

HILDEGUARD

MONASTERY MADNESS



GAME TREATMENT

by Johannes Eder, Isabelle Posch,
Elias Tieber, Mara Schmid

Mai 2023

TABLE OF CONTENT

Story & Gamedesign	3
Units	4
Goal Loops	5
Look & Feel	6
Moodboard	7
Interface	8
Sound design	8
Dev-Team	9
Competitor Analysis	10
System Requirements	11
Cost breakdown	11
Project Plan	12
Summary	13

OAA ET LABOAA

Monastery strong, defending all day long – Build your own monastery to defend the holy relics from the antipope and his demonic servants.

STORY

The **antipope** wants to get hold of the **relics** that lie behind the walls of our **monastery** to abuse their holy powers for his (un)holy war against the heathens of this world. With our band of saints and monks (Hildegard von Umbringen, Marthin Looter, Don Endbossco, usw.) we build our **monastery fortress** to defend the relics from the monsters, demons and sinister minions, the antipope is sending to siege our base.

GAMEDESIGN

2 Phases, day and night or build and battle

The gameplay will consist of different parts split into two phases, day and night time. One of which will be the rather **calm and unstressful base building part** where you can take your time to think of the perfect arrangement of your monastery which is based on a grid system. In this day phase you can already plan on which strategy you want to pursue later on. The level design is partly chosen by the players themselves because they can change the setup of the base. The ground structure or the grid of the monastery can differ from round to round and cannot be changed by the player. This way you can optimize your base the way you want. In this phase you can use gold, one of the two resources you collected during the battles, to build structures. The second phase consists of **action driven tower defense** with elements of RTS games. Instead of classic defense towers the player builds the rooms from which allied troops can be deployed to fight against the enemy troops.

Resources

The two main resources are gold and faith. Gold can be used to pay all the building elements and deploy troops, while faith is used to develop the stats and the skillsets of your characters.

Relics

The enemy troops are trying to steal one, or later in the game multiple relics which you have to defend. The rooms are placed within your monastery based on a grid. Examples for relics are the left hand of Christ, the shroud of Turin, the lance of Longinus, the holy grail or the foreskin of Jesus. Each of these relics has a **unique passive ability** affecting your strategy as well as an active skill which can be used once per game. One should always have that in mind and take the relics in account when developing the strategy.

Game objective

If the Enemy reaches the relic, they try to steal it. The round is lost, if the enemy troops manage to leave your base with the stolen relics. Levels differ in terms of attacking enemy types, the time intervals they attack and their stats, also the relics have a big impact on the single levels, since each has its individual passive ability, strongly affecting the strategy. There will also be

story based events that will occur occasionally like a certain boss that spawns or some global effects on the map. For the MMP3 version of the game it is planned to introduce three heroes in total. Each level takes place in a different monastery as we are wandering from one to another to prevent the relics that lay behind their walls from being stolen. While the levels are gradually getting harder over the course of the storyline, the player can also unlock new upgrades and skills for the troops which can then be bought in game while playing.

UNITS

There is **three types of units**, allied troops which are controlled like in a RTS game, there's Heroes which can be controlled individually like in Diablo and then there are hostile creatures which are controlled by the ai. Each type of unit needs a certain room built into the base from where it can be deployed. (for example brewery for big tank monks, prayer room for faster monks with higher skill in intellect, or herbal garden for Hildegard von Umbringen) The number of rooms of a certain kind define the unit cap for that type of unit. Heroes can only be spawned once per battle and there can only be one Hero per round, which does not mean that the game ends when the hero dies.

HEROES

HILDEGUARD VON UMBRINGEN

She is a great herbalist and musician. She is played as an enchanting support unit that can either boost sustainability of units with the herbalist skill path or boost damage by choosing the musician skill path.

DON ENDBOSSCO

He is the patron of all orphans which help him in his battles against evil. He's an economy boosting unit. When he is played, the skill paths decide if you earn more faith or gold from all sources.

ERZBENGEL MICHAEL

He is a meelee fighting unit with a flame sword and a shield. His skill tree consists of a tank build which reduces all incoming damage for a flat amount in an area of effect and a true damage build which deals a percentage of max health as damage that ignores all armor.

ALLIES & ENEMIES

Both allied and enemy units consist of melee and ranged damage dealers, healers, and tanks.

The Allied troops are monks with different designs. For example wandering monk, brewer monk, praying monk, nursing monk. The units will be described in more detail, when concept art is available. The stats can be defined when playtesting is possible.

