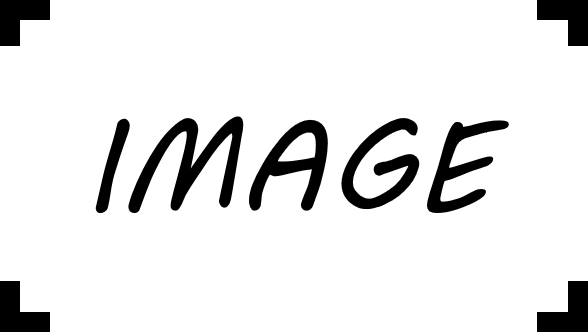
Project S



**[If you already have a logo, put it here, if you have a studio you can do the same]**

**[short catchphrase]**

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# **Game Overview**

## **Slime adventure**

The player takes control of the slime king via a summoning ritual, their kingdom is under atack and all of your generals are dead, so you go to the castle walls and help command your troops to victory. Win battles, train generals, unlock abilities and defeat the evil demi-human association. You might even bring science to this new world

## **Story and Themes**

The game would be set in a traditional magical fantasy setting, It does not have a deep story as it is intended to be an endless game.

## **Genre**

2D Tower defence game.

## **Target Audience**

E, for everyone (but probably 8 or +)

## **Platform and Tolls**

Programming: GameMaker (GameMaker Language)

Art: Aseprite (pixel art)

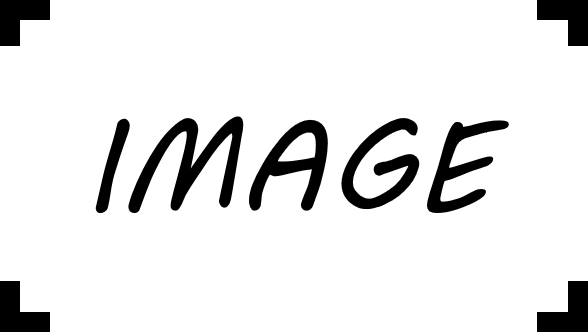
Sound: TBD

Platforme: Mobile

# **Playability and Mechanics**

## **Main Game View**

Stationary view.

****

## **UI**

TBD

## **Upgrades**

After each battle the player will earn experience and gold, with those the player will be able to get stronger, having different upgrades/paths they can take to increase their power and go through harder and harder hordes of enemies.

## **Endless waves**

The game will have an “endless” game level system (capped at 999 in the first version of the game), each 10th stage will be a harder stage and until stage 100 every 5th stage will introduce a new mechanic/type of enemy, after that, the stages will become more difficult but with the same type of enemies/envirorments.

## **Farming**

In order to have players be able to progress the game and not be stuck at the same stage for a variety of reasons, the player will have an idle camp were they will have the option to earn money and experience. They will laso have a special stage were they will have a 1 enemy wave that will give scaling exp and gold based on the current stage and the amount of losses in that stage.

## **Cheesing**

All the above emchanics can be used to cheese the game, for example, if you lose on purpose a bunch, the amount of money you can earn will not be capped. This is on purpose and not an oversight, as the game is not meant to be comercialized but a fun little W.C game, played in a strict singler player and offline mode, these types of “strategies” are better left for the players to discover and toy with. As a non serious game, it is completely ok if players get to the last level the same day they isntall it, what matters is that they had fun and got a fulfilling feel when they discover they can cheese the game (because i know i would).

## **Extra Mechanics**

Abilities: You will only be able to take an X amount of abilities to each level and they will have some interaction between themselves.

## **Game Controls**

**Phone controls:**

| Key binds | Function |
| --- | --- |
| Toutch screen | everything |
| Back button | Go back 1 menu/Pause |

# **Core Gameplay Loop**

[Explain your main gameplay loop, you can also make an image to better explain it, next you have an example of a gameplay loop of an exploration game centred around an office]

# **Game Elements**

## **Main Characters**

* **[Nameless 1]: The player slime**
* **[Nameless 2]: The priest slime**

## **Main Menu**

TBD

## **Intro Sequence**

Standard person on their computer, a bright light appears and they find themselves in the body of a slime inside a palace. Some context is given from a slime priest and the player slimes towards the castle walls where they will defend from the opposing forces.

## **End Condition**

Reach and beat level 999 (first version)

# **Sound**

## **Music**

TBD

## **Sound Effects**

TBD

# **Mini Art Bible**

## **Art Style**

Pixel art, no straight inspiration for now

## **Characters**

Pixel art, no straight inspiration for now

## **Backgrounds/Levels**

Pixel art, no straight inspiration for now

# **Implementation Pipeline**

1. Enemy Movement;
2. Enemy HP/interaction;
3. User Normal atack/interactions;
4. Waves;
5. EXP/gold;
6. Menus (place holders);
7. Stages;
8. Upgrades (system+usage);
9. Save file;
10. Bosses + all enemies;
11. Idle + extra stage;
12. UI/menu (finalize);
13. Polish.

**The team:**

**[put your name and contact here alongside your position if interested.]**