

BATTLE FOR Arcanium



Content Table

Contents

Silksoon Studios	5
1 Design History	7
2 Vision statement	8
2.1 Game Logline	8
2.2 Gameplay synopsis	8
3 Audience,Platform and Marketing	9
3.1 Target Audience	9
3.1.1 Bartle's taxonomy	9
3.1.2 Level of expertise	10
3.1.3 Age and Gender distribution	10
3.1.4 Geographic Distribution	11
3.2 Platform	11
3.3 System requirements	12
3.4 Top performers	13
3.4.1 Kingdom Rush	13
3.4.2 Bloons TD 6	14
3.4.3 Clash royale	15
3.5 Feature Comparison	16
3.6 Personas	17
3.6.1 Diego, The Competitive Strategist	17
3.6.2 Danielle, The On-the-Go Challenger	18
3.6.3 Mei, The Casual Tactician	19
3.6.4 Luca, The Lore Enthusiast	20
4 Legal analysis	21
5 Gameplay	22
5.1 Overview	22
5.2 Core Mechanics and Game elements	22
5.2.1 Economy	22
5.2.2 Base	22
5.2.3 Faction Decision	23
5.2.4 Combat System	23
5.2.5 Towers	23
5.2.6 Tower Types	24
5.2.7 Troops	29
5.2.8 Troop Types	29
5.2.9 Troop Classes	30
5.2.10 Troop Deployment Limit	38
5.2.11 Types of damage	38

5.2.12	Status effects	38
5.2.13	Bufs	39
5.2.14	Maps	39
5.2.15	Win condition	39
5.2.16	Upgrades	39
5.3	Gamemodes	39
5.3.1	Ranked	39
5.3.2	Quickplay	40
5.3.3	Custom Match	40
5.4	Game Currency – Cores	40
5.5	Cosmetics Shop	40
5.6	Friend List	41
5.7	Controls	41
6	Interfaces	42
6.1	Flowchart	42
6.1.1	Main Menu	42
6.1.2	Shop	42
6.1.3	Account Settings	43
6.1.4	Friend List	43
6.1.5	Friend Requests	44
6.1.6	Game Settings	44
6.1.7	Change Language	44
6.1.8	Leaderboard	45
6.2	Quit Game	45
6.3	Play with a friend	46
6.4	Match Lobby	46
6.5	Join Match	46
6.6	Map Selection	47
6.7	Pregame Preparation	47
6.8	Troops Lineup Setup	48
6.9	Towers Lineup Setup	48
6.9.1	Main Game	49
6.9.2	Tower settings	50
6.9.3	Match Outcome	50
7	Story	52
7.1	Synopsis	52
7.2	Backstory	52
8	Game characters	55
8.1	Factions	55
8.1.1	Arcane Ascendants	55
8.1.2	Techno-Vanguard	57
8.2	The rest of the population	59

9 Game world	60
9.1 Earth-77	60
9.2 The Site of the Impact - Nalim City	60
9.3 New Zokyo City	62
10 Media	63
10.1 Menus	63
10.2 Visual identity	64
10.3 Troops	64
10.4 Towers	65
10.5 Bases	66
10.6 Maps	66
10.7 Fonts	67
10.8 Other Assets	67
11 Prototypes	68
11.1 Digital prototype	68





Andrea Pullia

Team Lead
Tower Designer & Programmer
Story Designer
World Building
Video Editor
65857A



Alessandro Anglani

UI/UX Designer
Quality Assurance
Balancing
Infrastructure Designer
Game Designer
53490A



Sheng Angelo Chen

AI Programmer
Troop Designer & Programmer
UI Programmer
Multiplayer Architect
Character Designer
Storyboarding
33884A



Cecilia Iustini

2D Artist
Concept Artist
Animator
iustinicecilia@gmail.com

1 Design History

This section tracks the changes made to the document.

Who	When	What
Sheng Angelo Chen	10/04/2025	Vision statement, Audience
Everyone	11/04/2025	Brainstorming, Audience, Unit statistics
Andrea Pullia	15/04/2025	Synopsis of the story
Andrea Pullia	16/04/2025	Factions - Arcane Ascendants
Andrea Pullia	18/04/2025	Win Conditions and Resources
Andrea Pullia	19/04/2025	Game characters
Andrea Pullia	22/04/2025	Gameplay
Alessandro Anglani	02/05/2025	Personas
Sheng Angelo Chen	12/05/2025	Legal Analysis and Core Mechanics
Andrea Pullia	15/05/2025	Personas and general adjustments
Sheng Angelo Chen	19/05/2025	Interface
Sheng Angelo Chen	20/05/2025	Interface, Gameplay and Game Characters
Sheng Angelo Chen	21/05/2025	Troops storyboard and Intro storyboard
Andrea Pullia	22/05/2025	Game World and Digital Prototype
Andrea Pullia	23/05/2025	Tower Types
Sheng Angelo Chen	23/05/2025	Tower storyboard
Andrea Pullia	25/05/2025	Bufs, Media
Sheng Angelo Chen	26/05/2025	SHOP UI, GDD corrections and Game World
Everyone	29/05/2025	Minor adjustments

2 Vision statement

2.1 Game Logline

In a world torn apart by the power of Arcanium, two forces wage an endless war—machines vs. magic. Fight to control the Arcanium mines or to eradicate them. Join the battle, defend your ideals, and prove your strategic prowess in this epic 2D tower defense.

"Magic or Machines? Shape your own future"

2.2 Gameplay synopsis

Battle for Arcanium is a fast paced online multiplayer 2D tower defense game set in a thrilling Magitech world where real-time tactics meet strategic tower placement.

Choose your faction—tech-fueled machines or arcane-powered magic and craft your own strategy to outsmart and overwhelm your opponent.

Deploy your units with precision, build towers wisely, and destroy the enemy's base before they destroy yours.

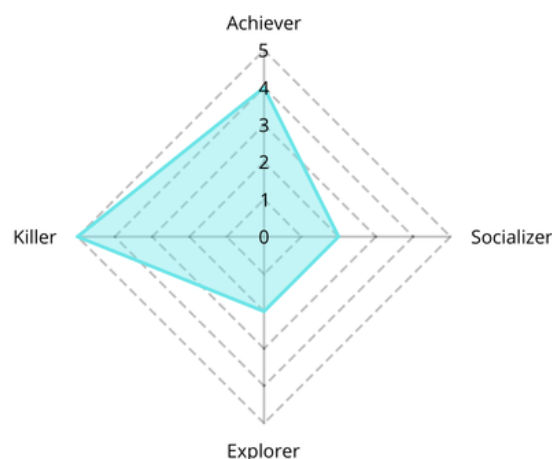
3 Audience, Platform and Marketing

3.1 Target Audience

Battle for Arcanium is designed for children, adolescents, and young adults who are looking for quick, action-packed matches and a chance to prove their strategic skills. With its fast-paced gameplay, quick thinking and smart resource management are key to securing victory. Whether players want to enjoy a quick match to pass the time or climb the competitive ladder to showcase their strength, Battle for Arcanium offers a thrilling and rewarding experience for all skill levels.

3.1.1 Bartle's taxonomy

Battle for Arcanium primarily appeals to Killers and Achievers, as it's centered around competitive 1v1 PvP gameplay. Outsmarting and overpowering your opponent is the core gameplay loop, while climbing the ranked ladder provides a strong sense of progression and motivation for continued play.



- **Socializer**(2/5)

The game's emphasis on competitive 1v1 battles over cooperation or social interaction makes it less appealing to Socializers. Its fast-paced format and direct player-versus-player structure offer limited opportunities for building in-game relationships or engaging in long-term cooperative play. Currently, social interaction is mostly limited to the friend list system. However, introducing features such as clans, emotes, or a chat system could greatly enhance its appeal to this player type by fostering a stronger sense of community and player connection.

- **Achiever**(4/5)

Achievers are drawn in by the ranking system, strategic depth, and the drive to master unit abilities and optimize plays. The game encourages them to perfect their strategies, unlock new content, and climb the leaderboard to show progress and skill.

- **Killer**(5/5)

Players gain satisfaction from dominating matches, destroying enemy bases, and winning through superior strategy, which resonates strongly with Killer types who thrive on direct competition and asserting skill over others.

- **Explorer**(2/5)

Explorers will find appeal in uncovering unit synergies, experimenting with faction dynamics, and delving into the intricate lore of the game world, which is revealed through the environment and map design.

3.1.2 Level of expertise

Battle for Arcanium is primarily designed with casual gamers in mind. Whether you've got a few minutes during a coffee break, a short break in your day, or you're simply looking to relax, this game offers quick and exciting matches that are easy to jump into.

With simple drag-and-drop mechanics and fast-paced gameplay, players can dive straight into the action without needing to learn complex systems. The only mechanics to master are the unique abilities and powers of each unit, making the learning curve light but the strategic depth meaningful.

For more competitive or hardcore players, a skill-based matchmaking system ensures they'll be challenged by increasingly tougher opponents—providing a rewarding environment to test tactics and climb the ranks.

3.1.3 Age and Gender distribution

Battle for Arcanium is primarily designed with a focus on casual gamers who enjoy quick, tactical gameplay with high replay value.

According to [statista](#) (as visualized in the graph below), video game engagement among both male and female users is highest between the ages of 18 and 34, with a near gender balance in the younger age groups. This reflects an inclusive opportunity to appeal to both genders, especially since the game features non-violent stylized visuals and easy-to-grasp mechanics.

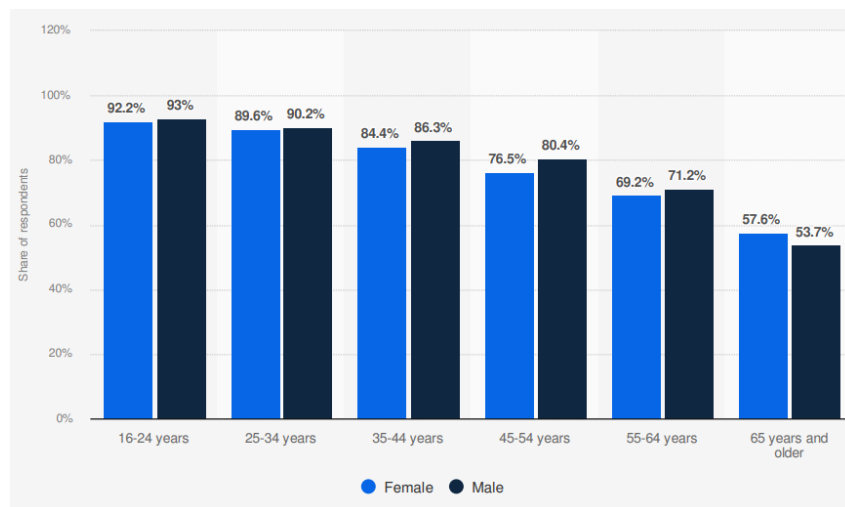


Figure 1: **Share of internet users worldwide who play video games on any device as of 3rd quarter 2024, by age group and gender**

3.1.4 Geographic Distribution

Battle for Arcanum will initially launch in English to ensure broad accessibility and global distribution. However, we are actively planning to implement Chinese and Japanese language support to expand into the Asian market, where mobile and casual gaming have a significant presence.

By localizing the game for these regions, we aim to maximize our reach and tap into one of the world's most competitive and dynamic gaming markets as early as possible.

3.2 Platform

Battle for Arcanum will initially launch on Steam for **PC**, a platform that caters to both hardcore and casual gamers. This makes it the ideal starting point for reaching players interested in strategic gameplay and real-time tactics.

The game's control scheme is primarily UI-based, with keyboard inputs used only for optional shortcuts. This design choice ensures that transitioning to mobile platforms in the future can be done smoothly—similar to successful titles like *Hearthstone*.

A **mobile** (both **Android** and **IOS**) port is part of our long-term plan, as it would significantly broaden the game's reach and allow us to tap into a more casual, on-the-go audience. With the foundations already designed to be mobile-friendly, we're setting the stage for a seamless cross-platform experience down the line.

3.3 System requirements

Component	Minimum Specs	Recommended Specs
OS	Windows 10	Windows 11
Processor	2 GHz	3.2 GHz
Graphics	Integrated GPU or better (2048 MB)	GeForce GTX 660
RAM	4 GB	8 GB
Storage	1 GB HDD	4 GB SSD
Network	10 Mbps down / 5 Mbps up	100 Mbps symmetrical

Please refer to the technical document for a more complete breakdown of the system requirements.

3.4.2 Bloons TD 6



Platforms: Android, iOS, Windows, macOS, Apple Arcade, Xbox One, visionOS, PlayStation 4

Release Date: June 13, 2018 (Android, iOS), December 17, 2018 (Windows), March 13, 2020 (macOS), February 11, 2022 (Apple Arcade), September 5, 2023 (Xbox One), February 2, 2024 (visionOS), July 31, 2024 (PlayStation 4)

Logline: "Craft your perfect defense from a combination of powerful Monkey Towers and awesome Heroes, then pop every last invading Bloon!"

Description:

Bloons TD 6 is the sixth main installment of the Bloons Tower Defense series. The objective of Bloons TD 6 is to prevent enemy balloons, referred to as "Bloons", from traversing a track and taking lives, which is fulfilled by the player placing a combination of monkey-based towers to pop the Bloons before they can escape. Popping Bloons will earn money, and can be used to buy more towers or upgrade existing towers. Each tower has a different role in the game.

