**Target Audience:**

* Fans of platformers and bullet hell games
* Fans of “rage games”.

**Location:**

The place is a city and its name is “Togail”

It is a dystopian city where anything potentially dangerous is discarded or hunted via a swarm of unmanned drones no matter how little of a threat it poses. The colour pallet will involve vibrant colours however will mostly be grey.

**Why is the character moving from point A to point B?:**

The character is a member of a resistance group called the “Sillean”, a resistance group whose job it is to defend those who oppose the city’s ideology. The protagonist’s role is to deliver packages from base to base and running from a large swarm of drones in the process.

**Locations:**

**-**Dream setting (tutorial)

- apartment roofs (abandoned)

-Old Factory District (abandoned)

-New Factory District (automated)

-Dystopian Utopiaesque City (abandoned)

**Prototyped level:**

The prototyped level will be set in the “Dream” level. It should function as a way to teach the player the mechanics of the game and a place to practice them.

**Games similar to mine:**

-Mirrors edge

-Geometry Dash

-2d bullet hell games.

**Gameplay:**

The player starts at the left side of the screen, when the level starts the character runs to the right automatically. The player has control over the characters jumping, jetpack use, and weaponry.

While running the player must jump over various gaps, the player has limited fuel in their jetpack so they need to use it sparingly. Along their way they will be attacked by drones heading linearly from the right side of the screen, the player needs to avoid or dispatch of these drones with their weaponry, the player has 2 pieces of weaponry they can use, a “pulse rifle” and a “ray gun”. The pulse rifle has unlimited ammunition and fires projectiles, the ray gun can only be used in one burst before the player receives a cool down to it and their weapon swapping; as ray casting is used with the ray gun it gets rid of drones much faster which is useful for opening up pathways through the swarm.

**Characters:**

-Protagonist (name undecided)

**-**The Sillean (individual names undecided)

**-**The “Mern’s” (people who have accepted the new society, very nervous, worried and insecure.)

**Protagonist:**



**Platform:** PC

**Engine and Programming language:** Unity, C#

**Scripting:**