

CONTENTS

Game Overview.....	3
Game Iterations.....	4
High Concept.....	5
Unique Selling Points.....	5
Game Objectives.....	6
Game Rules.....	7
Game Structure.....	10
Gameplay.....	11
Player.....	12
Robot Line Up.....	13
Graphic/Visual Design.....	19
User Interface.....	27
Game Trailer.....	29
Game Progression.....	36
Audio.....	37
Wishlist.....	38

GAME DEVELOPMENT TEAM

Annmary Ibrahim

Loumy Volmar

Phieford Nash

GAME OVERVIEW

Title: WarBots

Platform: IOS & Android

Genre: Card Game/Deck Builder

Rating: T for Teen

Target: Casual Gamer (13+)

WarBots is a third-person competitive card and deck building game. Each turn players deal place a card down simultaneously from their faced down deck and the higher value card prevails. The card's values are based on a rock-paper-scissors system in which speed beats agility, agility beats force, and force beats speed. The player with the winning card takes both their card and their opponent's card and places it in their "inventory". Each card features a robot part based on its respective element. Once both player's are out of cards they then revisit their inventory for Round 2 of the game. In Round 2 players match their cards together to create "built" robot cards and decide which of the combined elements they would like that robot to represent. Once the robots are built and elements are chosen, Round 2 proceeds as Round 1, and whatever cards Player's win become part of their permanent galley which they can show off and use in special WarBot's tournaments. A luck and strategy game, player's must remember...all is fair in luck and war!

GAME ITERATIONS

Iteration 1:

- A character creation game in which players can combine various robot parts and vehicles to create their own robots, similar to Transformers.

Iteration 2:

- An app in which players choose between modular parts and build their own custom robot. Players can then battle other users in rounds of preselected moves. Each player decides their moves and then the moves are revealed to the other and a winner is chosen through the hierarchy of what parts/moves triumph over the other. Players can also be spectators to different battles and bet in game currency on the winner, in game currency can be earned and used to upgrade robot parts and buy more.

Iteration 3:

- An app based on building modular robots that are a part of various “races” in space. These races are each based on a specific element of space : gravity, light, and absolute zero. These elements made up our rock-paper-scissor-style battle system where gravity beats light beats absolute zero beats gravity. In this version players would build robots based on these elements/races and fight other players and their bots built based on these elements/races in order to be victorious.

Iteration 4:

- An app in which players build their robots through different rounds of battle and a stamina point system in which players can boost their cards to make them more valuable and likely to win. Winning cards are decided through the same element system of force, speed, and agility.

HIGH CONCEPT

WarBots is a competitive character creation card game in which players play their luck and battle one another in order to "build" and customize their robots. With three unique elements and a rock paper scissor value system, players face off and hope to come out on top. As players level up they are able to gain more cards and robot parts that range from generic to legendary.

UNIQUE SELLING POINTS

- Competitive Character Creation
- Luck and Strategy Based
- Robots
- Deck-Building

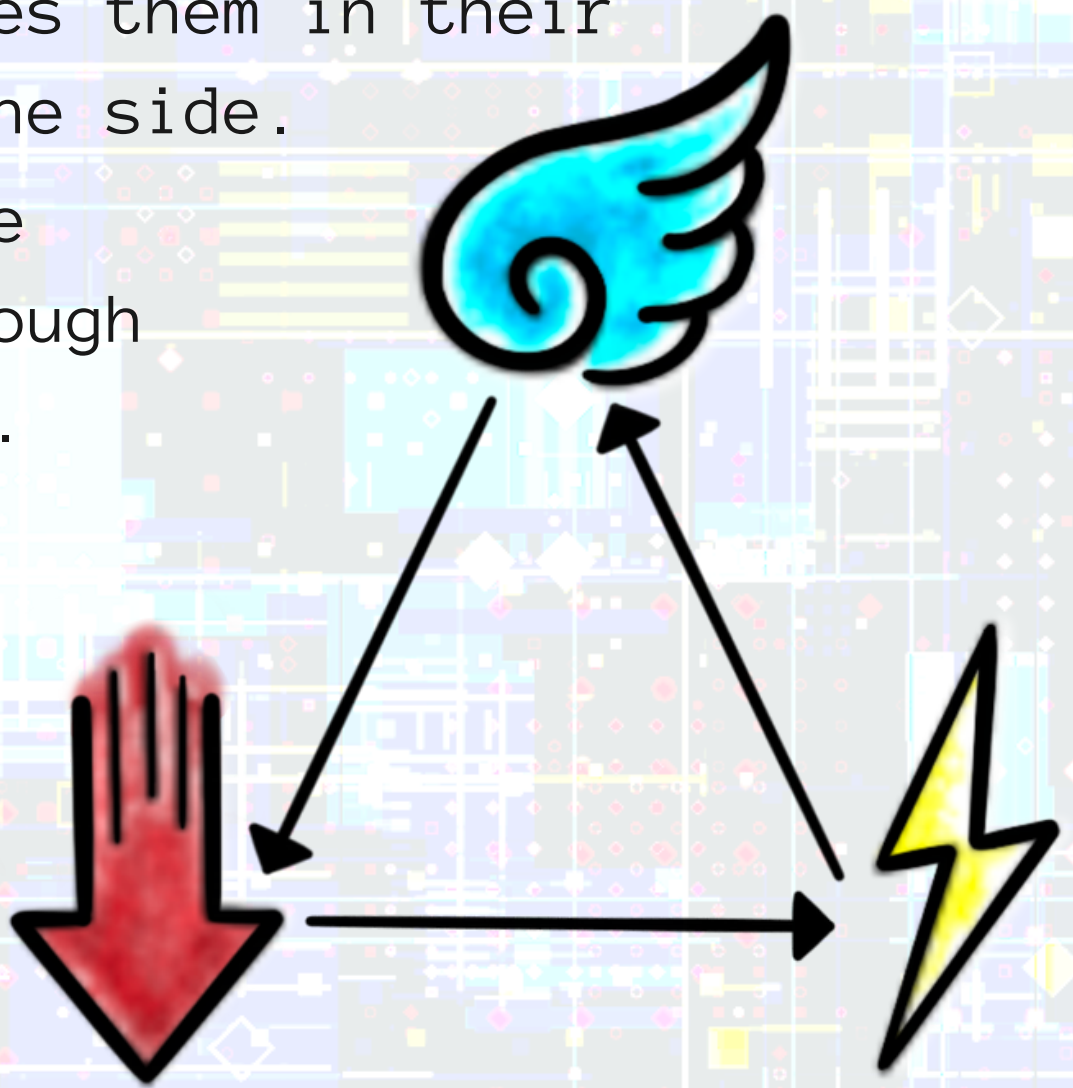
GAME OBJECTIVES

The objective of the game is to win Round 1 turns by playing a card with a winning element against the player's opponent and in Round 2 the objective is to make interesting and desirable combinations of robots that also feature winning elements against the player's opponent in order to gain built robot cards for the player's gallery.

GAME RULES

- The deck is divided evenly and dealt face down.
- Each player places their stack of cards face down in front of them.
- Each turn players turn up a card at the same time as their opponent and the player with the higher card takes both cards and places them in their inventory on the side.
- Card values are determined through element system.

Force > **Speed**
Speed > **Agility**
Agility > **Force**



- After both players runs out of cards Round 2 begins.

GAME RULES

- After both players runs out of cards Round 2 begins.
- Players now have access to their inventories and can pair robot parts together that are part compatible, for example a body and limbs. Cards of different elements can be combined.
- After creating their robots players must decide which of the part elements they would like their new built robot to be.