3.4.3 Clash royale



Platforms: iOS, Android, Microsoft Windows

Release Date: 4 January 2016 (iOS), 16 February 2016 (Android), 24 October 2023 (Windows)

Logline: "Clash Royale is a real-time multiplayer game starring the Royales, your favourite Clash characters and much, much more. Collect and upgrade dozens of cards featuring the Clash of Clans troops, spells and defenses you know and love, as well as the Royales: Princes, Knights, Baby Dragons and more. Knock the enemy King and Princesses from their towers to defeat your opponents and win Trophies, Crowns and glory in the Arena."

Description:

Clash Royale is a dynamic real-time strategy game, combining elements of collectible card games, tower defense, and multiplayer online battle arena (MOBA) genres. Players create their own decks of cards, which represent a variety of units, spells, and defenses inspired by characters from the Clash of Clans universe. These cards can be upgraded as players progress, allowing them to enhance their strategy.

In the game, players face off in 1v1 or 2v2 battles against opponents in arenas, with the primary objective being to destroy the enemy's towers while defending your own. The core gameplay revolves around carefully deploying units and spells in real-time, managing elixir (a resource that regenerates during the game), and making split-second decisions to outsmart and outmaneuver your opponent.

3.5 Feature Comparison

Feature	Kingdom Rush	Bloons TD 6	Clash Royale	Battle For Arcanium
Genre	Tower Defense	Tower Defense	Real-time strategy, card game	Tower Defense
Main Platforms	Android, iOS, PC	Android, iOS, PC	Android, Windows, iOS	PC, Android, iOS
Number of players	1	1	Multiplayer online (1v1)	Multiplayer online (1v1)
Battle Type	Achiever, Explorer	Achiever	Killer, Achiever	Killer, Achiever
Single Player Mode	Yes	Yes	No	No
Leaderboards	No	Yes	Yes	Yes
Shop	Yes	Yes	Yes	Yes
Setting	Medieval Fantasy	Fantasy	Medieval Fantasy	Futuristic Fantasy
Average Session Length	15-30 min	15-30 min	3-5 min	3-5 min
Passive Income	No	No	Yes	Yes
Waves Spawning	Yes	Yes	No	Yes (for both players)

3.6 Personas

3.6.1 Diego, The Competitive Strategist



Age: 23

Location: Milan, Italy

Occupation: University student (Computer Engineering)

Gaming Habits: 2–3 hours/day, prefers mobile and PC, enjoys competitive PvP games

Favorite Games: Clash Royale, Starcraft II, League of Legends

Motivations: Diego plays to win. He enjoys climbing ladders, unlocking exclusive cosmetics, and analyzing enemy strategies.

The fast 3–5 minute session structure of Battle for Arcanium fits into his busy student schedule. He identifies strongly with the Techno-Vanguard's pragmatic ideology.

Bartle Type: Killer (5/5), Achiever (4/5)

3.6.2 Danielle, The On-the-Go Challenger



Age: 35

Location: Boston, USA

Occupation: Marketing manager and mom

Gaming Habits: Plays during lunch breaks and in the evening (10-20 min sessions)

Favorite Games: Clash Royale, Bloons TD Battles 2, Teamfight Tactics (Mobile)

Motivations: Danielle enjoys fast, satisfying rounds that test her reflexes and brain. She loves seasonal events, cosmetic rewards, and unlocking things at her pace. Although not hard-core, she enjoys to prevail over her opponents, but she does not try to go on competitive matches due to her lack of time.

Bartle Type: Killer (3/5), Achiever (3/5)

3.6.3 Mei, The Casual Tactician



Age: 29

Location: Taipei, Taiwan

Occupation: UX Designer

Gaming Habits: 20–30 min/day, plays mobile games during commutes

Favorite Games: Heartstone, Bloons TD 6, Monument Valley

Motivations: Mei is drawn to Battle for Arcanum's arcanepunk aesthetic and intuitive UI. She appreciates that the game is easy to pick up but deep enough to reward smart plays. She switches between factions based on her mood, and she's particularly attracted to the lore-rich world of Earth-77.

Bartle Type: Explorer (3/5), Achiever (4/5)

3.6.4 Luca, The Lore Enthusiast



Age: 19

Location: Pisa, Italy

Occupation: High school student

Gaming Habits: 3+ hours/day, enjoys narrative-heavy and fantasy-themed games

Favorite Games: Ori and the Blind Forest, Genshin Impact, Legends of Runeterra

Motivations: Luca is fascinated by the Arcane Ascendants. He values world-building, unit backstories, and immersive environments. While he plays competitively, what excites him most is unlocking lore and watching the story unfold between matches. He shares fan art and character theories on Discord.

Bartle Type: Explorer (5/5), Socializer (3/5)

4 Legal analysis

All assets used in the game demo have been produced by team members or taken from free assets available on Internet (respecting the asset license).

The game is expected to receive a PEGI 7+ rating due to its non-violent gameplay, cartoonish art style, and intuitive, user-friendly mechanics. It is designed to be suitable for young audiences, emphasizing strategic thinking, problem-solving, and planning rather than intense combat or graphic content. The game features a gradual difficulty curve and provides a lighthearted, family-friendly experience that encourages creativity and strategic play without exposing players to inappropriate themes.



5 Gameplay

5.1 Overview

In a fractured future where the mysterious resource known as Arcanium fuels both destruction and power, two factions wage a relentless war for the fate of humanity. One side commands devastating war machines and cutting-edge technology. The other wields ancient magical forces, amplified by Arcanium's volatile energy.

In this fast-paced, competitive 2D tower defense game, players choose their allegiance: will you exploit Arcanium to enhance your arcane abilities, or seek to annihilate it with brute military force to save the world from its corruption? Face off against other players in strategic battles where every decision counts. Build and upgrade powerful towers, deploy unique units, and manage resources in real time. Whether you prefer aggressive assaults or tactical defenses, your strategy shapes the battlefield.

The war over Arcanium has no clear heroes, only survivors. Choose your side, command your forces, and tip the balance in a world where the line between salvation and annihilation is razor-thin.

5.2 Core Mechanics and Game elements

5.2.1 Economy

An in-game currency is used to deploy troops and construct towers. This currency can be earned through several means during gameplay:

- **Passive income:** Players earn a certain amount of currency every second.
- **Enemy defeats:** Each time an enemy unit is defeated, a certain amount of currency is awarded, depending on the type of unit. Stronger units grant higher rewards.
- **Tower selling:** Players can sell their towers to regain a portion of their value, offering a strategic way to recycle resources.

Each faction uses a unique currency name and icon:

- The Arcane Ascendants will earn **Shards** (of Arcanium) (Figure 2a)
- The Techno-Vanguard will earn **Cogs** (Figure 2b)

5.2.2 Base

Each player has a distinctive base structure that must be defended at all costs. This structure has its own health pool, and if it is destroyed, the player loses the match. Both factions feature visually unique base designs that reflect their thematic identity.

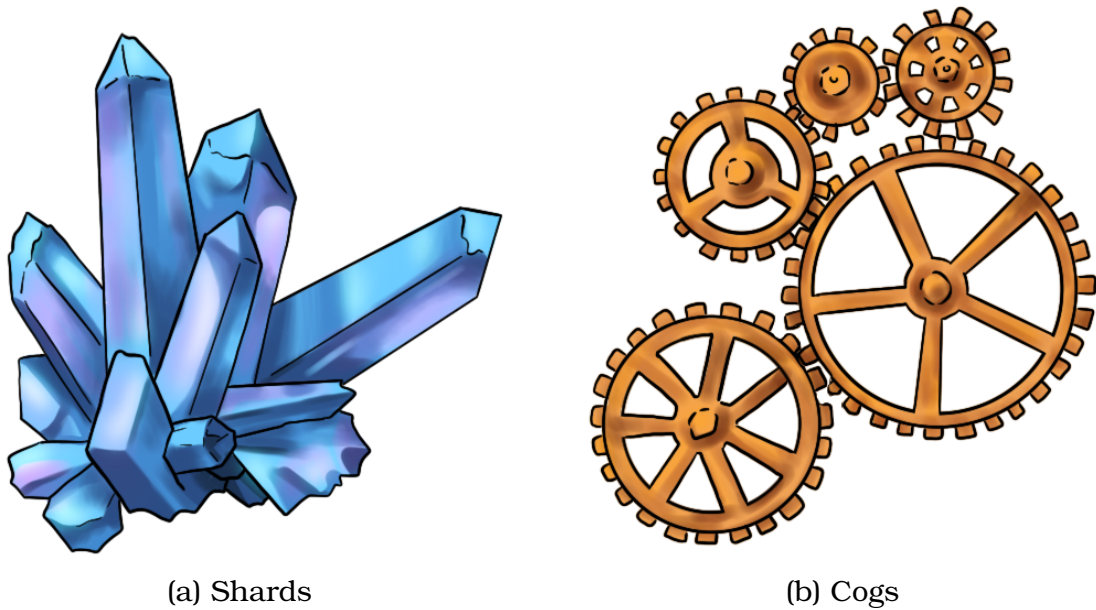


Figure 2: Currencies

5.2.3 Faction Decision

At the start of a match, each player selects a faction. If both players choose the same faction, a coin toss (or other random mechanism) is used to determine who retains their choice. The other player is then assigned the opposite faction.

5.2.4 Combat System

For each faction, a minion spawns once every second to maintain constant gameplay pressure.

Players can deploy additional troops and build towers using their available resources. Each tower type and troop class features unique attacks and characteristics.

The objective is to destroy the opponent's base through a combination of strategic offense and defense.

5.2.5 Towers

Towers serve as defensive structures and cannot be directly targeted or destroyed by enemy troops.

They are placed using a drag-and-drop mechanic via the UI and can only be positioned on available ground within the player's territory.

Each tower type has its own unique set of attributes, with values that vary depending on the specific tower:

- **Cost** – The amount of currency required to build the tower.
- **Range** – The distance within which the tower can attack enemies.
- **Attack Speed** – How frequently the tower attacks.

- **Damage** – The amount of damage dealt to enemy troops per hit.
- **Sell Gain** – The amount of currency refunded when the tower is sold.
- **Damage Type** – The nature of the damage dealt (e.g. single target, splash).
- **Status Effects** – Any additional effects the tower can inflict
- **Construction Time** – The time it takes for the tower to become operational after placement
- **Destruction Time** – The delay before the tower is removed after being sold or replaced.

Clicking on a placed tower opens a UI panel that provides the following actions:

- **Selling:** Towers can be sold at any time for a percentage of their original cost. Selling triggers a short destruction animation, after which the tower is removed from the field. The tower is fully despawned after its specified *destruction time*, and the corresponding amount of resources is refunded to the player.
- **Priority Selection:** Allows the player to define which type of enemy the tower should prioritize when multiple targets are within its range.

These actions will be available in a UI panel that will come up selecting a placed tower.

5.2.6 Tower Types

Before the start of a match in Battle for Arcanium, players must select 3 types of towers from all the available tower types.

Only the chosen towers will be available for placement during gameplay, making pre-match planning a key aspect of strategy.

The currently available tower types in Battle for Arcanium are:

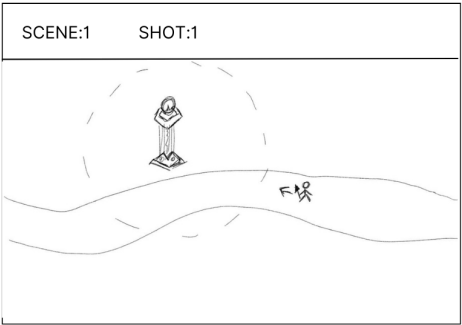
- Base Tower
- Merchant
- Shielder
- Tactical
- High Damage

Each faction has its own unique version of these tower types, differing in design, but remaining functionally balanced in terms of gameplay mechanics and stats.

