

Park Bedlam

Team: Birds of Prey



Introduction

1. A turn-based, multiplayer tactical game inspired by the Fire Emblem series. Players must compete using strategic movement and unit positioning to optimise their chances for victory.
2. Team Members:
 - Designer/story: **Aleks Franiczek**
 - Programming: **Al Shifan, Luca Scistri**
 - Art: **Sikandar Ejaz**

Background I

1. Reanimate Park used to be a place of harmony. A natural haven where birds and mammals with a tolerance for urban areas and the degenerate humans that occupy them lived in peace. However, in recent years, everything has changed due to a cruel invention: *animal-proof trash cans*.
2. There haven't been enough food scraps to go around ever since.
3. Critters now desperate for control over the park's landscape and the food waste it contains, such as *Yann the Raccoon* and *Gael the Goose*, have called for war. The park's mammals and birds have united with their lords for a battle of resources.
Who will you support?

Background II

4. Leaders:

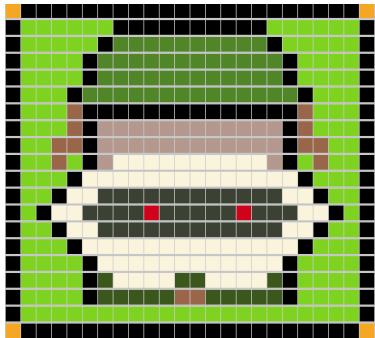


Figure: Big Yann

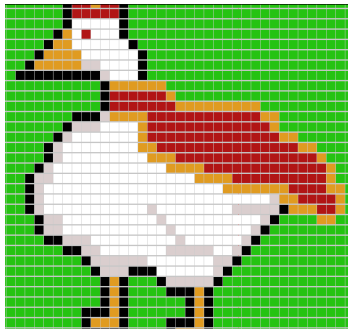


Figure: Big Gael

Design I

1. Two potential **win conditions**

- Eliminate the other army's leader (Yann or Gael)
- Eliminate all the other units aside from leader (forcing a surrender)

2. 4 unit types between the two armies

- **Big**: Geese and Raccoons (slowest)
- **Medium**: Ducks and cats
- **Small**: Pigeons and squirrels (fastest)
- **Leaders** are Big units, but their stats work differently

Design II

3. Unit Stats: Weakness triangle

- Each time two units face off there's a six-sided dice roll that **is modified +2 by unit weakness pairings**. For example:
 - Big are strong against Medium
 - Medium are strong against Small
 - Small are strong against Big
 - Yann and Gael have a 50% chance of winning battle against any unit
 - But if they are killed the war is over. Must be careful if you decide to use them offensively

Design III

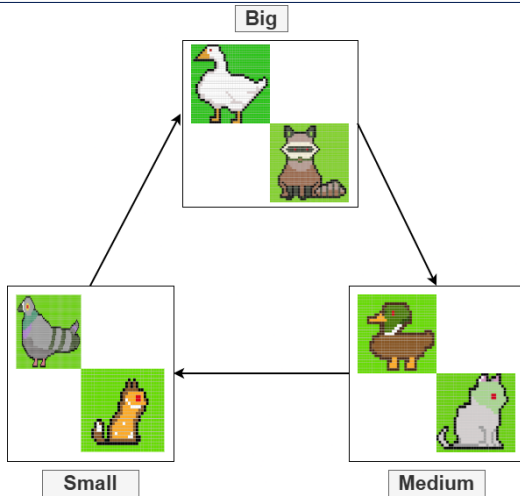


Figure: Weakness Traingle

Intended Audience

1. Any fan of tactics games
 - But simplified for easy learning and accessibility
2. People nostalgic for a hotseat local multiplayer experience
 - Brings people together physically, like a game of chess
3. Players into pixel art visuals
 - Painstaking detail in our large sprites
4. Most importantly: Chris Gibbs 

Competitive Advantage

1. More visually distinct, narratively interesting, and mechanically complex than our competition
 - We unite all the aspects of game development into a cohesive package
2. The story exists to support the gameplay logic. Along with the art, it allows the player to imagine and better experience the setting and conflict
3. Replayability!
 - Although we only have one game map, we've used procedural generation to make it different each time
 - Combined with the multiplayer component, our game can provide hours of entertainment as is