DRAGON
LORDS

BLACK
TOWER
STUDIOS
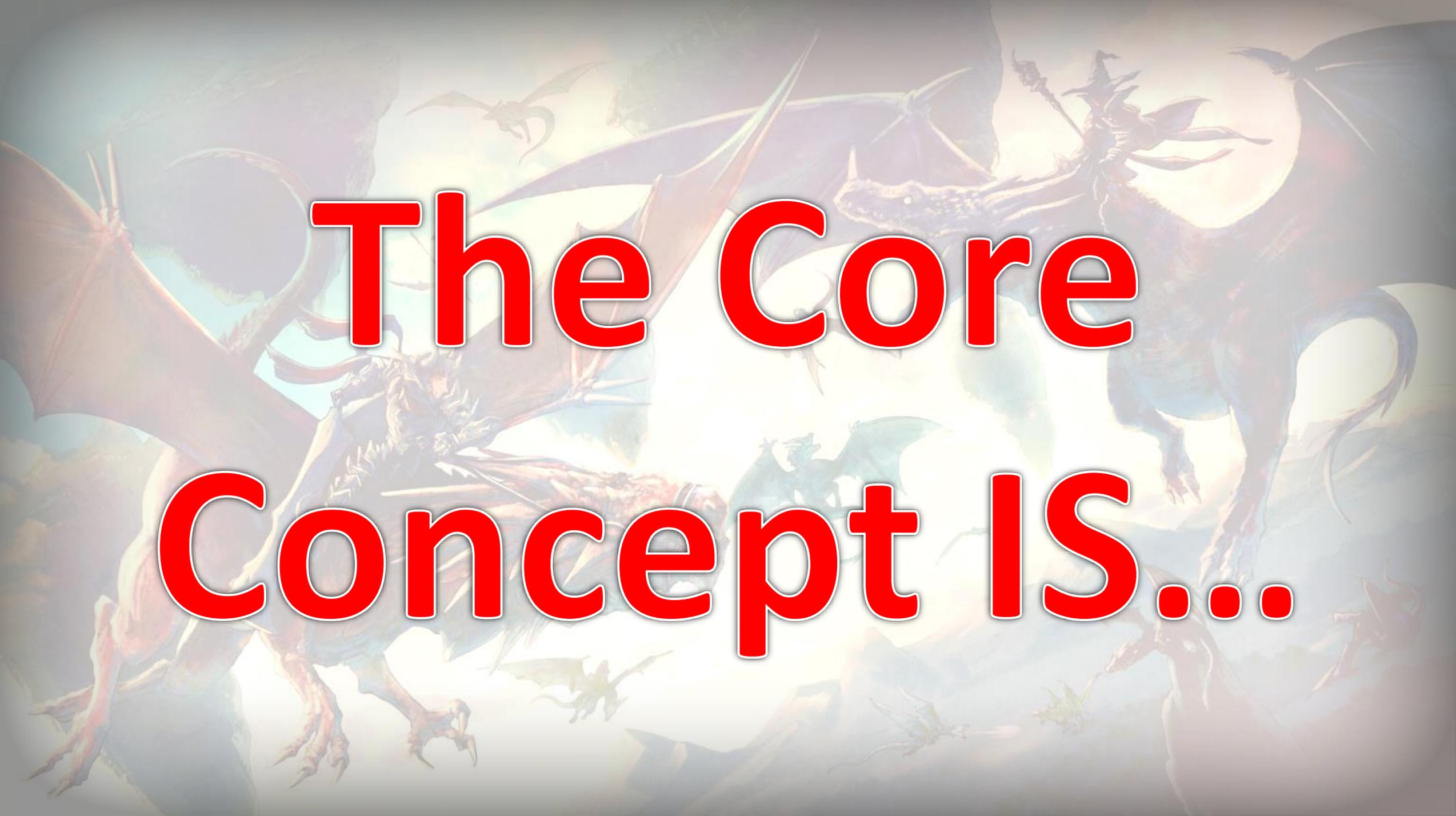