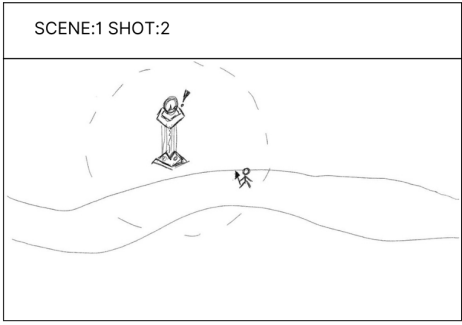
Base Tower This kind of tower has a short range and deal light damage to enemy troops, but they ensure a first line of defense in the early stages of the game. Divided in the different factions we have:

- **Runic Pillar** for the Arcane Ascendants
- **Auto Turret Mk 1** for the Techno-Vanguard

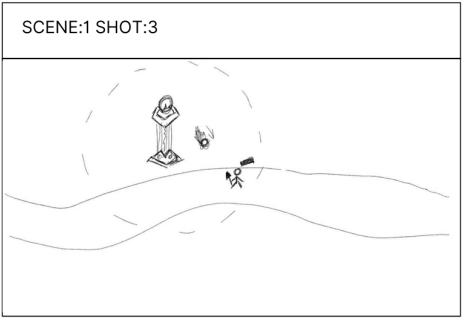
Storyboard – Base Tower



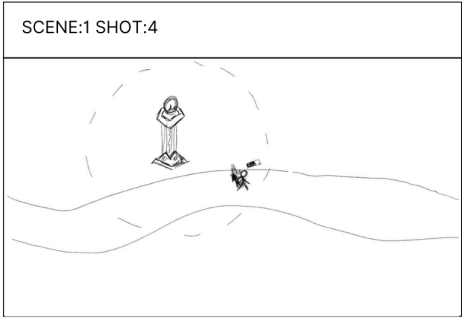
NOTES:
Enemy unit walks towards ally's base



NOTES:
Enemy's unit enters Base tower's attack range



NOTES:
Base tower fires a shot towards the target

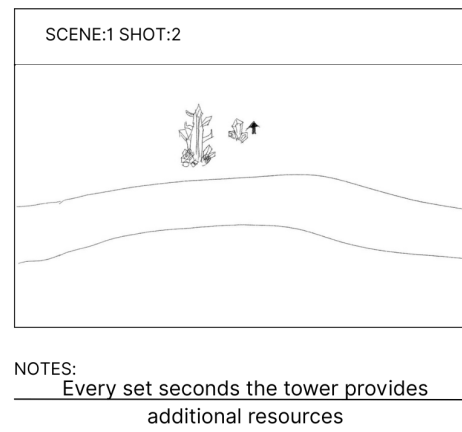
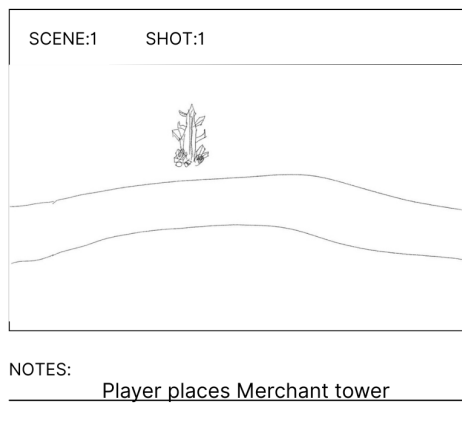


NOTES:
The shot hits the target dealing single target damage

Merchant This kind of tower does *not* deal damage to enemy troops, but they help increment the currency income. Divided in the different factions we have:

- **Arcanium Mines** for the Arcane Ascendants
- **Tech workshop** for the Techno-Vanguard

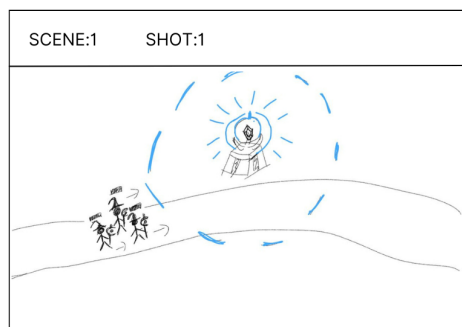
Storyboard – Merchant Tower



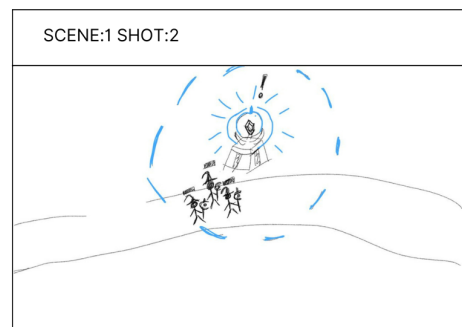
Shielder This kind of tower does *not* deal damage to enemy troops but when they have ally troops in their range, it prevents them from taking a great amount of damage by providing a shield. Divided in the different factions we have:

- **Mage Shield** for the Arcane Ascendants
- **Force Field** for the Techno-Vanguard

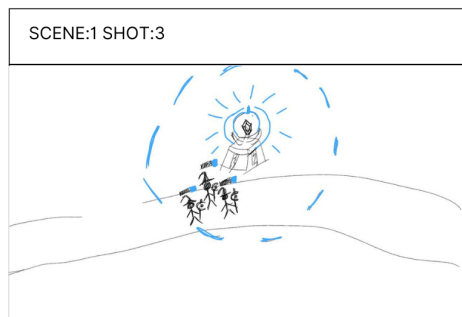
Storyboard – Shielder Tower



NOTES:
Ally units walk towards enemy's base



NOTES:
Ally units enter Shielder tower's shield range

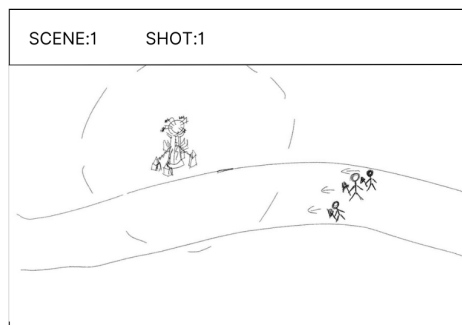


NOTES:
Ally units get shielded by Shielder tower

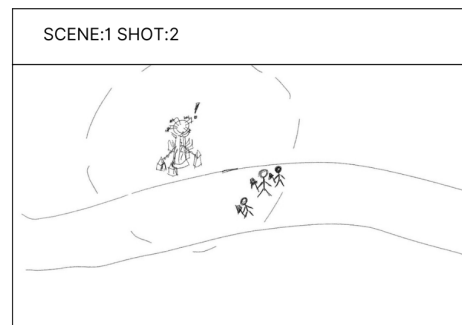
Tactical This kind of tower deals very low damage to enemy troops, but they stun enemy units for a lot of time. Divided in the different factions we have:

- **Paralyzing Laser** for the Arcane Ascendants
- **EMP Striker** for the Techno-Vanguard

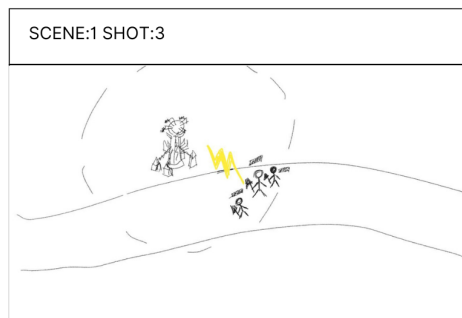
Storyboard – Tactical Tower



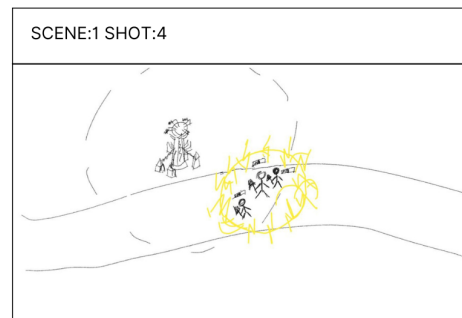
NOTES:
 Enemy units walk towards ally's base



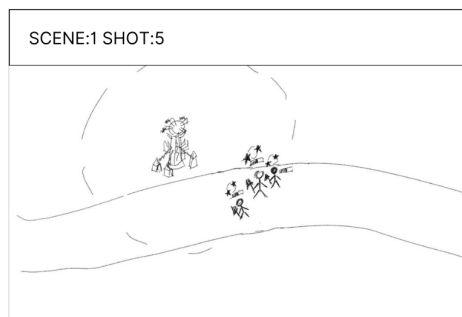
NOTES:
 Enemy's unit enters Tactical tower's attack range



NOTES:
 Tactical tower fires an attack to a target



NOTES:
 When the attack hits, it deals AOE damage in an area around the target



NOTES:
 After the attack hits, enemies hit by the attack gets stunned for a set amount of time

High Damage This kind of tower has the longest range and highest damage among all the tower types but they have a really high cost and can be spawned only in the late stages of the game. Divided in the different factions we have:

- **Obelisk of Binding** for the Arcane Ascendants
- **EMP Sky Bastion** for the Techno-Vanguard

No separate storyboard is provided for the High Damage tower, as its core functionality mirrors that of the Tactical tower.

5.2.7 Troops

Troops are used to launch attacks against the enemy base. They can be targeted and attacked by enemy towers as well as enemy troops.

Troops can be deployed via UI buttons or keyboard shortcuts. Once deployed, they automatically advance toward the enemy base, attacking any enemy units within their range.

Each troop class has a unique set of attributes, with values that vary depending on the specific unit type:

- **Health** – The amount of damage a unit can take before being defeated.
- **Cost** – The amount of currency required to deploy the unit.
- **Range** – The distance from which the unit can initiate attacks.
- **Movement Speed** – How quickly the unit moves toward enemies and the enemy base.
- **Attack Speed** – How frequently the unit performs attacks.
- **Damage** – The amount of damage dealt to enemy units per attack.
- **Damage Type** – The nature of the unit's attack (e.g., melee, ranged, splash).
- **Status Effects** – Any additional effects the unit can apply

5.2.8 Troop Types

In each match of *Battle for Arcanium*, players choose and deploy from three primary unit categories: **Base Units**, **Tank/Support Units**, and **Special Units**. Additionally, at regular intervals, each faction's base automatically spawns a **Minion Unit**.

Each unit category except Minions includes multiple distinct classes, allowing for diverse strategic combinations. Before the match begins, players must select their lineup from these available classes.

Only the chosen units will be available for deployment during gameplay, making pre-match planning a key aspect of strategy.

5.2.9 Troop Classes

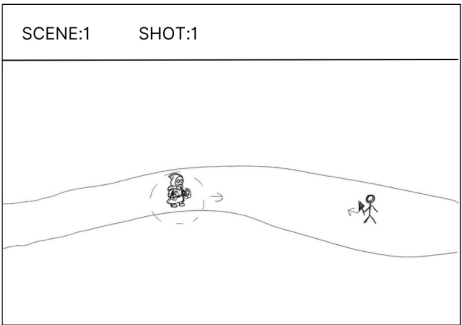
The currently available troop classes in *Battle for Arcanium* are:

- **Minions** (Minion Unit)
- **Marksman** (Base Unit)
- **Skirmisher** (Base Unit)
- **Juggernaut** (Tank/Support Unit)
- **Colossus** (Tank/Support Unit)
- **Siegebreaker** (Special Unit)
- **Catalyst** (Special Unit)

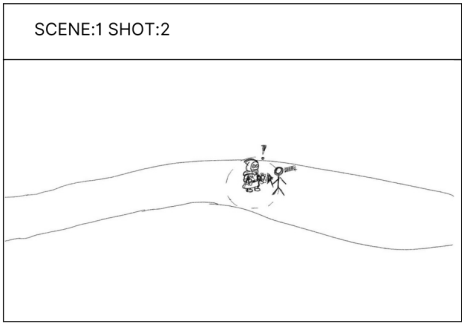
Each faction has its own unique version of these classes, differing in design, but remaining functionally balanced in terms of gameplay mechanics and stats.

Minion Minions are basic melee units with low health and low damage. They are not manually deployable by the player—instead, they spawn automatically at set intervals throughout the match to maintain battlefield pressure. The minion unit for the Arcane Faction are the **Arcane Fists**. The minion unit for the Tech Faction are the **Mk-Fist**.

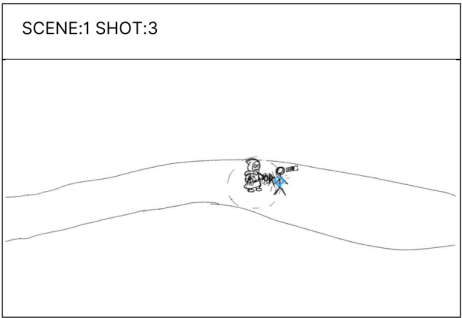
Storyboard – Minion



NOTES:
Minion unit walks towards Opponent's base



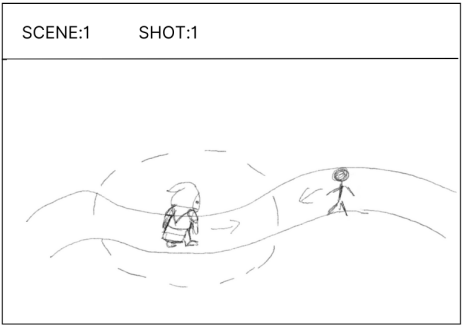
NOTES:
Enemy's unit enters Minion's attack range



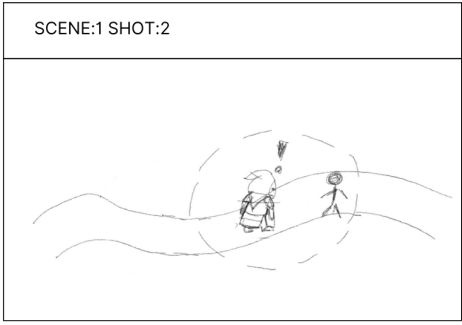
NOTES:
Minion throws melee punches to the target

Marksman A long-range base unit with low hp and low damage specialized in picking off enemies from a distance.
The Marksman unit for the Arcane Faction are the **Mystic Adepts**
The Marksman unit for the Tech Faction are the **BB-77**

