Game Project Proposal
By Group 1 (Jibreel H. Sarail, Sheena Arip, Remar Oliveros, Al Asaari, Shay Hasan)

Target Audience (Persona):

Name: Jacob R. Devin

Age: 17

Occupation: College Student

Favorite Games:

-Risk of Rain

-Diablo 2

-Borderlands: The pre-sequel

-Torchlight 2

What are you looking for in a game?

"Progressing with friends as well as other people is the best way of playing! But if I want to play by myself I want a game that lets me build and improve my character"

History:

Devin often works part-time, along with his roommates though during their free weekend, he often plays co-op games with them to pass the time

Session Length:

Long-Session: We plan to make the game be playable for at least 30-minutes. We also plan to make it have good replayability by adding branching skill trees and other characters when playing solo.

Player Arrangements:

Single Player (Co-operative): While we develop the game for the first time, we will try to make at least the single player model working, if we have extra time we might implement Co-op gameplay.

Core Mechanics:

-Branching Skill Trees: Skill trees that support various playstyles as well as skill trees that promote cop-op gameplay. We would also try to implement co-op skill trees that is also usable in solo play.

-Gun Modification: As well as the character levelling up to get skills, we would also like to implement changing and upgrading the weapon as the level progresses

-Random Enemy Waves and Spawn Varieties: The enemies on each wave should be random to incite excitement and unpredictability, enemies should also be spawning in varieties be it graphically or gameplay wise to avoid repetition

-Horde Defense and Bosses: The core principle of the game involves defending a core (or an object) against hordes of enemies, wave by wave, until they face 5 mini bosses as well as the main antagonist in the final level.

Inventories and Collections:

Shop Inventory: Players gets money from defeating enemies, they can then spend it on items such as health, ammo, etc.

Medals: Beating the game with a certain character gives a medal, collect all medals for something (still undecided but we'll get on it)

Variable Difficulty:

We would be changing a lot of things since this is a horde defense game. Wave per wave things such as enemy health, enemy type and enemy quantity will change. In harder modes, we would add random "Enforced" enemies as well as enemy buffs and difficult shot patterns. We would also further increase enemy damage and health the more players there are.

Save and Load Systems:

Roguelike: Players are not allowed to save while playing and will restart once dead. Though there might be other customizations saved or unlocked after passing certain waves (Binding of Isaac Style)

Theme and Premise:

It would be space themed.

The premise is as follows:

A mysterious meteorite containing mineralium underneath is floating nonchalantly though space.: This mineral could potentially power planets 10000% more efficiently. Due to this warring factions and aliens are dying to get this mineral, The I.S.A (International Space Alliance) sends you and 3 other mercenaries to secure the mineral so that it undergoes proper distribution and safekeeping.