

# GAME CONCEPT

++SlimeEvo is a game about travelling through the grassy plains in search of a billionaire Slime who has taken control of SlimeLand. The player's character, Brian(working name), seeks revenge against Billionaire, Mr Put.

++Mr Put has ruined Brian's village and left slime all over his front garden, but worst of all: he ate the last slime cookie from the cookie jar.

Mr Put has left numerous enemies and obstacles for Brian to overcome as he knew that one day Brian would find out the crimes he has committed and come after him.

# TARGET AUDIENCE

++ This is because our game features fairly simple mechanics that can be accessed by people of all ages and played whenever and wherever they feel like doing so.

# HOOKS USPS

*++In SilmeEvo the player will be able to split themselves in half and control both slimes with WASD and the arrow keys. They can also press a key to reform themselves back into one whole slime.*

*++There is seamless transition between single player and multiplayer gaming with the simple button press of 'I'.*

*++When the player defeats foes they will be able to collect a currency which can be used to upgrade both their slime and their abilities.*

*++The game comes with an integrated replay system so that the player can rewatch what they did right in a level or to better understand why they are struggling to pass a particular level.*

# AESTHETICS VISUALS

The background created was a group of free tilemap assets from '<http://opengameart.org/>'.