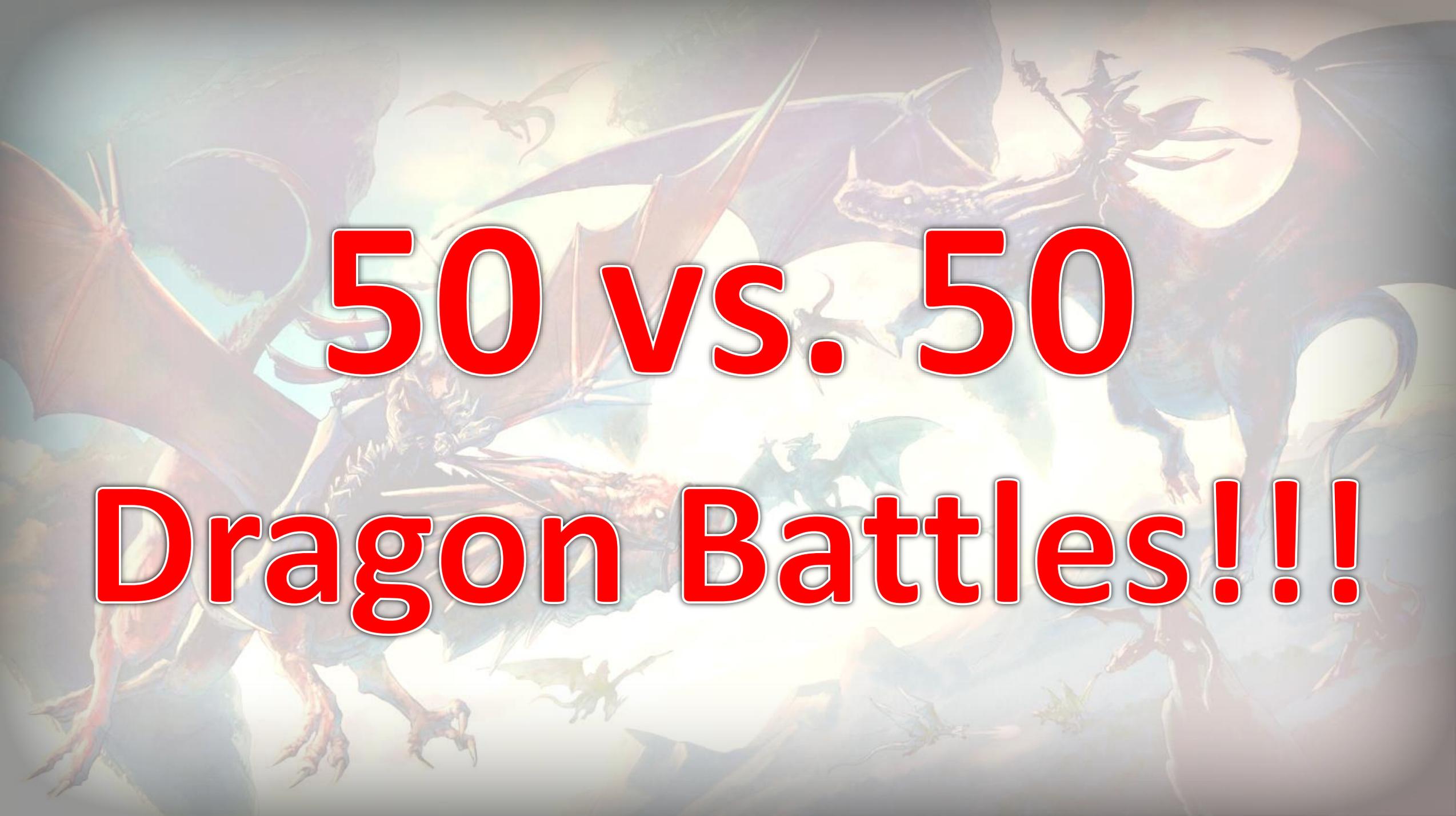
The Core
Concept IS...

