

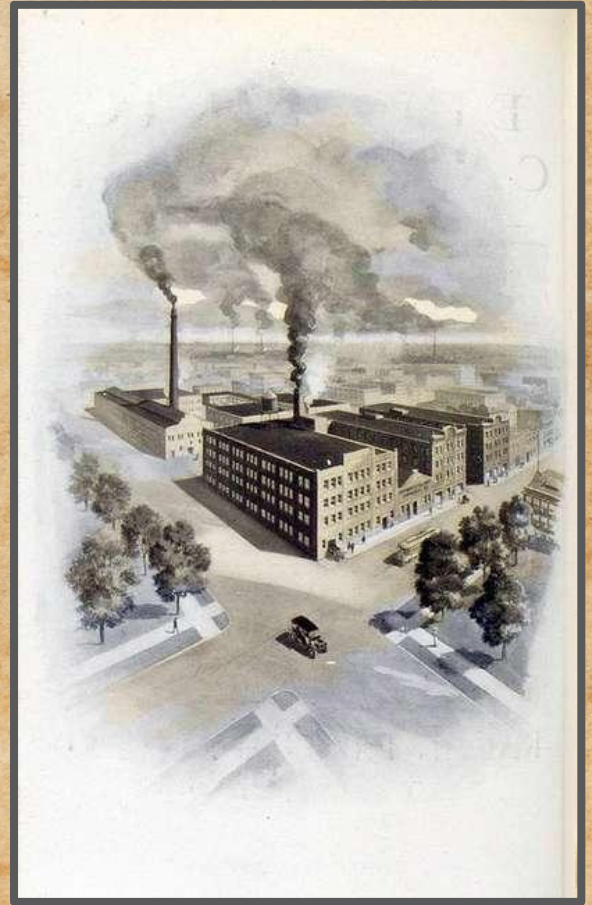


**FULL STEAM
AHEAD!**

**Abbey Gorny, Michael Betar, Taylor Gibson, Daniel
Gramling**

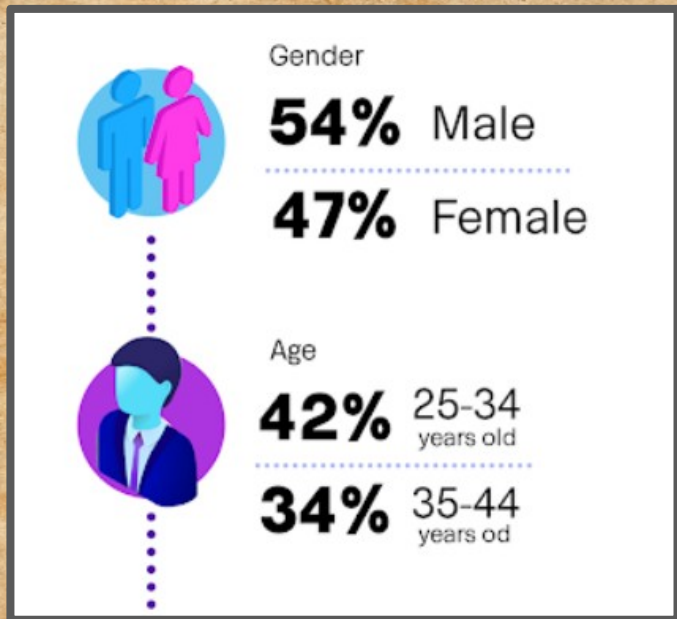
Elevator Pitch

“Full Steam Ahead!” is a Tactical RPG set in the bustling Industrial Victorian era. Ideas and inventions are on the rise; and yours are so good that people are willing to kill for the patent. Mobilize your crew and engage in strategic combat with your scheming rivals as you travel to the industrial capitol to secure the patent under your name.



From: NYPL Public Domain Archive.

Audience



RPG Game Statistics from AARKI.