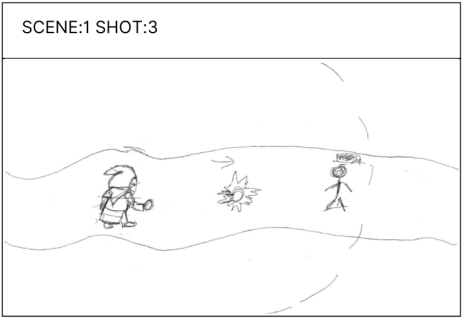
Storyboard - Marksman



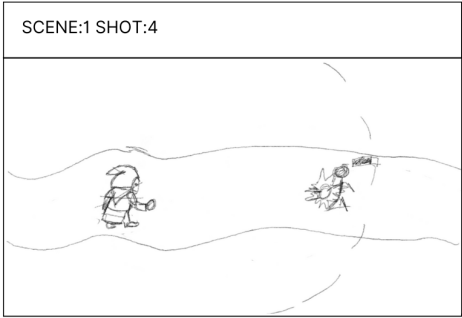
NOTES:
Marksman walks towards opponent's base



NOTES:
Enemy unit enters Marksman's attack range



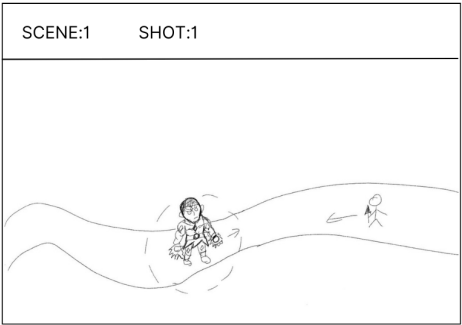
NOTES:
Marksman throws a range attack at the enemy



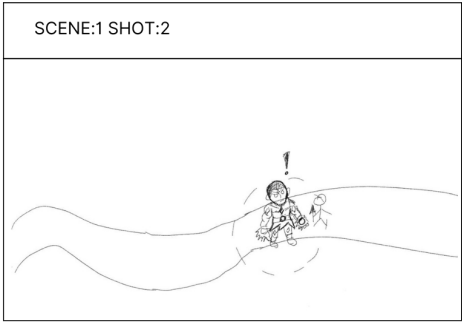
NOTES:
Attack hits enemy unit dealing damage to the target

Skirmisher A fast-moving base unit with moderate attack power and low hp, ideal for quick assaults and flanking. Has the ability to dodge attacks. The Skirmisher unit for the Arcane Faction are the **Blinkblades** The Skirmisher unit for the Tech Faction are the **S.D.V.N.**

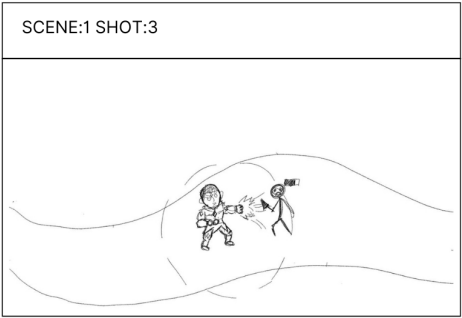
Storyboard - Skirmisher



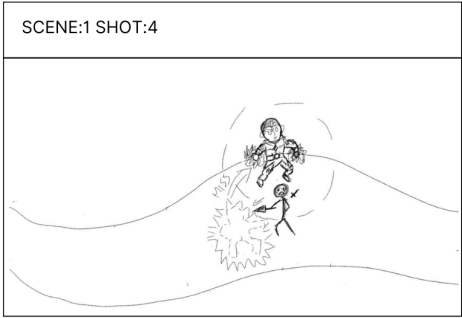
NOTES:
Skirmisher walks towards opponent's base



NOTES:
Enemy's unit enters Skirmisher's attack range



NOTES:
Skirmisher melee attacks at enemy



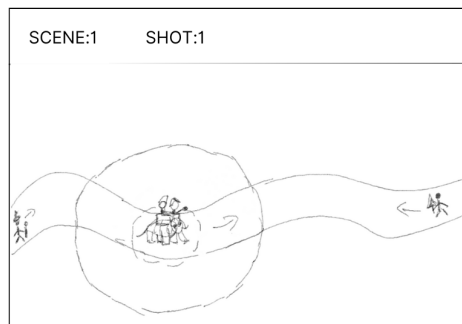
NOTES:
Skirmisher dodges enemy's attack

Juggernaut The Juggernaut is a tank unit with very slow movement speed, making it ideal for absorbing high amounts of single-target damage from enemy forces. Offensively, it combines ranged attacks with powerful melee strikes when at close range. Additionally, it provides a support ability that temporarily boosts the damage of nearby allies.

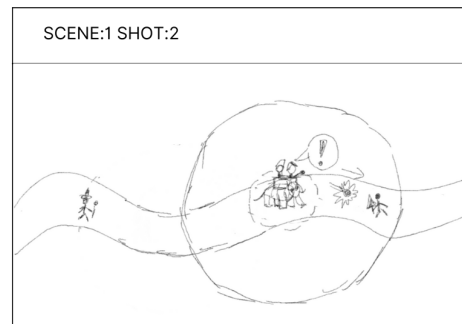
The Juggernaut unit for the Arcane Faction are the **Crystal Wardens**

The Juggernaut unit for the Tech Faction are the **Hercules-3**

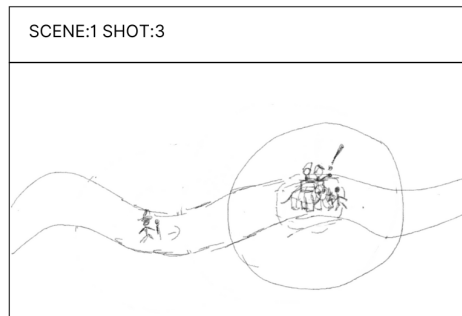
Storyboard - Juggernaut



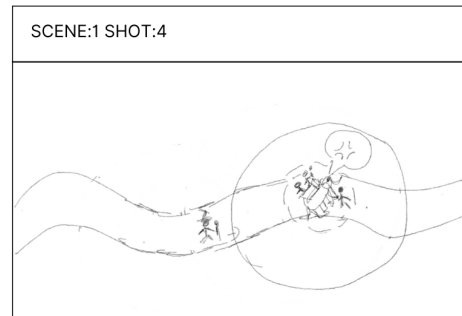
NOTES:
Juggernaut walks towards opponent's base



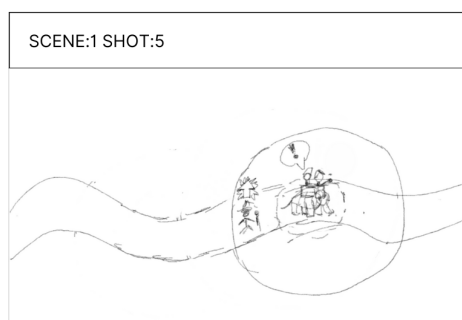
NOTES:
Enemy unit enters Juggernaut's ranged attack's area. Juggernaut attacks while moving.



NOTES:
Juggernaut moves towards the target.
Once target is inside melee range. Juggernaut attacks at melee range as well



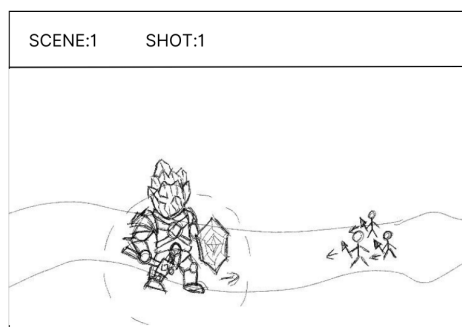
NOTES:
Juggernaut throws melee attacks once an enemy enters melee range



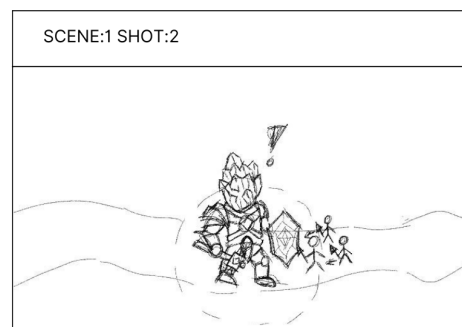
NOTES:
When an ally unit enters Juggernaut's ranged attack's area, Juggernaut buffs it's Damage

Colossus Colossus units are advanced tank units that provide an even more defensive option compared to Juggernauts. They possess extremely high health and very slow movement speed, making them perfect frontline anchors. In close combat, they unleash powerful melee strikes that generate shockwaves, dealing area-of-effect (AOE) damage. Additionally, they grant protective shields to nearby allies, increasing their survivability during heavy engagements. The Colossus unit for the Arcane Faction are the **Crystal Titans**
The Colossus unit for the Tech Faction are the **Fortis-9**

Storyboard - Colossus



NOTES:
Colossus walks towards opponent's base



NOTES:
Enemy's unit enters Colossus' attack range



NOTES:
Colossus attacks at enemies generating shockwaves that deals AOE damage



NOTES:
When an ally unit enters Colossus' buff range, Colossus gives shield

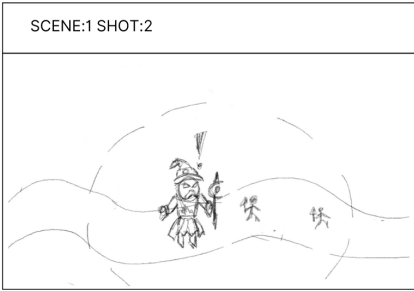
Siegebreaker Siegebreaker units have above-average movement speed, high HP, and an exceptionally long attack range. When an enemy enters this range, the Siegebreaker launches a barrage of powerful comets or rockets at the target. Upon impact, these projectiles create an area of effect (AoE) that deals damage to all enemy units within it.

The Siegebreaker unit for the Arcane Faction are the **Elder Arcanists**
The Siegebreaker unit for the Tech Faction are the **PX-Archon**

Storyboard - Siegebreaker



NOTES:
Siegebreaker walks towards opponent's base



NOTES:
Enemy's unit enters Siegebreaker's attack range



NOTES:
Siegebreaker launches powerful attacks at enemy units around the target (including the target)



NOTES:
Attacks hit the targets



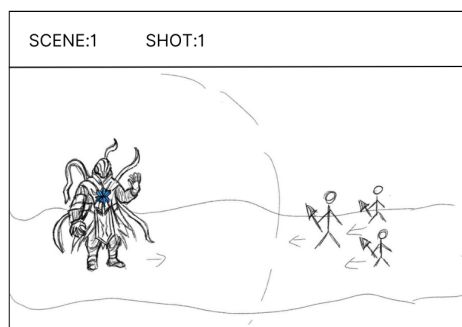
NOTES:
At impact , an explosion is generated .
The explosion deals AoE damage

Catalyst Catalyst units have average movement speed and health. When an enemy enters their attack range, they begin charging a powerful energy blast. Upon impact, the blast creates a damaging area-of-effect (AOE) zone that harms all nearby enemies. Additionally, when a Catalyst is destroyed, it self-destructs in a massive explosion, dealing damage that scales based on the enemy's proximity to the blast center.

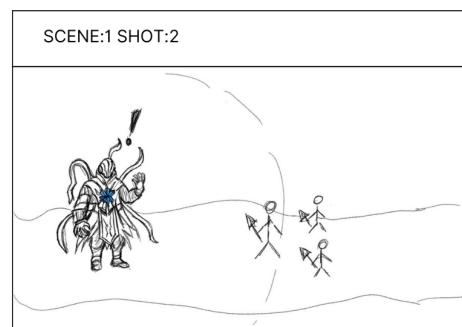
The Catalyst unit for the Arcane Faction are the **The Herald**

The Catalyst unit for the Tech Faction are the **EXPOD-5**

Storyboard - Catalyst



NOTES:
Catalyst walks towards opponent's base



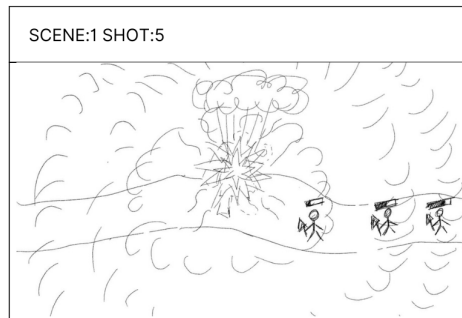
NOTES:
Enemy's unit enters Catalyst's attack range



NOTES:
Catalyst begin channeling it's attack



NOTES:
When channeling is done a powerful AOE attack hits the enemies



NOTES:
When Catalyst dies, it explodes. Damage
decreases with distance.

5.2.10 Troop Deployment Limit

During gameplay, each troop type has a maximum number of units that can be deployed on the battlefield at any given time. This limit ensures strategic balance and encourages players to diversify their tactics.

For example:

- Base Units (e.g., infantry): Up to 10 units can be deployed simultaneously.
- Tank/Support Units (e.g., armored vehicles, medics): Limited to 3 units at a time.
- Special Units (e.g., elite operatives, summoned entities): Maximum of 2 units on the field.

The numbers provided above are for illustrative purposes only and may be subject to change during development or balancing.

5.2.11 Types of damage

There are two types of damages currently: AoE (splash damage) and on target damage.

AoE damage does damage to all the troops in a specific area, while target damage damages only the single target involved in the attack.

5.2.12 Status effects

Currently, there is only one status effect in the game: Stun effect.

If a unit gets stunned by an enemy, then it won't be able to move or attack for a specified amount of time.

5.2.13 Buffs

Currently, there are two types of buffs: **Damage Boost** and **Shielding**. When a troop receives a Damage Boost, its attacks deal increased damage. When a troop is Shielded, it temporarily absorbs a certain amount of incoming damage, preventing it from affecting the troop's health.