Designs for **enemy troops** could be undead, demons, skeletons, monsters, necromancers, witches, heathens. The units will be described in more detail, when concept art is available. The stats can be defined when playtesting is possible.

GOAL LOOPS

Since our game consists of 2 different gameplay phases, we have developed separate loops for each phase.

PHASE 01

MOMENT TO MOMENT

Selecting base modules into your existing monastery setup.



SHORT

Creating synergies between individual Modules to support your strategy.



MEDIUM

Planning a working strategy to successfully defend the relics from the next attack



LONG

Unlocking new content in forms of character skills, upgrading modules/troops etc.

PHASE 02

MOMENT TO MOMENT

Deploying and commanding troops and controlling the individual characters



SHORT

Training troops, using active skills, change tactics in response to events



MEDIUM

Survive single waves of enemies.



LONG

Survive the round and defend your relics

LOOK & FEEL

The game will be a top down tower defense and base building game in a **stylised low poly** aesthetic that fits the **medieval** and **sacred setting**. For the imagery of UI and typography we want to refer to medieval handwritten scripts of monks with use of incunabulum style texts and illustrative initials. Also mysticism and iconography are aesthetics we want to take inspiration from and use it for the saints we have chosen for our hero characters. The gameplay consists of two main phases that alter between base building in the day with **warm and friendly colours** and battle phase in the night with **dark and hostile aesthetics**.

Base building phase:

The game begins in the base building phase, where players are greeted by a visually inviting environment. The world is vibrant and welcoming, adorned with **warm and cheerful colors** that create a sense of comfort and safety. The green of the landscape radiates freshness and vitality, while yellow-golden godrays convey a feeling of sunlight and warmth. Wild critter moves through the surroundings and birds flying above the landscape, adding **life and movement** in the environment.

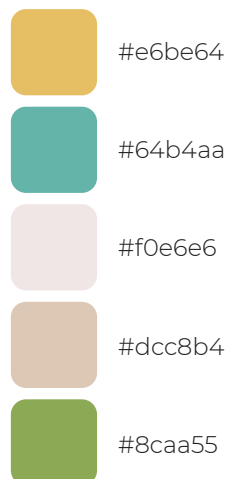
Battle phase:

As the game transitions to the battle phase, the **atmosphere drastically changes**, while wild animals that can be seen in the surroundings suddenly burst into flames, reflecting the imminent threat and tension. The once-friendly colors give way to a **darker** and more **ominous palette**. The environment takes on a more hostile tone, with red cracks forming in the soil, thunder in the distance and stormy wind shaking the trees.

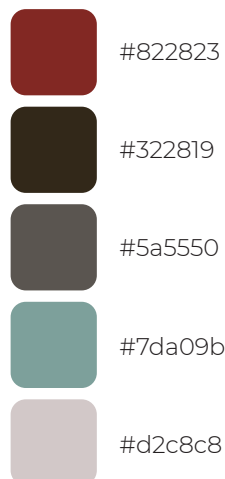
Enemies also embody the aggressive mood. As the battle rages on, vibrant particle effects and dynamic lighting intensify the action, emphasizing the clash between the players defense and the onrushing enemies.

Colour palletes:

Base building phase



Battle phase



Titles we take reference from would be Sims, Rim World, Prison Architect, Dwarf Fortress, Factorio, for the building part. A game that has a somehow similar concept would be Dungeon Keeper, Rift Breaker and Orks must die.

MOOOBOAAA



FEATURES

As mentioned before, each unit in the game is represented by a specific base module. You can **only recruit them in battle**, when the module is present in the current setup. The number of rooms of one type defines the unit cap. (for example two breweries means a cap of two monk units of this specific type, with each unit including 5 monks that would be 10 in total.) The skills and stats of each unit are not managed via a basic skilltree. Instead their managed in a separate view of the belonging room. By changing the rooms interior you can change the stats and skills of the unit. This way it's not only a formal change but also a cosmetic one.

Our individual character are all based on real historic figures and have silly names that make the game a bit more fun. Here is a small list of characters featured in the game:

- ‡ Hildegard von Umbringen
- ‡ Martin Looter
- ‡ Don Endbossco
- ‡ Schon Tag
- ‡ Erzbengel Michael

INTERFACE

FIRST PHASE

The interface in the day has a simple base building layout like most strategy games have, with the building module you can choose from on the bottom, the resource indicators on the top and the top down base view is positioned in the middle of the screen.

