A SINGLE PLAYER PLATFORMER GAME IN WHICH YOU
SLICE ENEMIES AND DEFLECT PROJECTILES USING
A FUTURISTIC SHIELD-LIKE WEAPON

Notes

- There are no sprites used in the game. Most props are made in Blender, using curves.

- Everything glows thanks to bloom effect.

- Unlike many bloom shaders, this one looks the same regardless screen resolution.

Notes

- Lava pattern and animation is programmed in a custom shader.

- Weapon trail pattern is programmed in a custom shader. Grid lines are always in fixed positions in the world space, so you could always see through empty squares, what's behind the trail.

- Platform meshes are generated from the platform collider shape.
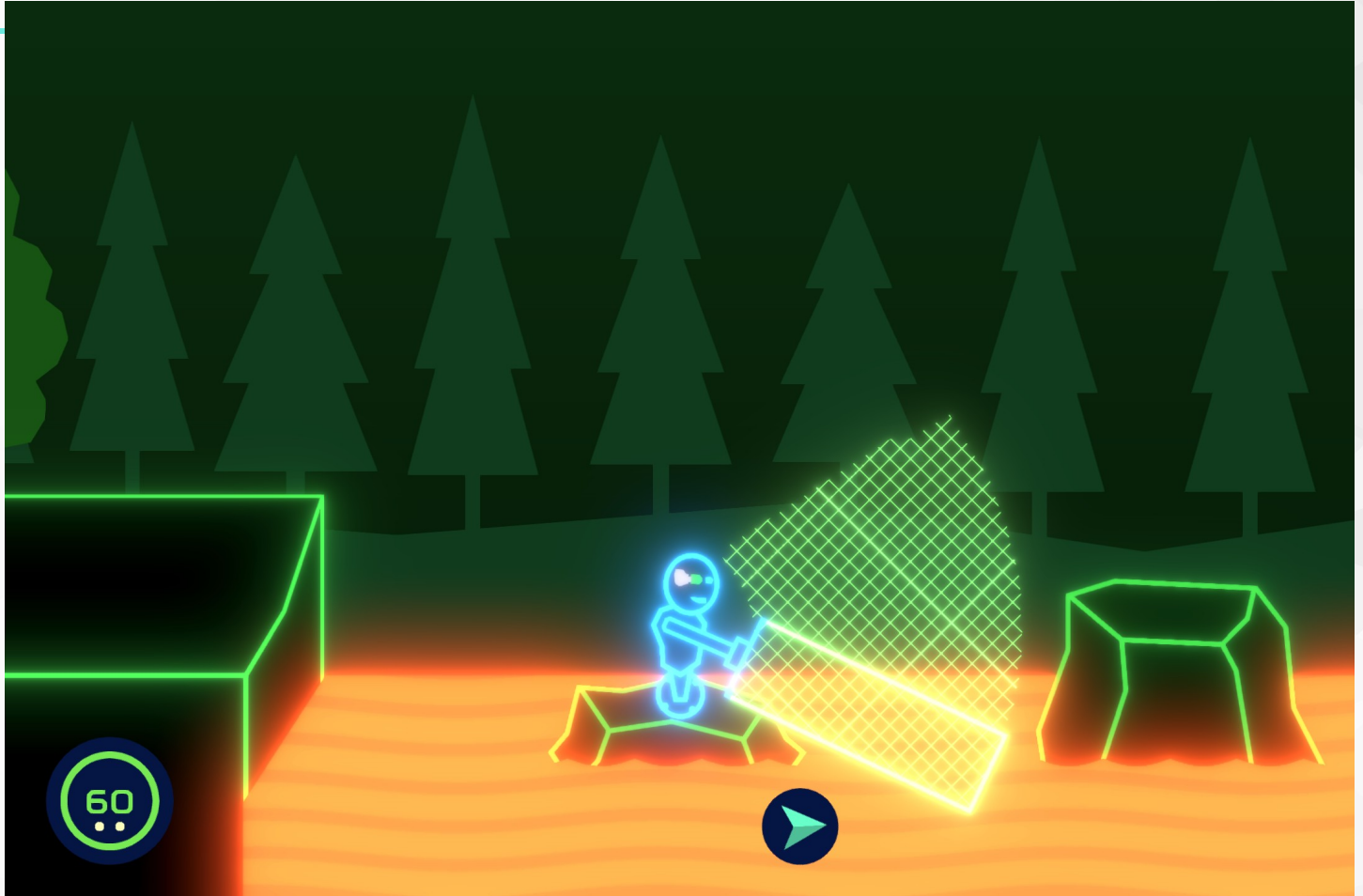
- Please include an awesome in-game art image, GIF, or another concept art that illustrates your unique mechanics, if you have art.

- List core genre(s) and niche(s)/gap(s) you are trying to fill.

- Please include a few bullet points to really distill unique mechanics and features, ideally include a comparable game and how yours differs.

