

## Haemorrhoids! A Fantastic Voyage

Imagine a cross between the 1966 film *Fantastic Voyage* and the arcade game *Asteroids*. You just imagined *Haemorrhoids!*, a contemporary take on the popular arcade classic.

*Haemorrhoids!* is just like *asteroids*, but instead of being in space you're in a rectum! And instead of shooting asteroids you're shooting haemorrhoids!

The plot is simple: you play as Doctor Cosmo van Nostrand, a genius proctologist who has invented technology that can shrink him and his ship down to microscopic size - the perfect size to combat his patients' painful haemorrhoids. Using his ship's laser blaster, your mission is to destroy every last chunk of your patient's nasty haemorrhoid. But watch out for rogue debris, or this may be the good doctor's final medical mission!

Just like *Asteroids*, *Haemorrhoids!* is a top-down, arcade, multidirectional shooter, but with a tasteful hint of humour added to the mix. The player takes control of a ship and fires its' laser to destroy the patients' haemorrhoid and other debris that floats around the game space. While they do this, the player must strategically steer and thrust the ship to avoid the debris or else be destroyed themselves – ending the game.

The player's ship can only thrust forward and rotate, and like *Asteroids*, limited friction is applied to the ship, so it must be turned and thrust in the opposite direction to slow it down. This combined with avoiding and destroying debris will make the game sufficiently challenging and fun. No friction is added to game debris so that they float indefinitely.

Points are awarded for the amount of debris destroyed and the level is won when every last piece is gone. As the player progresses through the levels, the quantity and velocity of debris will increase, making the game more challenging. While the player has lives remaining, upon being destroyed the player is respawned in the centre of the screen and has a life deducted. Once lives are used up, the game is over and a total score is presented to the player, with the possibility of getting on the high-score board.

The visuals and animations will be cartoony and vivid – as opposed to the wireframe graphics of the original. The art and animations, along with the sound effects, will enhance the humour of the game, while an ambient, retro soundtrack will keep players immersed as they carry out their mission.

Target platform: PC

Target audience: immature adults and children over the age of 13

Unique Selling Points:

- Ambient soundtrack
- Fun art, animations, sound effects
- Humorous, novelty concept