50 vs. 50 Dragon Battles!!!

Game Overview

Core Concept:

DRAGON LORDS (working title) is an epic multiplayer battle action game.

Key Game Pillars:

50 vs 50 Objective-Based Team Battles
- Real-time PvP battles with capture points at an immense scale

Seamless Transition from Air to Land
- Take control of dragons in the air and riders on the ground

Massive Dragon Fortresses
- The "home base" of each team is a gigantic dragon that defends itself

Visual Overview

Visual Design:
Art and game world incorporating Japanese fantasy elements but tailored to world audiences

Game Engine
State of the art Unreal Engine 4 with multiplatform support

Game Camera
Third-person, over-the-shoulder camera view

Phases of Battle

The 50 vs. 50 battles are broken up into 3 major phases:

- Air Combat Phase

- Ground Combat Phase

- Dragon Fortress Siege

Battle System

Battle System

Jump on your dragon and dogfight with other dragons as you make your way to your enemy's air control points and contest control of them.

- Each dragon has unique attack abilities (normal attacks, lock-on beam attacks, area-of-effect attack skills etc.)
- Dragon-specific buff items can be used (temporary speed boost, "iron scales" defense buff, attack buffs, etc.)

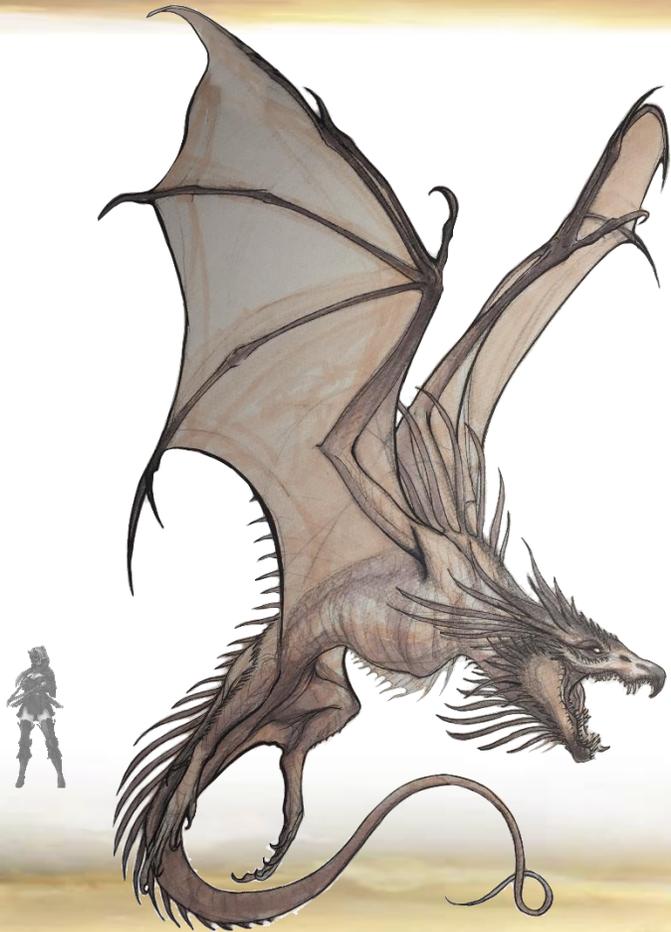Attack abilities and skills differ for each dragon.

Air Combat Phase

Air Combat Phase

Core stats, attack abilities, and special skills are unique to each dragon type.
Your choice of dragon to ride into combat can turn the tides of the battle!

Dragon Variants

Dragon Variants

Extremely fast and streamlined, especially skilled at dogfighting. Less health than other variants, but that doesn't matter if your opponents can't catch you!

