

# Dragons Life

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## HIGH CONCEPT

The premise is about a group of villagers with different profession to get rid the threat of Evil Demon King by summoning Dragons, while developing their villages in the process. Players add their friends as part of neighborhood in order to collaborate, helping each other to gather more resources for common goal, which summon the Dragon and advance to the next stages. Players must use strategy to attack and defense against troops of Evil Demon King to gain experience and level up as part of character progression. The core experience is focused on **friendship, role-playing, grinding and struggle**.

## GAME INTERFACE

Dragons Life is **social game** genre for **iOS** and **Android** platforms with asynchronous server connection. The look and feel of the game is similar to *Vegas Life* or *Japan Life*. The camera is isometric to view the lands, structures and citizens. The main interaction use **point and tap** mechanic to give in-game commands.

While there is default option for auto-resolve battle, **Tower Defense style minigames** are available when player decide to manually engage any offensive or defensive battle. The minigames involve unique interaction when player use certain magic spells. Here are some examples uses of control mechanics

- **Typhoon spell:** Players must use their mouth to blow on the microphone to cast destructive wind against enemies.
- **Earthquake spell:** Player must shake and tilt his gadget to roll the boulders to crush enemies

Upon successful of summoning the Dragon, **cutscene** shows the Dragon eventually comes from the sky to destroy the troops of Evil Demon King at that stage. The Dragon returns to the sky after leaving lot of reward tokens (experience & economy) that can be used for the next stages



<http://www.draconian.com/dragons/chinese-dragon.php>  
<http://www.ricoholmes.com/?p=562>  
<http://www.gamelegacies.com/picarchive.html/>

## OBJECTIVES

The objective of the game is to clear a stage by summoning a Dragon in order to defeat the Evil Demon King and advance to next stages. Player must work together with other players in gathering resources to certain amounts in order to make summoning Dragons possible.

## GAME FLOW

- Players choose their profession (**Farmers, Warriors or Carpenters**) at the very start of the game.
- Player can join any available “party rooms” or create his own room and invite friends
- Based on current available economy, players can decide to build houses to add more citizens, plant farms to generate economy or build military barracks to produce troops.

- Farms generate economy, citizens generate experience upon accomplishment of performing tasks, and troops generate experience through military training or battle.
- Players can decide to allocate some troops for military training or engage offensive battle on any of Evil Demon King's Henchmen villages.
- Players have options to allocate some citizens to help other friends in completing their tasks.
- **Travel Cost** is applied on every attempt of offensive battle, military trainings, or helping friends. Travel Cost is period of the duty assigned citizens/troops would spend outside the village and they wouldn't be able to contribute to their own village until they return home.
- Within certain intervals (hours or days), Evil Demon King sends his henchmen to attack players' villages. Players have option to engage the battle manually in Tower Defense style minigame. The number of defensive structures, troops and citizens determines successful rate. Some troops & citizens may die and some building may be damaged in the process.
- Successful defend or attack will be rewarded with lot of experience points. Failure to do so will be rewarded with few experience points.
- In order to advance to the next stage, player must gather resources to certain amount and summon the Dragon. Each stage features different Dragons, where each Dragon has different resource requirement before it available for summon.

## GAMEPLAY/MECHANICS

### 1. *Asynchronous gameplay*

Log in to check their progress and log off at any time without requirement to play at the same time with other players

### 2. *Multi roles*

Choose from the following classes to use their specialties.

- **Farmers:** has bonus ability on crops planting, harvest more crops than other profession.
- **Warriors:** has bonus ability in battle, train troops faster and stronger.
- **Carpenters:** has bonus ability on building structures, construct structures faster and cheaper.

### 3. *Developing the village*

Build houses to add population, plant farms to generate various resources, build barracks to train troops, and other structures for supportive elements. Completion takes time from minutes to hours.

### 4. *Character progression*

Leveling system allows players unlocking new assets & abilities in the process and be more efficient when performing tasks of previous levels

### 5. *Attacking Demon villages (minigames available)*

Attack Demon's village to gain experience and economy. Although it can be engaged by auto-resolve, the battle can visualized by one of the available minigames. There is some degree of failure risks, which depend on player levels, number of allocated troops, strength of Demon villages, and player's performance on playing the minigames

### 6. *Defending against incoming Demons (minigames available)*

The Evil Demon King sends his henchmen to attack players' villages to hinder their progress temporarily. The attack happens constantly within interval of hours or days. Players must be prepared to allocate some resources to build some defensive barracks beforehand. The battle can be done by auto-resolve (mostly when player is offline) or minigames option.

## 7. *Community*

Players are assigned in a “party room” while completing a stage. Each room hosts a stage with objectives of summoning a Dragon with submission certain amount of resources. Players can visit friends’ villages and helping them in either gathering resources or constructing specific buildings to achieve the common goals (summoning Dragons) sooner

## 8. *Common Goals on each stage (with cutscene)*

A group of players in a “party room” shares common goal to summon a Dragon by gathering certain amount of common resources. Upon fulfilling the submission, cutscene of a Dragon fight with Evil Demon King indicate the end of a stage and introduce player to the next stage

## SELLING POINTS

### 1. *Theme of Dragons to fight Demons*

The theme of Dragons and Demons are familiar myth in Asian culture, mostly in China. Thus, the theme can blend better with the culture.

### 2. *Real Social Interaction*

Unlike existing “social games” where friends are just merely a tool, Dragons Live use real interaction with other players. Players can send their citizens or troops to visit friends’ villages and lend a hand. For example, Farmers can visit Warrior’s village to help them with farming. Not only the Warrior gets their food faster, Farmer gets extra experience in the process. The more friends they have, the faster they can level up and reach the objective.

### 3. *Common Goals*

Unlike existing “social games” where people are chasing individual goals, Dragons Live introduces a common goal where every player in the neighborhood shares efforts to summon the Dragon in order to advance to the next stage.

### 4. *Progressive Story Line*

Dragons Live introduces premise where a group of villagers with different specialties collaborate to summon Dragon in order to protect their area from the threat of Evil Demon King from one stage to another. Each stage introduce different Dragons with different requirement to ensure new playing experience

### 5. *Battle resolve via Minigames*

Players can play minigames that features unique control mechanics. Players can blow, tap, slide, and tilt the mobile gadget as input commands to control the game.

## MONETIZATION

Players have option to exchange real cash for convenience without affecting the game balance too much. Some example of monetization tokens are as follows:

- **Eye of Shangdi:** Offer detail information of enemies force. Player can reconsider whether he wants to attack or withdraw
- **Retry tokens:** Allows ongoing battles to be replayable for another chance of winning, just in case player lost last round.
- **Shennong Hand:** Allows citizens to do one-time auto-harvest and auto-plant new crops, just in case player forgot to log in right in time to avoid the crops wilt
- **Will of Guan Yu:** Allows troops to perform on-site training without leaving the village. Thus, they can gain experience without risking the village unguarded
- Several **unlockable** structures, warriors, and crops