GAME RULES

- After building their robots Round 2 progresses just like Round 1 in which players each place down a card (a built robot card) and the winning element prevails.
- After the Round is completed players keep any built robots they have won and their opponents that they have also won.
- Built robot cards are placed within the player's Gallery.
- In the event of a tie in either Round players then place one card face down and another faced up to break the tie, this is done until the tie is broken.



GAME STRUCTURE

- Two Round Games
- Win/Loss Outcome
- Round 1 : Players play cards without seeing the cards – luck based.
- Won cards in Round 1 placed in Inventory pile.
- Round 2 : Players match compatible cards to build robots, decide element for new card. Players play cards higher element wins.
- Force beats Speed
- Speed beats Agility
- Agility beats Force

GAME PLAY

Game Controls :

- Touch Control
- Player uses one finger to click on cards to be played, combine parts and select elements.



Game Camera :

- Game screen view represents entire "world view".
- 2D based

HUD :

- Game Round
- Inventory Pile

PLAYER

Player Metrics :

- Based on individually built robots and their elements.
- Each robot part based on specific element – speed, force, agility.
- Each built robot is made up of two parts won/designed by the players.

Player States :

- Robot Parts selection – In Round 2 the Player can match any compatible robot parts and decide the element of their new robot.
- Combat System – The player places a card down and their opponent does the same. The player's card is one of the three elements, each element defeats another in a rock, paper, scissor system.

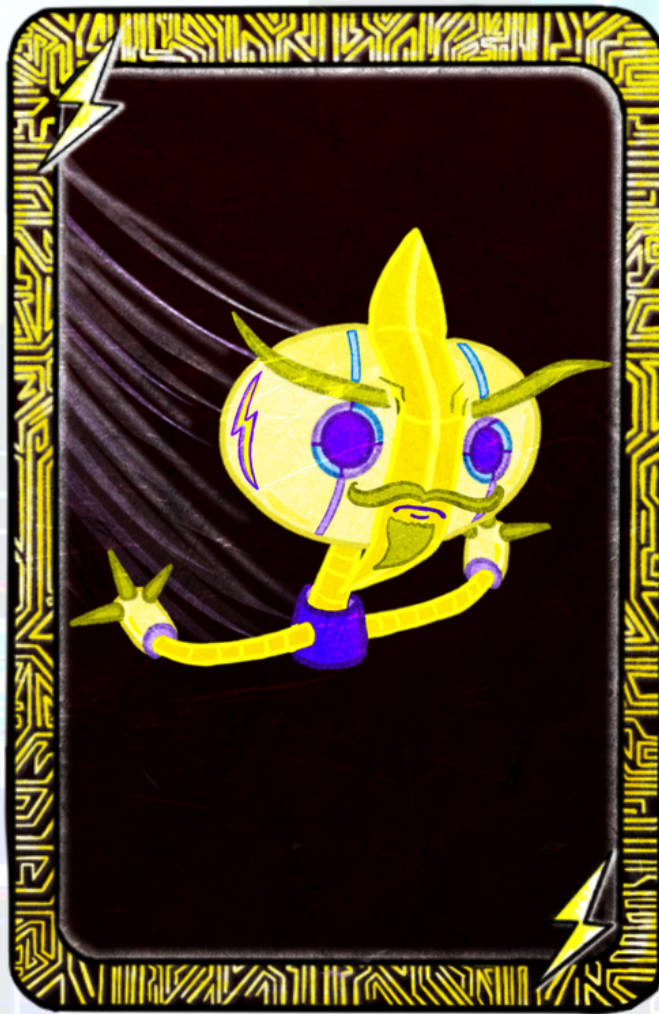
ROBOT LINEUP

SPEED BOTS



ROBOT LINEUP

SPEED BOTS



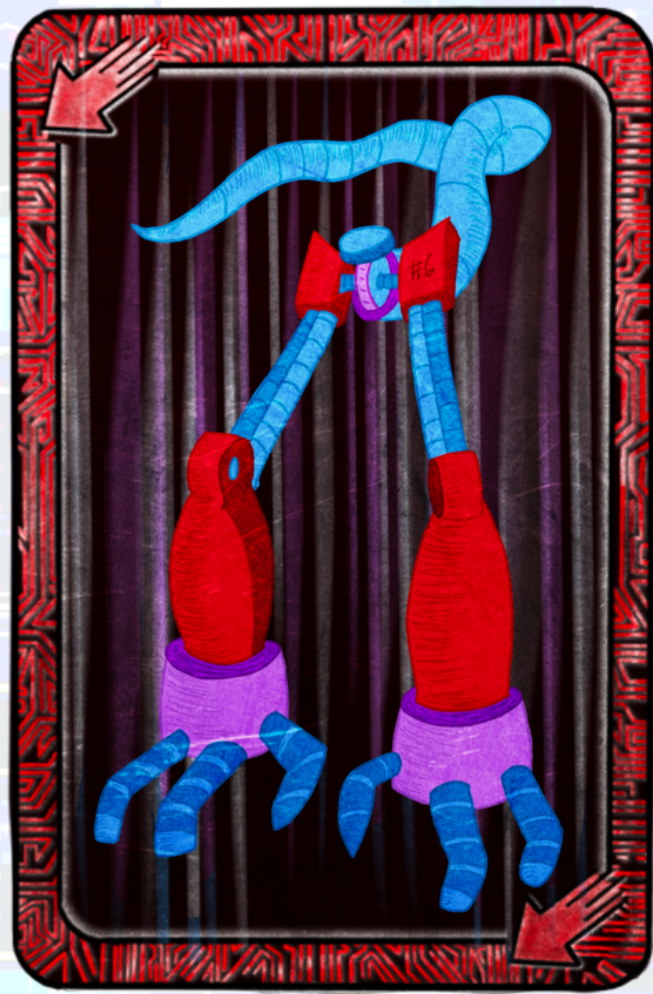
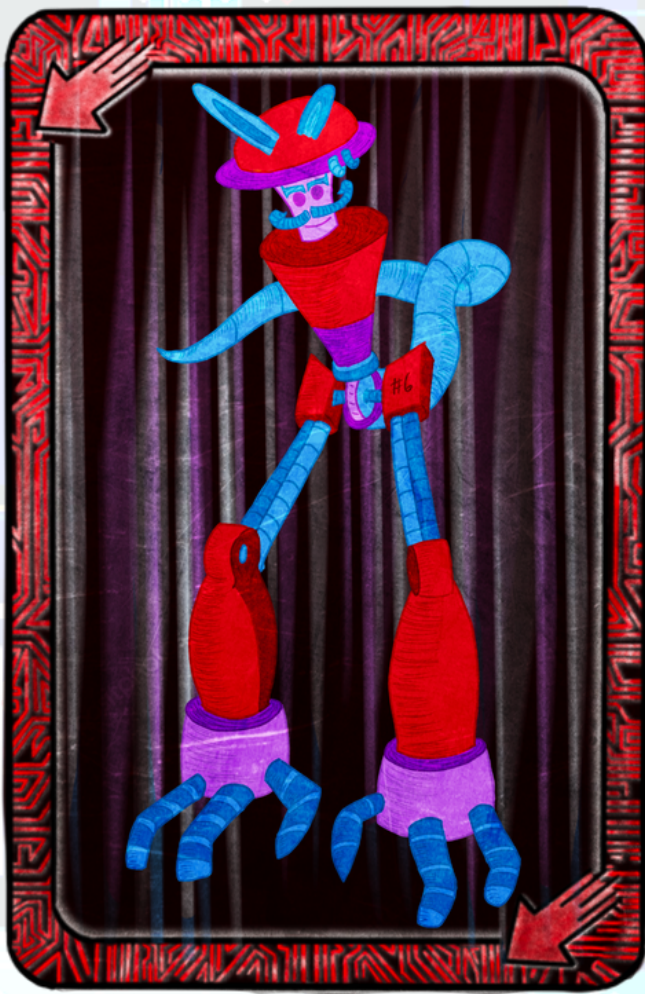
ROBOT LINEUP