- Please include one sentence of basic actions/verbs for the player (jump, shoot, dodge, etc).

- Please include one sentence of challenges for the player (enemies to kill, dungeons to conquer, hearts to win, sheep to raise, puzzles to solve etc.)

- Feel free to make 1-2 extra slides for gameplay, if needed.

Mechanics Example 1 (Superior Weapon)

Notes

- Unusual main character's weapon.

- Jump, attack, dodge, block, upgrade skills, customize your look, fly (when you get a special item in last levels).

- In the picture: deflect projectile by attacking it.

- There is on old game, Madness Interactive. You and your enemies use guns to fight. It's a really cool game, but in order to survive you have to shoot enemies as soon as they show up on the screen... In Superior Weapon you may defend yourself and it makes the game more fun. It's like getting the lightsaber in Star Wars Jedi Knight II: Jedi Outcast. The game changes from a shooting game to a "lightsaber game".
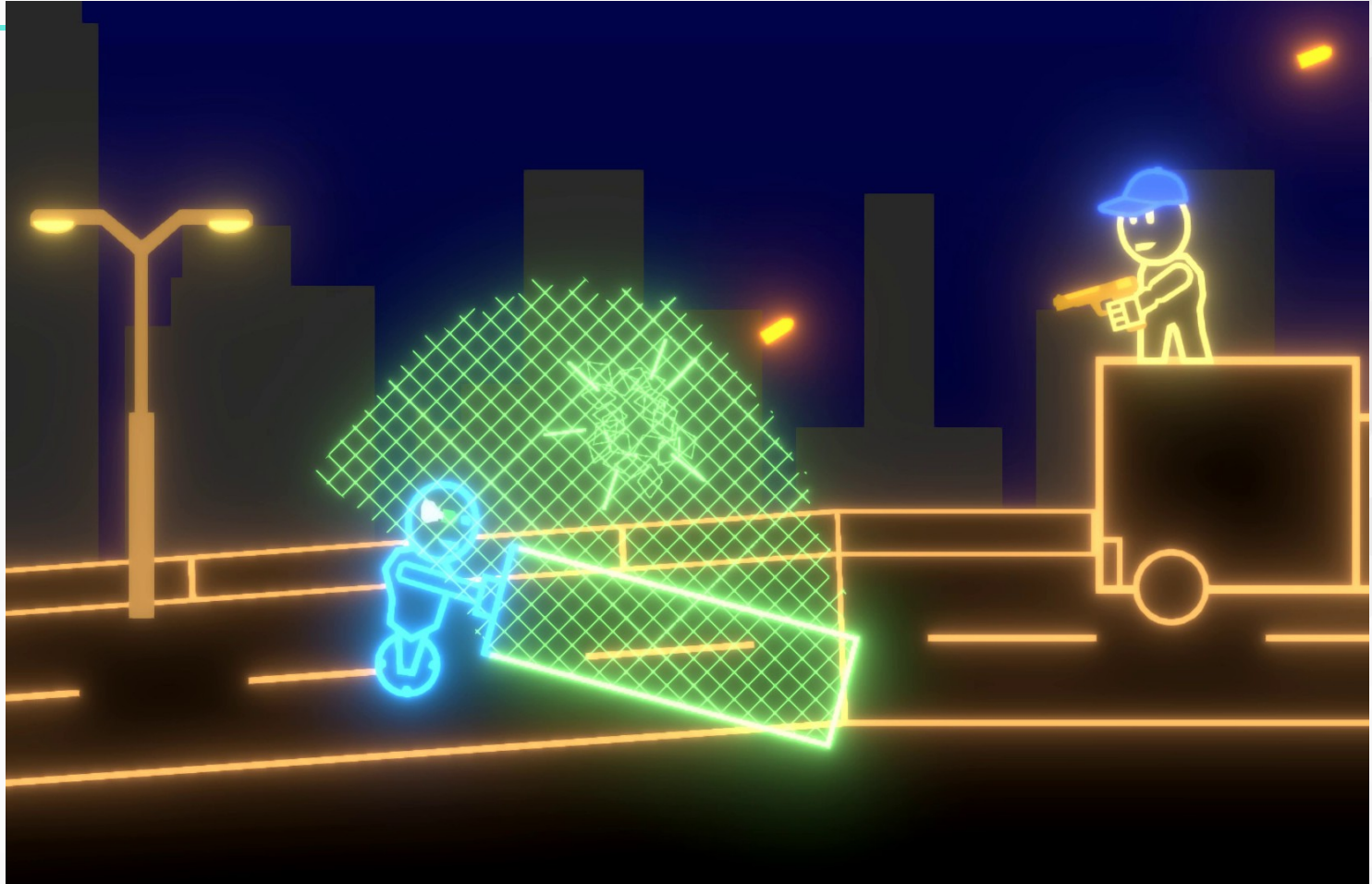
Notes

- 17 stages to finish.