SECOND PHASE

In the night, when the battle begins the interface changes to adapt to the strategic needs of the player, now you can choose the units you want to recruit on the bottom of the screen as well as the skills you can cast. On the left side of the screen the units you have already deployed and their health are displayed. On the right screen side is an indicator that shows the next enemy wave.

SOUND DESIGN

We will try to get to work together with a choir, so we can do a **Gregorian chant style** soundtrack which will be composed and produced by our Sound Designer. Because such a voice driven soundtrack needs live recording its execution depends on it. If we don't manage to get to work with a real choir the soundtrack will be an instrumental one, inspired by medieval music and antique instruments. (pre-baroque era) The Characters will get **voice lines** they say when the player interacts with them, inspired by the way they are used in Warcraft to **add a layer of humor**. We will also need voice actors for the individual characters. Like in a RTS game we try to add auditive indicators for interaction, so the player can react as fast as possible to what is happening. The character of the music changes in contrast between the building and the battle phase. From soothing and chord driven to gloomy, dark and percussive.

THE DEV-TEAM

ELIAS TIEBER

With his distinctive sense of hearing, he will undeniably take on the role of **the audio guy**. Elias has a great passion for strategy games and flair for game mechanics, he will have the final say when it comes to **game design**.

ISABELLE POSCH

Isabelle will take the lead on **art direction**, she has some **mad drawing skills** and has an unique artstyle, wich makes her perfect for this role. She will define the look of the game with her concepts and also takes part in **modeling** and **texturing**.

JOHANNES EDER

He has proven himself worthy to deal with everything that has to do with **characters**, including **sculpting**, **texturing** and **rigging**. He got experience with stylised sculpting and has a supreme sense of timing when it comes to **character animation**.

CHRISTINA ZWINGER

As our project and concepts got bigger, we decided to add Christina to our Team. In her previous projects, she has shown that she is very talented when it comes to **lighting**, **modelling** and **texturing**. She will also be responsible for the **visual effects** in our game.

MARA SCHMID

With her flegmatic stubbornness, even persistent problems find their solution. In addition to **programming with C#** and work in **Unity**, she will also be responsible for **project management**.

PIET KOLLER

Playing many different games, having a knack for competetive games, he has experience in the field, especially regarding **fluidity and smoothness**. He will be responsible for **programming with C#** and work in **Unity**.

MISSING UI DESIGNER

For our last comrade-in-arms we are **currently looking** for a member to take over the **Game Userinterface Design**.

COMPETITOR ANALYSIS

The Riftbreaker

Made by EXOR Studios and released on October 14, 2021, for PC, PlayStation and Xbox, is a base-building, action role-playing game (ARPG) that combines elements of exploration, combat, and resource management. It is set in a sci-fi universe where players control a powerful mech-suit pilot called Ashley S. Nowak, who is tasked with exploring an alien planet called Galatea 37. Players must establish a base, gather resources, and defend against hostile alien creatures while exploring the planet's surface. The mech-suit can be upgraded and equipped with various weapons and abilities to enhance combat effectiveness. The gameplay revolves around constructing and expanding the base, setting up defences, and venturing out to gather resources and eliminate threats. „The Riftbreaker“ incorporates elements of tower defence, allowing players to strategically position turrets and defensive structures to repel waves of enemies. As the game progresses, players unlock new technologies and abilities, enabling them to delve deeper into the planet and discover its secrets.

Age of Darkness: Final Stand

A dark fantasy tower defense and strategy game developed by PlaySide Studios and released on October 7, 2021, for Windows PC. The game features a mix of tower defense, base-building, and strategy elements. Players take on the role of a hero who commands a group of survivors and constructs defenses to protect their base from relentless enemy attacks. Gameplay involves setting up defensive structures, such as barricades, turrets, and traps, strategically positioning them to fend off incoming waves of enemies. As players progress, they can unlock new defensive technologies, upgrade their base, and recruit additional survivors with unique abilities to bolster their defenses.

Comparisons

Our game offers a fresh and distinct take on the tower defense and base-building genre, standing out from other titles like „The Riftbreaker“ and „Age of Darkness: Final Stand.“ While these games have their unique features and gameplay mechanics, our game introduces its own innovative elements that set it apart. Similar to „Age of Darkness:“, „Hildegard“ takes place in a medieval monastery fortress, where players must defend sacred relics from the forces of evil. The setting, characters, and narrative focus create a distinct atmosphere that adds depth to the gameplay experience.

