Templar's Keep - Ultimate Persistent Castle Building Game

Short Description

-Persistent Castle Building focusing on developing and expanding your Templar Network

-Epic battles holding out against massive armies utilizing your Keeps and Templar Knights

-Expand your Templar Network by building a network of Trade Centers, Proceptories, and Keeps

-Finance your operations by expanding your trade network, banking system and aristocratic contacts

Key Features

Phase I – Build a Single Player experience where you develop your Castle Headquarters and Network
Phase II – Build an MMO Environment using your Castle much as you're Ship in EVE online

Castle Building: Constantly improve your main castle base and headquarters

This castle will be your base of operations and persistent center (As your ship is in EVE online)

Rise in Rank by performing ritual rites from a simple Knight to a 33 degree ranked Knights Templar

Expand your wealth and power by building Proceptories, Shipyards, Banks

Grow your power using military might, network of Keeps and controlling Trade Route Checkpoints

A Single Player Campaign Mode Loosely Based on Knights Templar Legends

Knights Templar Lore and History Outline

The Knights Templar are thought to have created the first banks and credit system

The Knights Templar are thought to be the first International Corporation

The Knights Templar were archeologists that excavated and kept ancient relics from The Holy Land

The Knights Templar are a Secret Society with Secret Rituals and 33 Degrees of Mastery

The Knights Templar were Disbanded and tried as heroticts by the Pope and French King in 1307

The Knights Templar Escaped the 1307 Disbanding and went underground

The Knights Templar have hidden wealth and powerful Relics

One Knights Templar Legend explains an escape with the wealth and relics to the Baltic Region

Castle Headquarters View
Will be much as is in the current Citadels

Here you will still have a main economy with different buldings and raw materials to manage.

The main difference is that your Castle would be PERSISTANT and you could continually improve and strengthen your Castle Headquarters until it was huge, impenetrable and generally awesome.

Local Region Map

This map will show a limited local region. This is the player's controllable area.
Each player will have their Castle Headquarters located in this main region.
Different symbols will be used to note troop and trade movements as well as static structures such as Keeps, Shipyards, Checkpoints, Banks, Proceptaries, etc...

PLAYERS CASTLE
HEADQUARTERS

ENEMIES IN
REGION

World Trade and Political Influence Map

This map will show trade Routes and Regions outside the player's direct control
Players can send trade caravans and shipments, troop support, or perform negotiations of various types with outside regions.

Leveling System in Templar's Keep

The leveling system will utilize the romanticized Free Mason Degerees thought by many to be based on Knights Templar Degrees of Mastery.

Players will start from humble beginnings and rise to 33 Degree Templar Knight Grand Master
Much speculation and romanticism is placed on the fact that Free Masonry is based on the Knights Templar Rituals.

We would play on this romanticism and curiousity and use a fact/fiction Ritual Rites System that followed the Secret Societies.

EMBLEMATIC STRUCTURE OF FREEMASONRY
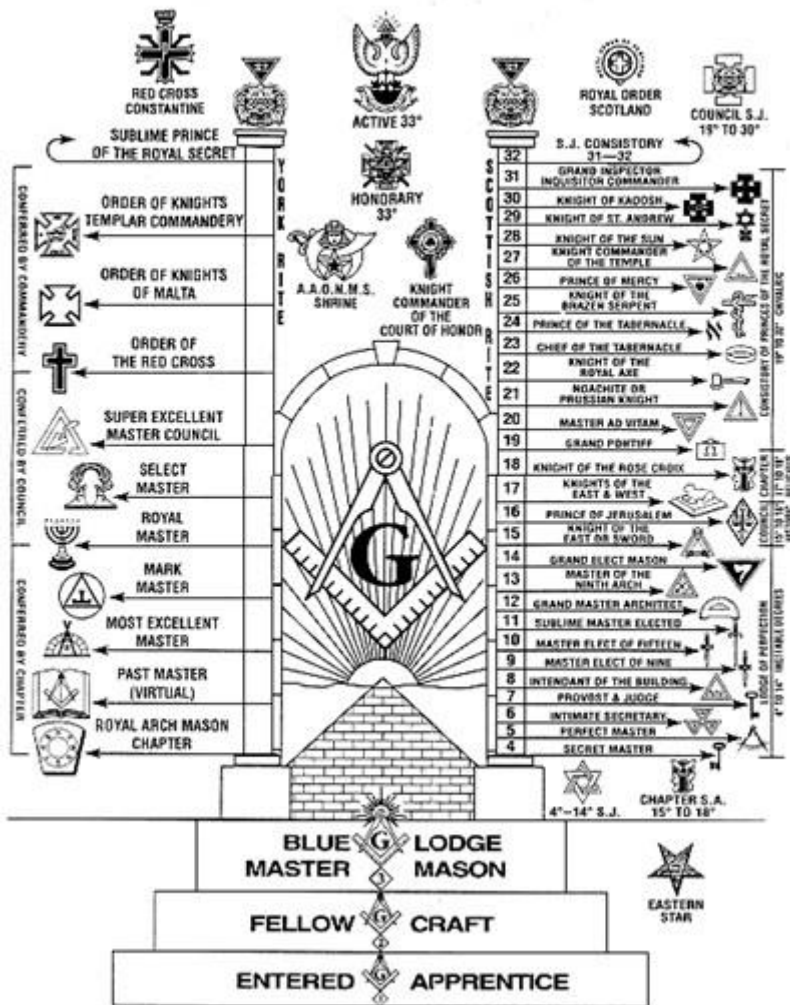
Templar's Keep – Units and Region Structures Outline

Castle Headquarters
Walled City Castle with a view much as you play today in a current game of Stronghold and Citadels. The main difference would be that the Castle Headquarters is a persistent area that you can continually improve and update.

