

## Battle of Origin

It is really hard to say something about your game, since it is somehow hard to explain, because of its uniqueness.

This makes it quite interesting, but also somehow hard for you since you cannot look at other games and take ideas from them.

The only game which somehow comes into mind when seeing your game is KillerQueen. (And only because of the big group versus group gameplay)

There they can transform between an economic unit and an attacker, but we are not sure if this would fit your game, it was just what came to mind, when reading about the hybrid strategy.

Another aspect which maybe could be used in your game, is the aspect of having different winning strategies. Another possible way to win the game, except your basic gameplay, which forces another way of acting.

In your game this could be something like this: There are undecided people spawning randomly on the map and you have to bring your arguments to them.

For this you need to get an argument you get this after praying/doing science for at least 1 turn and then you have to go to the undecided person and touch him.

This person will not join your team (and maybe vanish), but will give you 1 point. Where as an example every team member at the end of the time limit gives 10 points.

This kind of alternate method for winning, would help the hybrid strategy to make it more valuable and could maybe prevent the games to get too stale.

This is just one example of such an alternative “winning” or better pointing strategy, there may be some other better suited methods.

For the “problem” of getting converted, we think your method of choosing an NPC to play is quite good!

Maybe just make some kind of hint (like the scientific/holy spirit of the converted person traveling to the nearest NPC) to make it easier to see, who you play next as an example.

As you already mentioned, your upgrades seem to be too strong/important, since double or triple movement speed or praying power makes it almost impossible for an untrained character to compete.

Also the question is, what happens when a person gets converted? Will this person keep the stats? (And will research become praying and vice versa?)

Also the playing tag kind of minigame makes the movement speed even more important (to get away), this is kind of interesting (and could also help your hybrid strategy!), although attackers will also profit way more from this than the prayers.

Another question, which we asked us is, if the strategies are not different fun to play. Since standing there and praying seems somehow less fun than running around shooting people.

Maybe some kind of minigame while praying/doing research could help (like a rhythm like game, where you have to press the right buttons on time and the buttons come down faster with higher skill) or the possibility to switch to another NPC (like in soccer on consoles) could help here? (This would also make the AI a little bit less important).

Also your idea of bigger groups getting the wonder faster, was somehow not in the prototype description (or at least we couldn't find it), however, it seems like an interesting idea, since larger groups are somehow easier to disrupt ( a lot of people to hit), so giving them an advantage in studying seems like a nice feature!