Characters, Story and Background

The Player: The player character is a simple farmer that unfortunately ends up in the middle of the conflict between the Monolith and the Weird Horde, losing everything he had. At the beginning of the game he meets the Monolith and makes him promises of rebuild and prosperity. The player can follow the Monolith's guidance or not, and in the end that will determine the fate of the earth.

The Monolith: Behind his cute stone facade, it is really a weakened extra-dimensional being, hidden beneath the ground. To get back to its full strength, and beat the Weird Horde, it needs to consume life forms. Its plan is to pose as an ally and friend to the player so that they pay it back with generous offerings. At the end of the game, it regains its power and rises, dooming the earth.

The Weird Horde: They are strange mindless creatures that seek out anomalies and try to destroy it. They are created by an extra-dimensional being, that acts sort of like the universe's antibody, that came to earth after detecting the Monolith and will not stop until everything is destroyed.
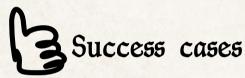
Nature's Deity: It is a deity that represents life, fertility, light. It detected the evil in the Monolith and it is trying to guide the player into fighting it. It doesn't openly manifest itself at the beginning of the game, only when the player rejects making offerings to the Monolith. Its life force is being diminished by the advance of the Monolith and will vanish unless the player commits to help[ing?] it. If so, it will weaken the Monolith giving the player a chance to destroy it and let the earth prosper in peace.
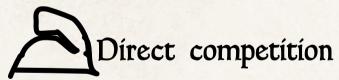
Features and Interesting Facts

• Base Building and Tower Defense but with an avatar to actively take part in combat

• Two game paths, based on the player's moral choices

• Distinct magical combat abilities linked to buildings, that strengthen the bond between construction and combat phases

• A dynamic and fluid game flow, with little interruptions, enforced by how strategic information is displayed

• A continuous need to adapt defense strategies generated by dynamic placing of defensible resources

• A game's mood that subtly changes from happy to sinister

• An open map, with locations and elements to explore and discover (WIP)

• Dynamic weather (season change, rain, storms) that affects gameplay in some ways (WIP)

♡ Inspiration

- **The Horde:** A classic game from the 90s that shares: well differentiated construction and combat phases; combat using an avatar with magical abilities; defense vs hordes of enemies.

- **Populus / Black & White:** Classic city/world building games from the 90s/00s, that feature the intervention of a deity and making moral decisions.

👍 Success cases

- **Kingdom New Lands:** A series of games from the last few years, with a similar core gameplay but in a 2D side-scrolling environment.

- **Orcs Must Die and Dungeon Defenders:** Two series of games, with very recent sequels, that are more focused on the combat side, with little or no city building.

Direct competition

- **The Riftbreaker:** Unreleased game with a significant number of followers. Its gameplay is similar but it is more focused on its Hack & Slash element and has a sci-fi theme.

- **The Wild Age:** Released in 2020. It got mixed reviews and was heavily criticized for being too much like Kingdom but with 3D art.

Platform / Engine

Initial target platform: PC
Development engine: Unity

The game feels comfortable with a controller (already implemented) which allows migration to most consoles (Playstation, XBox, Switch) without major gameplay changes.
Migrating to mobile would require not just technical adjustments but also some redesign, so it is not initially proposed.

Game duration

The base story has an estimated duration of 7hs
The full game with both branches has an estimated duration of 10 hs

Possible Tags

Strategy, Tower Defense, Action, Base Building, Exploration, Building, Fantasy, Adventure, Medieval, Farming Sim, Resource Management, Survival, Isometric, 3D, Single Player, Indie