Call of the Nightmare

James Brooks

Introduction

There exists a world spoken of only in legend. On this world, an endless battle takes place at the behest of its ruler, the self-proclaimed *king* of time and space. Creatures of all kinds are pulled from their homes to participate in its game. Sent to various locations across the universe, these prisoners must now fight for their survival against the hordes of celestial beings.

Description

The goal is survival.

- **Based off horde mode**
- **Defeat waves of enemies**
- **Encounter large bosses at different stages**
- **Complete the set waves, or survive as long as you can**
- **Restart on death**
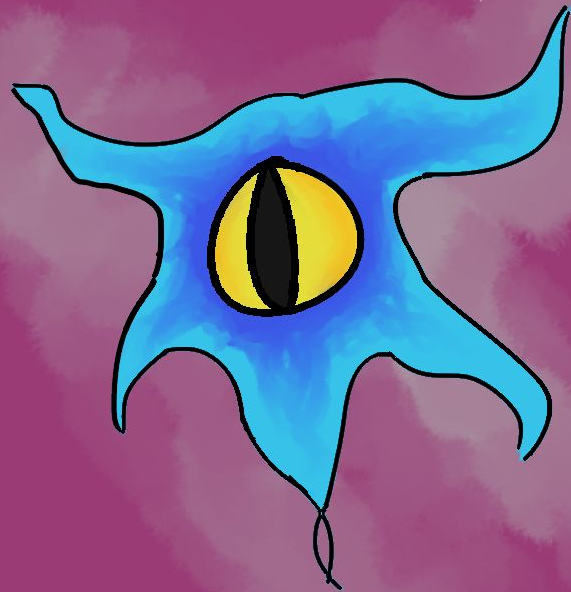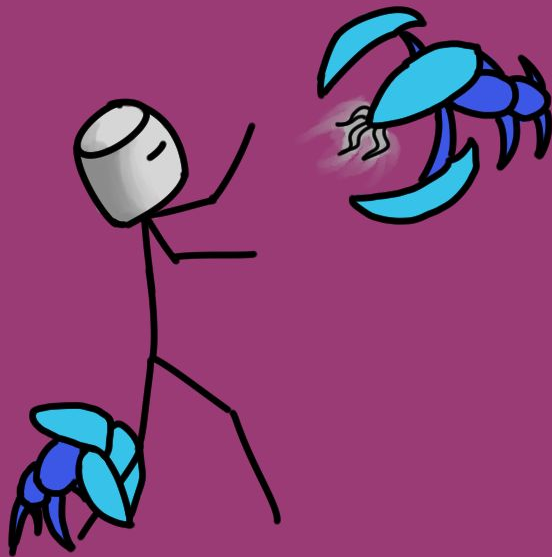
Inspiration

Boss Rush

Inspiration

Horde Mode

Concept

Concept

Key Features / Mechanics

- **Intelligent AI that works together, even bosses**

Key Features / Mechanics

- **Intelligent AI that works together, even bosses**
- **Co-op**

Key Features / Mechanics

- **Intelligent AI that works together, even bosses**
- **Co-op**
- **Potential for expansion (new maps, monsters, and bosses)**

Key Features / Mechanics

- **Intelligent AI that works together, even bosses**
- **Co-op**
- **Potential for expansion (new maps, monsters, and bosses)**
- **Horde VS**