5.2.14 Maps

Each map features a predefined path that troops must follow, allowing players to strategically position their towers along the route.

The map is divided into two symmetrical sections—one for each player. Players can only place towers within their own half of the map.

The troop path is also symmetrical across both sides to ensure balanced gameplay, giving each player equal opportunities for tower placement and tactical deployment without any positional advantage.

5.2.15 Win condition

The main way to win a match is to destroy the enemy base within 3 minutes. If neither base is destroyed within the time limit, an overtime period begins, during which both bases lose HP due to high Arcanium exposure

5.2.16 Upgrades

In future expansions of the game, players will have the option to upgrade towers and troops to make battles more dynamic and engaging.

These upgrades will be available in a specific game mode that is longer than the classic mode, following a best-of-three structure.

This mode introduces strategic depth, allowing players to decide whether to deploy a larger number of low-level units early on, or invest in upgrades to gain a stronger advantage in later rounds.

5.3 Gamemodes

Battle for Arcanium offers three distinct game modes to suit different playstyles: **Quickplay**, **Ranked**, and **Custom Match**.

5.3.1 Ranked

Ranked Mode is the core competitive mode of *Battle for Arcanium*. Players compete against others of similar skill in a structured league system:

- Silver
- Gold
- Platinum
- Arcanium (the highest rank)

Matchmaking is based on a combination of rank, recent performance, and win/loss streaks, ensuring balanced and competitive matchups. Ranked Mode is designed for players who seek a high-stakes, skill-based environment and wish to climb the leaderboards.

5.3.2 Quickplay

Quickplay is the perfect mode for players who want to jump into a game quickly without the pressure of affecting their rank. While it uses a matchmaking system to provide reasonably balanced games, it is less strict than Ranked Mode. This mode offers a faster and more casual gameplay experience.

5.3.3 Custom Match

Custom Match allows players to create and host private lobbies. The host can either wait for players to join or share a room code with friends for direct access. This mode is ideal for friendly matches, community events, or experimenting with strategies in a closed environment.

In the prototype this is the **only** mode that is going to be available to play.

5.4 Game Currency – Cores

In addition to the two core in-game currencies—**Shards** and **Cogs**, **Battle for Arcanum** features a global premium currency called **Cores**. This currency is used exclusively to purchase cosmetic items in the Cosmetics Shop.

Cores can be earned in the following ways:

- **Daily Quests** – Completing daily challenges grants a moderate amount of Cores as a reward for consistent play.
- **Achievements** – Milestone-based accomplishments reward players with one-time Cores bonuses.
- **Ranked Ladder Progression** – Climbing the competitive ladder earns seasonal rewards, including Cores based on rank.
- **Optional Purchase** – Players may choose to support the game by purchasing additional Cores with real money.

Cores are strictly cosmetic in function and does not provide any competitive advantage, preserving the game's fair and balanced free-to-play environment.

5.5 Cosmetics Shop

Battle for Arcanum features a cosmetics shop where players can purchase troop skins, tower skins.

The shop is designed with the game's free-to-play philosophy in mind. Cosmetic items are purely visual and do not impact the power or performance of troops or towers in any way.

Cosmetics are the only monetization method in Battle for Arcanum, allowing the game to remain accessible to all players while sustaining its development.

5.6 Friend List

Players will be able to connect with others using the in-game friend system. By adding someone as a friend, players gain access to a variety of social features:

- Easily invite friends to custom matches.
- Share and compare progress, including rankings, achievements, and unlocks.
- Communicate via a built-in chat system for coordination or casual conversation.

The friend list enhances the social experience of *Battle for Arcanium*, making it easier to stay connected and play with others.

5.7 Controls

Battle for Arcanium is primarily designed to be played using a mouse. The interface includes numerous buttons and drag-and-drop UI slots, allowing for intuitive interaction and smooth gameplay. This control scheme is suitable also for the mobile release, using touchscreen controls.

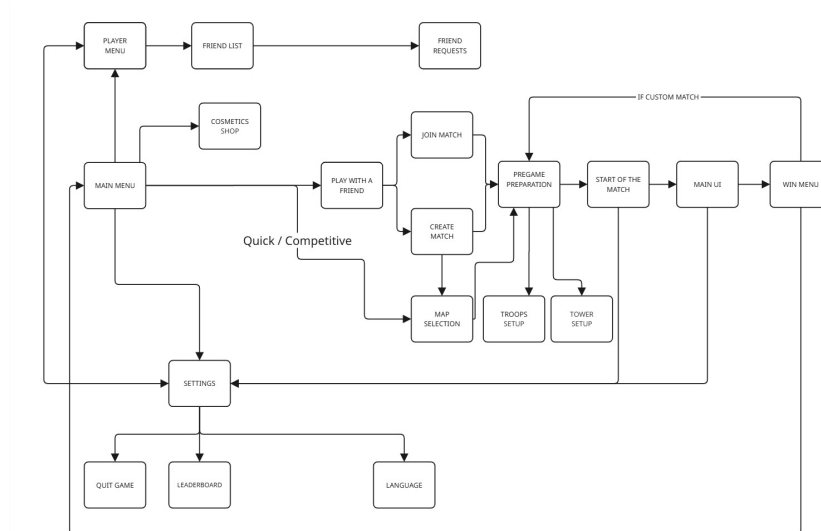
In addition to mouse controls, several keyboard shortcuts are available to enhance speed and efficiency during gameplay:

- **ESC** – Opens the settings menu.
- **TAB** – Switches between the tower placement panel and the troop deployment panel.
- **1, 2, 3** – Constructs or deploys the first, second, third tower/unit respectively, based on the currently active panel.

These shortcuts are designed to streamline gameplay and support more advanced strategic maneuvers in fast-paced matches.

6 Interfaces

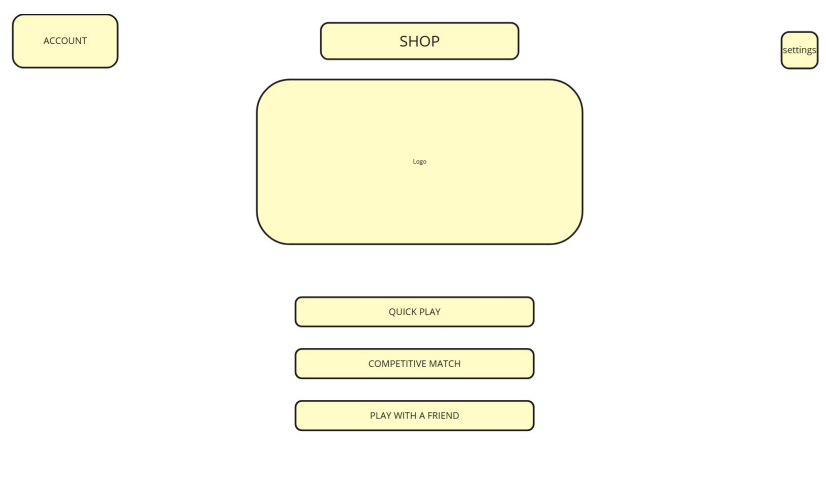
6.1 Flowchart



6.1.1 Main Menu

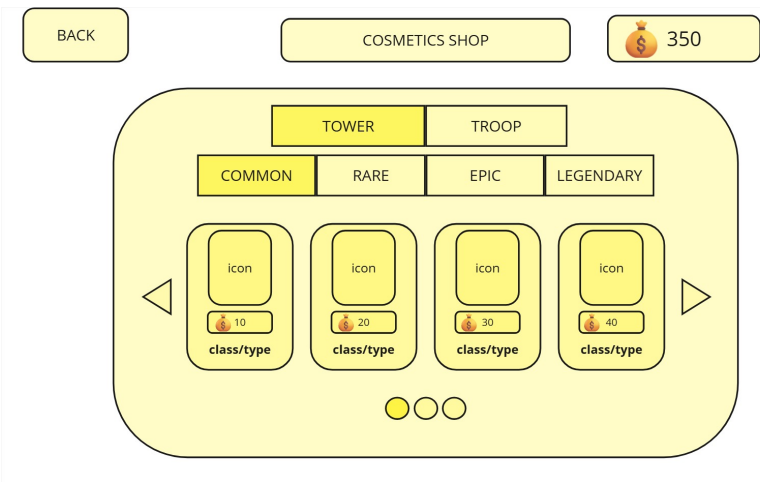
In this section, users can choose between three game modes: **Quickplay**, **Ranked**, and **Custom Match**. Additionally, there are three other buttons: **Account**, **Settings** and **Shop**

The **Account** button allows the player to access their account settings, while the **Settings** button opens the game settings panel. The **Shop** button allows to access the Cosmetics shop of the game



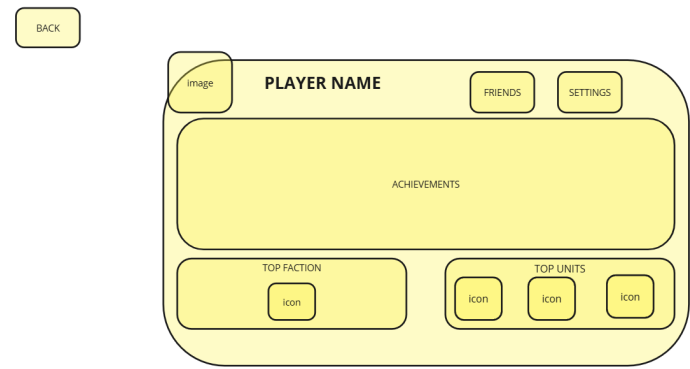
6.1.2 Shop

In the Shop panel, users can purchase cosmetics for their favorite troops and tower, while also offering the possibility to filter them by rarity and type.



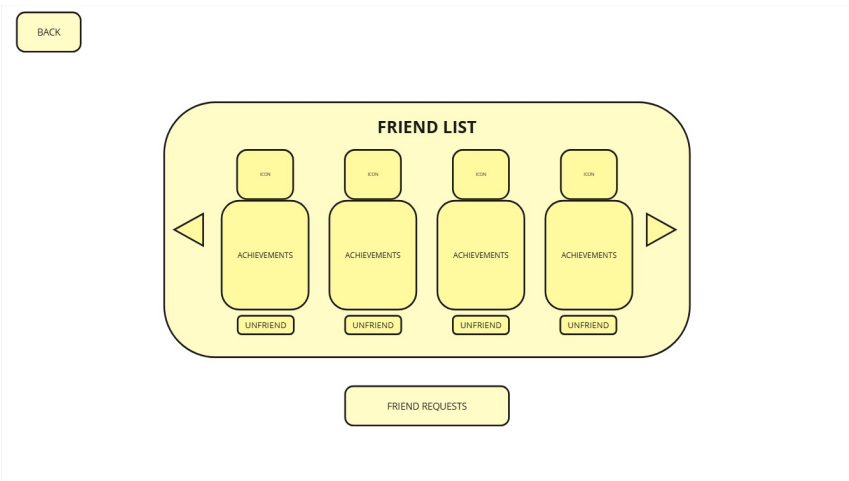
6.1.3 Account Settings

In the account settings panel, users can customize their profile, view their achievements and statistics, and access their friend list.



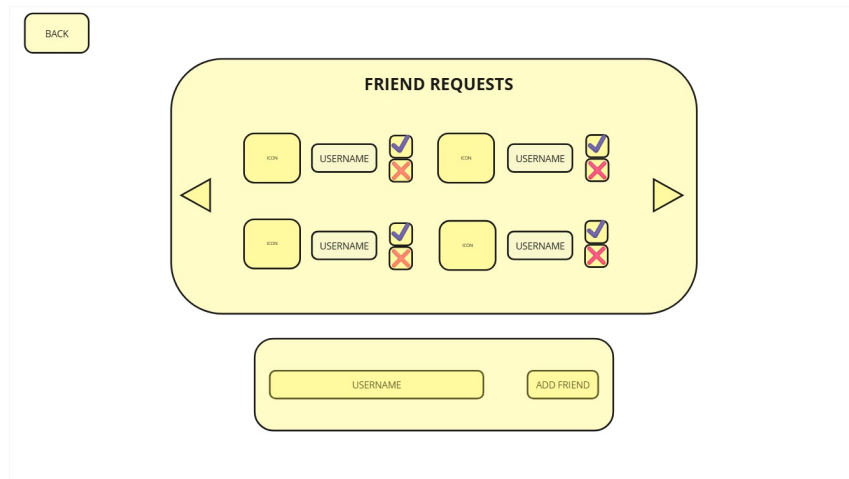
6.1.4 Friend List

In the Friend List panel, users can browse their list of friends, view their achievements, and manage their connections.



