

Mobile strategy games example

1. Core Gameplay & Loop Design

1.a Sky Pirates: Empire Above the Clouds

This is a **single-player management-strategy game**, **cartoon Steampunk style** in which the player manages a **pirate colony** on a flying island. The **goal** is to **expand the city, produce resources, and build a fleet of war airships**. Between diplomacy, trade, and aerial battles, the player manages every aspect of their celestial empire, balancing economic growth and reputation in the world of the skies.

Core Idea

A strategic city builder with elements of resource management, combat and modular progression, set in a world of flying islands.

The focus is on:

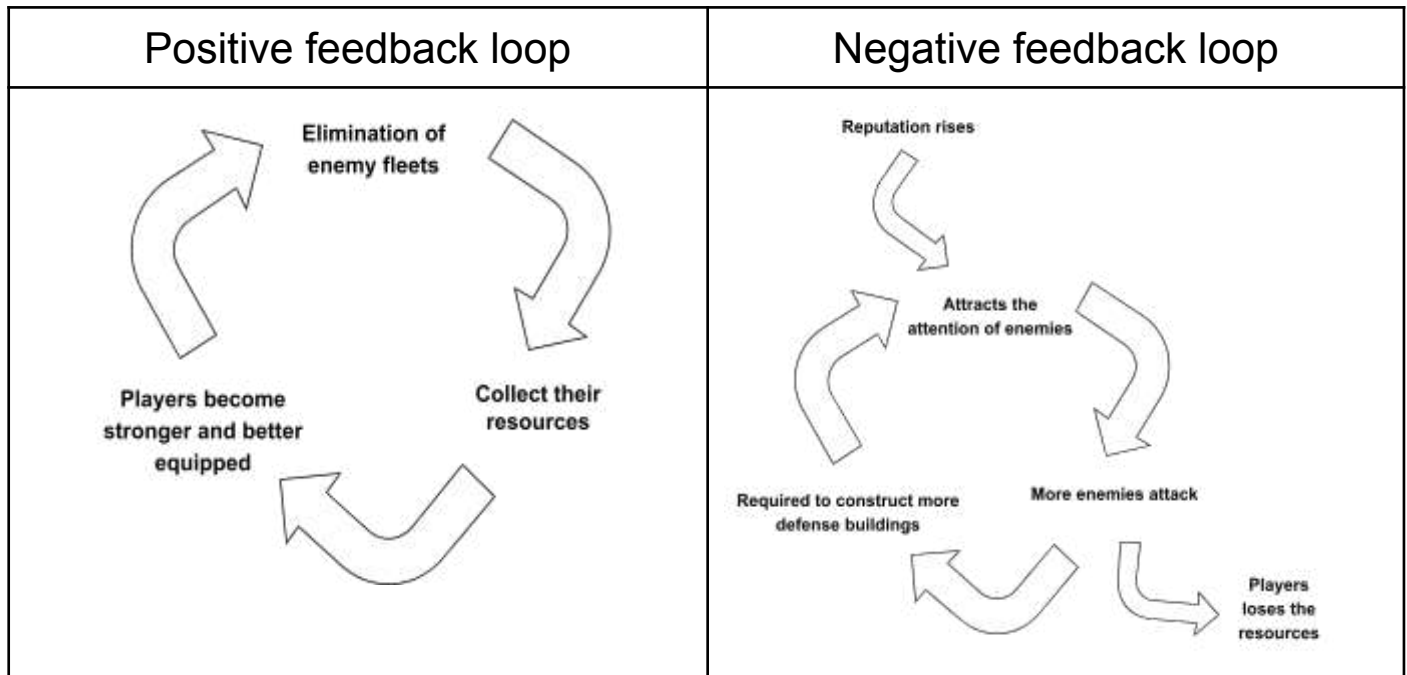
- **Strategical depth:** accumulating, resources, morale and reputation management, synergies between infrastructures
- **Progression:** unlocking infrastructures, upgrades, fleets, new technologies
- **Improvement:** upgrades the city, fleets

Target audience: strategy gamers, fans of city builders (e.g., Frostpunk, Endzone, SteamWorld Build).

