TAXARIA

Taxaria is a multiplayer competitive strategic game for 8 players. The players are divided into 2 teams and fight for dominance on a small game area. The game is a combination of MOBA and arena shooter games. The pick-ups are the most important winning condition.

Genre: MOBA with arena shooter dynamics
Platform: PC
Players: 8
Target audience: competitive e-sport game fans, younger players
Camera: top-view, RTS-style
Controls: WSAD-based movement
Game anchors: MOBA style abilities (League of Legends, Dota 2), arena shooter strategies (Unreal Tournament, Quake), conquest game mode (Overwatch)
Game hooks: the game combines mechanics and dynamics from different game genres, which makes it very unique

Story concept

The old world of Taxaria is flood with magic. It's no longer a planet, the pieces of land are holding together like some floating islands in the sea of nothing by ancient powers. The heroes and villains from other worlds are traveling to Taxaria to feel its power, fighting endlessly for just one more moment in some of the Shrines, built by powerful entities eons ago.

Gameplay

Each player plays for one selected character. Each character has its attributes (health, movement speed) and abilities (2 attacks, 2 basic spells and ultimate).

Attacks are unlimited. Each hero has its main attack (left mouse button) and alternate attack (right mouse button). After using a basic spell, there is a few second period during which the spell cannot be used again. Ultimate can only be used, if the player has enough Mana. Mana can be gained by killing enemy heroes or by collecting violet crystals (will explain later).

The game area has two main parts. One part is the Shrine. It's a very small zone in the middle of the game plan. The goal of the players is to hold this zone as long as possible, since they get points every 20 seconds if their team is controlling it. But the Shrine isn't the only target players should focus on. There are lot of pick-up items spread in the Jungle, that covers the rest of the game plan, which can help them conquering the Shrine. There are 4 types of pick-ups:

- **green crystals** – most common ones, they provide health restoration
- **blue crystals** – less common, they provide shield (that absorbs 50 % of damage received), there is also one big blue crystal, which provides the biggest shield
- **violet crystals** – quite rare, they add a Mana point
- **red crystal** – only one on the entire map, it doubles all damage hero deals for 30 seconds

Each game takes 10 minutes. After time expires, the team with the most points wins the game.

There are 4 hero roles:

- **tanks** – lot of health, lot of stun and pushback abilities, they focus on defending their teammates and taking all the damage
- **damagers** – their goal is to cause as much damage as possible
- **support** – they focus on helping their teammates (increasing their damage, providing shields, sometimes they have also limited heal capabilities)
- **scouts** – they are quite weak but very mobile, their goal is to get intel about enemy positions

The above described game mode is just the most common one. However, there can also be other game modes like Capture the Flag or just ordinary Team Deathmatch and Elimination.
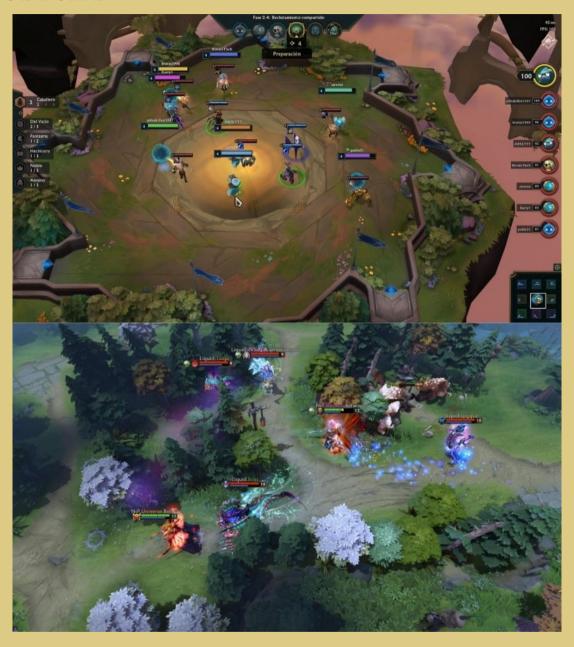

Map concept

Game loops

The most basic loop is called Cycle and it's usually 20 seconds long. At the end of a cycle, the team currently holding the Shrine gets 1 point. If there are heroes from both teams in the Shrine, the cycle end is delayed by up to 5 seconds. If there are still heroes from both teams in the Shrine, the team with more heroes inside gets the point. If the amount of heroes is equal, both teams gets a point. In case of this overtime, the main gamer timer gets delayed as well, so that there are always exactly 30 cycles in the game.

There are also independent loops on each main pick-up item. There are two most important pick-ups – red crystal and big blue crystal (that provides very big shield, it basically doubles the health of a hero that took it). These important items appears exactly one minute after somebody took them. Time management is therefore very important to win the game.

Another loop is more on the level of dynamics instead of mechanics. The team cannot stay in the Shrine the whole game, they need to restore the

health and get the big pick-up items. So after gaining few points, they pull back to the Jungle to prepare for another push.

Mood-board