FORCE BOTS



ROBOT LINEUP

FORCE BOTS



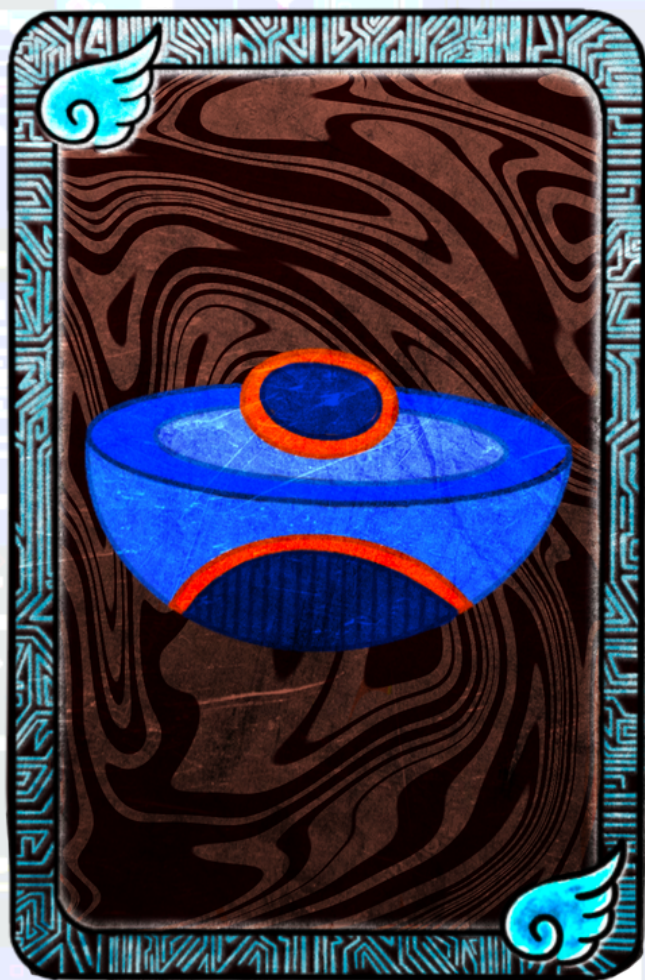
ROBOT LINEUP

AGILITY BOTS



ROBOT LINEUP

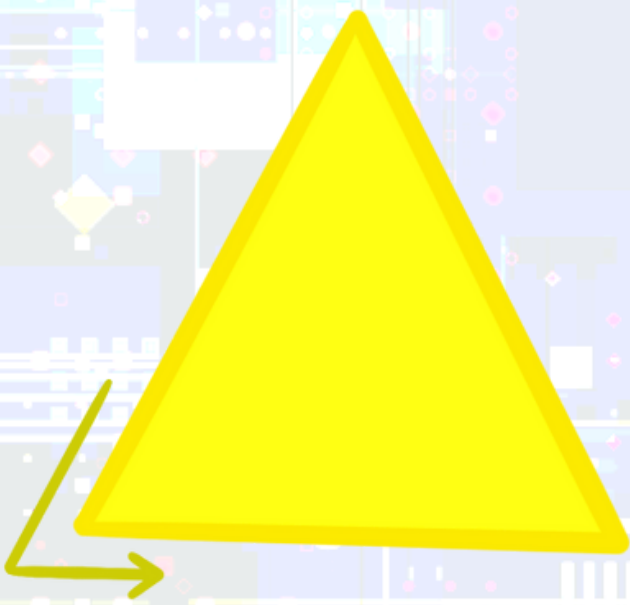
AGILITY BOTS



VISUAL DESIGN

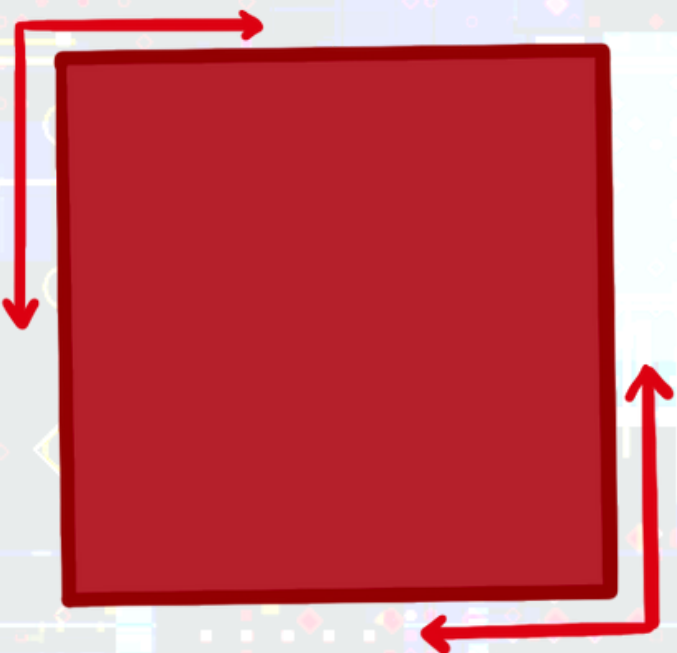
SHAPE LANGUAGE :

SPEED



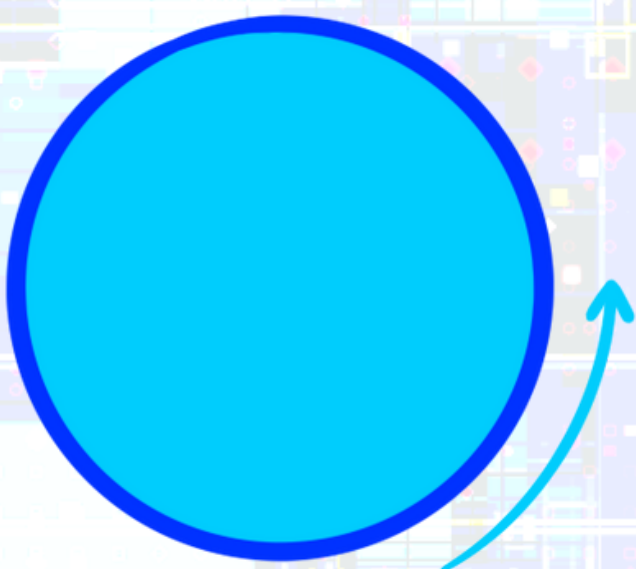
THE SPEED ELEMENT'S DESIGN IS BASED ON A TRIANGLE. THE SPEED ROBOTS AND THEIR SYMBOL ALL FEATURE HARD EDGES AND ANGULAR CURVES AND ALL ALLUDE TO SOME KIND OF MOTION.

FORCE



THE FORCE ELEMENT'S DESIGN IS BASED ON A SQUARE. THE FORCE ROBOTS AND THEIR SYMBOL ALL FEATURE HEAVY RIGHT ANGLES AND PORTRAY THEIR WEIGHT AND STRENGTH.

AGILITY



THE AGILITY ELEMENT'S DESIGN IS BASED ON A CIRCLE. THE AGILITY ROBOTS AND THEIR SYMBOL ALL FEATURE FLOWING CURVES AND A MORE AERODYNAMIC AND STREAMLINED DESIGN ALLUDING TO THEIR AGILE NATURE.

VISUAL DESIGN

ELEMENT SYMBOLS & COLOR PALETTES:



SPEED



Speed is depicted through different shades of yellow alluding to lighting and a bright color and sense of movement and vibrancy.



