



## Concept #1

### Key Features

- Tactical turn-based combat in an epic fantasy setting
- Customize your heroes and build a powerful group of adventurers
- Characters gain experience and evolve, learning new abilities for their class
- Share items and equipment with friends on Facebook
- Participate in 1-on-1 duals with your friends, or take part in cooperative quests
- Explore the entire world: new fantasy races for a wide variety of friends and foes
- Beautiful forests, deadly swamps, frozen mountaintops, floating cities, and many more amazing environments

### Artistic Vision

- Bright, colorful world invites exploration and playfulness
- Expressive character portraits help create an emotional bond
- Character proportions and posture emphasize personality
- Isometric angle with varied terrain gives believable, relatable experience
- Menus, icons, and maps look like artifacts from the world, drawing the player into the game (parchment maps, custom fonts, etc.)



Map from Final Fantasy Tactics

## Concept #2

### Key Features

- Tactical turn-based combat in an epic fantasy setting
- Build an army, starting as a small rebel group, into a huge legion
- Share items, equipment, and units with friends on Facebook
- Gain experience to learn new abilities and magic
- Cast earth-rending magics to help your armies and friends
- Explore the entire world: new fantasy races for a wide variety of friends and foes
- Beautiful forests, deadly swamps, frozen mountaintops, floating cities, and many more amazing environments
- Hexagonal grid allows for an incredible variety of tactics

### Artistic Vision

- Bright, colorful world invites exploration and playfulness
- Hexagonal grid creates a visually appealing look
- Expressive character portraits help create an emotional bond
- Small characters give a sense of playing with army men, so individual unit loss isn't a big deal
- Stylized proportions for characters and terrain features to emphasize their purpose
- Menus, icons, and maps look like artifacts from the world, drawing the player into the game (parchment maps, custom fonts, etc.)

### Examples (**not my work!**)

*Buildings by Evgeniy Makushev, doctored screenshot from Civilization 5*

