HACK

**Game overview Version 1.0  
24. June 2017**

Content

**Es wurden keine Einträge für das Inhaltsverzeichnis gefunden.**

# Game Overview

## Log Line

The hacking mini game from Nier:Automata reprogrammed as standalone Top Down Shooter.

## Gameplay Synopsis

By starting the game a familiar ship will appear on the front of your screen, slightly redesigned. Controlled with WASD for movement and the mouse cursor for shooting instead of the known method by flicking controller sticks, the mechanics are heavily inspired by Square Enix’s masterpiece. Moving around and shooting obstacles which also try to get you of the field. One shot taken means an instant game over however.

# Game Details

## Description

As stated before the game is basically the hacking mini game from Nier:Automata. Steering a ship and shoot yourself through code snippets where it’s not sure if they are viruses, bad written code or just stuff.

## Genre

A Top Down Shooter at its most basic for single players.

## Where does the game take place?

As its inspiration, the game resembles a world, which is basically data. It is just a human interpretation of how data flows could look like.

## Controls

The ship will be controlled via WASD for movement while the mouse cursor resembles the cross hairs. Lasers will be shot by pressing the left mouse button. She ship can move and shot at the same time allowing for dodging maneuvers while shooting back.

## Main Focus

The main focus is to build on Square Enix’s template and expand it as far as it can go as Top Down Shooter, while also maintaining as much of the original games feeling of it.

## Longevity

It depends on the game mode chosen. For the initial prototype the endless mode has been implemented as its basics. Once further developed the game will contain pre-fabricated levels which obviously get harder the higher you get. There will also be a separated power up mode which allows the player to fight himself through harder bullet hells rewarding him which power ups for the ship which goal it is to make the leveling mode easier a bit. In Alternation there also will be an improved version of the endless mode which gets harder the more enemies get killed.

## What is unique?

Other than its original, the game will feature an aforementioned Power-Up System which allows building in stronger munitions or new features.

## Why create this game?

The obvious answer is: because it’s needed for school. However it was a pleasure to put so much time in a shooter that resembles a part of maybe the best game released by Square Enix in 2017.

# Audience, Platform, Marketing

## Target Audience

The Target Audience is of course everyone who played Nier:Automata so far and wants to support a lonely gamer in his first attempt of making a Unity project. But everyone who can get his hands on it shall play it as well.  
Of course it’s not targeted at a hardcore playing audience due to its simple concept. Rather it’s performing best for casual players and will also be distributed for this purpose.

For now this game will be distributed on PC only.

# Art Style

## Description

The art style will be as simplistic as the original. Not to filled to keep everything as clean and easy to overview as possible.

In collaboration with the artist section of the SAE Institute Vienna more complicated models and assets will also be implemented.