AGILITY



Agility is depicted through different shades of blue alluding to water and a sense of fluidity and a streamlined design.



FORCE



Force is depicted through shades of red alluding to a heavy and powerful color and a sense of weight and strength.

VISUAL DESIGN

TYPOGRAPHY :

CYBERDYNE

*ABCDEFGHIJKLM
NOPQRSTUVWXYZ
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
1234567890*

This font is based on the speed element, italicized for a sense of motion and follows the triangle design language of the speed element.

CYBERJUNKIES

**ABCDEFGHIJKLM
NOPQRSTUVWXYZ
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
1234567890**

This font is used within the WarBots title and poster. The font alludes to each of the elements and their design languages.

ROBOT ROC

**ABCDEFGHIJKLM
NOPQRSTUVWXYZ
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
1234567890**

This font is based on the force element, with boxy heavy letters and square shapes following the design language of the force element.

CYBERPUNK

**ABCDEFGHIJKLM
NOPQRSTUVWXYZ
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
1234567890**

This font is based on the agility element, with curvy letters following the circle design language of the agility element.

VISUAL DESIGN

DESIGN

WARBOTS LOGO :



The WarBots logo features the abbreviation for the game "WB" and is based on the shape language and symbols for each element. The W is based on Force and features boxy angles and line work. The speed symbol is shown between the W and the B separating the two. The B is made using the curves and swirls of the agility symbol. The colors are a gradient of each of the element's colors.

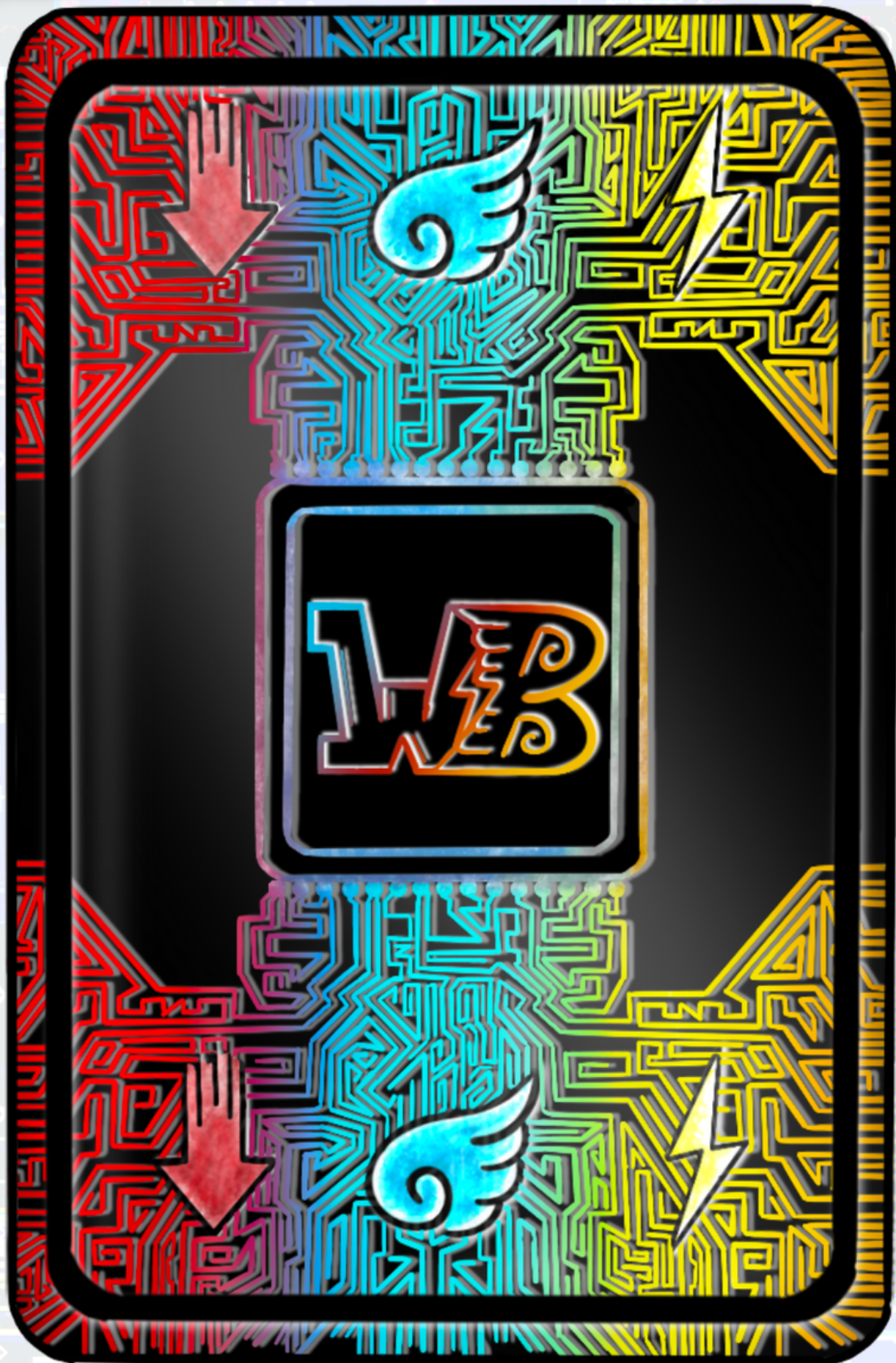
COLOR PALETTE:



VISUAL DESIGN

DESIGN

CARD DESIGN:



- The back of the card features line work based on a circuit board alluding to the robotics aspect of the game.
- The color scheme features a textured gradient of each of the element's colors and their respective symbols over it
- The WB logo is centered within the design.
- Each card back is the same to allow for players to not know the card's element

TEXTURE OVERLAY:



COLOR PALETTE:



VISUAL DESIGN

DESIGN

CARD DESIGN :

