

**Peter White**

## **Sherbert The Sheepish**

*“Some say Sherbert can bless your chops with one look.”* – Grand Master Shawn (Wise Sheep)

### **Summary**

Around 2000 years ago the world was in chaos, the Roman Empire was coming to an end and the world faced almost certain darkness. One figure stood up to try to bring order to this chaos, a figure whose leadership skills could not be beat, whose creativity and knowledge was immense and martial arts skills were of a master level – Sherbert The Sheep.

*“It’s been told Sherbert doesn’t have a fear of mint sauce.”* – Baaarny (Fleeced Chef)

### **Storyline**

The game is set around 2000 years ago, you play “Sherbert the Sheep” a religious sheep leader trying to bring order to the world. The strategy-based game will let you build up armies in order to defend your lands and help you conquer your enemies.

Sherbert envisioned the future under his control – the way in which it is controlled is up to you.

You could be an evil leader and threaten people into following you with persecution and fear or you could take a more democratic stand by rewarding and protecting them for following you. Both ways will affect the way the game plays and present significant obstacles in your ultimate goal of world domination.

*“I will mince my enemies and then parade them with a garnish.”* – Sherbert (1AD)

The world is made up of both humans and sheep, sheep make good workers but humans make better warriors and leaders. Humans are easily influenced and are more likely to sway away from your leadership so keeping them in check is important. Sheep on the other hand are a lot more patriotic and are not easily swayed to the other side.

The player will build cities which can then produce different types of units. Some units may be for military purposes (Attack and Defence) others will be for spreading your cult and collecting resources.

*“I strive for a world where Sheep and Humans can flock together in harmony.”* – Sherbert (1AD)

### **Main Characters**

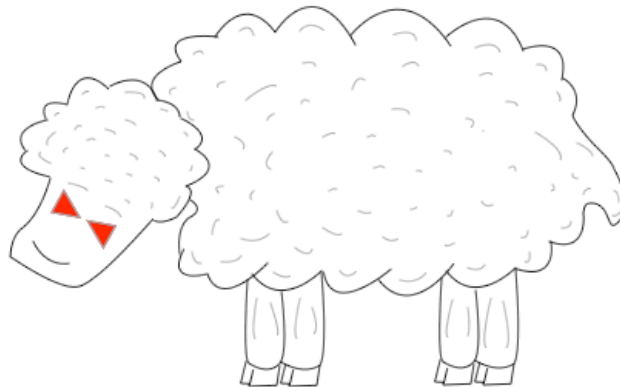
*Sherbert the Sheep* - You play as sherbert, your told he is putting together a cult in order to take over the world however it is upto the player how evil or nice you wish to make him.

*Grand Master Shawn* - This character offers you advice in game and will present the tutorial at the beginning of the game. He is a old wise character who is one of Sherbert’s most trusted and respected friends.

*Baaarney* - Every sheep needs a chef and Baaarney pops up from time to time helping you out if you are losing and adds random bits of entertainment. On harder settings in the game Baaarney has less influence.

Below is a mock-up of Sherbert and some possible marketing ideas.