- 20 shooter enemies.

- 5 boss enemies.

- 4 turrets.

- 50 unlockable items.

- In the picture: slice enemy by attacking her/him.

- Plays best with mouse + keyboard.

- Gamepad is supported, but it must be a high quality gamepad. Analog sticks can't have axial deadzones. Otherwise aiming would be very iritating.
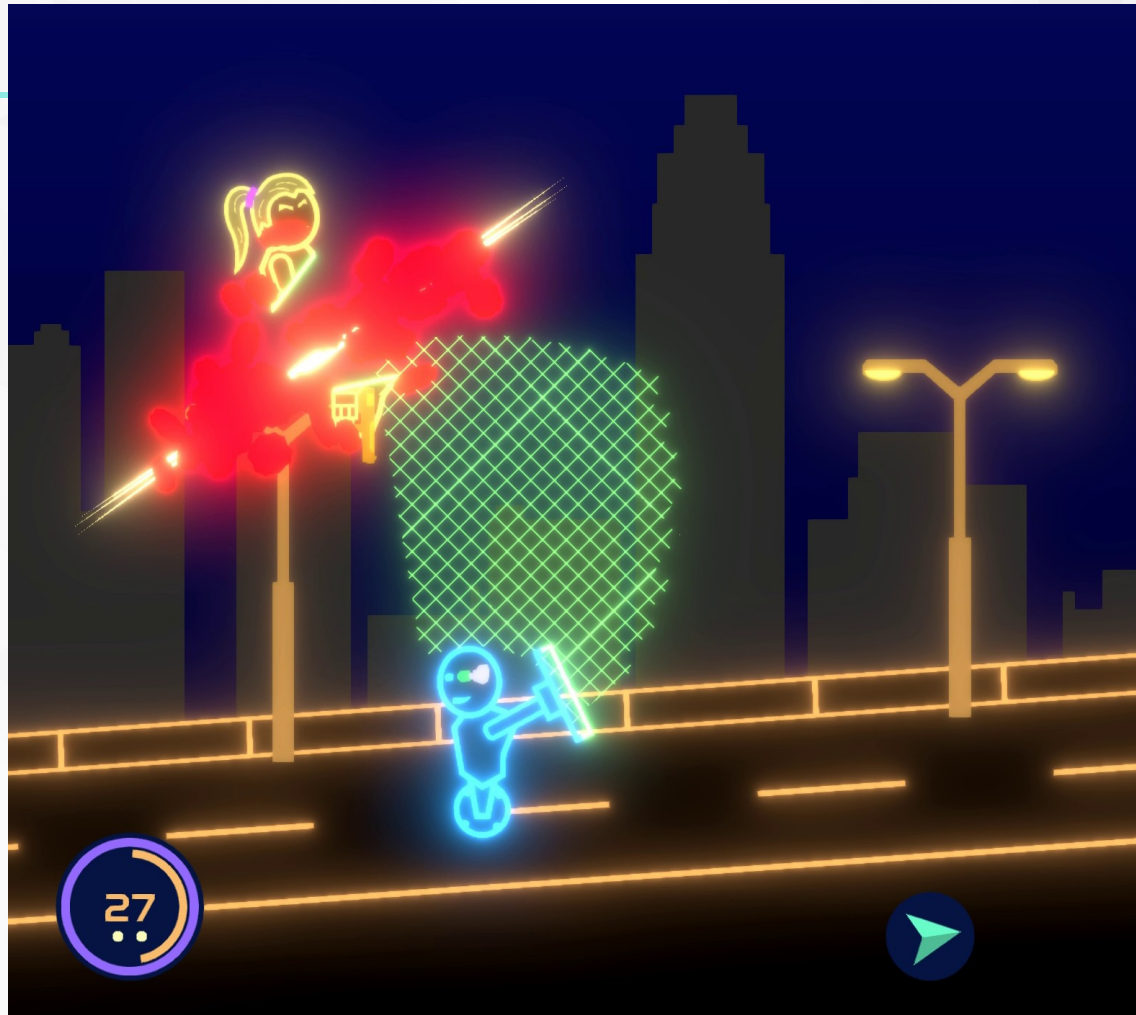
Notes

- Charge energy by deflecting projectiles.

- When energy meter is full, you may use your special attack.

- Special attack hits all enemies and projectiles with damage equivalent to your weapon attack.

Skills

ESC

REFUND

3980

Attack Range
level 1 — 30000 — *i*

Jump height
level 1 — 25000 — *i*

Attack Damage
level 0 — 25000 — *i*

Armor
level 2 — 7500 — *i*

Deflection energy charge
level 0 — 20000 — *i*

Notes

- Earn cash for finishing stages.

- Spend cash to upgrade your skills.

- At first player have access to 4 stages.

- When player upgrades jump, he gets access to another 4 stages

- After that player must finish all 8 stages to make a jump boost platform appear in the HUB.