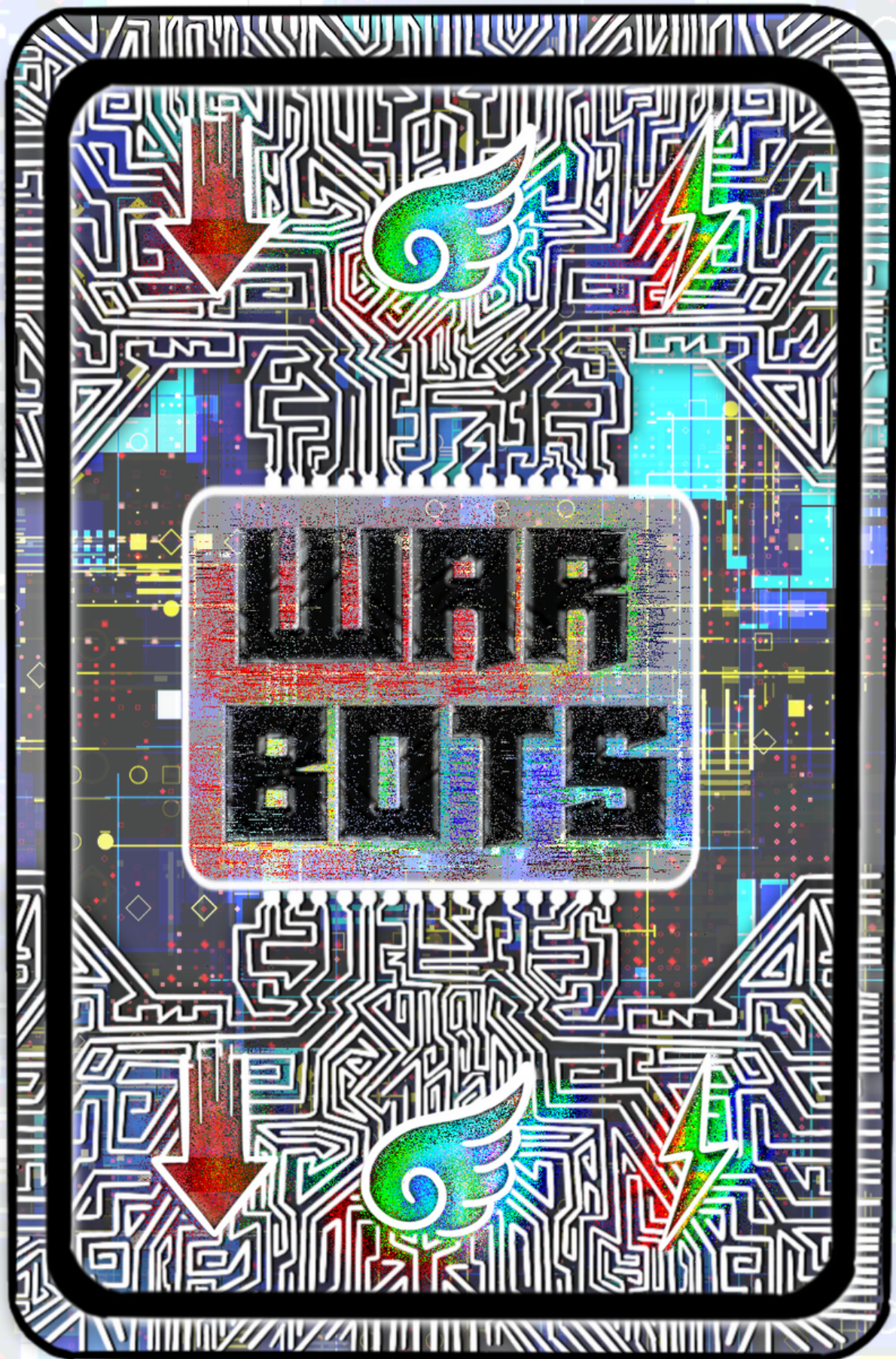
- The front of each card features a border showcasing its respective element.
- Elements are shown through their symbol and color.
- Cards contain the same textured circuit board pattern as the front of the card.



VISUAL DESIGN

DESIGN

GAME POSTER DESIGN :



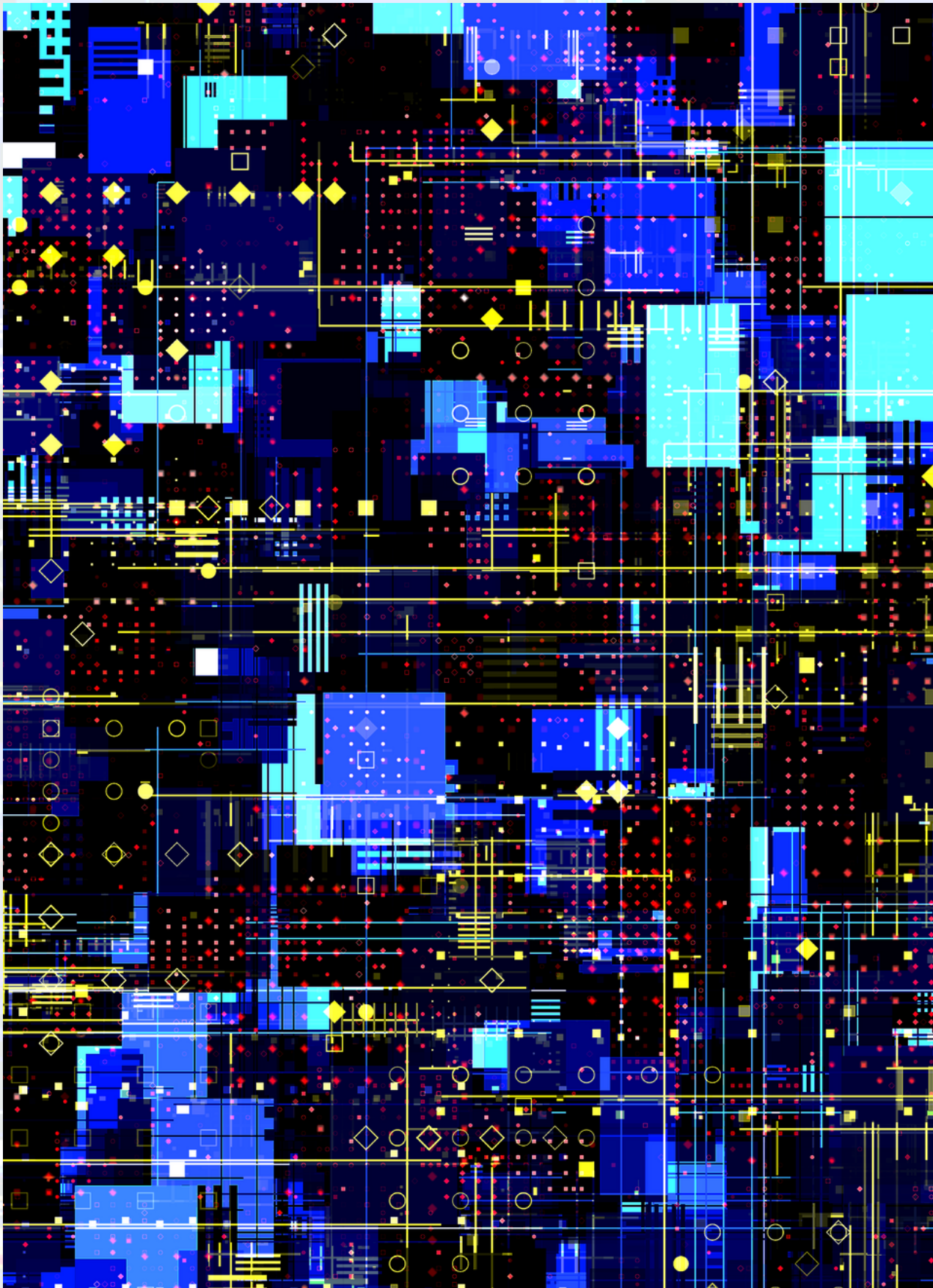
- Poster is based on the card design but in reverse, with white line work rather than black and a colorful glitch effect over the element symbols and WarBot title.
- The glitch effect is a reference to the robotics aspect of the game.
- The WarBot title is written using the custom Cyberjunkies font.

COLOR PALETTE:



VISUAL DESIGN

BACKGROUND DESIGN :



THE
BACKGROUND OF
THE CARD IS
BASED ON A
CIRCUIT BOARD
DESIGN AND
WAS CREATED
USING EACH OF
THE ELEMENT'S
COLORS – RED,
BLUE, AND
YELLOW.