<https://www.aarki.com/insights/role-playing-and-strategy-games-user-demographics>

- ❖ **Age Range: 18-34**
- ❖ **Tactical Players who like fast paced Games**
- ❖ **RPG Players who enjoy Power-Advancing Skills**

A Fire Emblem: Three Houses survey was conducted by Famitsu on the game's players with the results published in the 10/31 2019 issue of the magazine.

The survey was conducted from **27-30 September 2019** and answered by **3492** people, consisting of **1564 male and 1928 female users**. 1880 surveyees were in their 20s while 897 were in their 30s, 446 were aged 10-19 and 251 were in their 40s. There were 4 players below 10, 12 in their 50s, one in their 60s, and one above 80. Not all surveyees answered all questions.

Article from FrontLineJP

<https://www.frontlinejp.net/2019/10/18/fire-emblem-three-houses-player-survey-results/>



**Fire Emblem Echoes:
Shadows of Valentia**

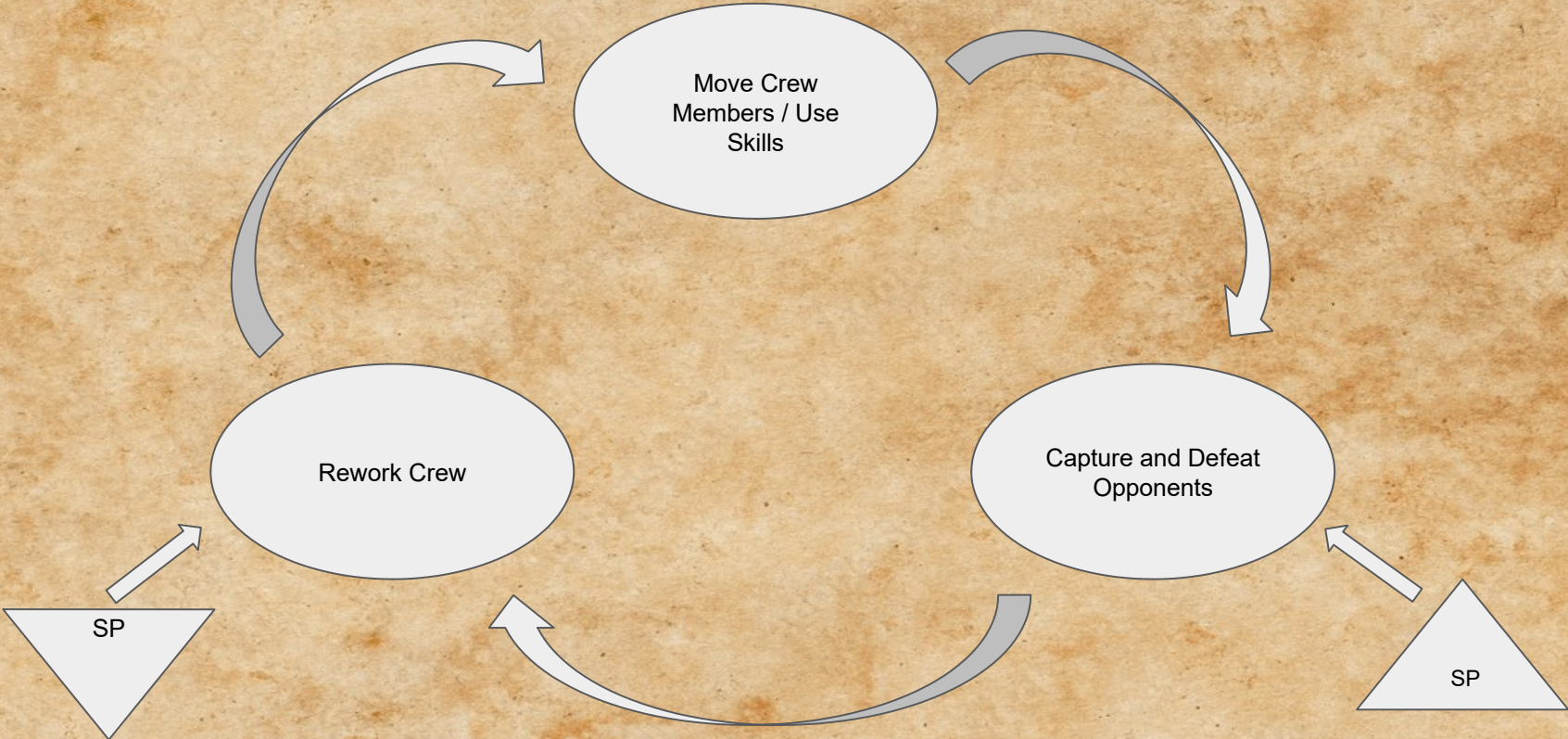


