

Die Alone, Fast

Name: Martin Horák

Genre: multiplayer, turn-based competitive strategy/action

Target Audience: both casual and experienced players interested in playing with friends

Gamer Type: Competitive, Strategic

Target Platform: PC, Mobile version is also possible

Number of Players: 3

Planned Release Date: 2024

High Concept

Imagine you are being held inside an asylum. One day, there is a power outage, and the doors from your room open. You know that you won't get away from the complex, so you decide to at least set yourself free. And because your mate from the other room is also insane, you decide to race for it. You need to find a weapon and then go to a specific location, where you end it. You need to have a well-thought-out strategy and make good decisions to reach your goal in time. Or you decide to play as a doctor. Then your task will be to keep your patients alive before the power comes back on. You will have to think about your moves carefully because you never know when it's too late.

Core Mechanics: Stealth, Strategy, Time, Music

Feature set:

- Stealth -> Moving in the shadows will be crucial for your progress, you can't win if you are not hidden
- Strategy -> As a patient, you will see the doctor's position, so you need to think about your movement, predicting the doctor's next move. As a doctor, you can get information about the player's last known location, but only if he comes to your sight
- Time -> Limited time for a game ~10 minutes
- Music -> Dynamic, changes based on events during gameplay

Player Experience:

Adrenaline, pressure -> Time running out

Improving strategy -> more game -> more experience -> better strategy, predictions

Fun -> competitive gameplay against friends

Team Roles:

- Gameplay Programmer
- Multiplayer Programmer
- Artists(3D, Animation, UI)
- Sound Engineer

The Competition:

The initial concept idea came from Bio Inc. Redemption, where you can choose between trying to kill the patient or curing him. The top view is inspired by Door Kickers. Limited movement and line of sight is a concept taken from turn-based strategies like Sid Meier's Civilisation, Total War, Age of Empires, etc.



1. Door Kickers



2. Phantom Doctrine

Compelling aspects:

Die Alone, Fast is a rapid multiplayer action mixed with turn-based strategy and chaos. All this combined into one bizarre goal – to end your life as fast as you can.