

## EXECUTIVE SUMMARY:

Title: Nur-menel

Genre: MOBA

player: multiplayer in team vs team

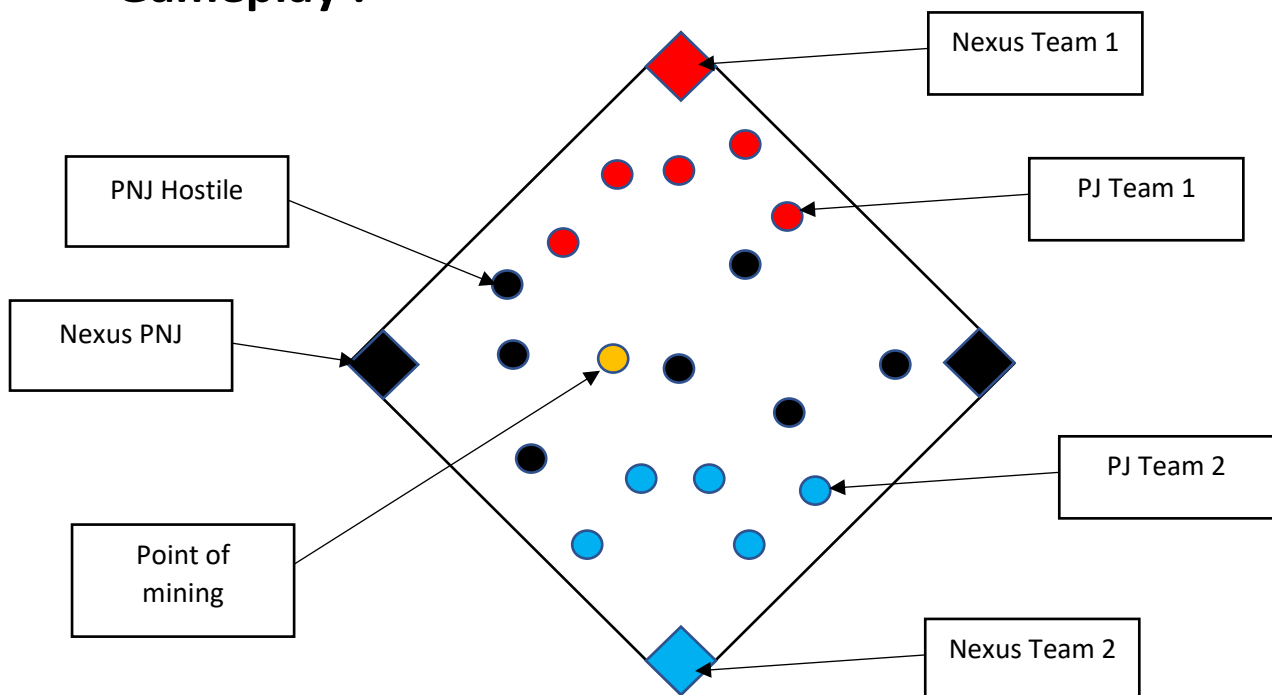
Platform: PC

target: Esport Player.

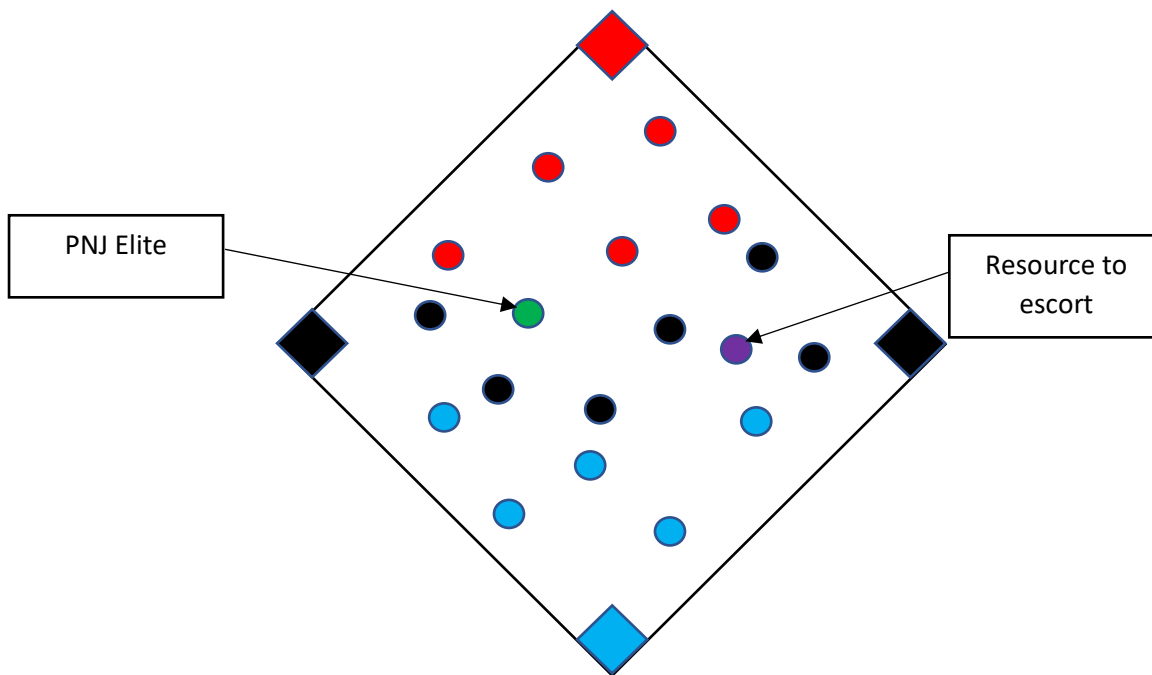
## Concept:

Two teams fight in an arena to harvest resource for their camp found in point of mining, PNJ as mini-boss and resource to bring back to the base.

## Gameplay :



In this situation, the two team need **to take controls of a mine**. When a team win the point, she harvests resource in time **until the mine is empty**. If she a team lose his control to the other player, the second team gain the rest of the resource.



To gain resource the players must team-mate **to kill the PNJ Elite**, a Boss, who bring **a large amount of point**.

Another solution is that **go take the resource and escort** to the nexus. When a player takes this all the PNJ in his area start to hunt this player. If the player who bring the resource die, he drops the resource that can be taken by all the other players.

The player can take level on fighting other PJ or PNJ.