

Title: Siege on Forunga Mountain: The Epic of the Forunganites!

Defend your mountain village from all sides using real physics to smash intruders to rubble, and live to fight another day, ARGH!

Concept Overview

Genre: Real Time Strategy (RTS) / Physics Based Game

Story: The young son of the Forunga village leader was caught having relations with the daughter of Jueliah's leader. After some time during the Peaceful Period, it was found that the Jueliahian daughter was pregnant. The couple ran off in fear of their parents division in religion. No one could find them for months and tension grew between the two villages as they both thought the other had hidden the couple. Then one day, chased by a grongal of Welaka's (bird like lizard) the young couple fled up the mountain in fear of being eaten, with the Forunga fighting off the Welaka's. Word reached the Jueliah village that they were up there, and now war is about to erupt. A siege is building up at the base of the mountain, with the newborn son of each village at the top of the mountain.

Gameplay: Players protect the base at the top of the mountain by managing their troops to either fight or dig up boulders to roll down the paths at enemies. The boulders will use real physics to determine which way it will proceed. The full 3D mountain will have enemies attacking from all sides, and the player can rotate around to see all the action and issue commands.

The player's goal is to protect the village from an invading army travelling up the mountain. Along with the invaders, there are also indigenous creatures which live on the hill or seek food on the mountain. Holding out longer (or at all) and keeping as many villagers alive will determine the score achieved by the player. There will be different modes too, as to one time sieges, multiple sieges, and all out war. Players can also engage the enemy as they wish, to fight it out face to face, or to set up traps and lure the enemy in.

Developer Goals

- This game serves as an entertainment purpose and will be more for making a more 'enjoyable' time with the RTS genre than a 'managing' one. By making a cut to the micromanaging and only having 2 resources that will engage with one another, it will bring more attention to battle rather than to statistic babysitting and rare resource fighting.

Selling Factors

- As a less micro managing RTS, this will open more people to the genre without the pressure of having to "figure out everything right away" that it suffers from.

Unique Selling Points

- Full 3D Map Environment that uses Havok Physics in strategic gameplay.
- Minimal micro-management, leaving time for Strategy and Action!
- Many different mountains to defend, each with distinct natural resources to exploit.
- Call upon magical forces to aid you in battle!

Target Market

ESRB Rating: T for Teen

Demographic: Males 13 to 30 and Females 13 to 25. The style and gameplay allow for a challenging time that would intrigue strategy and less twitch play allowing older generations to keep playing without feeling they're out of the loop.

Platform/Hardware

System	Offline Play	Online Play	Downloadable Content
PC	Map Editor, Modding	Co-op, Versus Matches (VM), Team Versus	Yes (Map Sharing, Modding)

		Matches (TVM)	
PS2	Co-op	None	No
PS3	Co-op	Co-op, VM, TVM	Yes
Wii	Co-op, Map Editor	VM	Yes (Map Sharing)
Xbox 360	Co-op	Co-op, VM, TVM	Yes

Competing Games

- Odama (Gamecube)
- Company of Heroes (PC)
- Starcraft 2 (PC) (Upcoming)
- Universe at War (PC/Xbox360)
- World in Conflict (PC)

With boulders flying, war drums beating and the screech of animals all along the cliffs of Mount Forunga, its wits that shall over come the mountain, or so it would seem...?