

Murderous Extraterrestrial Simians in Space Simulator (M.E.S.S.S.)

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Summary

You are stranded aboard a spaceship overtaken by hostile primates- it's time to get the hell out of here before things go bananas, hahahaha— no, but seriously, you are gonna get mauled to death. Destroy the reactor at the center of the ship and escape.

A science-fiction FPS much like doom, half-life and quake. (T) for Teen rating. Our first target platform will certainly be on PC and later expand to other platforms.

Design

Level 1 consists of a chokepoint with melee enemies, restricted level design, with the goal of not being swarmed. Level 2 introduces ranged enemies, and is wider. Level 3 is the generator room, and the goal will be to escape. Color coded pickups and hallways will guide the player along.

Enemies pursue the player within a certain range. The game will have strafing melee enemies and short-range enemies. Weapons will include a shotgun and space machine gun.

Competition & Marketing

M.E.S.S.S. will be a reincarnation of the 1990s first person shooter experience. We believe this type of genre is still popular with consumers shown by DOOM Eternal.

Required Licenses

Nothing needed.