

MAYHEM ISLE

BY IVY STUDIOS

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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.

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. However, the player has a total of three lives, allowing them to continue after losing one. If they believe they can perform better in the current level, they can choose to end the game and restart.

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.

Risky Restart Mechanic: Players can strategically restart if they think they can perform better, allowing for skill mastery and competitive improvement.

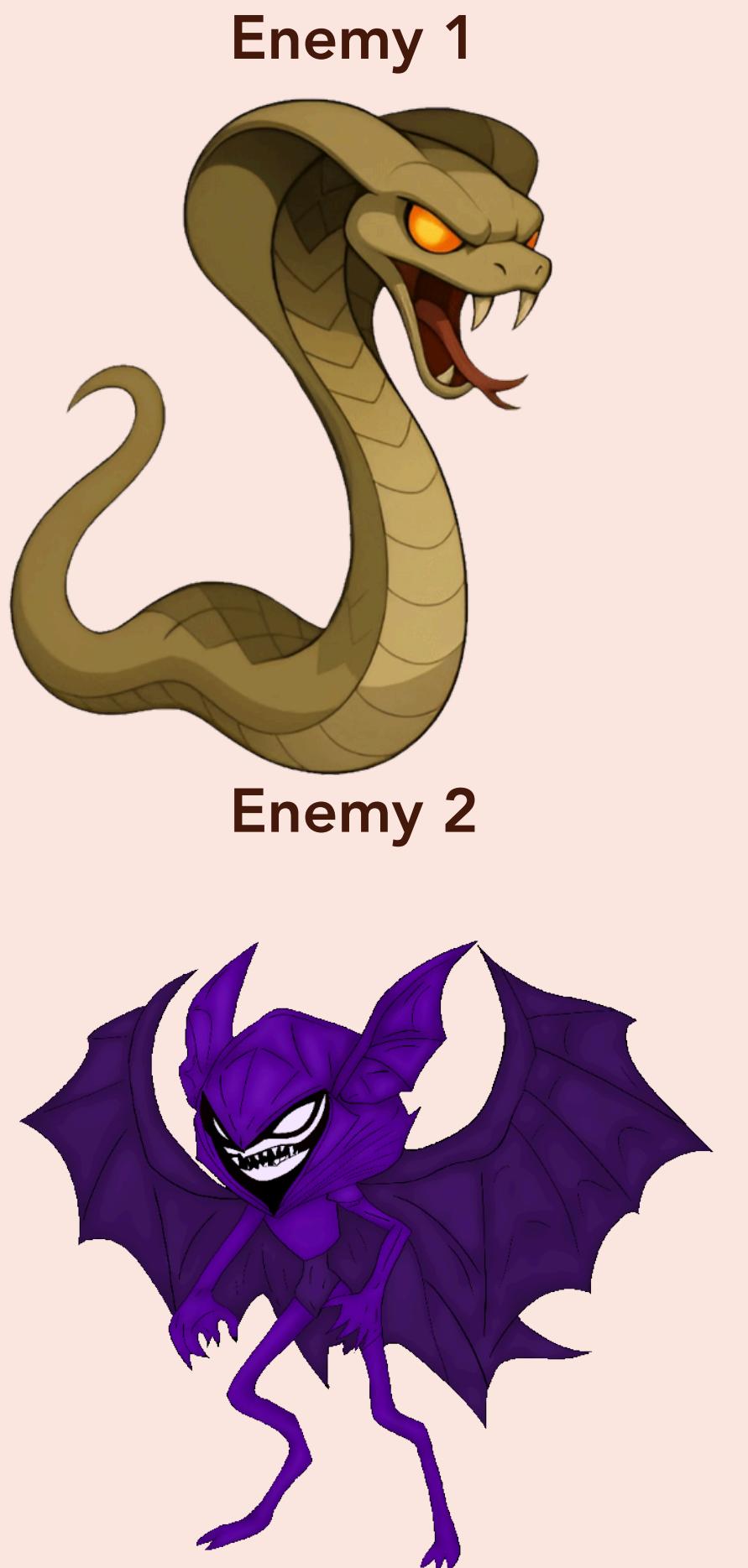
LEVEL & CHARACTER DESIGNS

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



Boss 1

Enemy 3

*The second boss (dragon) is still on designing process.