- Then player would get access to another 4 stages, making it 12.

- If the player has enough cash, he may upgrade jump height to the max level, which gives him an access to the final set of stages.
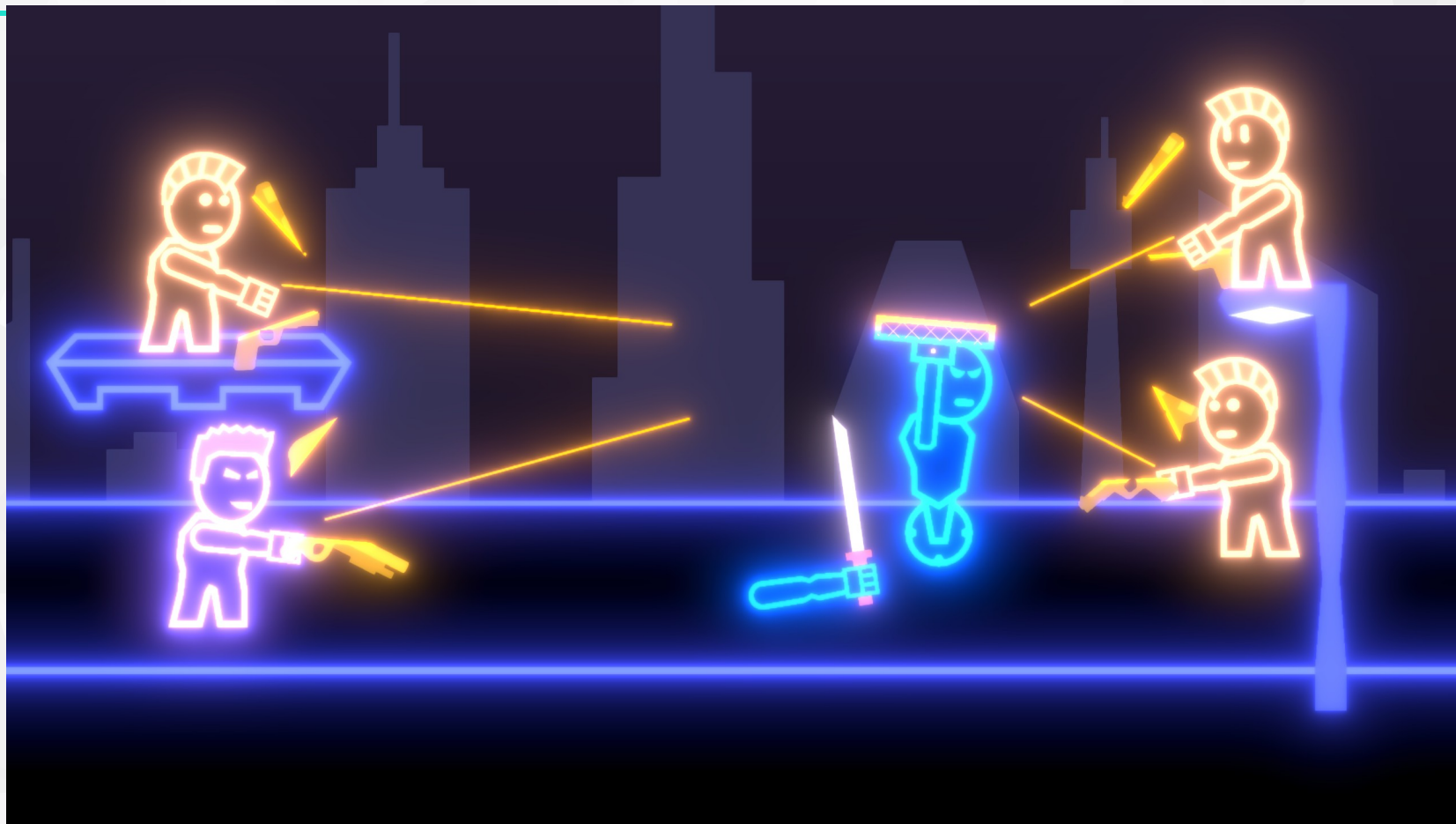
Notes

- Story begins when player with his „Superior Weapon" gets shot after deflecting many bullets.

