

Planet Defenders

The game would be a 2D, *Space Invaders* style game. An army of aliens falls/ flies from the sky toward the ground. The screen would probably be flipped so that the aliens start from the bottom of the screen since they are player controlled. The main concept is that the player controls the invading alien army who accidentally or unfortunately attacked a very well defended world. The player would start each level by controlling a large number of alien ships and they would try to perform evasive maneuvers to reach the planet, scoring a win for that level. Each level would get progressively harder by increasing the firepower of the defenders.

The audience would include teenage males, standard market, etc, but really it would focus on people who grew up playing *Space Invaders* and would enjoy seeing things from a different perspective. The audience would also consist of casual gamers, those who play Facebook games and the like. This is due to the simplicity of the game. This contrasts with the games I would normally play in that I love complicated games. This game is simplistic, I would say almost to a fault. There are only two or three controls: moving ships left, right and down(possibly).

The player could take the role of fleet commander of the alien army, residing in a unique capital ship closest to the player, or possibly be an omnipresent guiding force that is not actually in the battle at all.

Pull

A top down shooter, like *Galaga* style camera and controls. Enemies approach from the opposite side of the screen of the player's spacecraft/ plane. The main difference being that the plane has only a small gun on it and instead of upgrading it as is common in the genre, the ship can use a tractor beam/ gravity gun to grab enemies and hurl them at each other. Different types of enemies would result in different effects occurring. One may shoot out horizontal lines another vertical, one may just explode, another can kill every 3rd character on the screen, there are many possibilities. The player should be able to grab and hold multiple enemies and switch which ones get tossed next.

These types of games tended to be popular in arcades and today have a nice following. The audience would be the generic 14 - 20 something males, but because of its simplicity may appeal to a wider audience. The game is simple enough to be a web game, like flash, so it would be pick up and play.

The player would be the only person capable of piloting this advanced ship, the only one of its kind, and is tasked with wiping out an alien race. I'm thinking that it would be fun if it turns out that you are the invader taking resources from a completely non-hostile race. Possibly with the final boss having a decision making mechanic where you can either beat him or give up. That is more just flavor though.