**Core Concept:** Low poly wave survival shooter, use guns, melee, vehicles and more to slaughter hundreds of low poly mutants. Emphasis on vivid feedback using physics. This will include reactive ragdolls and basic gibs to make weapons and explosives feel powerful. A wide selection of tools is another point of focus

**Main Features:**

* First Person Perspective
* Low poly art style
* Level up to unlock weapons and maps
* Wide variety of weapons and methods of destruction
* Multiplayer casual fun

**Unique Appeal:**

* Wide range of methods for fighting, from on-foot with differentiated weapons, to assorted vehicles, and other wild methods to fulfill the power fantasy.

**Progression / Challenge:**

* Player will be dropped onto a map in which the game will begin
* The game will be wave based, with the player allowed to expand their arsenal between rounds with money earned by defeating enemies and surviving
* Each wave will become progressively more difficult via tougher enemy types and more enemies overall.
* The player will be allowed to expand their arsenal outside of gameplay with rewards from their performance. Permanent unlocks outside of levels will then be purchasable in-level.

**Objective:**

* Survive

**Lose Condition:**

* Player’s health reaches zero

**Items / Tools:**

* Guns
* Explosives
* Vehicles
* Medical supplies

**Art Style:**

* Low Poly

**Audio:**

* Music - Stylized synthwave with metal chops
* SFX will be audio realistic

**Methodology / Genre:**

* Unity
* Blender
* Action/Survival

**Marketing / Funding:**

* Build appealing demo and create video trailer to kickoff modest kickstarter campaign
* Start a youtube channel to post development updates
* Reachout to youtube influencers to try and get the game into content creators hands
* Create a press kit

**Demographics:**

* Age: 13 - 50
* Sex: All
* Casual Players

**Platform / Monetization:**

* Steam
* Epic Games Store
* One time purchase for game access; price TBD

**Other Ideas:**

* Physics Based destructible environments
* Different modes, perhaps playing as the monsters

**Milestones:**

* Model/Environment creation
* Animation
* In-Engine implementation
* Prototyping
* VFX and basic audio design
* Reveal
* Audio Refinement
* Expanding - adding weapons, maps, and vehicles
* Gameplay Testing/Refinement
* Pre-launch marketing

**Development members:**

* Garrett Hoepf (Myself) - Sole Developer