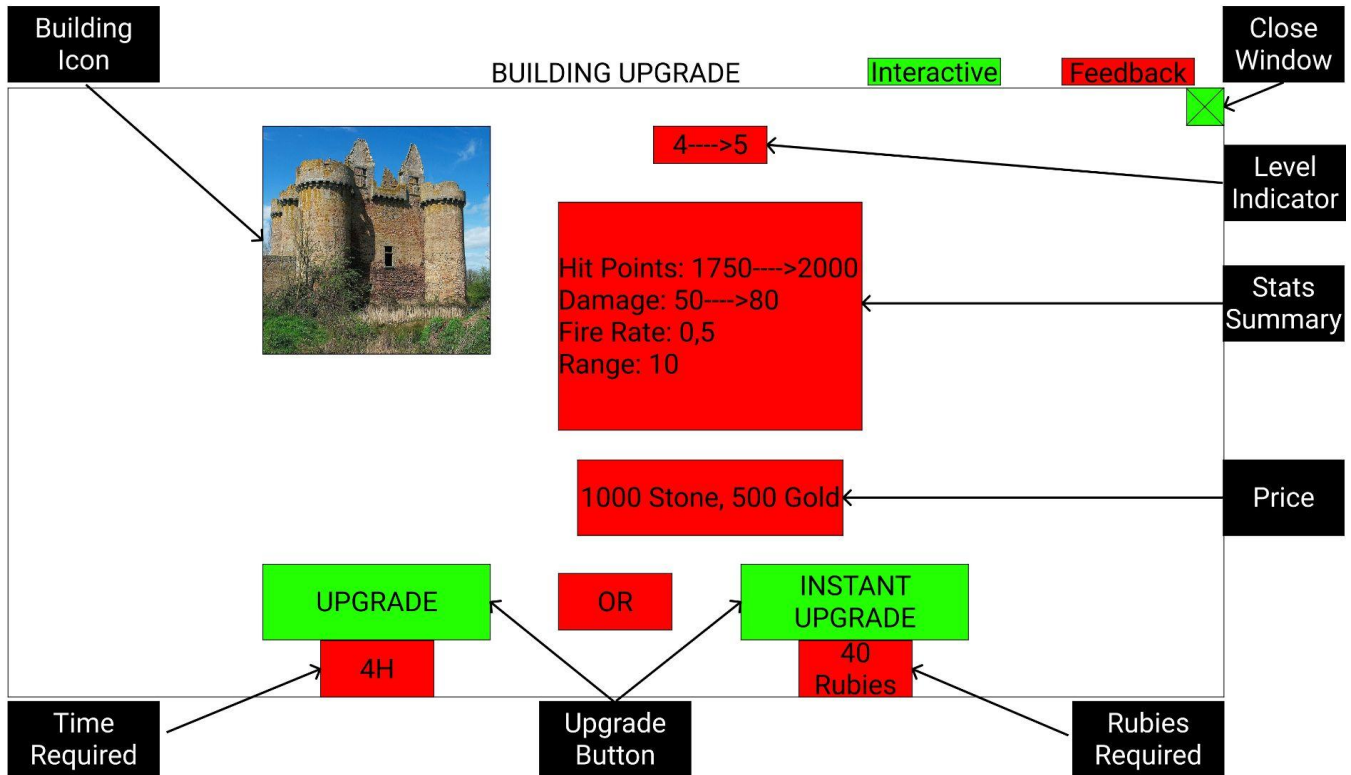
Define up to 5 screens in the game, and what game states they're linked to.

