Breakers

The Portals to Azegoth

Genre

Online Collectible Card Game/Strategy MMO

High Concept

Breakers is like the World of Warcraft Trading Card Game or Magic: The Gathering except the game has only online cards, no physical cards and decks will be smaller to facilitate faster games. Each player starts with a collection of allies, weapons, magical items and spells, where they compete against other players for the chance to enter through one of the portals into the MMO. On the other side, the game becomes a land grab against a ticking clock.

Premise

A player creates an account, is given a random deck of online cards and is placed in the arena. They are told the story of how the Earthland people ruled Azegoth until a group of demons called the Breakers came and ran them out. Some stayed but they are routinely terrorized and tortured by the Breakers. Meanwhile the Breakers continually break down the portals with magical powers in an attempt to destroy Azegoth forever.

Users simply play the online CCG style card game for ranking. Then intermittently, the best-ranked are sent through the portals. Each player enters the portal with a finite number of allies. Those allies have a finite carrying capacity; basically each player only gets to enter with one deck.

The game differs from other online games in that it has a finite ending point. Either when portals are destroyed or when one player or group of players finds a way to destroy the Breakers. It's in the player's interest to keep the portals open however, because once a player's allies die in Azegoth those allies are unusable in the game. The player can battle on, but will need to reassemble a new team of allies and bring them through the arena and into the game to replenish his/her forces. While all players start with a set of items, they can purchase more randomized allies and items to build a new/better deck and enter the arena.

Goal

The goal initially is to become good at the card game and gain access to Azegoth. The goal once there is to liberate the land by conquering the Breakers and winning the support of the people by claiming locations. Again the game will have a finite ending point. If the Breakers close the portals the game ends and no one wins, if the breakers are destroyed the player with the most influence wins.

How it works

The arena is turn based, like a CCG you use your deck to defeat your opponent. The battle system in Azegoth is just like the arena with some twists (described below.) In Azegoth players will have some extra stats to watch, players will be given each other's influence score along with their own, influence relates directly to a players amount of land he can claim as controlled and the amount of good will/support of fear/loyalty he can instill in the Non-Player Characters (NPCs.) Battles are for control of a location and will be the dominant factor to decide influence. Each player will also be given the status of each portal and each Breaker. As the portals or the Breakers weaken, fun should ensue, as players will be given the chance to band together and take on a Breaker to keep the portals open.

Is it an MMO?

Somewhat. When player's cross into Azegoth there will be a world to interact with. The player will choose an ally from his/her deck and play mainly as that character (if it dies, choose another, no hopping about from character to character.) But some rules will have to be different to enable battles for territory. The allies not directly controlled by the user become partially NPC's and will defect or run off if not treated well. There will be a system of road to wander that will connect all the lands and the portals. The roads will be a safe place for groups to wander with out constantly battling.

Maps and Locations

Players will be given a general map of the lands. They will have to wander about and/or maintain a network of scouts, to gather specific information about what is around them and what the other players are doing. Locations will be designated by pre-defined boundaries that will vary with the landscape but will be about equal size. All players will be able to interact with the NPCs at the fringes of each location.

Battles

Whenever two or more players are in a location there will be an opportunity to battle. These players will be able to speak to one another, and players can gang up on other players (to some limit.) Scouts will be able eavesdrop on these conversations. There will be towns and quests and, while players can grow their decks by good or bad deeds and actions and seek out items and weapons, there will be NO grinding. As an example, if you are battling in an area you have been in a while, done some favors for the NPCs there. You may, in a battle, pick up some townsfolk as allies in your battle to rule this location.

Always On

It's always on. The portals will breakdown a little bit each real day unless the players slow the breakdown by destroying the Breakers. There will be at set of rules around players that go inactive, like ally defection and/or battle scripting ahead of time so your avatars know what to do if attacked.

Success and Failure Conditions

When a player has no allies left to play from his/her deck, he/she must re-enter the arena. If the portals are all destroyed Azegoth will fall into gloom and all will be lost. If all the breakers are destroyed, the player with the largest influence wins. At this point the winning player is proclaimed God of Azegoth.

Carrot Says:

Title: Breakers

Written by: Creppy

Week # 4

High Concept: This High Concept is a bit too long and some of the sentences can be reworded differently, but it gets the general gist of the game across and even makes it sound interesting.

Critique: I'm really intrigued by this concept; the idea of playing a game in order to gain access to a completely different game is an interesting idea. Regardless of whether or not I think it would be a commercially viable title; I think it would be an interesting concept to check out.

I also like the integration of the CCG into the MMO once players make it that far, it could be really neat to see the cards come to life for the player to interact with. No matter how cool the concept sounds on paper; I'm very worried about how it would actually work. The entire game is always playing; regardless of if the player is, does the world just get reset once a player wins? If not, the player base will dry up very quickly once a single player wins, and that doesn't sound terribly fun.

I also don't see any mention of how battles commence in the MMO side of the game. I assume that they behave like any other MMORPG, but some clarification would be nice. I mean, there's an entire paragraph dedicated to the battle system, yet I still have no idea how it actually functions.

Presentation is solid overall; there aren't any major mistakes that disrupt the read, but the clean paragraph spaces from the first page don't seem to continue on the second page.

I can see myself having a lot of fun with *Breakers*, but the Treatment doesn't do very well to paint a good picture of what actually happens during the MMO play, so it is hard to say for sure. Work on explaining at least a little bit more detail and actual gameplay to cultivate this idea further.

Fun: B
Presentation: B
Originality: B+