**Pokémon Conquest (ポケ
モン+ノブナガの野望)**

- ❖ Tile-Map Based Movement on a 8-by-8 board
- ❖ Move crew members to different spots on the map before applying their skills
- ❖ Work to defeat the hostile party's leader
- ❖ Gain SP (Swap Points) from defeating your opponents
- ❖ USE SP to swap your crew members' occupations to make a more strategic lineup based on upcoming challenges

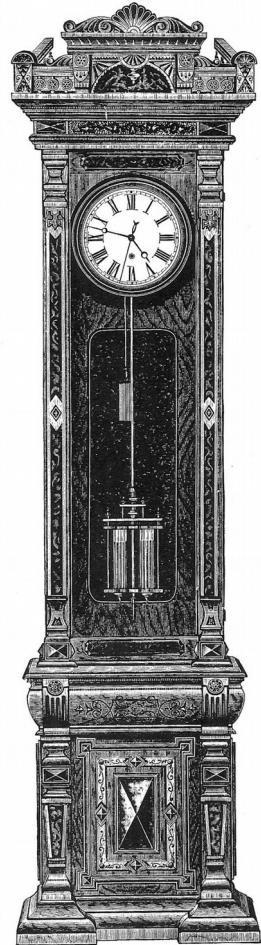
Gameplay.

Loops



Overview

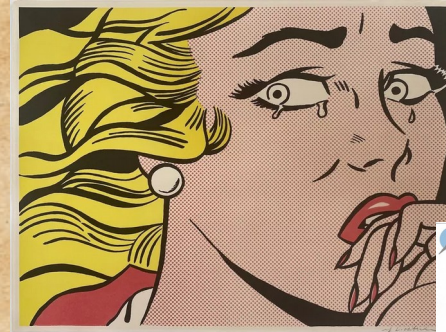
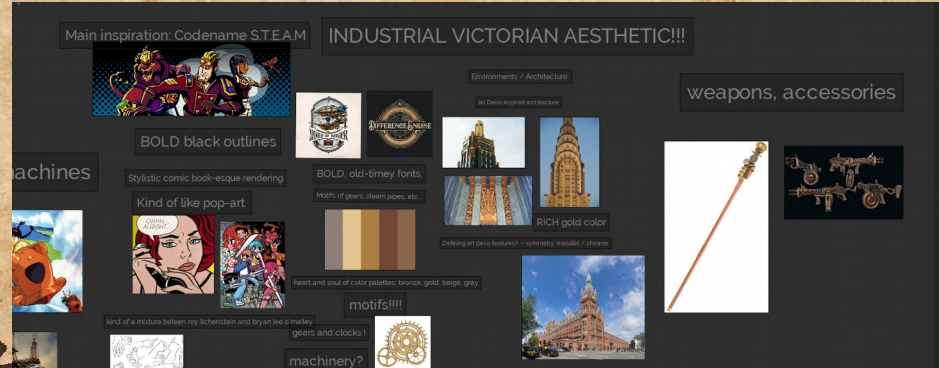
- ❖ **12 chapters in a Single-Player campaign**
- ❖ **Advance across the land to the industrial capitol's patenting office to sign it under your name**
- ❖ **Gain SP after completing each chapter**
- ❖ **Availability to choose crew member occupations for each battle using SP**
- ❖ **Multiplayer-versus mode to play with friends!**
- ❖ **10-15 Hours of Gameplay (1.5hr/Chapter)**