Why is our game unique?

The fusion of strategic base building, tactical tower defense, and individual character control. Players have the freedom to customize their monastery fortress, strategically placing rooms and structures to optimize defense. The inclusion of individual characters, each with their own abilities and skills, allows players to directly engage in combat and make split-second decisions. This blend of strategic planning and hands-on action creates a captivating and immersive experience. Furthermore, our game places a significant emphasis on the power of relics. These sacred artifacts possess unique passive abilities that strongly influence the gameplay strategy. Players must consider the impact of each relic's ability and incorporate it into their overall defense strategy. This aspect adds depth and complexity, encouraging players to think strategically and adapt their approach based on the relics they possess.

SYSTEM REQUIREMENTS

This is just a rough estimation of what requirements might be needed for a stylised low poly game. It should be seen as a general guideline and can vary based on the specific technical aspects and optimization of the game.

Minimum requirements

Processor: Dual-core processor (e.g., Intel Core i3 or AMD equivalent)

Memory: 4 GB RAM

Graphics: Integrated or dedicated graphics card with at least 1 GB VRAM (e.g., NVIDIA GeForce GTX 660 or AMD Radeon HD 7850)

Storage: 10 GB available space

Operating System: Windows 10/11 (64-bit)

DirectX: Version 11

Sound Card: DirectX compatible sound card

Recommended requirements

Processor: Quad-core processor (e.g., Intel Core i5 or AMD equivalent)

Memory: 8 GB RAM

Graphics: Dedicated graphics card with 2 GB or more VRAM (e.g., NVIDIA GeForce GTX 1060 or AMD Radeon RX 580)

Storage: 10 GB available space

Operating System: Windows 10/11 (64-bit)

