**Project Pitch**

**Top – down shooter**

**Defend the escape pod from aliens!**

**Play as a patrol officer on a spaceship. Aliens have attacked leaving you as the only defence. You must defend as many civilians as possible as they board the escape-pod.**

Roam the spaceship with your gun and bombs to take down the aliens. Passengers will travel from one side of the ship to the other at different intervals. They will only move if you are close to them. Once they reach the other side safely, you score a point. Once all passengers are on-board, you complete the level and unlock the next.

Aliens spawn at a random rate based on the level, and will attempt to kill the passengers and / or player until the level is complete.

**Aliens**

Infected:

When a passenger is killed, it will become infected. They run straight at the nearest living entity with no brains present.

Hatch:

Contains many infected. Explodes if close enough, but can be shot first. Runs at nearest living entity.

Seeker:

Fast, low health, runs through all to get to player.