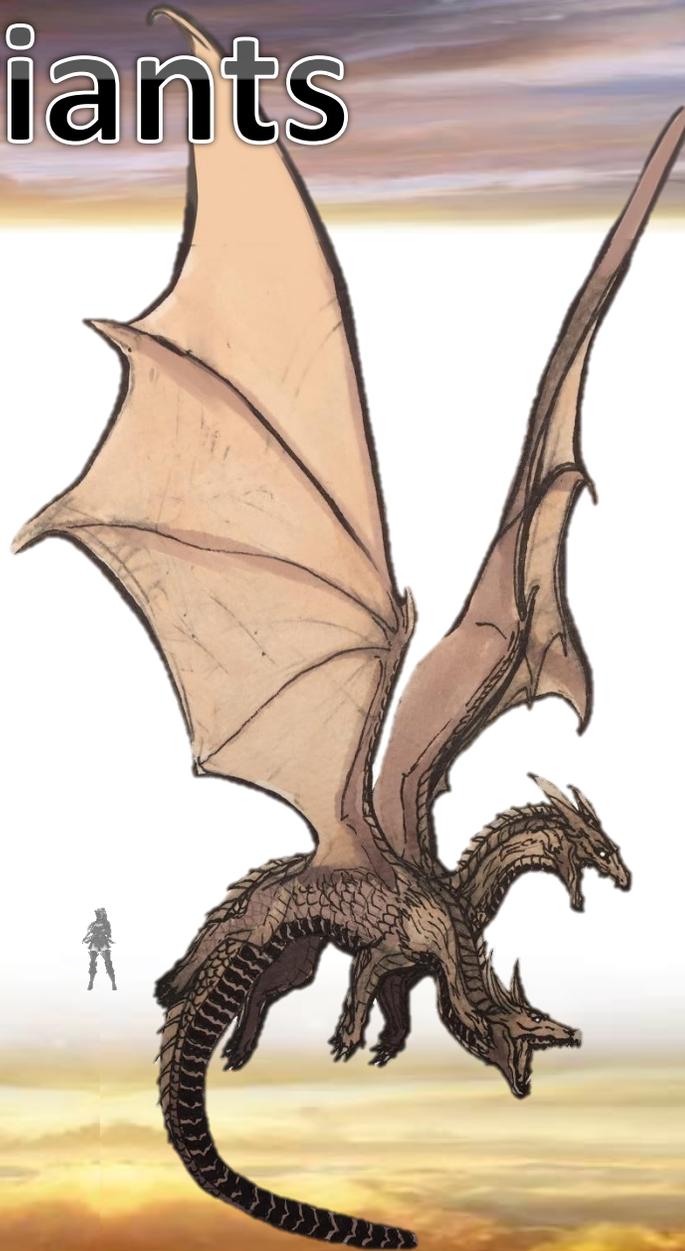|	
Speed	★★★★★
Attack	★★☆☆☆
Health	★★☆☆☆
Agility	★★★☆☆

Drake

Dragon Variants

With the highest attack strength and most health, this dragon is a "bomber" adept at attacking ground fortifications.
It's slow to turn, though, so dogfighting is not its forte.
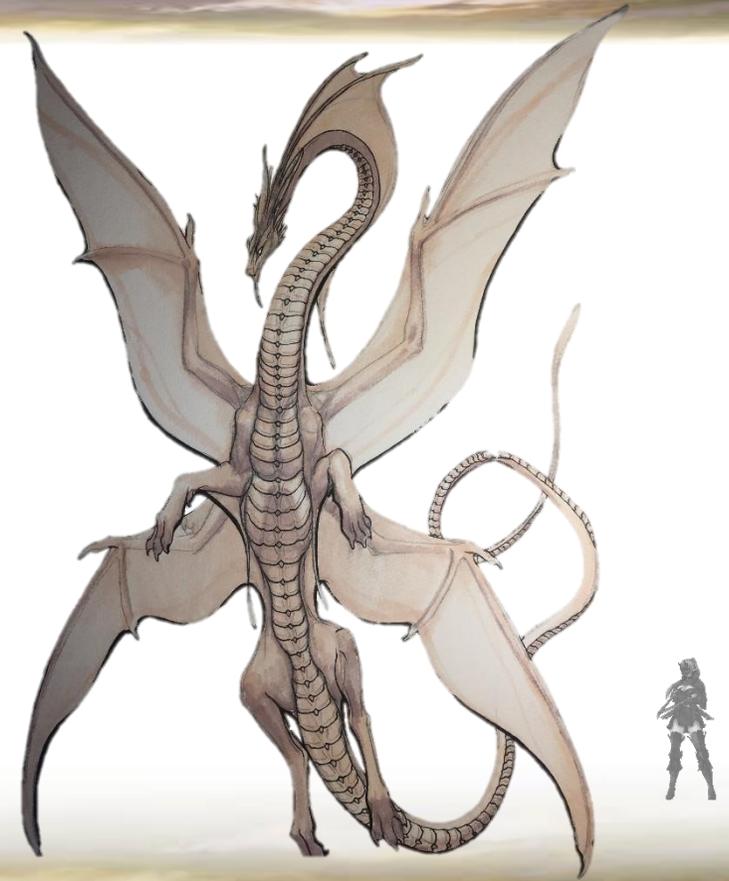
Speed ★★☆☆☆
Attack ★★★★★
Health ★★★★☆
Agility ★☆☆☆☆

Hydra

Dragon Variants

Although this dragon has low health, it is extremely maneuverable and can hover; it can make precision strikes on enemy dragons, riders, and fortifications and get out before the enemy knew what hit them.