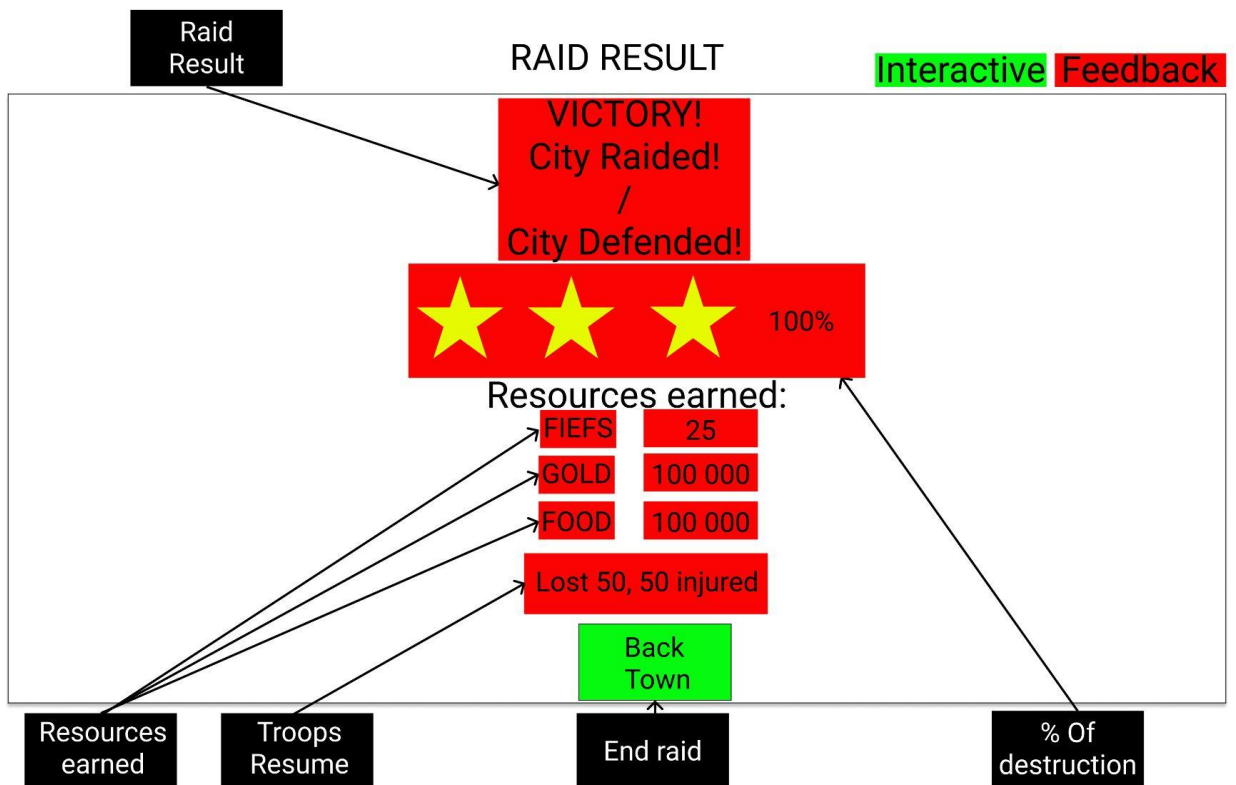
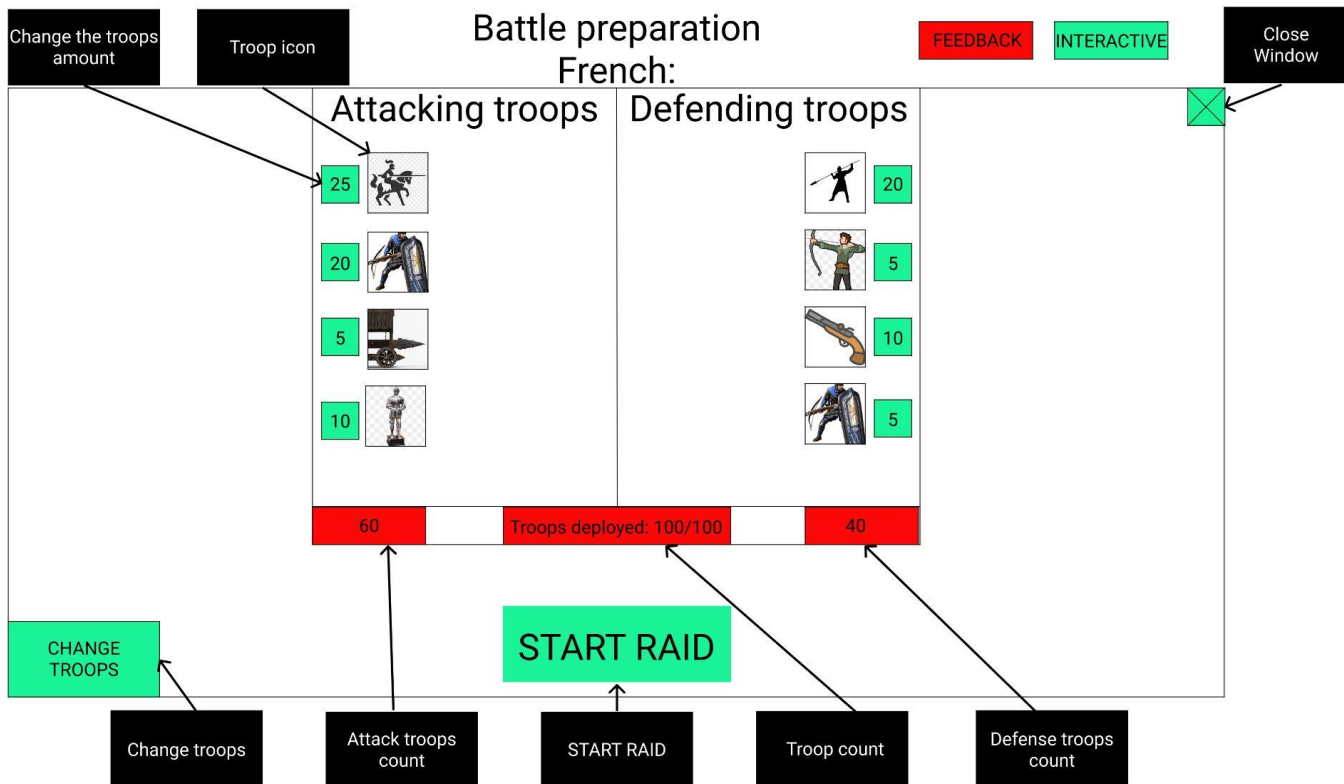
Base View, Raid result, Building upgrade, Unit train, Battle preparation

