

# The Hospitaller – Game Concept

Aaron Cook – 9/30/2009

## ***Introduction***

“The Hospitaller” thrusts the player into the role of a lone crusader tasked with the job of rallying a town in turmoil, to defend itself against an approaching evil army. In order to survive this epic battle, the player must convert the townspeople into a formidable army and turn their small town into an impenetrable fortress.

## ***Description***

Morale is everything. As the player, you must help the townspeople settle their differences before it's too late. Some of them wish to flee. Others have conflicting ideas. Most of them have never fought before. One thing is for sure, unless the town is united, all will be lost.

Strong leadership is the key to any successful team - you must pick your Generals from amongst the townspeople. But be careful before making your choice - watch your prospect's interactions with the other townspeople closely. Choosing the wrong General will surely have its implications in the time of war.

The townspeople need your help but your time is limited. Helping a stonemason reopen shop will certainly make building outer walls around the town easier. Gathering food and resources will surely be handy in the time of war. If the town's Blacksmith isn't well equipped, then neither will be your army. There isn't time to help everyone, so choose wisely.

Each and every townsman has a morale meter. Will they be willing to die for you in the time of battle? Your actions during the ten days before the arrival of the enemy will determine the outcome of this war. More importantly, will they be willing to die for each other if the time comes? It's not just important that your army respects you, they must like each other as well – make sure to settle disputes before the battle begins or the results will be perilous.

## ***Key Features***

**Advanced Artificial Intelligence (AI):** Every townspeople in the *The Hospitaller* shares not just feelings for you, their Commander, but also every other townspeople. If two townspeople don't get along, they won't get along as soldiers either.

**Fortify the Town:** The town can be fortified in any way you see fit. Build a stone wall around the town or a moat. Each way you fortify the town will require special strategy in the time of war.

**Procedurally Generated Epic:** There's no script to this story. Your army has feelings. When a soldier chooses to die for you, it's because they believed in you.

**Random Gameplay:** Each play through has something entirely different in store for the player.

**Venture Outside the Town Walls:** Outside of the town is a dangerous place, but sometimes it's the best way to gather resources that the townspeople need.

## Genre

*The Hospitaler* combines RPG and RTS elements together to create a unique experience. The days before the impending battle are played much like any other RPG. The player spends his time completing various "quests" for townspeople, setting disputes, gathering resources and training his army. When the enemy army arrives, it becomes all about strategy. Depending on how the army is put together and how the town is fortified, the player must make key strategic decisions in order to avoid being slaughtered.

## Platform

*The Hospitaler* is being developed using SDL and OpenGL. This allows the game to be played on various platforms, such as Windows, Linux and Mac OSX.

