

# **Game name: Uni-maly**

## **Story Background**

Beneath the university building, there is a secret experiment being conducted by the government. During the experiment, an explosion occurs for reasons unknown, and the entire university is affected by it. From the outside, the building appears completely normal, but those who enter are confronted with strange creatures and anomalies whose origins are unclear.

Our characters arrive at the university for class, just like on any ordinary day. Three of them meet outside and come together, while one had arrived early and is already inside. As the three characters enter the building, they are shocked by what they see. The interior is vastly different from what it should be—an enormous, self-repeating structure filled with bizarre life forms. When they turn around to flee, they realize the outside has transformed into a strange, void-like space that resembles outer space.

At that moment, one of the strange life forms attacks them. But just in time, their friend who had entered earlier appears and takes down the creature using something resembling a weapon. He explains the situation to the others as best as he can. Thus begins their struggle to survive in a university now overrun by anomalies.

## Game Details

- \* The game takes place inside a university building.
- \* There will be four completely different characters. (Their appearances will reference the looks of the development team.)
- \* At the beginning of the game, a cinematic will play, showing the three characters entering the building, discovering the strange situation inside, being attacked, and then being rescued by their fourth friend.
- \* The cinematic will be presented in a comic book or news page format.
- \* The floors of the building will serve as the game's levels.
- \* These levels will consist of endlessly repeating and extending building floors.
- \* Each level will feature bizarre life forms, bottomless pits, floating objects, and various anomalies that impact gameplay.
- \* The characters will try to survive against the anomalies and life forms they encounter on each floor.
- \* Some of the body parts of these life forms will be the very weapons our characters use.
- \* During certain moments and events, the characters will engage in dialogue using speech bubbles.
- \* The tutorial section can either be a separate level or placed at the beginning of the first level.
- \* Bosses will appear at the end of each level, and the levels will be completed once the bosses are defeated.

# Character Designs

Name: Cap Dude



Character Details:

- **Health:** Medium
- **Size:** Normal
- **Speed:** Fast (?)
- **Weapon Type:** Single Gun
- **Fire Rate:** Medium
- **Damage per Shot:** Medium
- **Reload Speed:** Normal
- **Recoil:** Low
- **Ammo Capacity:** Normal

Name: Short Dude



#### Character Details:

- **Health:** Low
- **Size:** Small
- **Speed:** Fast (?)
- **Weapon Type:** Dual Guns
- **Fire Rate:** High
- **Damage per Shot:** Low
- **Reload Speed:** Fast
- **Recoil:** High
- **Ammo Capacity:** Magazines deplete quickly.

#### Special Features:

- **Overheat Mechanic:** The weapon may overheat if fired continuously, making it unusable for a short time. (?)

Name: Helmet Dude



Character Details:

**Health:** Medium-High

- **Size:** Normal
- **Speed:** Normal (?)
- **Weapon Type:** Dual Pistols
- **Fire Rate:** Low
- **Damage per Shot:** High
- **Reload Speed:** Slightly Long
- **Recoil:** Very Low (Almost None)
- **Ammo Capacity:** Magazines deplete quickly.

**Special Feature:**

- **Temporary Shield:** A shield that charges over time and blocks a few bullets when activated. (?)

Name: Big Dude



Character Details:

- **Health:** High
- **Size:** Large
- **Speed:** Slower than Normal (?)
- **Weapon Type:** Single Minigun
- **Fire Rate:** Very High
- **Damage per Shot:** Below Average
- **Reload Speed:** Very Long
- **Recoil:** Low
- **Ammo Capacity:** High.

**Special Feature:**

- **Overheat Mechanic:** The minigun may overheat when fired continuously, temporarily disabling it. (?)
- **Slow Movement:** Becomes an easy target while firing, but can clear groups of enemies quickly.

# Enemy Designs

Enemy Name:

Enemy Details:

A flying life form with an organ beneath its body that resembles a MAC-10.



Enemy Name:

Enemy Details:

A one-eyed life form that resembles a wild animal walking on four legs, with a minigun-like organ attached to its tail.



Enemy Name:

Enemy Details:

A simple, slime-like life form with a low threat level.



Enemy Name:

Enemy Details:

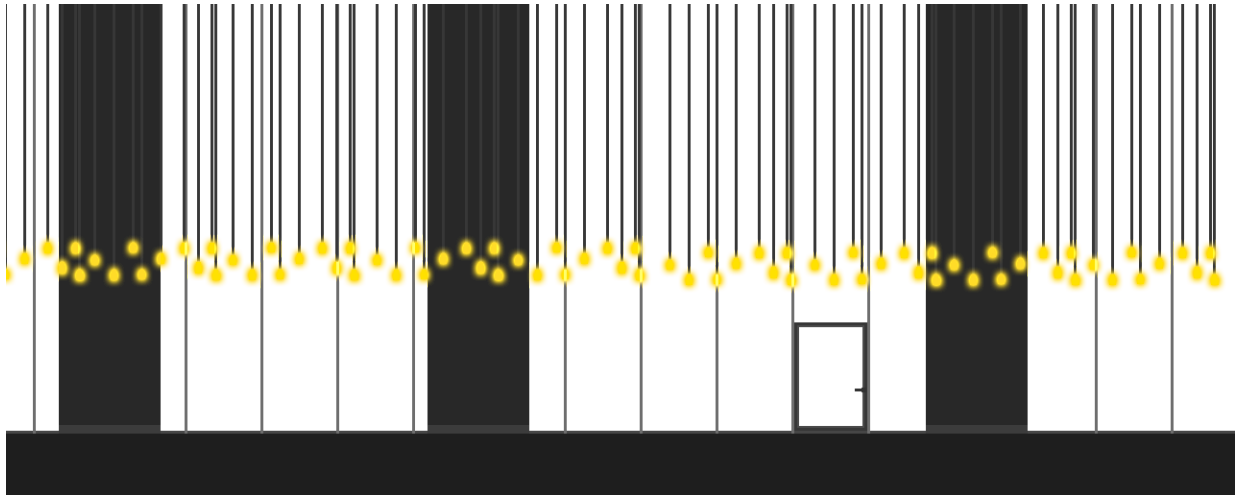
A rather dumb life form with an AK-47-like organ on its head.





# Level Designs

## Level 2 Frame Design:



## Level 2 Background Design:

