The name of the game is going to be "Wave". The basic premise of the game is going to be a wave survival game. The goal of the game is to try and survive for as long as you can, slowly learning different styles and different approaches to develop skill to make it farther each round. There is going to be the main actor which is the one that the player would control. There will be two different enemy actors, one that follows the player to try and melee attack them and another type that would be ranged. Points would be obtained at the start of each round. Each round would summon a wave of enemies, each new wave would progressively get harder with more enemies each new wave. The number of enemies would be exponential and not linear. The main events for the game would be the tutorial and the start game. Clicking the tutorial would pull up a screen that details the controls of the game. Clicking on the start would start the game, spawning the player and starting the first wave. The game would end only once the player dies, otherwise the game would continually get harder until it happens. The final score would the highest wave that the player reaches.

The player would be controlled using WASD. The player would have a set amount of health points that would decrease on making contact with an enemy. Each attack will induce a set time of immunity to not cause an instant death. The main method of attack has not been decided yet, it can either be through a projectile or another actor. If the projectile route the attack button would be either space or a mouse click. This would shoot out a projectile in the direction of the mouse. The other method of attack would involve another actor that would be stuck at a set range around the player. The actor would move in a circle around the player, attacking any enemies that comes into contact with it.

The melee enemy would have a spawn weight of 75% to ensure a larger amount of melee enemies compared to ranged ones. This enemy would move towards the player at a set rate. This can be subject to change as the characters could be made to move faster the longer the player has been alive. When the enemy makes contact with the player they would take a set amount of damage. This enemy would die once the player attacks it.

The next enemy would be a ranged enemy, and it would have a spawn weight of 25% to ensure that melee enemies would out number the ranged ones. This one would move randomly in the beginning, then it would go stationary and shoot out projectiles for the player to dodge. This enemy would also try and retreat if the player would attempt to get closer to it, but it would be slower than the player so the player has a chance of catching it.