

Name of game: Mutant arena

Time Period:

Post apocalyptic

Style of Game:

Wave based shooter

Roguelike/ Roguelite

Top down style

2D pixelated

Mode:

Story

Arena

Items:

Melee

Guns (reload bar)

Magic/Spells (limit to how many uses)

Heal items

Passive heal (out combat)

Characters:

Big Guy(hits hard, moves slow, more health)

Average Joe(no buffs or nerfs)

Fast guy(moves faster reload faster, less overall damage and weaker too attacks)

Medic(heals faster, heals teammates, one less inventory slot)

Weapons Specialist(one more inventory slot, heals slower)

Passive heal (out combat)

Enemies:

regular

Tank

Fast

Healy boy

Maps:

City landscape

Arena(sand with barbed wire around it)

Night variants of each

Currency:

Point based shop

Amount of points gained depend on enemy and wave