Speed	★★★☆☆
Attack	★★★☆☆
Health	★☆☆☆☆
Agility	★★★★★

Amphitere

Once you climb off of your dragon...

Battle System

During the ground phase, your get off of your dragon and fight other player-controlled riders using melee weapons and magic to break through the enemy team's ground defenses and capture their control points.

- Each player rider character has specific attack abilities (normal attacks, sprint, dodge, unique skills, etc.)
- The riders can also use rider-specific buff items (health boost, "magic shield" defense boost, elemental attack buff, etc.,)

Each rider class has its own unique traits and skills.

Ground Combat Phase

Ground Combat Phase

All rider classes are "attack classes;" all are expected to fight enemy riders and help capture control points and are supplied with the tools to do so.

Each class has attack abilities and skills that differentiate them, allowing for specific roles on the battlefield.

All classes can ride dragons!

Rider Classes

Rider Classes

A class specializing in melee combat.

A Fighter's attacks do heavy damage to a single target, and their skills focus mainly on buffs that improve their own defense and attack stats.

Fighter

Rider Classes

This class excels at AoE (area-of-effect) magic attacks.

A Mage's attacks can hit multiple targets at once and inflict splash damage. Their skills on focused on long-range attacking.

Mage

Rider Classes

This class is an expert at stealth and covert operations.

The Assassin can inflict multiple status effects on enemies, and has many skills that cause damage over time.

Assassin

Rider Classes

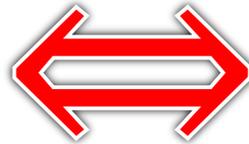A unique class that summons monsters to attack enemies.

Most of the Summoner's skills revolve around utilizing summoned monsters so the attacks of the Summoner itself are less powerful.

Summoner

Battle System

The Air Combat Phase and Ground Combat Phase repeat multiple times during a single battle.

 ⟺

Once the enemy's defenses have been sufficiently weakened and enough control points are captured, the battle will enter its final phase.

Air ⟺ Ground

Battle System

In the final phase of each battle, the attacking team (team with most control points captured) attempts a siege on the opposing teams "home base" which is a living, breathing dragon. If the attacking team is successful, the battle ends.

- Teammates and their dragons fight to land on the enemy fortress dragon
- The fortress dragon is fortified, so a siege must be planned to weaken it
- Attackers must push through a fierce defense to find the dragon's weakness
- Once attackers do enough damage to the dragon's vital area, it falls

The species of fortress dragon changes for each team faction.