4.2 Screen Fakes and UI

Provide a schematic representation of each screen, highlighting the possible interactions on it and its UI elements. The screen ratio must be 16:9, either landscape or portrait mode.

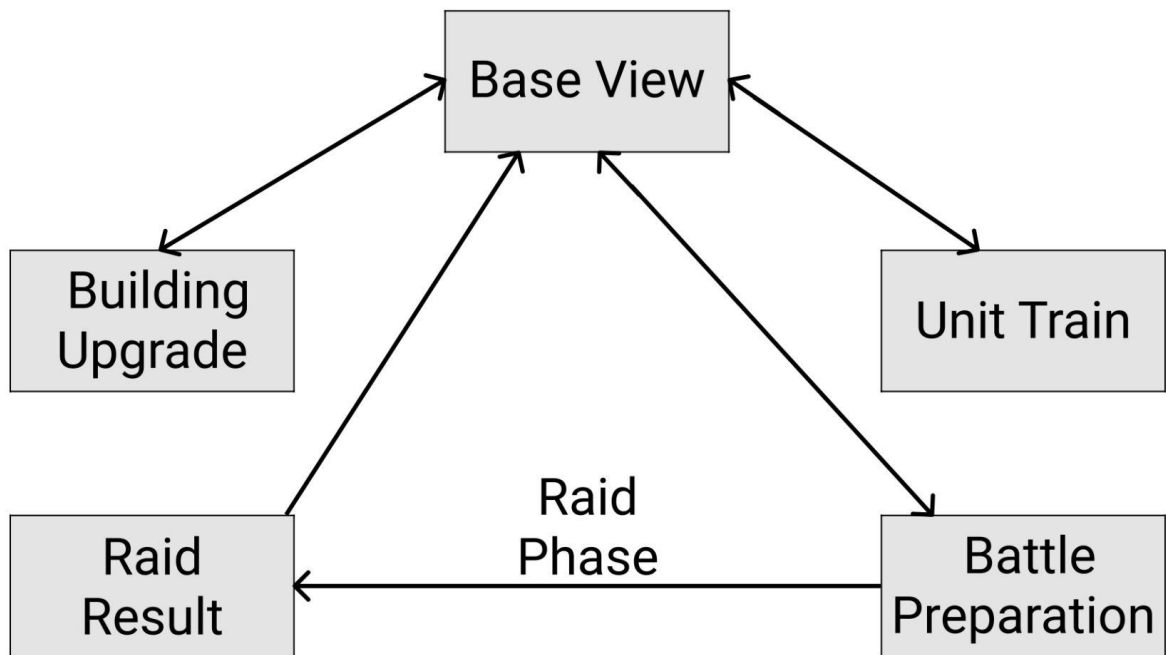






4.3 Navigation Flow

Illustrate in a closed flowchart how the user navigates between all the different screens.



5. Game Goals

Articulate the reasons why a player will feel compelled to progress in the game.

5.1 Progression Tools

Define up to 3 means to articulate progression in the game.

Develop, Unlock, Compete.

5.2 Short Term Goals

Enumerate the goals player has during a game session.

1. Collect resources.
2. Set up troop creation.
3. Create / upgrade a building (if possible).
4. Trade.
5. Change the position of the buildings.
6. Start a raid.

5.3 Mid Term Goals

Enumerate the goals player has at any time between launching the game and having reached the endgame (all content played, all items owned)

1. Unlock all buildings and troops.
2. Climb the rankings.
3. Collect achievements.
4. Build alliances. (In progress, to be developed).

5.4 Endgame Goals

Enumerate the goals player has once he is in the endgame.

1. Become the ranking's leader by owning more fiefs*.
2. Claim seasonal rewards.
3. Cooperate and make your alliance become the strongest (In progress).

***: Fiefs represent the PvP classification system.**

In the late Middle Ages, they represented one of the greatest ways to demonstrate the strength of an empire.

In the game, they will work the same way as trophies in CoC.

6. Freemium Features

Financial success of a freemium game greatly depends on its ability to bring more users into it, keep them in the game and eventually using compelling reasons for them to spend money in it.

6.1 Virality

Define 3 or more tools to motivate a player bring new players into the game.

- To trade together.
- Fighting in the same alliance.
- Fight against each other to see who's the best in the random Real-Time PvP.

6.2 Retention

Define 3 or more tools to keep players coming back to the game.

- Accumulator capacity cap.
- Daily chest from your overseas explorers.
- Climb the leaderboard.
- Start new upgrades.
- Daily trades with other cities.
- To start new raids.

6.3 Monetization

Define 3 or more means through which the game would aim at triggering micro transactions.

1. Microtransactions to buy rubies.

Rubies can be used for:

- Skip waiting times
- Buy resources
- Increase builders' speed
- Hire mercenaries troops to protect the city. (It works the same way as shield in CoC).

2. To buy chests.

There are 3 types of chests and they can contain, in different quantities:

- Resources
- Tokens to instantly finish a builder job
- Potions that increase the level of a single troop by 1 during a raid (Only one use for day).

3. To buy new special captains to lead the city's empire.

4. To buy a fantastic package that can contain a mix of all the points mentioned above.

5. To buy exclusive city' skins. (Christmas, Halloween, Easter, etc etc).

Thank you for reading.