

Roadmap & Portfilio

2024





Genre:

rogue-like rpg

Expected:

2024

This RPG game has the same lore, setting, heroes, and world history as Heroes of War Magic game.

Players explore a fantasy world, fight in auto-generated dungeons, unlock new heroes, and upgrade them.

The gameplay is endless and the main goal of the players is the collecting of heroes.

The battle system is simple and casual - a player performs an attack and then decides how to deal with an opponent's attack. Each enemy attack decreases one of the parameters of a player's hero, so a player has to make sure that none of the parameters falls to zero.

Each completed dungeon brings resources that could be spent on heroes' upgrades.









Genre: indirect control RTS tower defence city builder Expected: 2024 It is a mix of indirect control RTS inspired by well-known masterpiece Majesty and innovative tower-defence game. The goal of the game is to develop your own tiny kingdom, protect it from evel enemies and solve all the default problems of an ordinary fantasy ruler like: how to get more money from peasants, what to do with the plague and hunger and how to slay The Dragon.

Genre:

grand strategy

This mobile game free-to-play turn-based strategy in the setting of World War II with the addition of elements of alternative history.

Leading one of the countries, players will fight in the Second World War. They will be able to join one of the political blocks of the era or fight on their own.

The difference in the gameplay for different countries, a complex system of random and

plot events, the unpredictability of Al actions are the basis of the project's replayability.

STRATEGY AND TACTICS 2













Heroes of War Magic is a hardcore mobile strategy game with turn-based gameplay that takes place in a huge fantasy world. Players that love deep gameplay can find here tactical battles in the style of old-school PC wargames.

Heroes of War Magic is also a role-playing game. It offers all the main RPG features: players can choose a path of level-up upgrades for heroes, combine them into squads, equip them with enchanted weapons, armor, and artifacts.

Game Features:

- SOPHISTICATED COMBAT SYSTEM
- DOZENS OF HEROES
- RPG CORE: 4 races, 5 different roles
- PVP and PVE MODES
- HUNDREDS OF LEVELS



















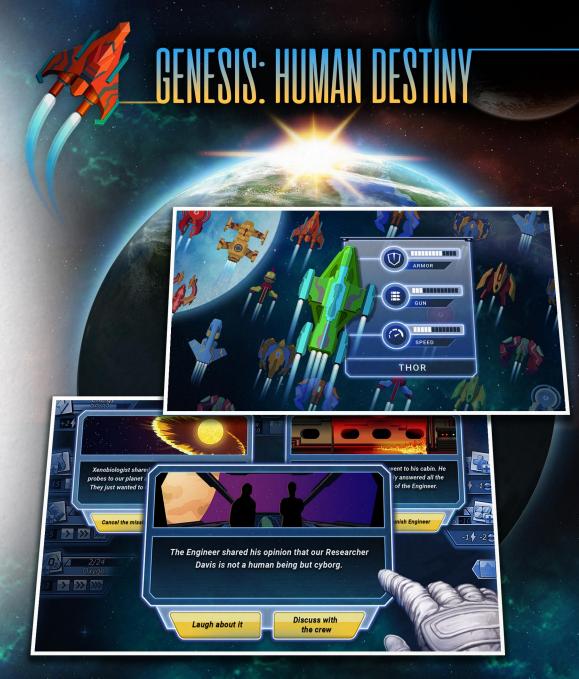
Genre:

text quest spaceship simulator survival

Genesis: Human Destiny is a space saga about the eternal search, phantom hope, and new menace. Faced with an invincible enemy, humanity sends more and more spacecrafts to foreign galaxies outside the Solar System, trying to stop the approach of inevitable Armageddon.

Genesis offers a combination of genres that magnetize like a black hole: text quest, spaceship simulator, survival, adventure, and rogue-like RPG.

Players solve a hundred urgent problems and riddles: how to catch the One who got out of the Xenobiologist's body? What does the phrase in 327 human languages received from space mean? How to identify an android among human beings? Why do engines go dead after meeting with the Flying Dutchman? Can space vampires really cause blind-sight?







About Strategy Park:

Strategy Park is an indie developer of midcore games for mobile and PC. The studio united true fans of the gamedev that have made games for more than 10 years. We live in different cities and countries and believe there are no borders and limits for the creators. We are glad to invite professionals from all over the world to join our team.

Our goal is to create deep and skill-based games with innovative and experimental gameplay.



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