

Titan Arena

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Genres

Story: N/A, Gameplay-Driven

Gameplay: First Person Shooter, Competition

Intended Audience

Hardcore mobile gamers

Platforms:

Android & iPhone

Game Summary

In this game, players battle titanic Bosses in a time trial arena. There are no health packs, power ups or advancement mechanics. Only player skill matters in this game.

Narrative Summary

As a gameplay-driven game, the narrative is minimal. Contestants have been picked to enter the arena and challenge the Titans inside. Only those who survive the battle live to tell their tales and continue on to the next challenge.

Gameplay Outline

After a brief tutorial, players are given a few options of Titans to battle once they begin the game. When they start a battle, the start time is logged with the server and when they defeat a Titan, the end time is sent and a total time in battle is displayed on a Leaderboard per Titan. Titans are set up in tiers: each tier contains 2-3 unlocked titans, defeating those Titans will grant a piece of the key to unlock the next tier as well as unlock another 1 or 2 Titans to defeat on the current tier. Each consecutive Tier will require more Titans to be defeated to gain the key to the next tier.

Each Titan will have unique weak spots and battle mechanics, as well as a unique level layout. Environmental hazards and morphing level layouts will challenge even the most competent players.

Mechanics Breakdown

- Titan Selection
 - Each tier will have a unique series of titans for players to defeat
 - Not all titans will have to be defeated to proceed to the next tier
 - * Ex: Tier 1 -> Tier 2 will require 3 titans to be defeated, but Tier 2 -> Tier 3 will require 5
 - Every time an initially unlocked titan is defeated, more titans on that tier are unlocked.
- Leaderboards
 - Time taken to defeat a titan will be recorded by an external server in order to prevent hacking.
 - Leaderboards will display time that the player took to defeat the titan as well as their final health.
 - Weekly challenges will be issued in order to keep players engaged
 - * Ex: Last the longest in the arena with a specific titan before defeating it
 - * Ex: Defeat a specific titan with 100% health remaining and the fastest time