**Untitled: Boss Rush Game Jam**

**Game Title:**

**Version:**

Unity

Unity Hub: 3.10.0

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Game Overview:

The Game would be based upon the space. Where the Main Player from a planet goes to another planet to fight other Boss of other world. In total, there would be 4 worlds. Each world would increase the difficulty of the game with the size and the ability of the bosses. The Main Boss "Ravan" has a chain of minions that protects each other in order to save their leader/Main Boss.

Game Concept

The General "Game Concept" is player comes, fights randomly, wins (then wins)/ Looses (then the player would be headed to Main Boss for execution and player have to start the game again), exit/ post credit scene…

Genre

Action, Thriller, Shooter

Platform

PC and Mobile

Target Audience

Above 14 or 14+ game

Game Mechanics

Gameplay

The Player would enter the game/software then the main UI scene would play that consist of Player, Settings, Options, Exit and others. Then, if player would select play than loading screen would play directing player to the Main Game. After the loading screen is played than the text animation would be played explaining the situation i.e. the player would be of another planet that is trying to capture another planet for their tertial expansion and for more royalty.

The player would kill the bosses and get the planets. However, if the player would fail on the process than the player would be sent to the main boss that would either send the player back to its planet if he was polite before otherwise he would be used as bait for them.

Controls

WASD- For Basic movement

Shift- Crouching

Ctrl- Sprint

Space- Bit fly around

F- To use or equip things around

Core Mechanics

Physics

The game is kind of childish so there is not much in the physics. However the jumping effect would be equivalent to somewhere around the real time gravitational pull in other space.

Story and Characters

The story is player comes, kills, wins, The End!

Character:

The Player- The main player

Cyclone- The main boss of first planet named ("Cyclone's planet")

Helix- The main boos of second planet named ("Helix's planet")

Grayot- The main boss of the third planet named ("Grayot's planet")

World Design

The scene/view would be of other space. Where some of the planet which is to be captured is displayed as. The view would be dark with starts. However, it should not look like a real thing…

Art and Design

The UI would be quite Basic things. It would be a type of Si-Fi Game UI and A.Is.

The Gun would be Si-Fi guns with Post processing and lightning.

Character Design

Sound and Music

https://www.bensound.com/royalty-free-music?favorite=1Music

User Interface(UI)

The UI would be Si-Fi theme. It would provide ease to the player playing.

System Requirements

Source of Income

Either win the game jam or play ads or sponsor if available.

Milestones

milestone:

Deadline: Feb 2nd, 2025