

# For The Kingdom

The King is dead, murdered by the traitor(s) on the cusp of war with a neighboring kingdom. The players will have 1 year to prepare for the war and elect a new king to lead the region. Using limited resources, players will need to balance the development of their territory with the health of the kingdom.

## Development

### Creating the Concept

We started with our favorite genres: Social Deduction and Resource Optimization. Wanted to inspire players to go for the “long con”.

### Approach to Game Development

Focus on the experience you want to give players. Make sure that your efforts align with creating that experience for players

### Major Changes from Playtesting

- Added resource types for flexibility and easier focus for player strategies.
- Added alternated market cost structures for varied player counts

## Gameplay

### Buildings

Farms- Food	Church
Sawmills- Wood	Warehouse
Quarries- Stone	Market
Iron Works- Iron	Prison



### Player Actions

- Buy Resources
- Sell Resources
- Move Resources
- Build a Building
- Upgrade a Building
- Demolish a Building

### Food Market Example

10	□□□□
8	□□□□□
6	□□□□□□
4	□□□□□□□
2	□□□□□□□□

### How Players Win

Players will be randomly assigned 1 of 3 roles, each with their own win conditions. Winning for each role goes as follows:

Loyalist- Elect a King who is not a Traitor

Traitor- Bankrupt the Kingdom's economy or become the King

Usurper- Become the King by any means necessary

## Outlook

### State of The Project

Inviting peers to join the project to continue with development.

Looking to create more player-to-player mechanics to increase maliciousness and fun.

Adding stages to resource production, such as processing wood to charcoal for smelting iron, to increase specialization strategies.



### To Publish or to Self-publish

Working with a publisher will limit our creative freedom, but it will also improve market risk and profitability. Self-publishing will require more work in development, art, manufacturing and sales.