REGULATOR No. 16
1893

Aesthetic (Visual, Setting)

- ❖ Industrial Victorian-era, 19th Century setting
- ❖ Visuals inspired by Codename S.T.E.A.M
- ❖ Art based on the styles of pop artist Roy Lichtenstein, and comic illustrator Bryan Lee O'Malley
- ❖ Art Deco and Victorian inspired architecture / environments



Ludwig van Beethoven



The Real McKenzies

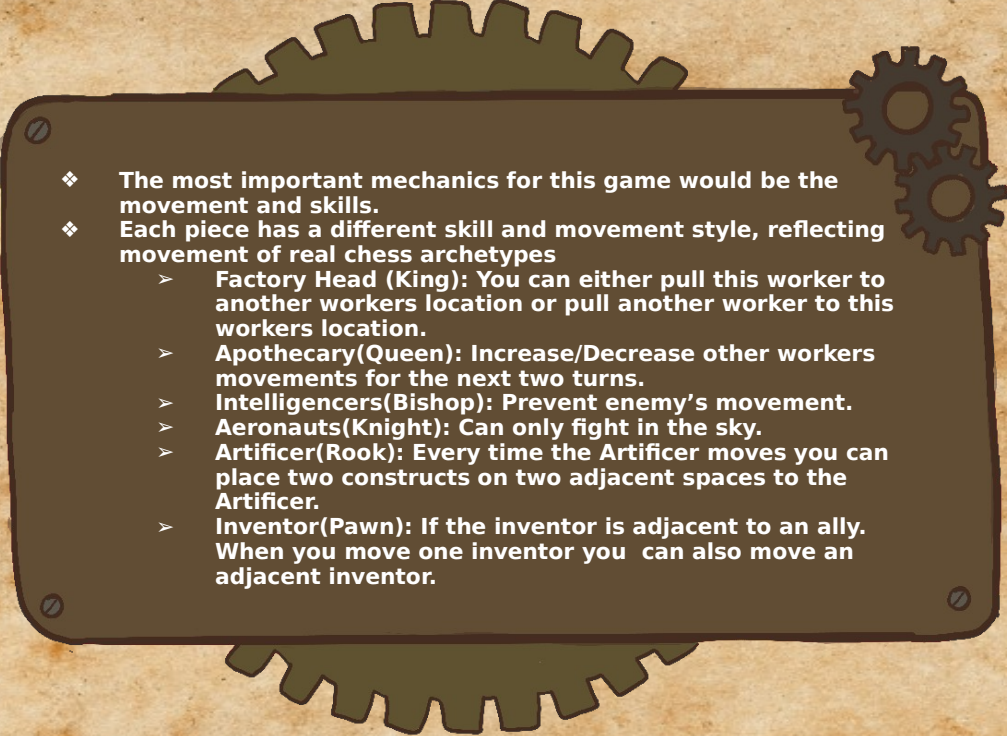


- ❖ Music that combines 19th Century German Composition and Irish Punk Rock
- ❖ Authentic SFX from era specific devices. (Pawn Shops are very resourceful)
- ❖ “A Story about Rebellious Geniuses”

Mechanical Clock



Mechanics

- 
- ❖ **The most important mechanics for this game would be the movement and skills.**
 - ❖ **Each piece has a different skill and movement style, reflecting movement of real chess archetypes**
 - **Factory Head (King): You can either pull this worker to another workers location or pull another worker to this workers location.**
 - **Apothecary(Queen): Increase/Decrease other workers movements for the next two turns.**
 - **Intelligencers(Bishop): Prevent enemy's movement.**
 - **Aeronauts(Knight): Can only fight in the sky.**
 - **Artificer(Rook): Every time the Artificer moves you can place two constructs on two adjacent spaces to the Artificer.**
 - **Inventor(Pawn): If the inventor is adjacent to an ally. When you move one inventor you can also move an adjacent inventor.**