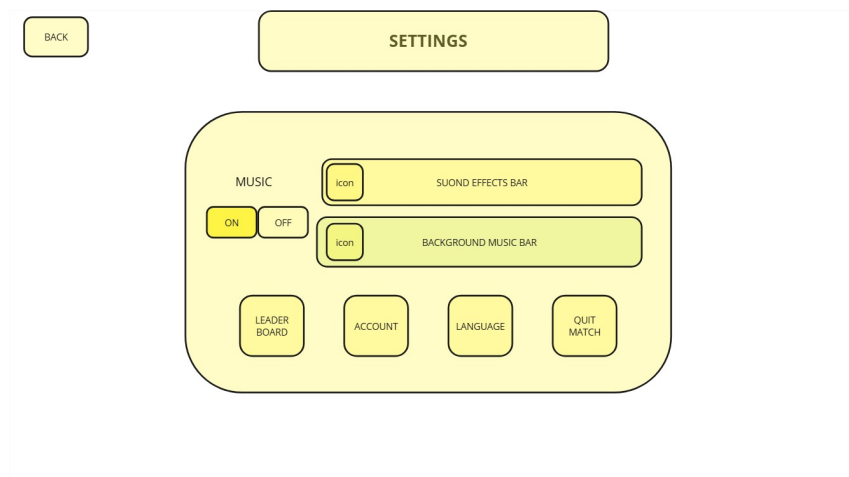
6.1.5 Friend Requests

In the Friend Requests panel, users can view incoming friend requests, and choose to accept or decline them. Additionally, players can send friend requests to others by entering their username or player ID.



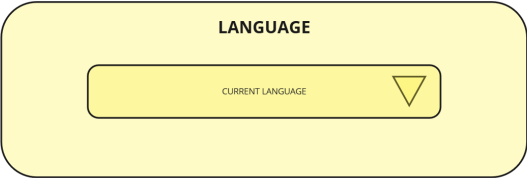
6.1.6 Game Settings

In the game settings panel, users can change the game language, check the leaderboard, adjust the volume of music and sound effects, and choose to quit the game.



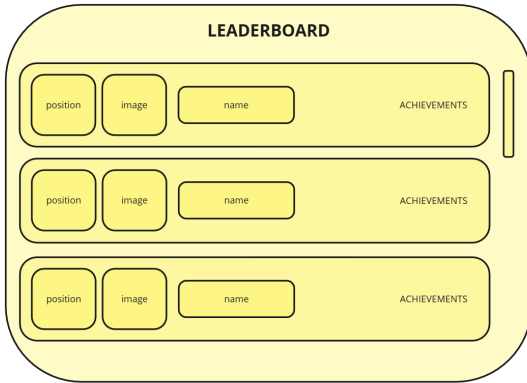
6.1.7 Change Language

In the language panel, users can change the game language.



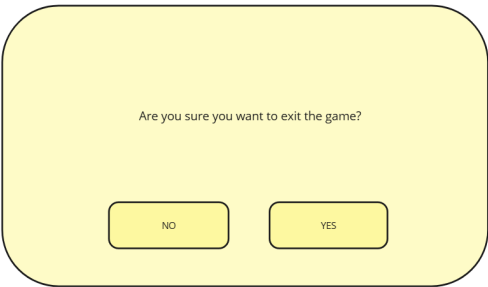
6.1.8 Leaderboard

This panel allows users to view the global leaderboard of BFA.



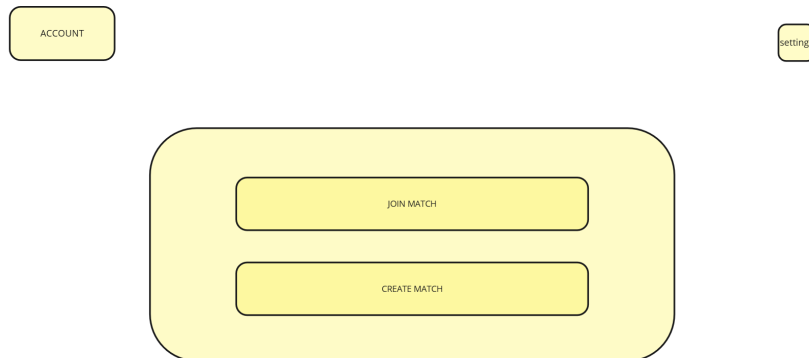
6.2 Quit Game

A simple confirmation panel prompts the user to confirm their choice to quit the game or the current match depending on the context.



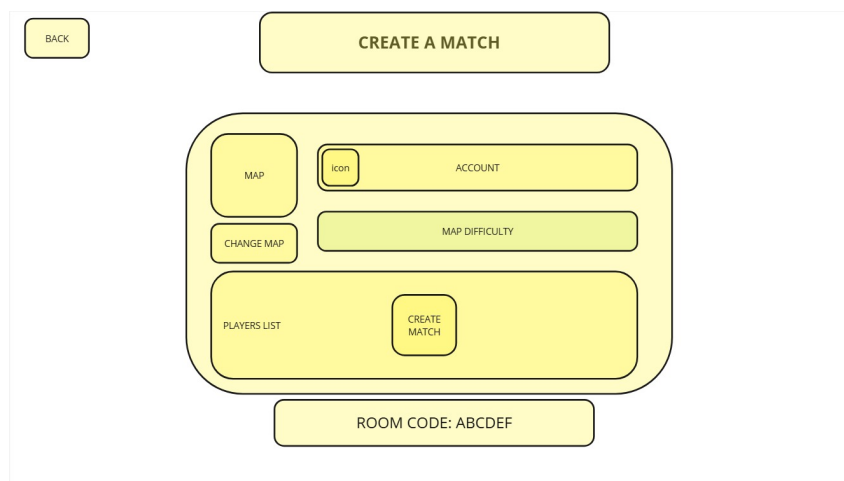
6.3 Play with a friend

In this panel, players can either join an existing custom match or create a new one themselves.



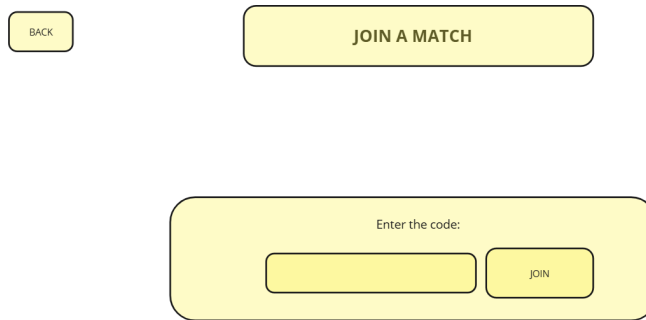
6.4 Match Lobby

In this panel, users can select the map, view the list of players in the lobby, and start the game.



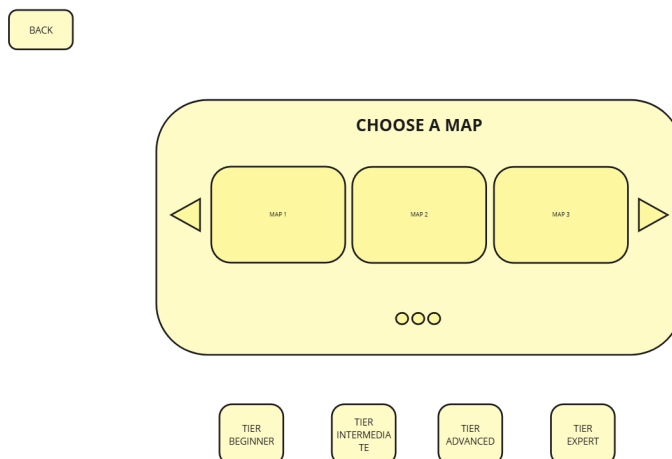
6.5 Join Match

In this panel, users can join a custom match by entering the corresponding match code.



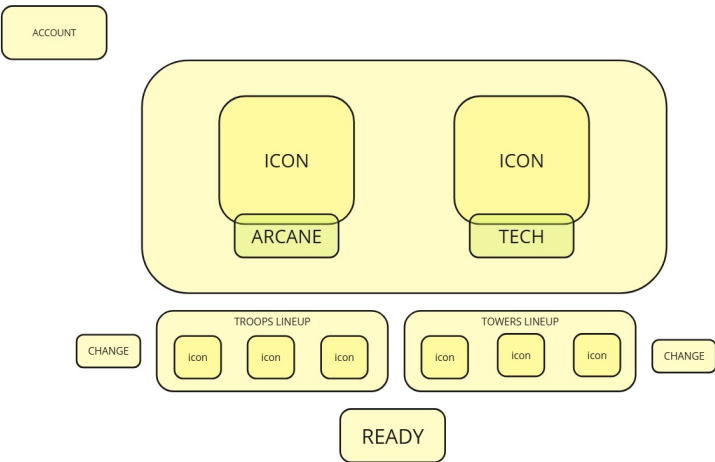
6.6 Map Selection

In this panel, users can select the map for a custom match. Maps can be filtered based on their difficulty level and average match duration. Higher tiers are aimed at more expert players.



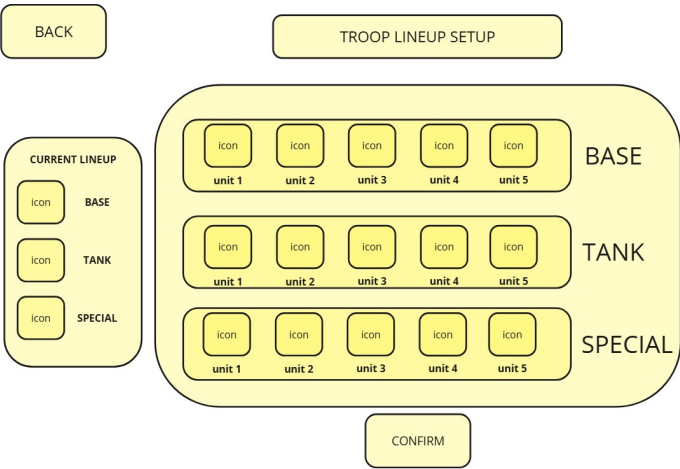
6.7 Pregame Preparation

In this panel, users can choose their preferred faction to play as during the match, prepare their lineup for the game and lock in.



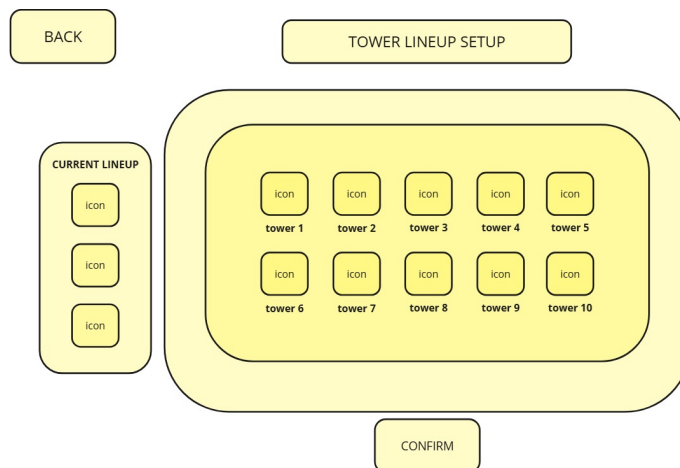
6.8 Troops Lineup Setup

In this panel, players configure the three unit slots that will be available for deployment during the match. Each slot corresponds to a specific unit type: **Base**, **Tank/Support**, and **Special**. Players can choose from a variety of available units within each category, tailoring their strategy to fit their preferred playstyle.



6.9 Towers Lineup Setup

In this panel, players configure the three tower slots that will be available for placement during the match. Players can choose from a variety of tower types, tailoring their strategy to fit their preferred playstyle.



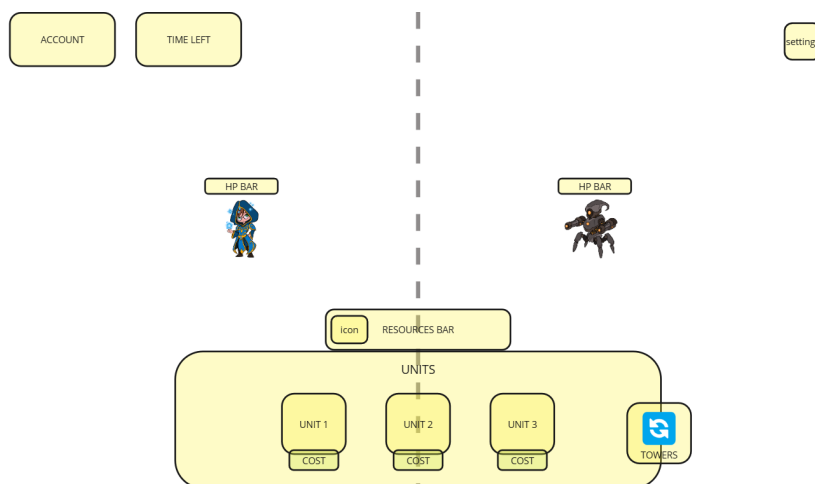
6.9.1 Main Game

This is the main interface used during a *Battle for Arcanium* match. It is designed to be as intuitive as possible. Players can use buttons to deploy different types of units toward the enemy base, and drag-and-drop slots are available to place towers in designated positions.

