# Game Name

possible tagline

## Player’s motivation, what does the player do in the game

Player’s motivation is to survive in a wild world that surrounds toxic enemies. The idea is to progress through levels, overcoming enemies and obstacles. Player can find helpful items in environment for instance, guns, pills that heal and even allies that provide support on the way.

## Game genre

Top-down action shooter game.

## Target audience and does the game have an age limit

The target audience is primary people that are interested in action shooting type of games and for those who wants to have an adventure. The game doesn’t have an age limit since there’s no visible core, making the game graphic not violent.

## Target platform, pc, console, mobile?

Target audience is PC and mobile users. Therefore, making the game accessible to a lot of people that don’t have a PC to play the game. This increases the overall accessibility and ensures the game is accessible to a lot of people.

## Unique selling point

The unique and own style of the game that hasn’t been made yet. The game offers a new addict experience to the game as player wants to progress the game. Therefore, making the game a high chance to success in marketing.

try to make the pre prod and post prod game like and flashy.