Primary players types: Achiever, Explorer

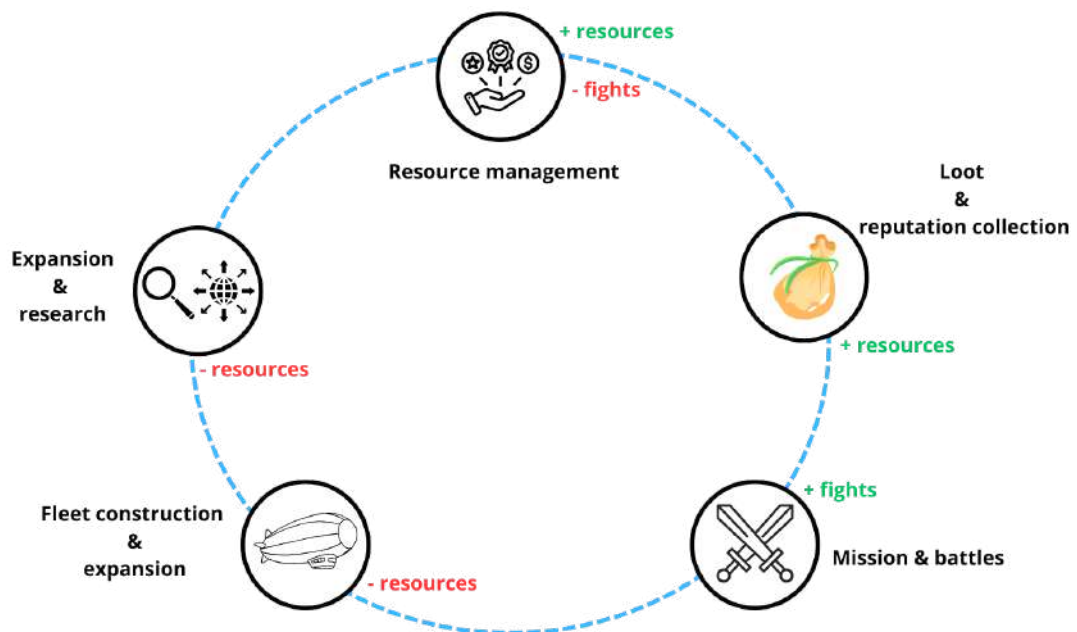


Loop analysis



Core loop:

The **Core loop** is a **set of actions** that the player will be doing **repeatedly** for the entire game:



Resource management: Players can manage their resources to build mines, civilian homes, food deposits, air distilleries to produce energy, materials etc.

Expansion & research: Thanks to the **accumulated resources**, players can unlock new technologies and infrastructures to improve and progress with the city

Fleet construction & expansion: As the game progresses, players can begin to build **their own fleet** and upgrade it to take on increasingly difficult battles.

Mission & battles: Thanks to the upgraded fleet, the player can attack convoys, explore suspended ruins, and trade.

Loot & reputation collection: After battles, missions and exploration, players can collect the loot in order to **grow their city** or buy rare upgrades; reputation opens/closes trade routes or alliances.

Win/Loss condition

Sandbox city builders don't usually have a specific victory condition, like "SimCity". This can lead to **long playing times in the short term**, but in the long term it can **tire players out**.

In our case, to **encourage players** to continue playing and spend time and resources on the game, I think it's ideal to give them a **clear goal** right from the start.

Win condition	Loss condition
Campaign mode: Building the "Legendary Airship" and conquering 80% of the map.	• Run out of all essential resources (e.g. food, energy, materials) • Morale of population at 0% for too long

The key to the success of a Strategic game is **longevity or replayability**. In our case, If I designate a **specific victory condition**, the player will have to start over under the same conditions, and this could affect replayability. To avoid this problem, I have several solutions:

- Possibility to continue the campaign and conquer the entire region
- NG+
- Free mode: no objectives, and players can continue as long as they want
- Different biomes with changing environmental interactions and enemies
 - e.g.: Snow biome: our and enemies fleets have more difficulty navigating and morale drops more quickly
 - Desert archipelago: fewer resources produced but less frequent enemy attacks.

Gameplay flow