COLOR PALETTE:



USER INTERFACE

HOME SCREEN :



PLAYER CHOOSES FIGHT



PLAYER CHOOSES CAUSAL



USER INTERFACE

HOME SCREEN :



PLAYER CHOOSES QUIT

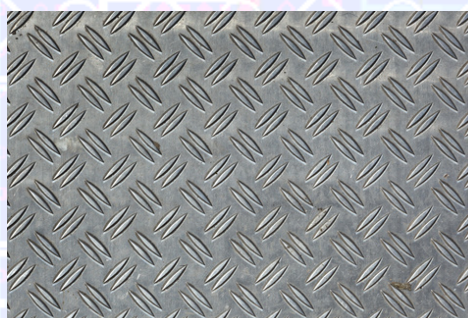


UI ELEMENTS :



TEXTURE :

COLOR PALETTE :



GAME TRAILER

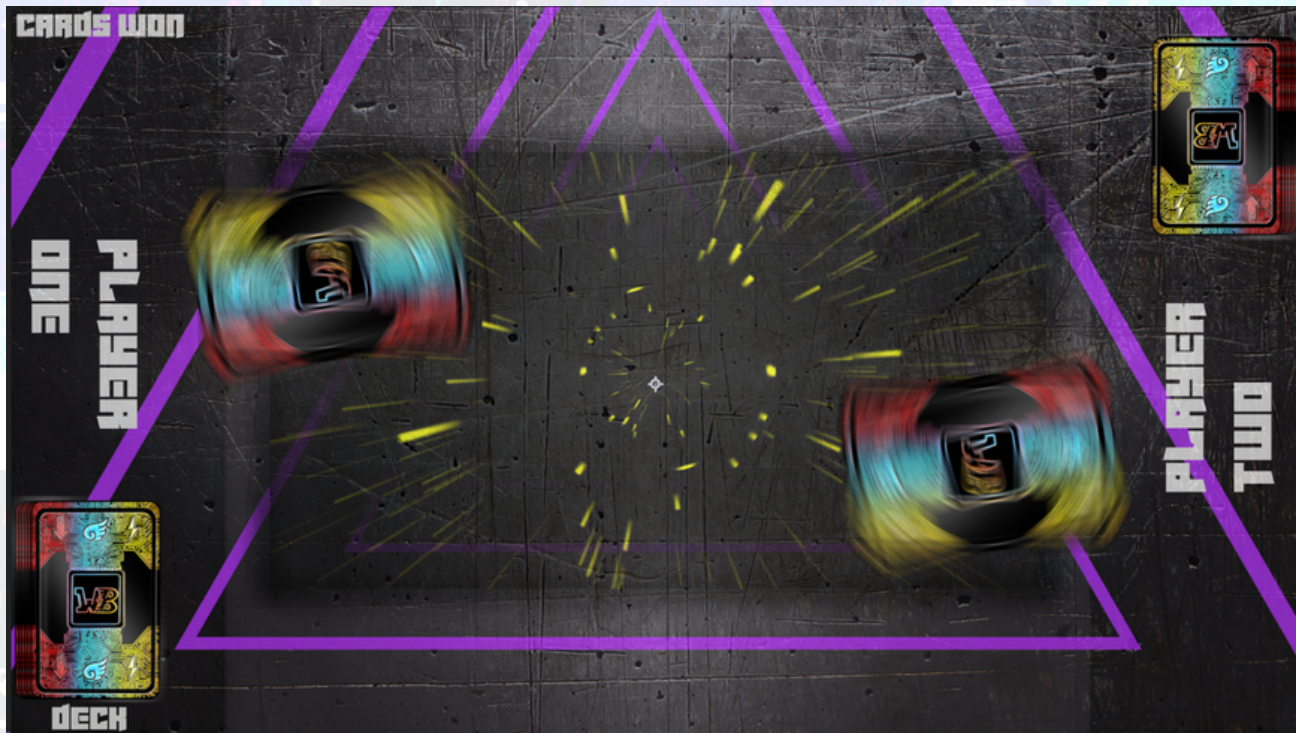
WELCOME TO **WARBOT**
A LUCK-BASED DECK-BUILDING GAME

FORCE BEATS **SPEED**
SPEED BEATS **AGILITY**
AGILITY BEATS **FORCE**

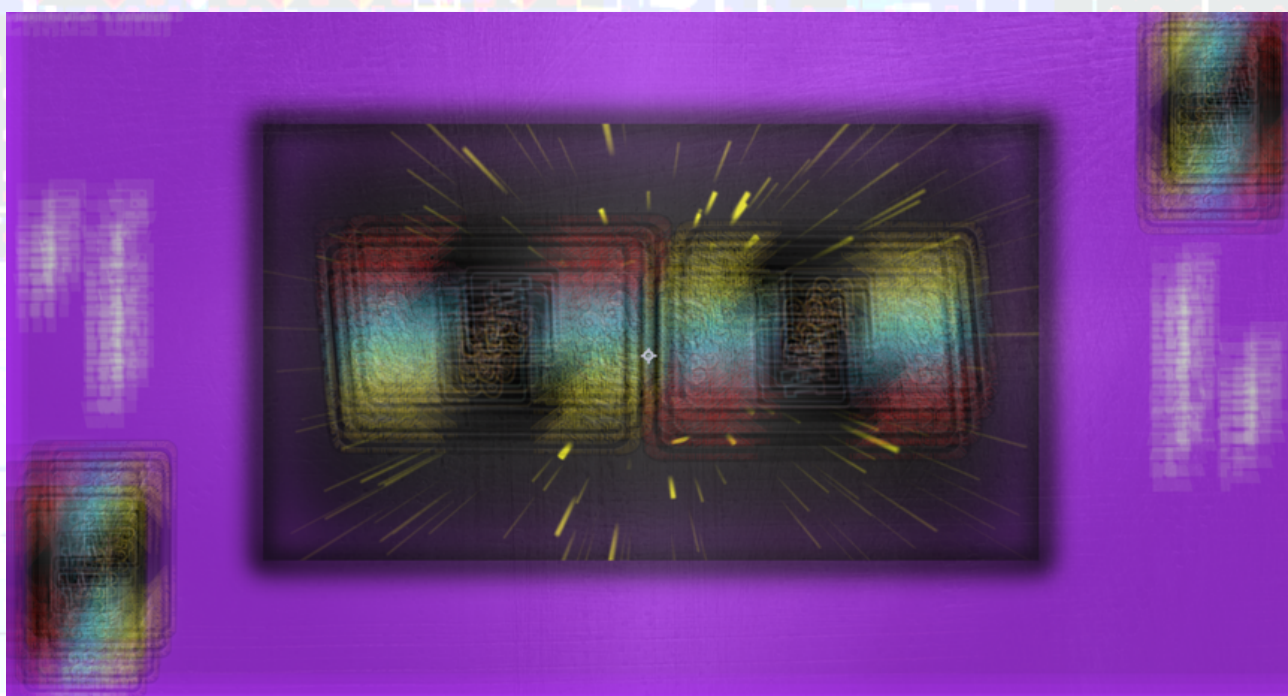
THE GOAL OF THE GAME IS TO
HAVE MORE CARDS THAN THE OTHER
PLAYER AT THE END OF THE MATCH

The first part of the trailer is all about introducing the game and gaining the viewer's interest.

GAME TRAILER



Cards spin from the deck to the Arena.



Once on the Arena, cards clash violently , building anticipation before flipping.

