

GATES OF A RUINED EMPIRE

Background and goals of the project.

Welcome!

I am very pleased that you decided to download this document. This means that I was able to at least little interest you in the project for which I decided to abandon my entire life and enter the unknown territory of computer games production.

You will find out why I decided to take such a radical step, why I think we will succeed, and why we do everything differently from other game developers.

I also hope that once you finish reading this document, you will understand my motives, the goals that guide me, and you will find it worthwhile to help me disseminate information about this project among your audience.

Let's start with the game world.

The game world arose over many years, from the moment when all thoughts about creating my own game were in the realm of dreams. However, I decided that it is worth collecting ideas, verifying and selecting the best ones.

The basic assumption that I have made when creating it is the most accurate representation of human social behaviour in an environment that is not burdened with the cultural ballast of the real world. To let player assess the prevailing situation and take action based only on his own worldview, without having to pay attention to race, religion or political beliefs from the real world.

In the G.O.R.E. universe, you'll find a full spectrum of human behaviors dressed in a fantasy world that does not evoke obvious associations, and verifies that a player without cultural guidelines will continue to be faithful to his views.

There are no obvious things in this world, and each conflict always has more shades.

Let's do an RTS, then!

As you already know, I care about presenting a story. However, not only the story is needed for the game to be good, you need a positive experience from the gameplay.

Being aware of my limited budget, I considered various potential genres that would allow me to fully present the world that I created, remaining in my financial and technical capabilities.

In the end, the choice fell on the RTS genre, which gives a lot of space for the narrative, but also for many years hides in the shadow of other more popular genres.

Big developers prefer to invest money in games aimed at a wider audience or remasters of games that have their regular group of fans. On the other hand, smaller ones - if they decide to create RTS - are afraid of going beyond the frames of the genre established 20 years ago.

Therefore, it seems to me that it is a good time to propose a game that in its basic structure will be a classic RTS game, but it will have significant amounts of additional game mechanics which have a huge impact on the overall gameplay experience.

The core gameplay itself should not be changed because it is what makes RTS games so playable. However, it is worth adding complexity and making gameplay a multi-layered experience. This is the approach I propose you in the presented project. And what's more, I know how to achieve it.

How do we do it?

When a few months ago I decided to fully devote myself to work on the project, we had nothing but an idea. At the moment when I am writing this document, I am at the stage of preparing the first playable - but very truncated - version of the game.

For over a dozen years of my professional career, I managed and implemented many large programming projects. I know what I am doing, but I am also aware that without the ability to hire people to help, work on the project will drag on. That is why the fundraising on the Patreon website is active, aimed at providing me with additional funds for the development of the project, and ultimately employing several people to help in the work on the game.

Such a situation will take place by the time of preparation playable demo having implemented most of the planned mechanic.

Next, we'll go to the stage where this version will be presented to the public, and everyone who likes it will be invited to support the project through Kickstarter to start the final stage of the project development with all necessary funds.

I do not want to create artificial hype, that's why I care about to show players only completed and working project elements.

Many developers present unrealistic trailers of their productions, which are pre-rendered scenes. Also in this aspect, G.O.R.E. different from others.

Everything I present is the functioning aspects of the game and will never present anything that does not work in the game.

Why Crowdfunding?

For a simple reason. I want to present you GORE in the form that I planned, without having to cut the content just because the publisher needs fast cash. Surely you are able to quickly recall the titles that premiered much too soon.

I do not care to get a substantial transfer from the publisher and forget about this game. I want to create a game in which also I will be able to play with pleasure. I assume that if it turns out to be a good game, finance will cease to be a problem for us.

Can you imagine that any publisher will give me big money to create a game if I tell him that monetization is at the very end of my list of priorities? :D

That is why we are currently crowdfunding, because only this form of financing allows us to work without an ax suspended above our heads. And slowly thanks to people like you, our budget is growing and allows us to increase the pace of development.

Use your superpowers!

I hope that thanks to what you have just read, you have at least understood what this project is for me and what my approach to working on it is. If you think that it is interesting and what I say makes sense, think about spreading information about G.O.R.E. among your audience.

Personally, I can promise you that all the time and I will do my best to deliver the game in the best possible form. However, it is up to you whether more people will find out about my work and whether there will be people who want to support its development.

I have no intention of buying positive opinions from the media or employing celebrities to help in the promotion of the project. I care only for honest opinions and committed positive creators. If you like these conditions and created material in which you talk about G.O.R.E., let me know through the contact forms on our website. I will be happy to pass it on through our social media.

Let's make good games together!

Matt