

## JUDGEMENT DAY

You are god, and you're really bored. So you decide to go on a good old apocalyptic killing spree against those boring, insignificant humans because you know..... they are having all the fun (and you really don't like that).

Judgement day is a 3d rts-god game for PC and mobile platforms that builds on the god game genre to offer the player the possibility to exercise the immense powers of a very angry god.

The game is divided in various small maps and takes place in different sections of those lovely american suburbs that we all have seen in a ton of movies (white wooden houses, lovely neighbors, lots of dogs, ecc ). Your goal is to kill as much inhabitants as you can using your god powers. These powers range from the possibility to interact with objects (start a car, take down a tree), instill emotions in humans (fear, anger, calm), possess them, blow up objects, start small fires (yes, they will become BIG fires) and the always lovely giant fireball of doom. You'll start with a limited range of powers (different in every map) and unlock new ones as soon as you collect the souls of the ones you have killed. Start simple and grow bigger along the way !!! But be careful your time on earth is limited and if you scare them too much the humans will run away from the neighborhood and you will lose souls (unless you kill them first of course).

- Play as an evil angry god, do you really need more ?
- Kill humans in a lot of different creative ways, you can confuse a bus driver into running over someone crossing the road and then possess the local policeman into killing the bus driver and the crowd of people coming to see the incident.
- The limited size of the maps and of the humans (around 10/15 per maps) makes every single kill important fun and engaging.
- Challenge yourself into making the best and funniest kill possible... and then show them to your friends.

This game is a mix between real time strategy and god games, you will have an rts like view of the world where you can unleash your god powers.

Judgement day will initially be developed for the PC platform but a mobile port is more than possible since all the elements of the game and of it's interface can be played very well using a touch screen.

Most males within 10-20(and more) years love games in which you have to destroy/kill stuff. If you need a real world example just look at the recent GTA V release, the first thing most people do is to kill an innocent driver, take is car and create as much mayhem as possible. People also love god games, even if there are not many of them coming out. Godus, a Peter Molineux developed god game that has been successfully kickstarted less than a year ago.

Dungeon keeper, Black and white and the fantastic From Dust are also a good inspiration. The difference between this games and Judgment day is that in JD you have to actually kill your followers in a lot of different and interesting ways, which i believe is a very interesting difference (and much more akin to what a "real" god would actually do if he found us), also JD focuses on a lot smaller scale in respect to the other games, this is done for obvious technical reasons(simpler ai and better performance), but mainly because it makes every single kill really meaningful.