Keeps
A fortified stronghold (smaller than a castle) that is fortified along a trade route or in a region that allows for, protection, defense and counter attack and contains a garrison of troops.

Templar Proceptary (3 types):
1 - Farm:
Generates income and supplies food for knights

2 - Stud Farm:
Generates income and supplies knights with horses

3 – Shipyard:
Generates income and provides ships for trading

Banks
Generate income and stores money

Shipping Port
Generates income and allows for sea trade routes

Trade Route Check Point
Provides protection and control over land trade routes

Military Units
Mounted Knights
Foot soldiers
Archers
Siege Units

Early Iteration Logotype and Marketing

Templar's Keep – Marketing, PR – Three Gates

The fact that we are located in a walled city in Visby on the Island of Gotland and actually work in an office built in 1200 with a stone city wall in the office might be able to be spun. We also have the largest medieval week in Scandinavia here on the island and I think we could some decent PR and some fun PR pics from the event and the town in general. We also have the oldest Free Mason Headquarters in Scandinavia located just a few yards from the studio. Also we like to throw our employees off the tower just down from us.

http://www.youtube.com/watch?v=oSe6b64ZVBA&list=PLXz2CQNk4W9hd6G9OLvs96-IB3-TGw0MI&feature=c4-overview-vl

http://www.medeltidsveckan.se/

TOWER BATTLE *Demons and Demigods* **– Financial Proposal Summary**

17 Member Team
16 Month Development Time

202 Total Man Months

Salary Average 4,400.00 Euros per Month

Monthly Costs

Studio Management Costs per Month	**6,500.00 Euros**
Salary Budget per Month	**55,550.00 Euros**

Total Costs

Total Studio Management Costs	**104,000.00 Euros**
Total Salary Budget	**888,800.00 Euros**
Total Project Budget	**992,800.00 Euros**

Three Gates Covers 50% of Project Costs	**496,400.00 Euros**
Partner Covers 50% of Project Costs	**496,400.00 Euros**

29.99 Euros – Suggested Retail

Royalty Share:

First 35,000 units = Partner takes all Royalties 100%

Over 35,000 units = 50% Partner & 50% Three Gates

Work Activity Breakdown Outline

# of Professionals Per task	Work Activity	Total number of man-months per task
1	3D Environment Production	12
2	3D Character & Enemy Production	12
2	3D Tower, Wall & Weapon Production	14
2	GUI / Interface Art Content Production	10
2	2D Concept Art	8
2	Animation Production	14
2	Ad Art	6
2	Network Programming	12
3	Game Programming	12
1	AI Programming	14
2	Interface Programming	14
4	General Programming	12
2	Sound and Music Production	6
2	Level Design	14
2	Tower, Wall & Weapon Function Design	12
3	QA & Game Testing	12
2	Translation and Texts	6
3	Production Leads	12
	Total	202

Milestone 1 – Preproduction Complete

60 days out from production start
Budget for period 1:   **124,100 Euros**
Partner Investment period 1:   **62,050 Euros**

Game Design Document Complete - Prototype

To include:
Artifact List Complete
Steam Integration Iteration 1
Full Work Schedule
Full Task List
Full Production Plan
Full Release Plan
Castle Building Prototype

Templar Leveling System Prototype

Milestone 2 – Alpha Playable
180 days out from production start
Budget for period 2:   **248,200 Euros**
Partner Investment period 2:   **124,100 Euros**

Gameplay Testing Iteration 1 Basic .exe

To include:
Start Menu to Game Join Menus Iteration 1
GUI and HUD Iteration 1
Local Castle System Iteration 1
Local Economy Building System Iteration 1
Troop Movement AI Iteration 1
Regional Economy Proceptory System Iteration 1
Regional Defense Keep System Iteration 1
Global Economy Iteration 1
Global Political Interface Iteration 1
Templar Leveling System Iteration 1
Sound and Music Iteration 1
Steam Integration Iteration 1
Ad and Cover Art Iteration 1
Translations .xml Iteration 1

Milestone 3 – Beta Playable

360 days out from production start
Budget for period 3:   **372,300 Euros**
Partner Investment period 3:   **186,150 Euros**

Beta Testing Iteration 1 Beta .exe

To include:
Start Menu to Game Join Menus Beta
GUI and HUD Beta
Local Castle System Beta
Local Economy Building System Beta
Troop Movement AI Beta
Regional Economy Proceptory System Beta
Regional Defense Keep System
Global Economy Beta
Global Political Interface Beta
Templar Leveling System Beta
Sound and Music Beta
Steam Integration Beta
Ad and Cover Art Beta
Translations .xml Beta

Milestone 4 – Gold Master

450 days out from production start
Budget for period 4:   **186,150 Euros**
Partner Investment period 4:   **93,075 Euros**

Gold Master .exe

To include:
Ad and Cover Art Complete
Start Menu to Game Join Menus Complete
GUI and HUD Complete
Local Castle System Beta
Local Economy Building System Complete
Troop Movement AI Complete
Regional Economy Proceptory System Complete
Regional Defense Keep System Complete
Global Economy Complete
Global Political Interface Complete
Templar Leveling System Complete
Sound and Music Complete
Steam Integration Complete
Ad and Cover Art Complete
Translations .xml Complete

Milestone 5 – Patch and Post Mortem

480 days out from production start
Budget for period 5:   **62,050 Euros**
Partner Investment period 5:   **31,025 Euros**

Patches to fix and issues that arise after release
Post Mortem Report of Project
Planning for Downloads, Expansions and Sequel