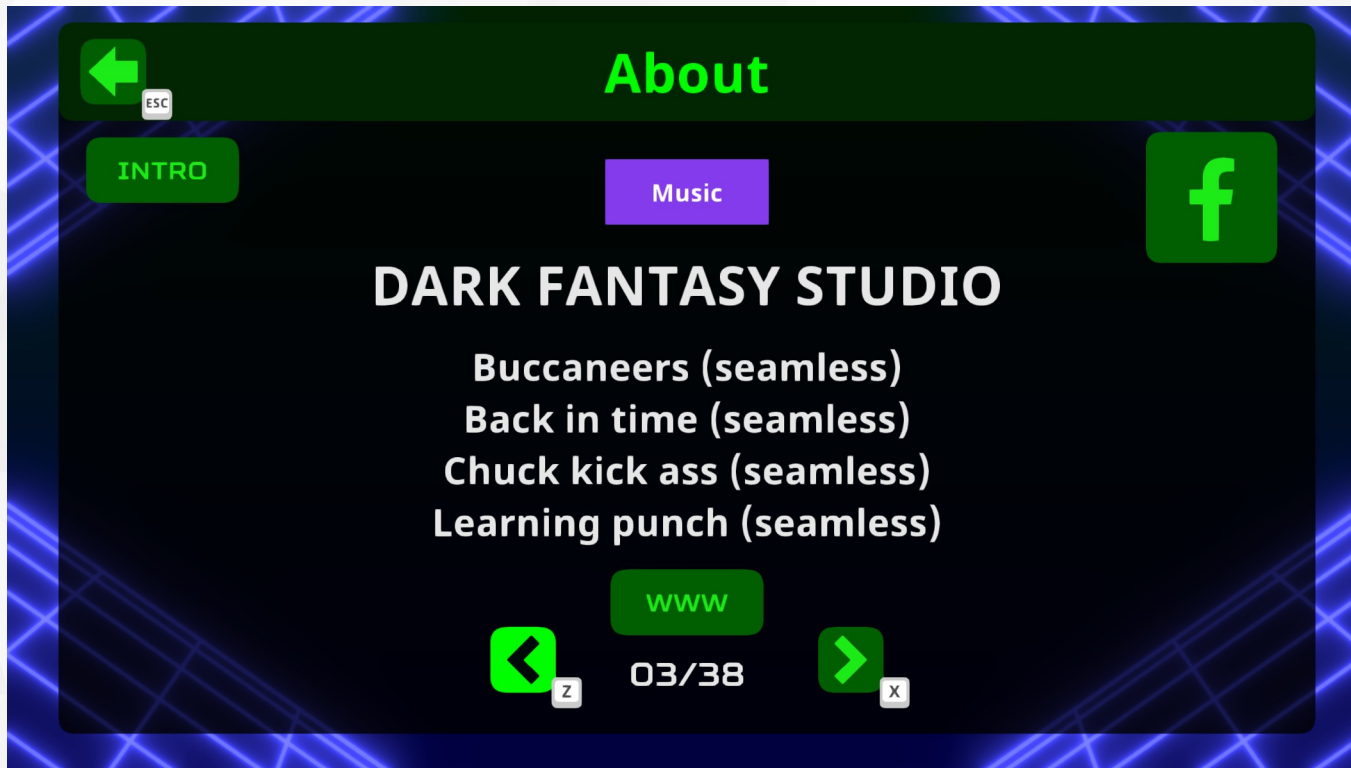- In the picture: intro screenshot.
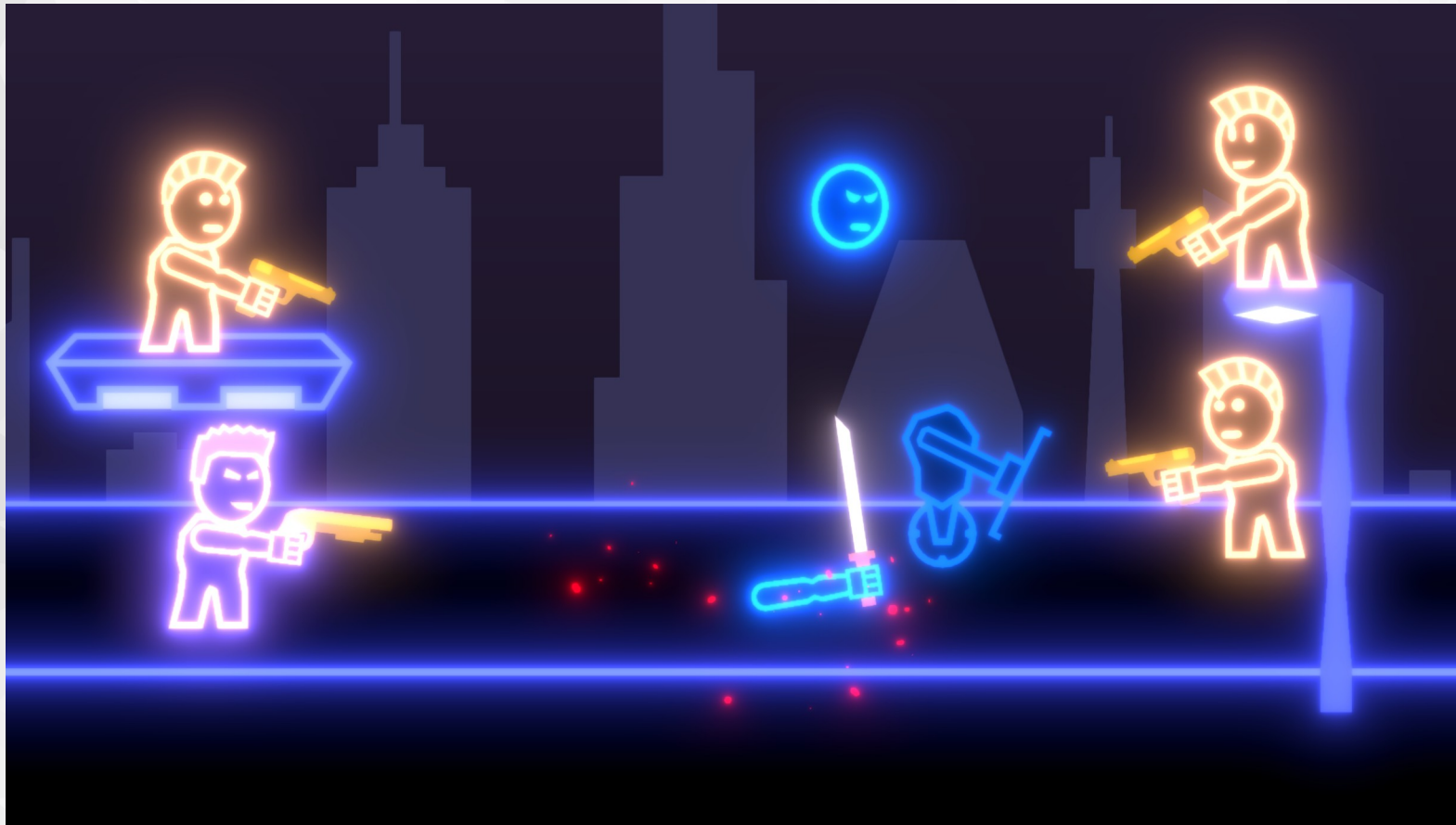
Notes