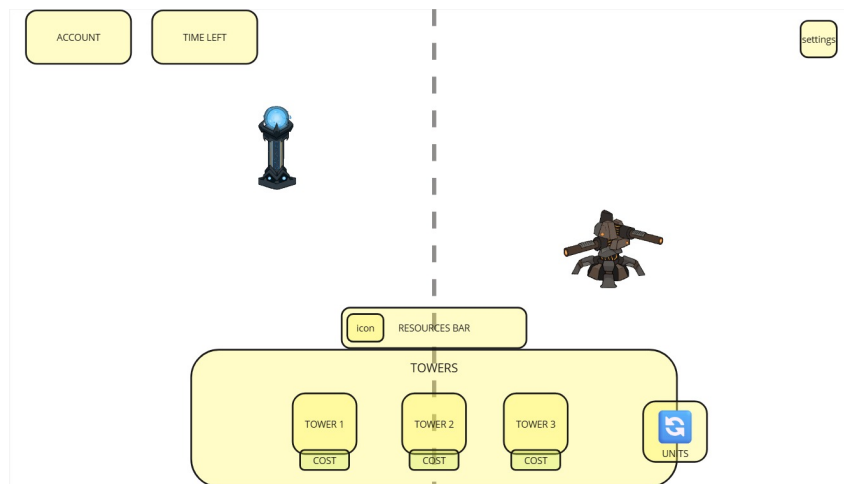
The entire game map is always visible, allowing players to stay aware of ongoing events throughout the match.

When dragging a tower, if the current position is invalid for any reason, the game screen turns red to inform the player that the tower cannot be placed in that location.

There is also a **Settings** button that opens the game settings panel. A **Switch** button allows players to toggle between the unit deployment panel and the tower placement panel.



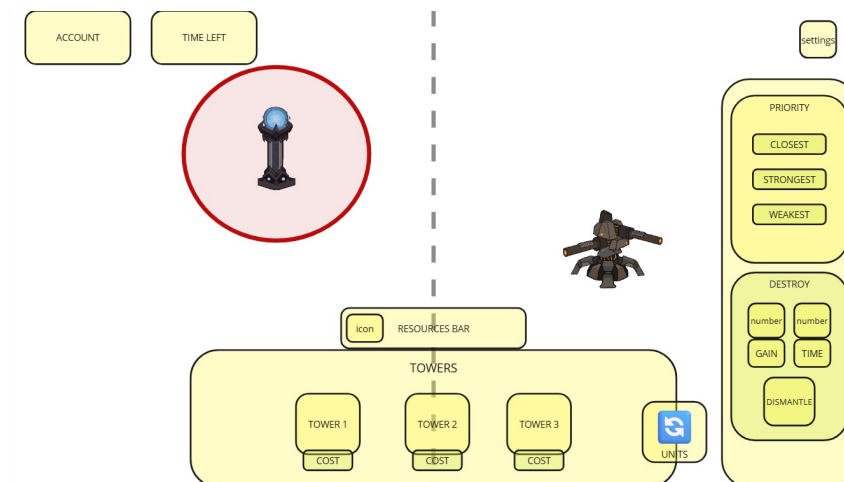
Interface while the player is deploying units.



Interface while the player is placing towers.

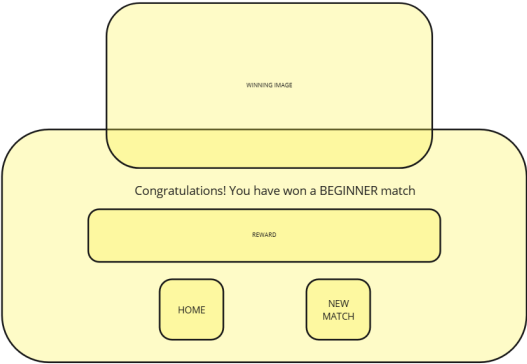
6.9.2 Tower settings

By selecting a placed tower, a small panel will appear allowing player to dismantle them or change their attack priorities



6.9.3 Match Outcome

This panel displays the outcome of the match, indicating whether the player won or lost. From here, players can choose to start a new game or return to the main menu.



7 Story

7.1 Synopsis

After the Arcanium was brought to Earth-77, society fractured into two polarized factions. The Arcane Ascendants, captivated by the mineral's mystical properties, envisioned a utopia driven by magic, while the pragmatic Techno-Vanguard foresaw ruin in reliance on such an unstable resource. A global conflict erupted, each faction building vast fortifications and launching relentless attacks to seize control or destruction of Arcanium mines scattered across the planet. Players enter this epic conflict as battlefield commanders, their strategic genius determining not only the outcome of battles but the very future of humanity itself. Each match narratively underscores the ideological clash, immersing players in a compelling story of war, ambition, and ultimate consequence.

7.2 Backstory

Planet Earth-77

April 15th 3161; 15:37

Humanity had reached the pinnacle of technological advancement: time travel. A massive capsule known as the TimeGate was developed, capable of teleporting through space and time, powered by water as fuel.

April 17th 3161; 17:01

When the first human subject, Lucius, entered the TimeGate, a meteor suddenly struck the machine, damaging it and penetrating deep into the planet's core. Miraculously, no one at the site was killed by the impact, except for Lucius, whose body was not found at the impact site and was declared dead.

April 30th 3161; 15:51

All the scientists who were present at the impact site when the impact happened begin experiencing dizziness and unexplained bruises. Some descended into madness, while others died shortly thereafter.

May 5th 3161; 02:31

A human emerged from the crater, now able to fly and wield magical powers.

December 1st 3163

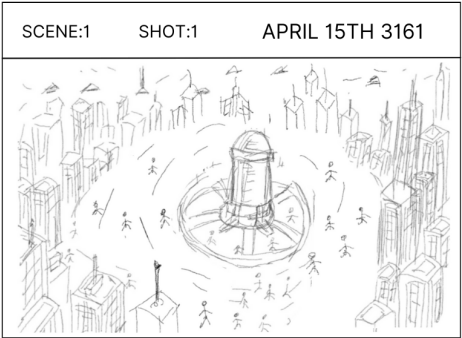
Multiple sorcerers claimed to control the meteor's power and began establishing numerous open-pit mines to extract fragments of the meteor. They named the mineral "Arcanium" and formed an organization called the Arcane Ascendants.

December 2nd 3163

War General Phoenix Rook, upon hearing the news of the newly founded faction, refused to accept the emergence of Arcanium's power. Swearing to destroy it, he formed a new faction called the Techno-Vanguard, dedicated to opposing the Arcane Ascendants and their magical influence.

... and then, the endless war began.

Storyboard - Backstory



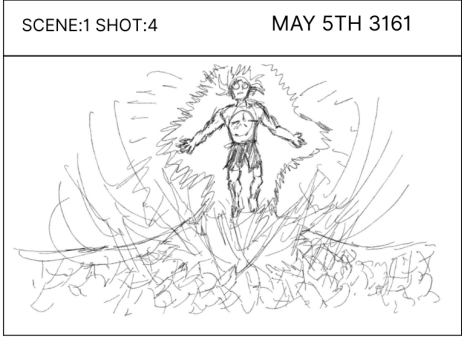
NOTES:
Humanity reached the peak of technology.
Giant capule in the center of the scene



NOTES:
Arcanium Meteor crashes into the time capsule
Human subject for the time machine is hit by it.



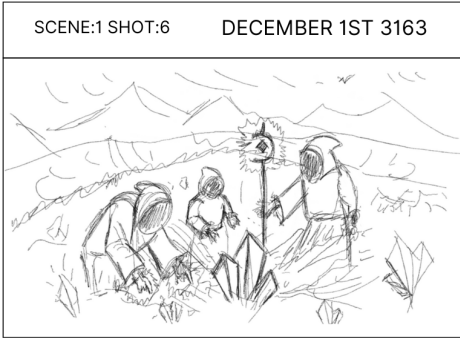
NOTES:
Scientist at the site begin to feel dizzy.
Some descend into madness



NOTES:
Human comes out of the crater..
He seems to have magical powers



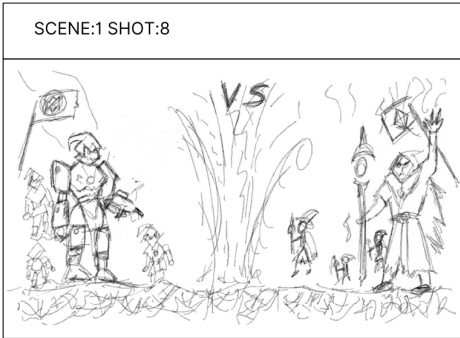
NOTES:
Phoenix Rook hears the news about the man who emerged from the meteorite crater and is left in disbelief.



NOTES:
Sorcerers are born and they start extracting arcanium crystals from the mines created by the impact



NOTES:
Phoenix Rook stands on a stage, rallying the crowd to rise up against the newly emerged sorcerers.



NOTES:
A conflict is born between the old socitety and the newlyborn magic society

8 Game characters

8.1 Factions

8.1.1 Arcane Ascendants

Guided by Ceridwen, the Arcane Ascendants are a group of individuals who inherited crystal magic powers from the meteor. They are proud—some might say arrogant—about their newfound abilities.

Publicly, the faction claims to seek the preservation of the planet by carefully managing the Arcanium mineral, aiming to exploit it to eliminate the remaining meteor fragments beneath the surface without causing widespread destruction.

However, their true intentions are far more ruthless: they are determined to maintain the meteor's presence at any cost, using its power to continually strengthen their magic—even if it means sacrificing the rest of the planet's population.

Ceridwen



Swain from League of Legends

Once known as Lucius, he was a brilliant yet forgotten academic, neither prophet nor soldier, just a man chasing the boundaries of science. A volunteer in humanity's first experiment with temporal displacement, he stepped into the prototype of the Timegate Engine, prepared to become the first human to move through time.

But fate had other plans.

At the exact moment the countdown began, the Arcanium meteor tore through the atmosphere and struck the Earth—directly hitting the machine.

The explosion didn't kill Lucius. Instead, it fractured him across time and reality, scattering his body and consciousness through countless possible futures and alternate presents. When he re-emerged days later, he was no longer just a man. He had become something... other, a being fused with raw Arcanium energy, his mind forever altered by visions of infinite timelines.

He emerged barefoot from the crater, shrouded in fire and crystal. From that

moment forward, he cast aside his former identity.
He named himself Ceridwen.

Nyra



Stilgar from Dune

As a child, Nyra showed extraordinary sensitivity to Arcanium energy, and was chosen by her people to become their spiritual guide and guardian of ancient rites.

When she first encountered Ceridwen, she instantly recognized him as the prophesied one spoken of in her clan's visions. Since then, Nyra has served him with unwavering faith, interpreting the flow of Arcanium through rituals and intuition.

The prophecy, passed down by the Seers of her tribe, foretells the rise of a "Child of Mir'Hwa", a being infused with Arcanium who will lead the world through the coming Age of Arcanium. This figure is said to either bring salvation through balance or doom through unchecked ambition. Nyra believes Ceridwen is this Child of Mir'Hwa, destined to harness the crystal's full power and shape the planet's future.

Eldran



The Thing from The fantastic four

A frontline warrior whose body has fused with raw Arcanium, giving him a monstrous appearance but immense power. He no longer feels pain and serves as Ceridwen's enforcer, crushing enemies with devastating magic-fueled strength..

8.1.2 Techno-Vanguard

Guided by Phoenix Rook, they are a group of traditional technology that have in common the objective of destroying the Arcanium and its meteor definitely, without any use the mineral.

Phoenix Rook



Big Boss from Metal Gear series

Phoenix Rook is the legendary war veteran and revered commander of the Techno-Vanguard, who is currently in discharge.

Rook was among the first to recognize the true danger of the Arcanium meteor. While many marveled at its magic, he saw it as a viral anomaly, something unnatural that would corrupt not just the planet, but the very will of mankind. Though publicly he claims his fight is to protect the planet, those closest to him know he's chasing something more personal: a world where strength and strategy, not blind faith, determine the future.

Lisa Katsumi



Lucy Kushinada from Cyberpunk: Edgerunners

Raised in the slums of what once was New Zokyo City, Katsumi Hoshino is a prodigy in neural interfacing. From a young age, she modified her own brain to connect with neural networks and digital systems without the need for external tools. Considered a pioneer of “NeuroSync,” a technology she invented herself, Katsumi developed systems capable of infiltrating human minds and temporarily rewriting their impulses and perceptions.

Recruited by the Techno-Vanguard after demonstrating her ability to control an entire squad of enemy soldiers simultaneously, she has become one of the most feared assets on the technological front. Even among her allies, she inspires unease — no one is ever quite sure if their thoughts are truly their own when she’s around.

Dr. Felix



Ikari Gendo from Neon Genesis Evangelion

Formerly a government scientist studying the meteor, Dr. Felix rejected magic as unstable and dangerous. He leads the Techno-Vanguard with the belief that science, not superstition, should shape the future. He developed the ArcaCore Reactor, a tech that can nullify arcanium in localized fields.

8.2 The rest of the population

The rest of the population does their best to carry on with their lives, avoiding allegiance to either faction. For many, survival means staying far from the battlegrounds and clinging to whatever fragments of normalcy remain. They don't choose sides—they simply try to endure, silently navigating a world torn apart by a war they never asked for.

9 Game world

Battle of Arcanium takes place on an alternate version of our planet known as Earth-77.

9.1 Earth-77

The story of Earth-77 begins in the year 3161, when—at the height of humanity’s technological advancement—a meteor struck the planet, piercing straight through to its core. This cataclysmic event fundamentally altered the planet’s internal structure.

Following the impact, the planet began to grow strange, crystalline formations known as Arcanium. In various regions across the world, the faction known as the Arcane Ascendants began mining these crystals to harness their magical energy.

The primary source of Arcanium is located at the original meteor impact site, which is now surrounded by numerous Arcane Ascendant headquarters for strategic and logistical purposes.

