VALOR OF WARRIORS

Valor Of Warriors (VOW) is a AAA 3d fighting game for PS4, Xbox One, Nintendo Switch and PC. It's for adults and fighting fans. 8 mystic clans send their best warriors to fight for the Dazral Spirit – a legendary being said to grant ultimate power to whomever holds it. Choose a clan and battle friends and foes to try and claim the power for the clan!

Gameplay

The gameplay is in a 3D environment. Players move around a slowly shrinking space facing off against one opponent. Use a variety of attacks to defeat your foe. Players can build up special energy which they can unleash in ultimate attacks. 8 clans exist, and each have 3 warriors, making 24 playable characters total. 12 Arenas are available to fight on.

Modes

Story mode lets you fight for the Dazral Spirit. There are 8 versions of the story to play – one for each tribe. Fight multiple fights before you face a unique final boss. Arcade mode lets you face 10 random fighters consecutively. There are single fights available for solo and split screen gameplay against a local player. There is also an online mode and training mode.

Graphics/Theme/Sound

The theme is dark fantasy. The visuals are cel-shaded but have detailed textures. Sounds are heavy and grisly. The soundtrack is orchestrated.

Design Pillars

- **A shrinking arena forces players to keep close together**
- **The same combo inputs are used across all characters making the game easy to learn**
- **Fights feel fast and cinematic, with sound and graphical tricks to make the player feel powerful**

CRAZY CREATURZ

Collectable Card Game

Crazy Creaturz is a card game for children and young teens where you get to build and create a deadly creature before pitting it against your opponent in a climatic duel. Can you build the ultimate creature?

Cards/Items

There are Part cards, Booster Cards and Arena Cards. Parts are cards that have body parts on them that are used to build creatures. There are Head, Body, Arms and Feet cards. Booster cards are stat boosting cards. Arena cards are places where battles can take place. All cards have elements (e.g. Earth, Glass, Water) and can have bonus effects (e.g. Toxic, Explosive, Healing). All cards have a unique stat (accuracy, defence, power and movement) and a health stat. All players also have a D10 die. Decks consist of 1 die and 60 cards.

Design

The cards have a cartoon art-style. The designs are always exciting and full of life.

How to Play

Each player starts by drawing 10 cards. Players role their die, and the highest roller places an Arena Card. Players then choose what cards in their hand they want to use to build a creature with. They need a head, body arms and legs. Up to 3 Boosters can also be used. Each player then reveals their monster card by card. The players add up the health stats of all their played cards and a battle starts. Each player takes turns to attack the opposing creature. Players roll dice to see if they hit or miss. When a creature is killed, the winner gets a point and the entire routine starts again. The first to 3 points wins.

Packs

Booster packs have 10 random cards. Tins have 60 pre-determined cards and a die. Starter packs have 120 pre-determined cards, 2 dice and a playing mat.

SCOOTER COMMUTER

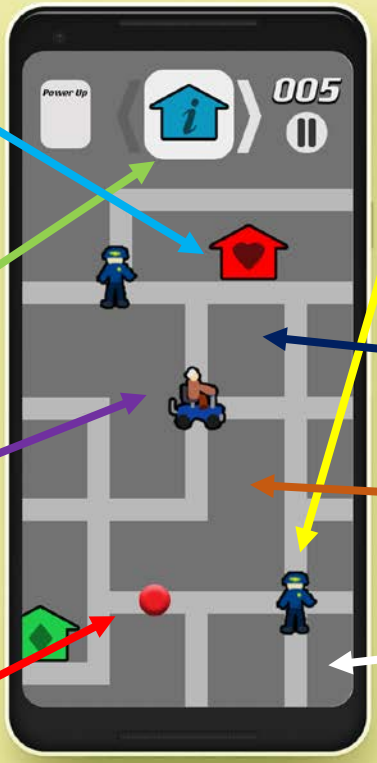
Scooter Commuter is a mobile game for casual players. This game places you as an elderly individual who is going about their daily routine in city. Unfortunately, your character is speeding on the scooter and has caught the attention of the police. How many buildings can you visit before you are caught?

The aim is to pass a specific building. Every time you pass a building you gain one point and receive a new destination. Every 5 points spawns a new police officer on the map.

This icon shows what building the player must visit next. An arrow next to the icon indicates which direction it is on the map.

Your character is customizable. You can change your character on the title screen.