GAME TRAILER

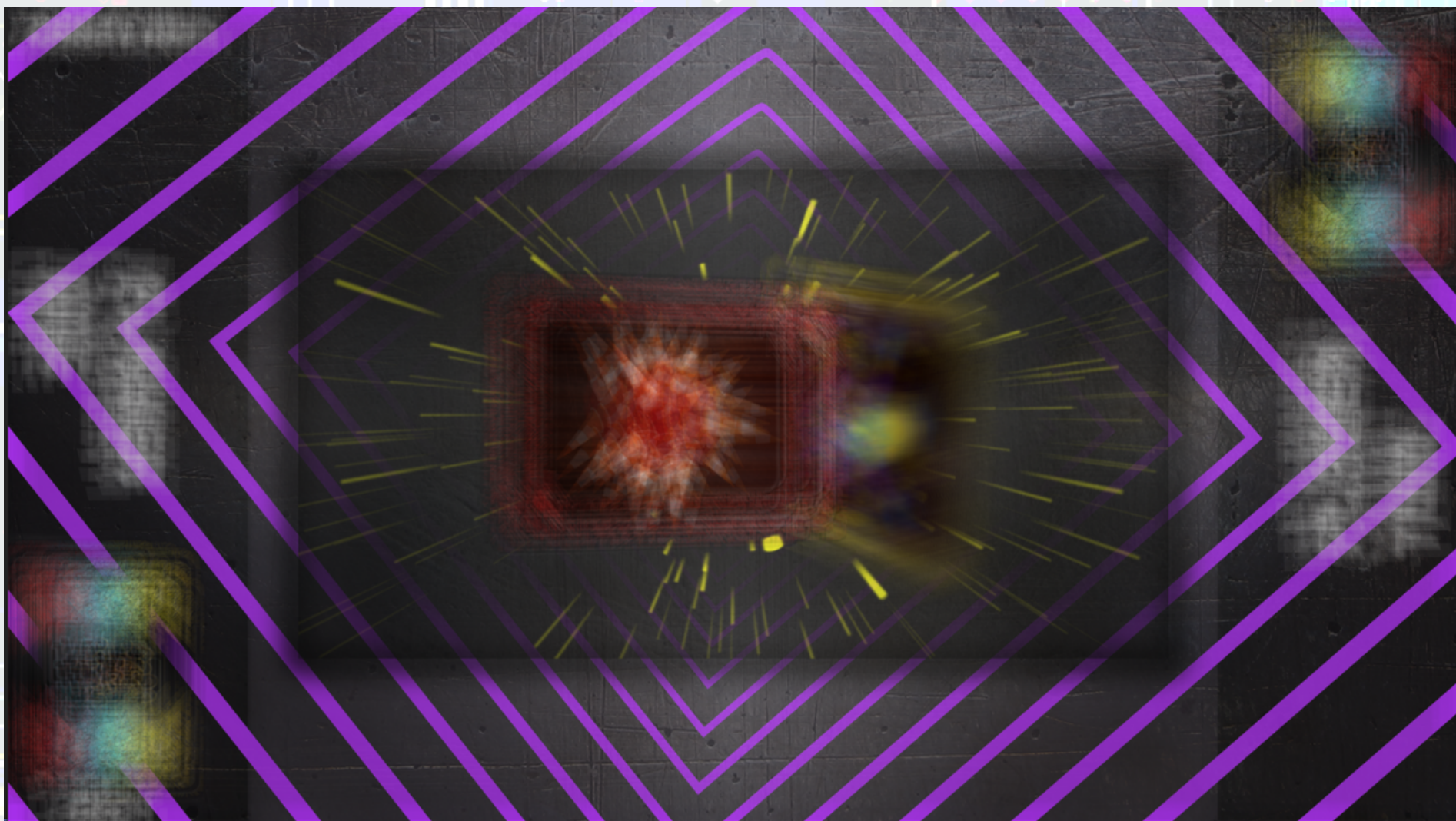
With our game being-luck based on a simple ruleset, it was integral to have eye-catching visuals and sounds that would help make the game a spectacle to behold. The point is to take the player on a thrill ride, a rollercoaster of emotions as they await the big reveal: The Card Flip



The Card Flip itself is actually fairly simple, and it is not accompanied by a specific sound, it is the quiet after the clash of cards, and the quiet before the storm that is the card attack

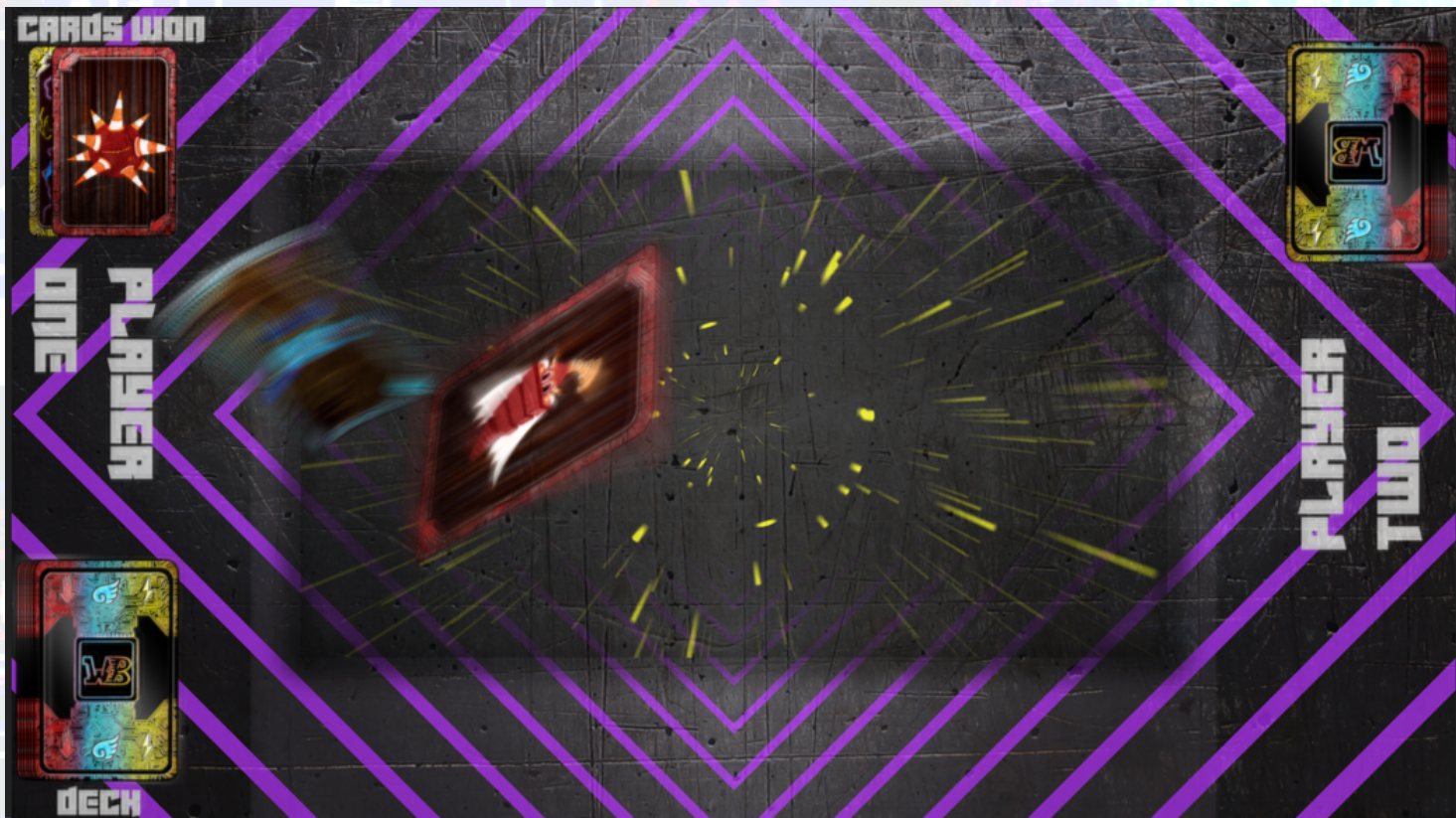
GAME TRAILER

The cards have been revealed, players know where they stand, however, there must be a climax, with the winner enjoying the show and the loser lamenting. To continue the spectacle that is our game, different animations were needed for each card. The animations match the card types.