Dragon Fortress Siege
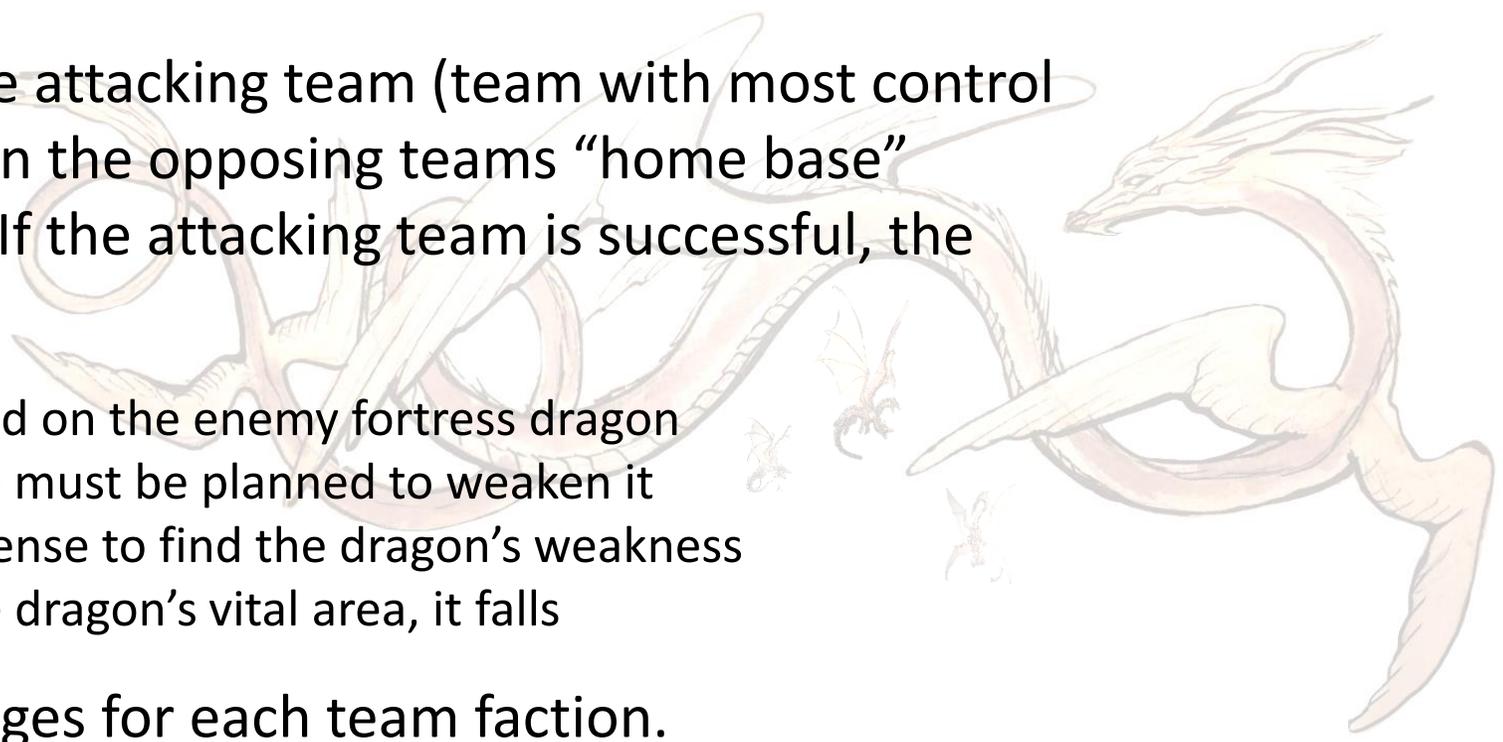
Dragon Fortress Siege

The ultimate goal of each battle is to take down the fortress dragon and secure victory for your team.

Victory!

