# Initial Game Design

**Name:** Haywire

**Genre: -** Sci-fi (Style of Warhammer 40k & Metal Gear enemies)

* Arcade Shooter (You move left and right)
* 2.D Shooter

**Outline:**  Jurassic park on crack, so the setting is a futuristic ‘jurassic world esque’ on another planet (Humanity has gone to other planets, Elon musk’s wet dream). We’ve got animals running around that have escaped and everything’s gone to shit.

**Characters:** The main character is a futuristic police/ Authority figure character, space marine off duty kinda guy.

**Setting:**

**Gameplay:**

* **Unity Scenes:**
  + Main Menu
  + Level 1 (Easy)
  + Level 2 (Boss)
  + Level 1 (Hard)
  + Level 2 (Hard Boss)
  + Loss Screen
  + Win Screen
* Only moving left and right with shooting.
* One weapon, Different bullet types.
  + One can be Armor Piercing
  + One can be biological? (Acidy)

- 2D background with 3D art in the foreground.

- The enemies come at you, and they can come at you from side to side.

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\*You can do two iterations with the levels, just two scenes. Copy one and modify slightly.

**Enemies:**

* Biological enemies that are a mixture of natural animals and technology. Metal and organic together.
* Some enemies could be crates, less visual metaphor more stuff we can see.

**Environment**

* One level is outdoors and one level is indoors.

**Visual Effects**

* Cloth physics with the coat and scarf, this is extremely easy in unity with the cloth system. (You could do an NCloth in maya)