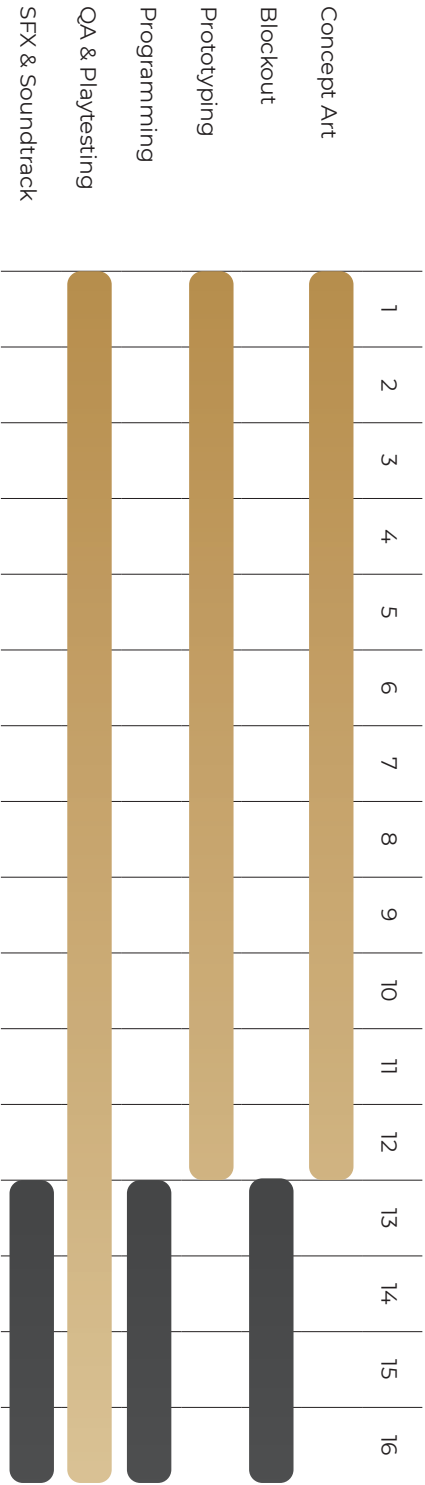
DirectX: Version 11

Sound Card: DirectX compatible sound card

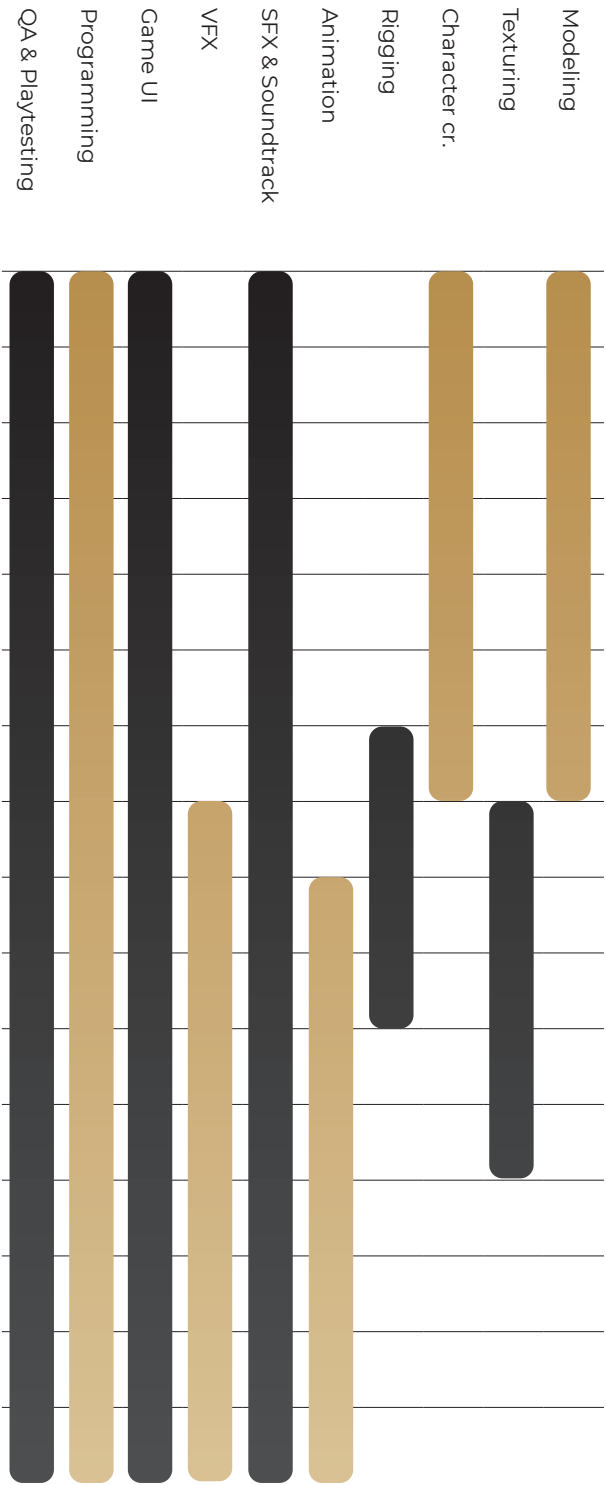
COST BREAKDOWN

Equipment:	€ 20.000
Loans:	€ 160.000
Licence/Software:	€ 5.000
Rent/operating costs:	€ 15.000
Total:	€ 200.000

PRE-PRODUCTION



PRODUCTION



PROJECT PLAN

PROJECT SUMMARY

The game follows a story where an antipope seeks to obtain the holy relics held within the player's monastery for his own sinister purposes. With a team of saints and monks, the player builds a **fortified monastery** to defend against the antipope's minions, including monsters and demons.

The gameplay is divided into **two phases: day and night**. During the day, players strategically build their monastery on a grid system, using gold as a resource. The layout and setup can be changed by the player, allowing for optimized base building.

In the night phase, players engage in **action-driven tower defense** with elements of real-time strategy. Instead of traditional defense towers, the player builds rooms from which allied troops are deployed to combat enemy troops.

Gold and faith are the **main resources** in the game. Gold is used for building and deploying troops, while faith is utilized to develop character stats and skillsets.

The objective is to **defend the relics** from being stolen by enemy troops. Each relic has unique passive abilities and an active skill that influences the gameplay strategy. If the enemy reaches a relic and escapes with it, the round is lost. Levels vary in terms of enemy types, attack intervals, and stats. Story-based events, such as boss encounters and global map effects, occur throughout the game.

The MMP3 version of the game plans to introduce three heroes with distinct abilities. Each level takes place in a different monastery as players travel to prevent the theft of relics. As the levels progress, difficulty increases, but players can **unlock upgrades and skills** for their troops during gameplay.

The game features a variety of allied and enemy units, including monks with different roles, such as healers, damage dealers, and tanks. The specific designs and stats of these units will be further developed during playtesting and concept art creation.