In contrast, the Techno-Vanguard operate from hidden bases located in regions untouched by Arcanium’s influence. Near the mines, they maintain only temporary encampments—used to sabotage mining operations and strike against the Arcane Ascendants.

Meanwhile, the remaining civilian population has retreated to the few remaining densely populated cities, areas still free from Arcanium’s spread and influence.

9.2 The Site of the Impact - Nalim City

The Site of the Impact is the origin point of Earth-77’s transformation—a place where science failed to explain what happened, and myth began to take root. On April 17th, 3161, a meteor of impossible density and unknown origin descended from beyond the upper atmosphere. It should have annihilated everything within a thousand kilometers. Sensors recorded a force that exceeded the most destructive weapons known to humankind. But when the dust settled... no one had died.

The expected crater was there. It was colossal but every human present at the TimeGate facility remained alive.

Surveillance footage, somehow left unscrambled amid total electromagnetic collapse—shows a moment just before impact where time seemed to halt. A blinding pulse of blue light erupted outward from the meteor, wrapping the area in a translucent barrier. Witnesses later described it as a “protective aura.” This phenomenon, inexplicable by any scientific metric, became known as the *Anomaly*.

The Anomaly defied every natural law. It didn’t destroy, it preserved. It didn’t radiate death, it exuded energy. From the center of this event, crystalline formations began to grow and glowing, seemingly alive. These became later known as Arcanium, a mineral that reacted to thought, emotion, even memory.

To some, the meteor was not a weapon but a gift. A message. And the Arca-

nium it birthed became the object of worship, reverence, and obsession. The Site itself is now a fractured landscape of impossible geometry, floating stones, time loops, gravity wells, and energy bursts. The Core of the Arcanium lies deep beneath, sealed beneath a shifting veil of magical and physical forces that neither science nor sorcery has yet been able to breach. For the Arcane Ascendants, the Site is sacred ground—a divine birthplace of magic. They believe the meteor was not a random occurrence, but a calling. The Core is their promised source of ultimate arcane mastery. For the Techno-Vanguard, it is a cosmic threat. An unnatural intrusion into their reality. They aim to dismantle it, to decode its physics, to purge its presence from the planet before its influence consumes what remains of civilization. The Site of the Impact is no ordinary battlefield. It is the living wound of the world, pulsing with secrets not meant for mortals. And as both factions close in, drawn like moths to its flame, one question remains unanswered: Did the meteor arrive by accident, or was it sent?



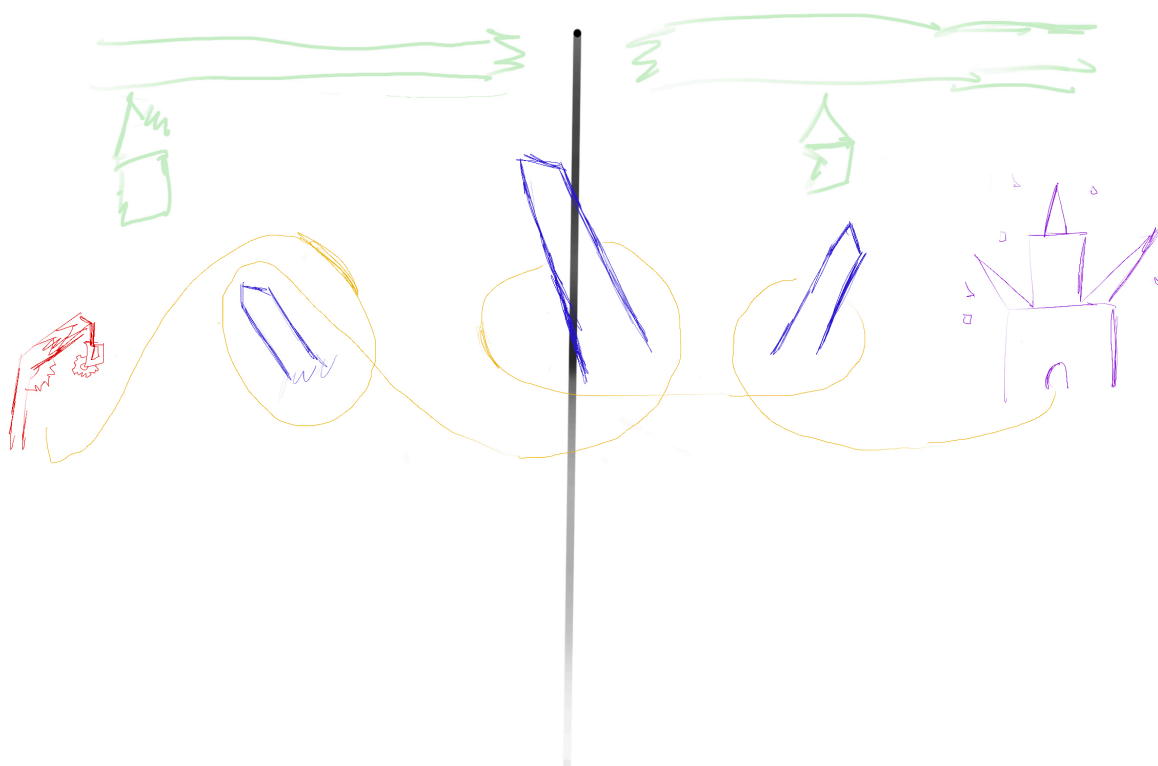
9.3 New Zokyo City

Once a shining beacon of technological innovation, New Zokyo City was the beating heart of research and advancement on Earth-77. It was said that any scientist or engineer who trained in New Zokyo was guaranteed a future among the highest ranks of society. The city was home to research institutes, AI development hubs, and was particularly renowned for producing elite minds in the field of neural hacking. Today, that legacy lies in ruins.

The city now stands abandoned, overtaken by three colossal Arcanium pillars that erupted at its very center. These massive crystalline structures distorted the flow of energy and data within the city, rendering all technology unstable and unusable. As the Arcanium continued to spread and warp the environment, the population was forced to evacuate, leaving behind a ghost city.

Now, New Zokyo has become an active battlefield in the ongoing war between the Techno-Vanguard and the Arcane Ascendants.

Yet even in its decay, New Zokyo's influence persists. Many of today's leading neural hackers and cyber-specialists were born or trained here, carrying the city's legacy into the war-torn present.



10 Media

10.1 Menus

Sprites

- Background Image
- Development Team Logo
- Game Title / Logo
- Buttons
- Volume Sliders
- Player profile picture (at least 10 different)
- Achievement icon (one for each achievement)
- Faction icon (one for each faction)
- Language flag (one for each supported language)
- Leaderboard image

Music

- Main theme

SFX

- Buttons SFX (at least 3 variations)
- Slider SFX

10.2 Visual identity

Style Concept:

A mystical-tech hybrid interface where celestial elegance meets calculated machine design. This UI embodies the game's core duality: glowing glyphs intersecting with circuit veins, magical constellations orbiting industrial domes. It conveys harmony through contrast, each faction subtly encoded into every panel.



10.3 Troops

For each troop (with relative variants when buffed or with a status effect):

Sprites

- Movement animation
- Idle animation
- Attack Animation
- Projectile Movement animation (if ranged)
- Projectile Impact animation (if ranged)
- Despawn animation

SFX

- When projectile is fired (if ranged)
- When projectile hits (if ranged)
- Enemy melee hit (if melee)
- Placement

Also, for the troops buffed by the Juggernaut units, a buffed SFX and VFX should be used.

10.4 Towers

For each tower:

Sprites

- | | |
|---------------------------------|--|
| • Idle animation | • Sell animation |
| • Attack Animation | • Range sprite |
| • Projectile Movement animation | • Priority icon (one for each priority type) |
| • Projectile Impact animation | |

SFX

- When projectile is fired
- When projectile hits
- Placement
- When is sold

Specific tower assets

Merchant

- Shard / Cog in-game sprite
- Income SFX

Shielder

- Shield range
- On shield entered SFX
- On shield exited SFX

10.5 Bases

For each base:

Sprites

When a base has taken damage equal or more than half of their health, then a new set of animations will be used.

- Idle animation (for both damage status)
- Destroy animation

SFX

- On destroy
- On hit

10.6 Maps

For each map:

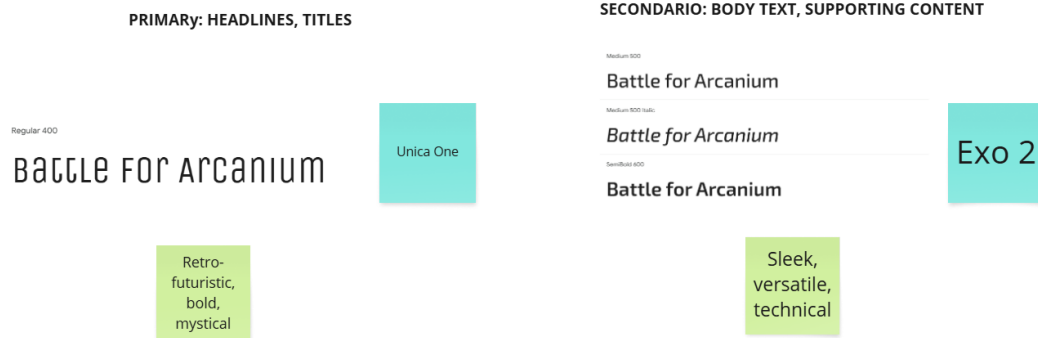
Sprites

- Background of the map
- Various placeable items in the map

Music

- Theme of the map

10.7 Fonts



10.8 Other Assets

Sprites

- Game Launch Icon
- Cogs icon
- Shards icon
- Switch Button
- Time Icon
- Middle Line
- Win Image
- Lose Image

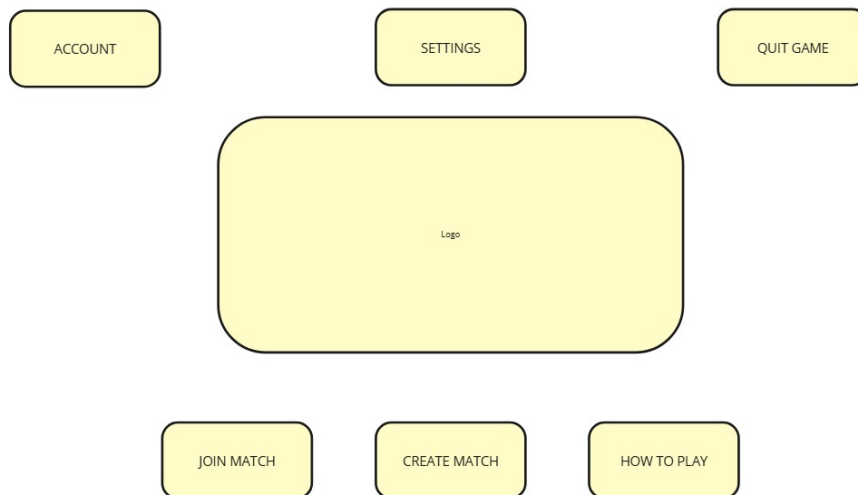
SFX

- Lose sound
- Win sound
- Surrend sound

11 Prototypes

11.1 Digital prototype

The digital prototype will include only the Custom Match game mode. The main menu will launch directly into the Custom Match mode.



Custom match game mode in the prototype

How the connection is implemented in the digital prototype is described in detail on the Technical Design Document.

In game, only 4 troops and 2 towers per faction are going to be implemented. For the Arcane Ascendants faction:

- Troops:
 - Arcane Fist
 - Mystic Adept
 - Crystal Warden
 - Elder Arcanist
- Towers:
 - Runic Pillar
 - Obelisk Of Binding¹

For the Techno-Vanguard faction:

- Troops:

- Mk-Fist
- BB-77
- Hercules-3
- PX-Archon
- Towers:
 - Auto Turret Mk1
 - EMP Sky Bastion¹

The tower and troop lineup setup panel has not been implemented in the prototype.

The leaderboard system is also not available in the current build.

Social features and their associated UI menus will not be included in the prototype.

The global premium currency (Cores) has not been implemented, and as a result, the cosmetics shop is also excluded from the prototype.

Any features related to daily quests, achievements, and ranked ladder progression will not be included in the prototype.

By default, the host will be assigned to the Arcane Ascendants faction, while the second player (client) will automatically join the Techno-Vanguard faction.

A default wave of minions will periodically spawn to maintain pressure across the map. Troops can be deployed via UI buttons, while towers can be placed using drag-and-drop slots in the UI.

The full in-game currency system will be implemented. Players will earn currency passively, by selling towers, and by eliminating enemy troops. Currency will be consumed when deploying troops or building towers.

Players will be able to customize targeting behavior for each individual tower and will also have the option to sell towers at any time during a match.

If the match timer runs out, both player bases will begin to lose health gradually, forcing a rapid conclusion to the game.

At the end of a match, a UI prompt will offer the player the choice to either play again or return to the main menu.

Only a single map will be available in the digital prototype.

The UI sprites included in this prototype has been taken from the [Basic GUI Bundle by Penzilla](#).

All the SFX and units animation included in the prototype were produced by the team (not every single asset has been developed).

¹In the prototype version of the game, these towers will also use tactical projectiles, but in the final version there will be a separated type of tower.