Power ups orbs exist on the map. They spawn randomly. Red orbs give the player a shield for a limited time. Green orbs make the player faster for a limited time. Blue orbs make the player invisible to Police Officers for a limited time.



Police Officers wonder around the map. If they make a line of sight with the player, they will chase them. Breaking line of sight will stop them chasing. Touching an officer will end the game.

Swipe up, down, left and right to make your character move in that direction.

The game will be free but include adverts and in-app purchases for new costumes.

The graphics are simple yet flat. Animations are smooth. Characters and buildings will have outlines to signify importance to the player.

Design Pillars

- The controls are simple and natural
- The game is quick and is playable in short bursts
- The layout remains the same, so player learning is essential to getting a high score

DISASTER

Disaster is a VR Game for PlayStation VR, Oculus Rift and HTC Vive. It's for adventure seekers. It's a first-person choices matter game where you must survive different scenarios involving disasters. These can include tornados, forest fires and more. Can you survive a disaster and make it out alive?

Objectives/Mechanics

There are 20 unique scenarios to play. They can last between 5-30 minutes. Each scenario acts like a giant cutscene, but the player can interact with the environment around them. These interactions determine the fate of the player and alter what happens in a scenario. There are many endings per scenario, some them happen early and involve death. Others involve the player escaping the situation. There are 2 types of interactions. Main choices are prompted on screen, Secret choices are hidden, and the player must use their initiative to find and complete them. Beating a scenario will give the player hints to finding these secrets so replaying scenarios is advised.

Graphics/Sound

The graphics will be realistic. The UI will be minimalistic and simple. The soundtrack is exciting but minimal, with realistic sound design being important.

Examples

Players can survive an earthquake in a big city, escape a hunter in a forest, evacuate a beach during a tsunami and more.

Monetization

The game will be available at retail for a onetime fee, but payed DLC and a Season Pass will be released after launch.

Design Pillars

- Immersion and experience are key to this game.
- Replay value is key and finding all endings to all scenarios is a long but rewarding adventure.
- Dramatic set pieces make up most of the game. This creates an exciting high-octane adventure.

Controls

Motion – Hand Movement
Triggers – Grab/Let go
Face Buttons – Complete quick time events/make choices

MILK

The Milk-Making Dice Game

Milk is a dice game aimed at young children. It is a 2 – 8 player game. The aim of the game is to be the first player to get 5 bottles of milk from your pet cow.

How to Play

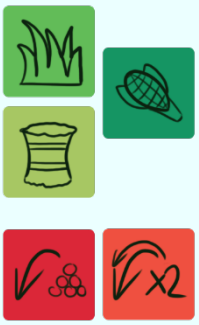
Each player draws a Diet Card. On each card is a collection of different tokens. Each player takes it in turns to roll both dice and perform the actions they roll. These can lead to the player gaining tokens to put in their pile or feeding their cow. Once a cow is correctly fed, they gain a milk bottle, and draw a new diet card. The first player to 5 bottles wins.

Contents

- 8 Cow Figures
- 2 Custom Dice
- 50 Diet Cards
- 50 Grass Tokens
- 50 Hay Tokens
- 50 Corn Tokens
- 40 Mini Milk Bottles

Dice

Rolling a green token picture lets the player take 1 token from the box and add it to their own pile. It must match the picture on the dice

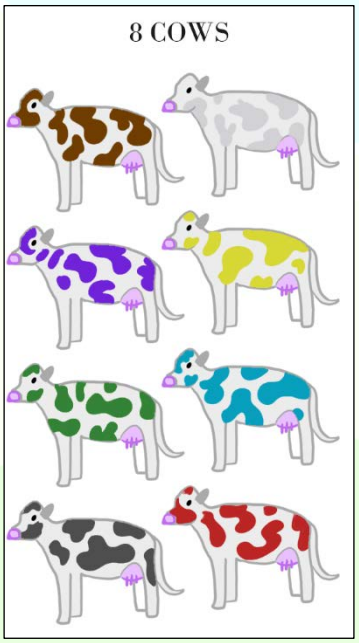


Rolling a red steal means the player can take a token from another players pile and add it to their own pile. A double steal means the player can take 2 tokens from another player.

Rolling a white cow means the player can feed their cow. To do this, the player must have the same number of tokens shown on their diet card. They can then return those tokens to the box and take a milk bottle.

Design Pillars:

- The game is easy to learn, play and enjoy.
- Plenty of players can play at once (and buying more sets lets more players join in too).
- Forced player interaction (via stealing tokens) means players regularly engage with each other.



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