- His body got destroyed. Then Robocop-like his head gets attached to a robot body and seeks revenge.

- In the picture: intro screenshot.

- All SFX and music are from asset stores.
- Most of them are from Humble Bundle.
- You may browse all assets inside the game:

- The game begins in the HUB right on the info box. When you learn controls you'll know how to move to other info boxes.
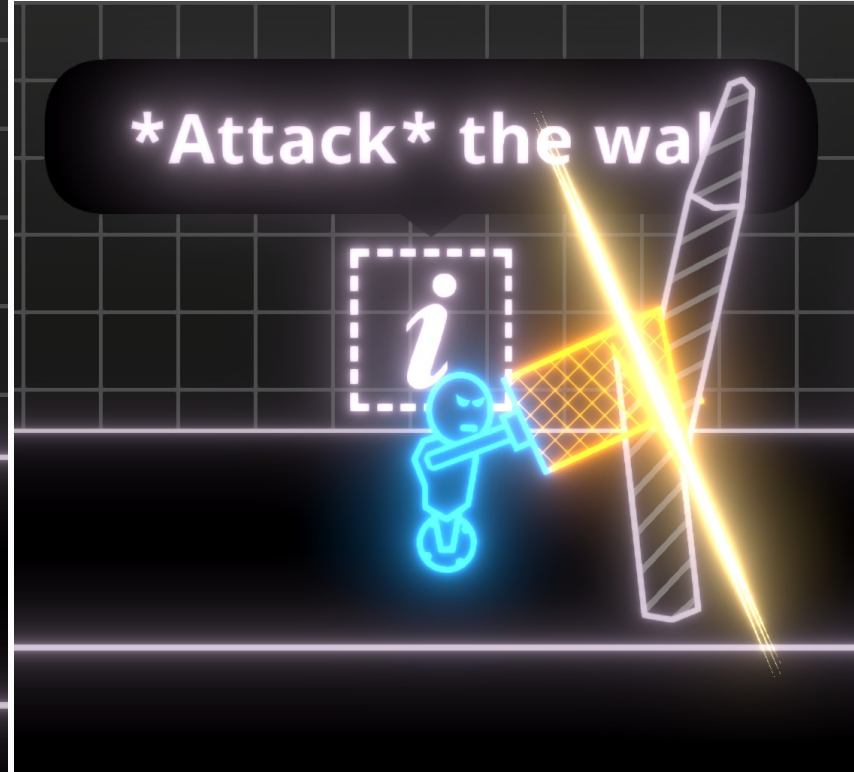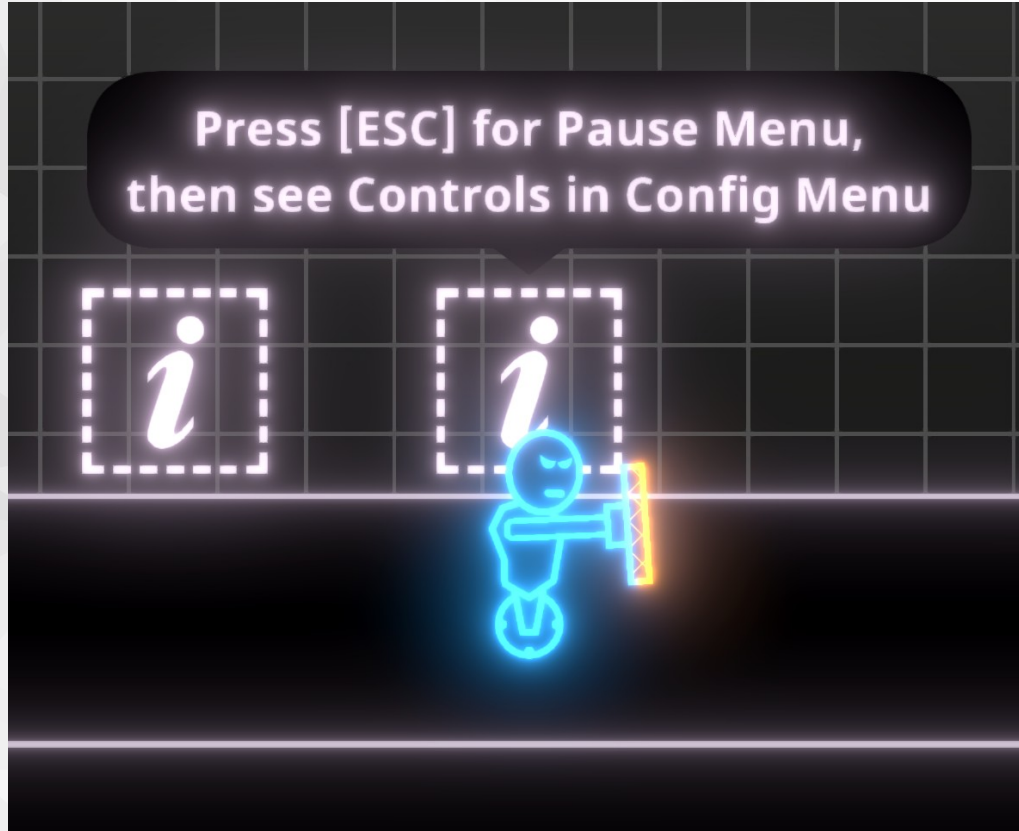
- So when you enter stages with real enemies, you'll know what to do.
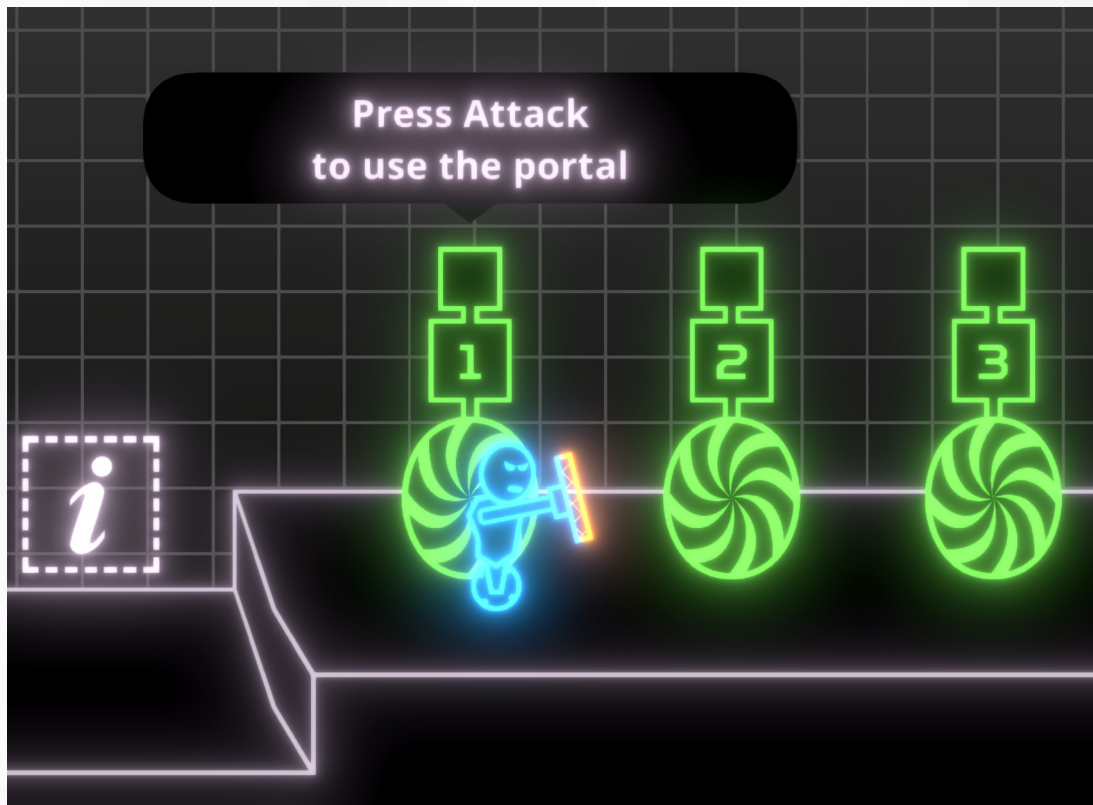
- First stages are easier. Enemies have less HP and ambushes have less enemies.
- Difficulty level gets higher in next stages.

