**Robot Twin-Stick ARPG**

**Concept (who, what, when, where, why, how)**

Top-down zombie-survival twin-stick ARPG.

Your character travels across a large map, hunting enemy robots using a choice of melee and ranged weapons. As they defeat enemies and collect powerups, your character gets more powerful, increasing movement speed, damage, attack rate, number of projectiles, etc. Completing certain challenges or defeating certain bosses will eventually lead to collecting all of the necessary items to finish the level.

**Objective:**

To collect all of the keys necessary to leave the facility.

**Core System**

Twin-Stick ARPG:

* Camera is ¾ top-down, centred on the player.
* Character is controlled using either twin-stick on a controller, or keyboard movement with mouse click shooting.
* Weapons attack based on either the stick activation or mouse click.
* Different weapons have different stats, which are then further modified by player stats.
* Enemies come in generic, easily identifiable types, and are meant to be mowed down in large numbers.

**Supporting System**

**Quest System:**

The Quest UI displays, in the top right corner, how many objectives are remaining until the player can win the level.

**Inventory/Character System:**

The Inventory and character UI is a grid-based UI containing all of the items the player has picked up, including the items the player has decided to equip. Also displayed in this UI is the character’s level and stats. The character can use items on this UI by clicking on them with the mouse, or selecting them using the gamepad south button.

**Save System:**

Any time the player makes notable progress – gaining EXP, picking up items, advancing their quest – this information will be saved automatically. Returning to the game will return the player to their starting location, but with their most recent stats and items. Quest objectives that have been completed will not spawn.

The player can also choose to reset their progress.