## SHERBERT HAS BIG PLANS FOR WORLD DOMINATION

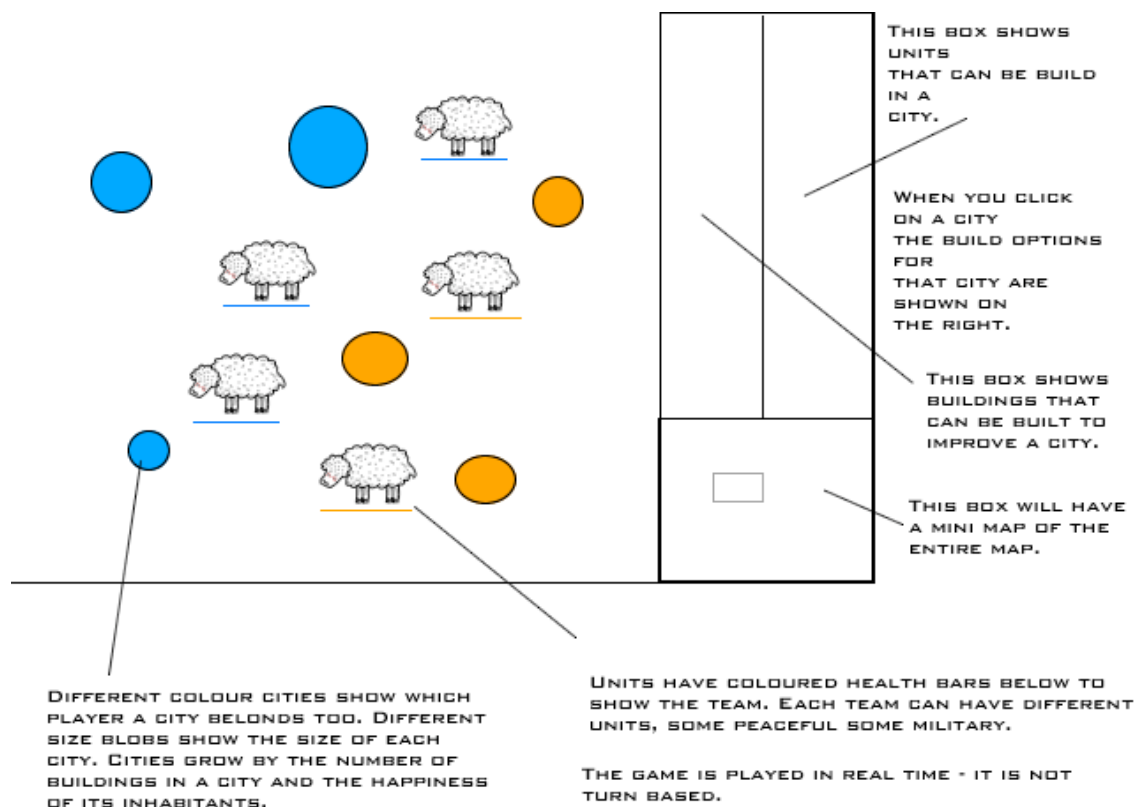


CAN YOU INFLUENCE HIM ENOUGH TO SHAPE THE FUTURE?

### Game Play

The game will play as a strategy game, many of the processes will be automated with the option of micro-management if required. The games interface will be simple to pick up and fun to use. The game has a fun and almost silly concept and this will be represented in the easy to play style of game play.

The units will be animated in a humorous way and the sound effects to go along with them will also be entertaining.



## Similar Games

Sherbert the Sheepish will be a Strategy game similar in ways to Civilization and Command & Conquer but with the fun and excitement of Lego Star wars. As the game is set around 2000 years ago the technology in the game will represent as it was around those times, there will not be constant changing technological advances like Civilization 4.

Players of games such as the latest Harry Potter game may also be interested in this sort of game.

## Market Research

The target audience of the game will be people who want a fun playing strategy game, the game may attract new people into the genre such as Lego Starwars did. The target age range will be 16-20 year olds as older adults may find some of the game concepts not serious enough. Some of the graphics in the game may not be suitable for under 16s and as one of the game concepts is war.

The target market will be PC however console development could also be taken into consideration especially as the game is targeted towards younger people. In general strategy games are normally PC or Mac only as a keyboard and mouse is important for the interface.

Competitors to the game will include other strategy games however the USP of the game is that it is a light-hearted strategy game. In which case competitors would be games such as Theme Park and SimCity because of their light-hearted nature however the game play will not be like these games at all.

## Technical Feasibility

The game will need roughly a 4GHz processor (or equivalent Intel or AMD), 1gigbyte memory, DVD Drive, 5gig hard drive space, 512mb graphics card, Windows XP/Vista, Mac OS 10.4/10.5.

The game should also be able to work on next generation consoles (Xbox 360, Sony PS3, Nintendo Revolution).

Handheld support for this game will not be available because of the limited screen size. Hopefully with the uptake of High Definition in newer consoles the screen resolution will be high enough in order for strategy games to make better use of screen space. Unfortunately I do not see widespread adoption of HD in 36months (in Europe anyway) however it will be important to watch this area once TV services start to multicast next year.

Within 36months Windows Vista will still not be as widespread as XP so it will be important to support both versions. Graphics technology will also be important to follow especially with the increasing availability of PCI Express and SLI graphics card.

DirectX and OpenGL will be used for graphics as this will help with the cross-platform integration however there are certain constraints in OpenGL compared to DirectX that would need to be taken into consideration.

## Team members and Roles

The game will need the following team members:

- Artists and animators for all the games graphics including sheep, humans, cities and buildings.
- Sound effects, many original sheep sounds will need to be recorded and edited.
- Developers will be needed for the game code. The base will be done in C++ and the rest in Python.
- Beta testers will be used to test the game prior to release to try to sort any problems out.
- Technical support will be provided for free online. Phone support will cost more per minute.
- My role in the games development will be project leader as well as writing the story behind the game. There will be other managers for each area of the game development.

I will have to find a publisher to distribute our game.

*"It's amazing just to be standing in Sherberts sheer greatness."* – Grand Master Shawn (1AD)