

The Lens of Character

This game will most definitely have character that the players will be talking about with their friends. This game will have a unique character selection system. This system will allow the players to choose from an assortment of characters. Each of these character will have unique and powerful abilities that set them apart from each other. Additionally, we want to employ an upgrade system where players would be able to upgrade their weapons throughout the game as they collect currency. These two game characteristics will allow players to design and perfect character builds. They can chose what character they play best as and customize their weapons in a way they find most proficient. This will likely result in many an argument about who is the best character is, what best gun is, and not to mention the most meta builds for the game. It will be very enjoyable for the players to customize their play style as they please. Not to mention with the all the combinations of characters, abilities, weapons, and upgrades the only thing that would limit the players would be their own imagination.

The Lens of Punishment

This game employs a risk and reward system when it comes to survival. In our game we will have a currency system. The players will of course start off with a little bit of cash to play around with but not enough to give them a leg up against the competition. So, in our game we will develop a cash reward upon an enemies death. The punishment for each of the players will basically be that their enemies will have acquired more money via their own or their partners deaths. The money acquired by your enemy from a players destruction. Will be a hefty sum. The extra money could be used to upgrade weapons or even buy some supplies. This system of punishment for death will give the players significant incentive to survive as long as possible. Additionally, it will encourage the players to dive into battle for the money. This would make the gameplay much more exciting and would allow the players to choose their method of gameplay. Will they choose the careful gameplay so that their enemies get the least amount of money. Perhaps they'll choose the brazen style of gameplay and rush into battle for the cash.