



MAYHEM
ISLE

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Genre:
2D Platform
Shoot'em up

Platform:
Arcade

Target Audience:
Casual gamers who
enjoy quick and fast-
paced 2D arcade shoot-
'em-up action.

BACKSTORY

Captain is a bold yet arrogant sailor, recklessly docks his ship on the shores of a mysterious island, believing he can easily defeat the snakes that guard it and claim its rumored treasure. He lands his ship and starts exploring, but he doesn't know what's waiting deeper inside. The island is full of danger, and powerful monsters are hiding in each area.

GAME OVERVIEW

Mayhem Isle is a 2D shoot-'em up arcade game set in various biomes. The player experiences the survival journey of a captain whose ship has run aground on a dangerous island in this shoot 'em up-style game. They fight for survival against various monsters, explore different biomes, and use weapons with unique properties.

CORE GAMEPLAY MECHANICS

Movement Controls: Joystick of the Arcade machine

Shooting Style: Depends on the enemy, the player switches between 2 different style of weapons.

Game Progression System: In every level, if the player dies, the game ends. They have to click restart button to restart the first level.

UNIQUE SELLING POINTS

Weapon Switching: Players must adapt their shooting style to different enemies, adding a layer of strategy beyond simple shooting mechanics.

Biome-Based Levels: Each level features a distinct biome, offering new environmental challenges, enemies that keep gameplay engaging.

LEVEL & CHARACTER DESIGNS

This game features three distinct biome-based levels, each influencing the enemy creatures' characteristics to match their environments. The first level has an island shore in the background, the second takes place in a swamp, and the final level is set in a fire-and-lava-themed biome.

CHARACTER DESIGNS



The Protagonist

Enemy 1



Enemy 2



Enemy 3



Boss 1



Boss 2



LEVEL - 1



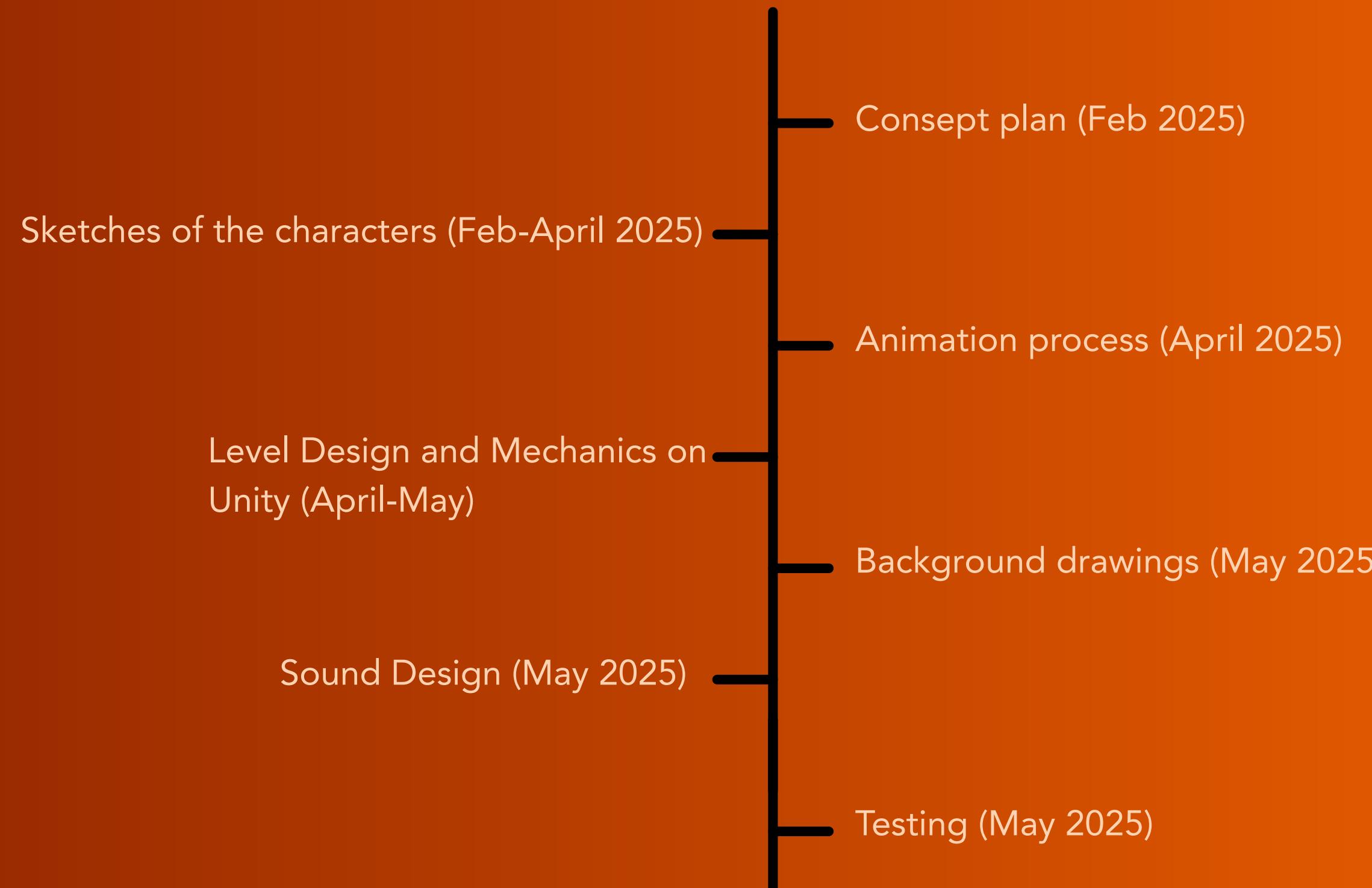
LEVEL - 2



LEVEL - 3



DEVELOPMENT PLAN





TEAM MEMBERS

Canberk Özdemir

Sound Design

Menu Design

Arcade Deployment

Arcade System Testing

Deniz Sila Gün

Game Artist

2D Animation

UI Design

Concept Artist

Cinematic Design

Arcade System Testing

Esma Elif Cesur

Game Developer

Level Design

2D Technical Animator

Visual Effects