Design Document

**Game Genre:** Metroidvania

**Game Description:** After the alien conquest, Earth is now a barren wasteland, where the sole human survivors fight amongst each other to survive, while struggling to stay alive from the invaders.

**Game Setting:** A decayed and destroyed city, where mother nature has claimed back its land.

**Graphic Style:** 8-bit

**Mechanics:** Kitty fights not only using her own abilities, but also with assistance from her alien partner, \*\*\*\*\*\*\*. Together they climb and crawl to explore and defeat any obstacle in there way while they survive;

**Key Features:**

* **Exploration-** The player gets to explore the city for secret areas leading to great rewards.
* **Challenging-** Smart AI that will learn the players play style.
* **Character Switch-** The player will be able to switch between the two main playable characters.

**Character Bios**: Kitty, 17 years of age, is one of the few survivors from the alien conquest on Earth. During the initial invasion, Kitty and her family were taken in were cruelly experimented on. Kitty was the sole survivor with the alien meld, unlike her parents, where the symbiotes that were forced into them, transforming them into unrecognizable creatures. Kitty’s rage and loss for her family took control over her new symbiote partner, allowing her to escape her captors with his help. Kitty wears a mask over her face to conceal her emotions while she murders those in her way. With the conquest over and the aliens reigning supreme, Kitty now roams this desolate earth to salvage and survive the wasteland she once called home.

\*\*\*\*\*\*\*, age unknown, was melded with Kitty during experimentation. He resonated strongly with her will power and hatred and agreed to listen to her power. \*\*\*\*\*\*\* will kill without hesitation, for it is one of the few things he enjoys in life.