- How long do you envision a standard campaign being to complete?
  - about 2 hours.

- How long would 100% completion take?
  - about 4 hours.
  - need to find all unlockable items, beat all levels without getting killed to get high cash rewards and upgrade player skills to the max.

- What encourages beating/playing the game more than one time?
  - the game is original and fun to play.

- What are the main modes of play?
  - single player 17 levels set.
  - it wouldn't be hard to make other levels sets in the future.

- Please share what you think about your game, its characters, its modes of play and other features will help build a community of fans and keep them engaged.

  - fun core gameplay (deflecting projectiles and slicing enemies)
  - attractive visuals

- If applicable, please share total wishlists you have, newsletter and key other metrics related to your game or community.

  - I didn't do any publishing or marketing on my own. I didn't want to make any irreversable steps.

- Please share who your key team members are and each person's experience and skills:
  I'm the only developer of Superior Weapon.
  Level design, scripting, graphics, SFX adjustments etc. It's all my work.

  Marek Adamczyk
  Unity 3D, C#, Shaders, Blender, Audacity

- Please provide your full name and email address here so we may contact you.
  Marek Adamczyk
  jasonspine@gmail.com

- Please provide your team's or project's website if it has additional information or media.

  I made a page name reservation on Facebook, but the page is not published yet (you won't be able to see it) and there is no content.
  URL: https://www.facebook.com/SuperiorWeapon

- If you have a build, please share a 1-2 minute video of the most interesting gameplay elements (no fancy trailer needed and URL external link is fine).
  https://www.youtube.com/watch?v=Q4sjSG2cuJY

- Please tell us about your prototype status:

  - If you are seeking prototype/startup funding, please describe what your prototype* will showcase. What will the loop(s) be?
    I don't think I need funding.

  - If you have a prototype*, please make sure it is for Windows and either an EXE or 6 keys. PLEASE make sure the build does not expire within a month of sharing

    Full version is almost finished. Currently I'm testing gameplay and I'm improving stages. I also made a DEMO with two stages I can share with you: https://drive.google.com/u/0/uc?id=1LNGk9LlGWb8weG0kMO9kd47LnkyNlppk&export=download

*The ideal prototype is representative of the core unique mechanic of the game: we don't require heavy cut scenes nor highly polished tutorials (placeholder pop-ups are fine!) We want you to show us your degree of polish to implement the core but enjoyable actions for the player. As time permits, some easily explained or taught unique gameplay and player-progression and/or ability-progression layered on top. THINK: Less is more, especially when that "less" is highly polished and unique (so, 10-15 minutes is fine)!

- Please indicate 3-4 comparable titles, games that seem as close to yours in scope and/or genre

  Madness Interactive - https://youtu.be/WaRwdGMfh-4?t=52

  Jedi Academy - https://store.steampowered.com/app/6020/STAR_WARS_Jedi_Knight__Jedi_Academy/

  SUPERHOT - https://store.steampowered.com/app/322500/SUPERHOT/

  My Friend Pedro - https://store.steampowered.com/app/557340/My_Friend_Pedro/

- Please estimate a price point or range you feel appropriate for your game (we can help, if you don't know).

  10 USD

  But I think the publisher would make a better estimation.

- Please provide the total cost of PC production and the total funding you need from us, if different.

  I don't need funding.

- Please indicate if you have experience doing console ports. Otherwise, we are happy to help with those!

  I have experience with Android / iOS ports. Never did console ports (like Switch/PlayStation 3/4/5).

- Please indicate the engine you use.

  Unity 3D

- If you've already prepared a production spreadsheet, include it. Otherwise, a rough estimation of contractors or employees you intend to hire, their skillset (artist, programmer, etc), and their duration of work would be great!

  The game is almost complete. I don't intend to hire anyone.

- Please estimate when you will finish the PC version of your game.

  The game is almost ready. My estimation: 01.07.2023.

- Please confirm your game will be able to be localized (don't hard code text strings, please!).

  The game will be able to be localized.

- Please confirm you have worldwide and all platform licensing rights for your game. If not, indicate any partnerships or deals you've made already.

  There are no partnerships.

- If you have any special requests for the partnership, please let us know here as well!

  I need help in publishing the game right. To get the audience it deserves.

Please upload this completed template to your cloud storage and ---> share it here <<----

Thank You!

We look forward to getting to know you and your game!