The Concept of BugTanks

# Platform

The game is developed to run under Windows Vista and Windows 7 with direct X 10

# Genre

Multiplayer Co-op with fast paced celshaded sci-fi shoot-'em-up action.

# Game Play

When the game starts you are controlling a tank together with one to three other team members joining you in the fight. Your mission is to fend off alien bug forces using the highly advanced weapon systems that your tank is equipped with. There are two types of tanks to choose between, and each of them have their own specialty and set of weapon. This is how the co-op game becomes interesting, because the two types complement each other. For each bug that you kill you earn points or money that you can use to upgrade your weapons or buy new ones. The bugs in the game are not the only thing you need to lookout for, some human pedestrians might try to hijack the tank from you in a desperate attempt to flee the scene. If this happens and you fail to get it back you can buy a new tank that will be beamed down to you from HQ in space, if you can afford it that is. When you are outside of the tank you are very vulnerable to the bugs. You only have a shotgun to protect yourself with and it only works against the smaller bugs.

The goal of the game is to eradicate all the bugs and save the human race from extinction. At the same time as you are killing the bugs you have to make sure that the bugs don't kill the pedestrians on the street. Every human casualty will cost you valuable points at the end of the game unless you were the killer then the penalty effects you immediately. The points in this game are used as money to buy upgrades and such.

We think that the fact that the people you are trying to save are also are backstabbing enemies since they only care about themselves and will do anything to save their own skin is a fun twist that will provoke the players to go berserk on the humans. But you get high penalty points for killing them, therefore have we given the tanks special weapons to deal with the humans. A so called anti-pedestrian gun that won't kill them but instead make them run the other way.

# Unique selling point

The casual approach to gaming combined with multiplayer co-op and advanced AI with a lot of enemies to shoot.

# Target Group

Casual gamers as well as people that just enjoy playing action filled co-op multiplayer with friends.

Appendix

Here we have some In-game screenshots taken from our level editor.