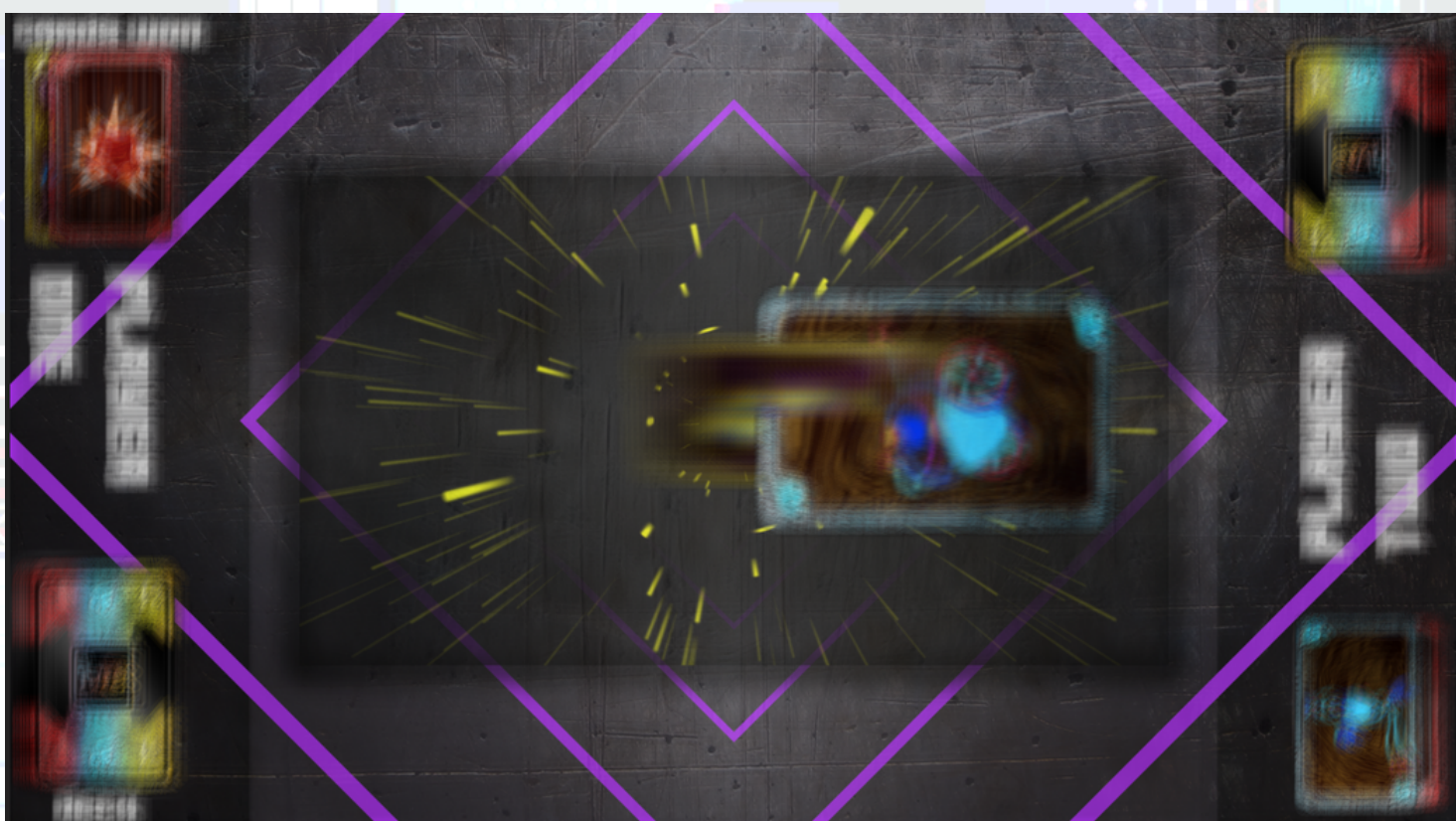


Force cards raise up and slam against their opponents, sending them flying.

GAME TRAILER



Agility Cards run around the enemy, delivering a number of blows before eventually sending them spinning



Speed Cards blaze and slice through their enemy three times, each time faster and more intensely than the last.

GAME TRAILER

PLAYER 1 WINS!

GAME SUMMARY

ROUND 1

FORCE BEATS **SPEED**

ROUND 2

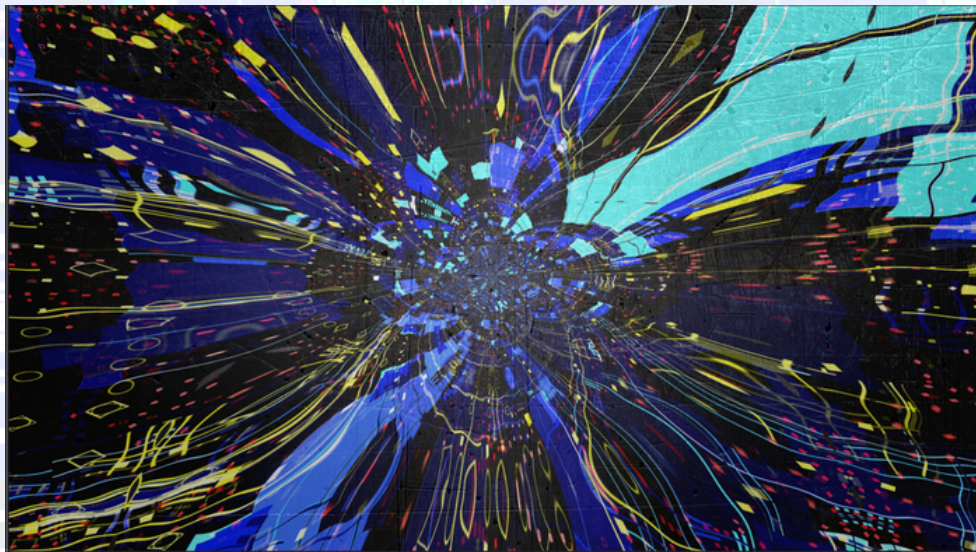
AGILITY BEATS **FORCE**

ROUND 3

SPEED BEATS **AGILITY**

The game of course announces a winner and gives a summary of the result. The player with the most cards win.

GAME TRAILER



This card loop serves as a loading screen.

GAME PROGRESSION

Levels :

- The higher the level the more customizable the cards are through more incremental robot part cards are introduced.

Unique Gear :

- A tier system for parts, with some being common, rare, and legendary

Seasons :

- The game has seasons, every season with new parts, emotes, and other collectibles
- Seasonal tournaments

Gallery :

- A gallery where players store and can look at the different robots they've completed.

AUDIO

Name	Category	Description
Finalselect.wav	User Interface	Sound for final selection button
Buttons.wav	User Interface	Main buttons sound
Backbutton.wav	User Interface	Back button sound
oblivion_cyberpunk_da rk_synthwave_mix.mp3	User Interface	Background music
144013__vartioh__sci- fi-impacts-1.wav	Game Trailer	Deck to Play Area sound Plays whenever cards are moving
245460__rhulk__blaste rs.mp3	Game Trailer	Sound effect for Speed won cards
187410__mazk1985__spe ed-pad.wav	Game Trailer	Sound effect for Agility won cards
bensound-dubstep (1).mp3	Game Trailer	Intense dubstep for the combat part of the trailer
bensound-moose.mp3	Game Trailer	Motivating sound at beginning of the trailer
582462__neopolitansix th__laser-blast- 3.flac	Game Trailer	Card bang sound & sound effect for Force won cards

WISHLIST

Add Robot Design Feature :

- Allow a feature in which players can design their own Speed, Force, or Agility cards to use against opponents.

Add Wild Cards :

- Create "wild" cards which can be used as one of two of the elements when played, for example, Speed-Force cards.

Additional Game Mode :

- From playing in real life, we figured out a second mode where can players can draw three cards at the beginning, and thus have the ability to choose which cards to put down every turn. This raises the tension quite a bit and is a fun take on the game.