Additional Game Mode

In addition to the 50 vs. 50 Dragon Team Battle mentioned above, we would also like to explore an Asymmetric "Mythic" Battle Mode. In this mode, 2 god-like "mythical" Dragon Lords with extreme abilities and immense power fight against a team of the 50 Dragon Riders that are detailed above.
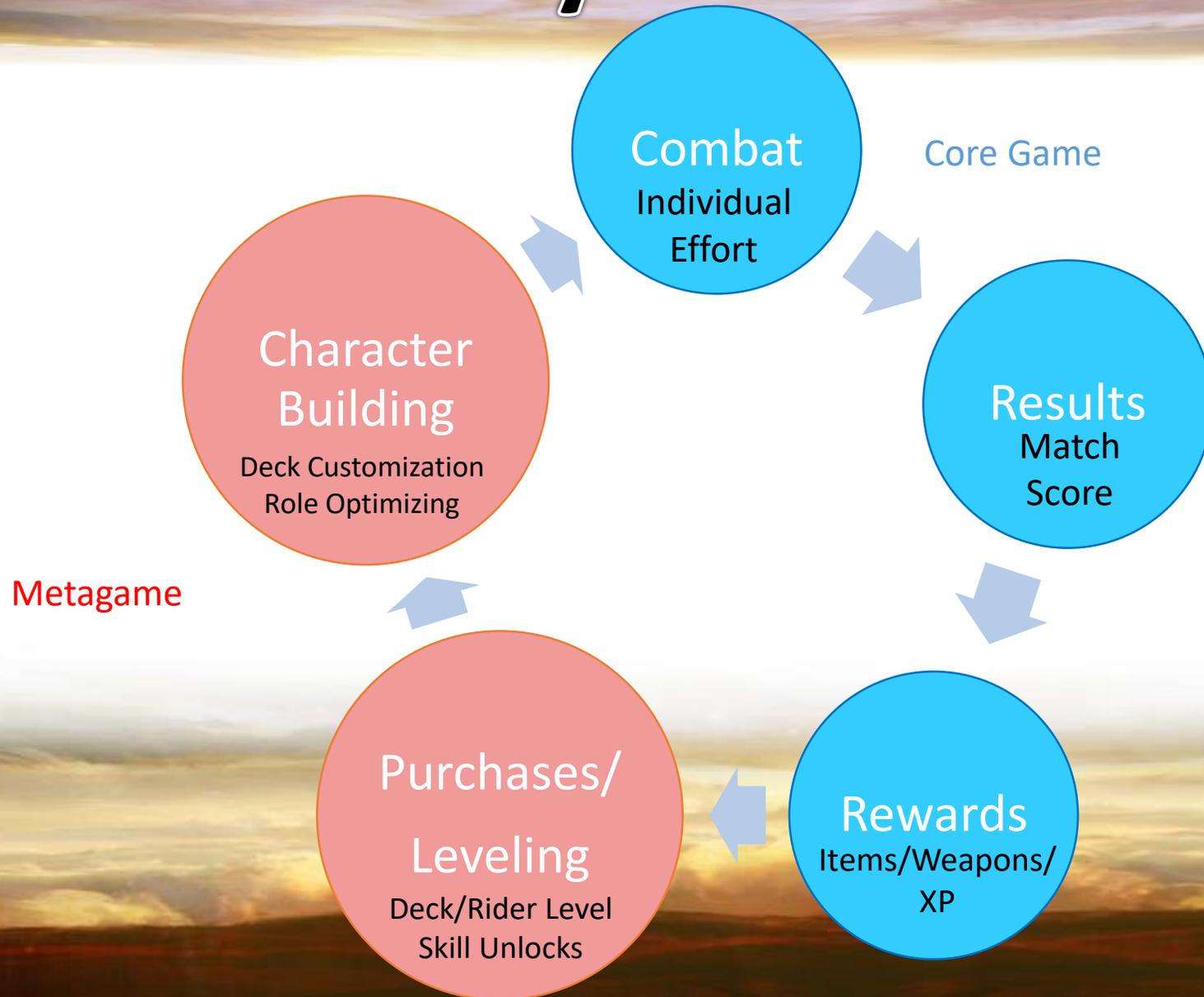
- "Mythical" Dragon Lords must destroy the opposing team's Dragon Fortress to win. The 50-man Dragon Rider team "simply" needs to defeat the 2 god-like Dragon Lords for victory.
- The top 2 ranked players in a match from the Dragon Rider team become the "mythical" Dragon Lords in the next match as multiple matches are played in each session.
- Dragon Riders strive to improve their characters through the metagame, while coveting the chance to be a Dragon Lord – the more time they spend as a "mythical" Dragon Lord, the better they will be able to defeat other players and secure unique rewards.

Asymmetric

After the battle ends and victory is won...

Game Cycle

Combat
Individual Effort

Core Game

Character Building
Deck Customization
Role Optimizing

Metagame

Results
Match Score

Purchases/ Leveling
Deck/Rider Level
Skill Unlocks

Rewards
Items/Weapons/ XP

Player Motivation Story
- Deck customization, skill usage, and role optimization allow individual contribution to team victory
- Results screen after battle shows amount of contribution and rewards for top placement; global leaderboards create desire to compete on larger scale
- Heroes and skills unlocked create visual and functional differentiation
- Dragon types and skills unlocked create visual and functional differentiation

All of the above combine to build a player's pride in their investment in the game and drive a player's motivation to continue playing and become more powerful.

Game Cycle

Game Element	Function	Method to Obtain
Heroes (unique Riders in each class)	"Container" for player progress, role differentiation / revenue driver	In-Game Purchases (with selection of free heroes available on rotating basis)
Dragons	"Container" for player progress, gameplay style segmentation / long-term engagement driver	Achieve certain skill unlocks amongst multiple different rider classes
Skill Deck Leveling and Optimization	Activity to fill progress "container" / short-term engagement driver	XP obtained from battles (win or lose), amount dependent on score ranking
Weapons (equipped per rider class)	"Wild-card" for player progress, element of "luck" / conversion driver	Random item drops from fulfilling certain achievements in battle

Items and Monetization

Launch Strategy

- Launch first on Steam Early Access on PC; build vocal community by engaging early adopter players and Twitch streamers

- Troubleshoot any issues and fine tune metagame cycle/monetization KPIs during Early Access

- Full launch on PC, mobile devices, and Switch once out of Early Access; build first-week user numbers by leveraging platform-specific store "featured" status and grassroots community efforts. Continue post-launch support and streamer engagement to grow and hold MAU base, with enhanced marketing activity for major content updates

THANK YOU!!