

City on the Waves

Genre: Simulation, Strategy, Management, Deep lore, History

Target Audience: T-M (dependant of themes)

Steam, PSN, XBLA, Android, IOS

The Idea:

Due to global warmings and an unknown disaster, sea levels have risen, reducing earth's land mass to a fraction of its current size. Humanity built many ships/floating islands and fled to the oceans. Now many years later a new commander (the player), armed with an advanced technological reactor, starts his/her journey building their very own "city on the waves"

Start with a single flagship and a floating city center block, recruit other ships and flotillas to attach to your "floating city". Trade with merchant NPCs and players, gather resources (fish, rainwater, passing debris, stuff dredged from the ocean floor, and fight off pirates and the technologically advanced ships known as "The Lost (known sunk warships from world history with futuristic technologies, ie Bismarck, Hood, Yamato)". Uncover the mysteries behind the worlds flooding as you strive to learn about "The Lost" and your own place in the world.

The Pillars:

Take Command, Explore, Expand, Manage and Fight. Balance the myriad of different gameplay systems. Build your floating city, collect resources and craft new upgrades, fight off pirates and "The Lost" (and maybe a Kraken or two), explore underwater ruins of old cities, discover hidden secrets.

A Connected Ocean. Make friends, show off your floating city, trade resources, have mock duels and form factions(guilds) to fight against "The Lost"

A Living World. Take part in timed events with friends and other players to shape the outcome of the world. A narrative that builds with every update.

The Hidden Deep. On the surface, gameplay takes over. Dig deep enough in the game to find a plot filled with mystery and intrigue. Who are "The Lost"? Why did the world flood?

Memories of the Lost. Learn about different warships that fought during wars in the past of humanity. Learn their fates and remember the many souls that were lost during the wars.

The Tilt:

Build the land your city will be built on. Connect different shaped pieces of "land" then build on top of it for an ever evolving city. Additionally, a narrative that progresses with each free update.

Inspirations:

Kingdoms and Castles (Management), Terraria (Crafting, Building), WW2 History in general (History), Azur Lane (General Game Feel), Stardew Valley (Visuals),