ANIMATION PLAN

The Protagonist



- Walking cycle animation
- Idle animation
- Shooting animation
- Jumping animation

Enemy 1



- Idle animation

Enemy 2



- Flying animation

Enemy 3



- Idle animation
- Shooting animation

Boss 1

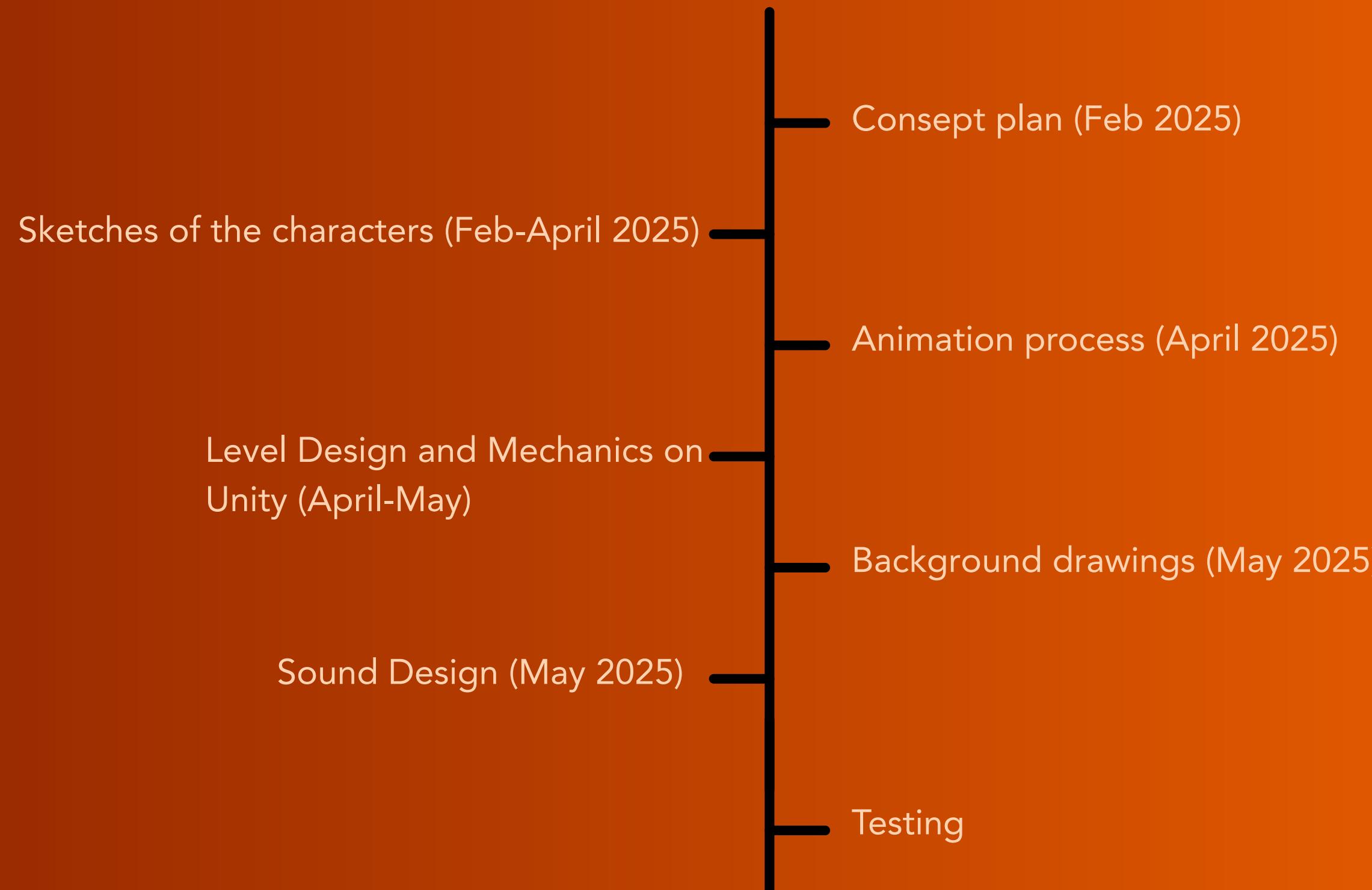


- Idle animation
- Attack animation

Boss 2

- Idle animation
- Attack animation

DEVELOPMENT PLAN



TEAM MEMBERS

Canberk Özdemir

Sound Design

Additional Programming

Deniz Sıla Gün

Game Artist

2D Animation

UI Design

Esma Elif Cesur

Game Developer

Level Design