



Gameplays Streamer

Project Proposal

Start

01 Game Design

Summary, Gameplay, Mindset



Summary

In the year 2047, Nexus - an evil corporation led by a hyper-smart AI - conquered the world. The shadow collective, a group of rebels, has been hiding in the shadows trying to overthrow Nexus' rule of surveillance and injustice, but to no avail. The world's last hope rests in the hands of our hero, a cyborg who wishes to use technology for the greater good.

Gameplay

R

RPG

Rouge-lite top-down RPG

G

Goal

Disconnect the power supply
that keeps Nexus alive

O

Obstacles

Different obstacles depending
on the floor of the building
(level)

P

Player

Three types of players:
Cybergadiator, Codebreaker,
and Ghostwalker.

V

Visual

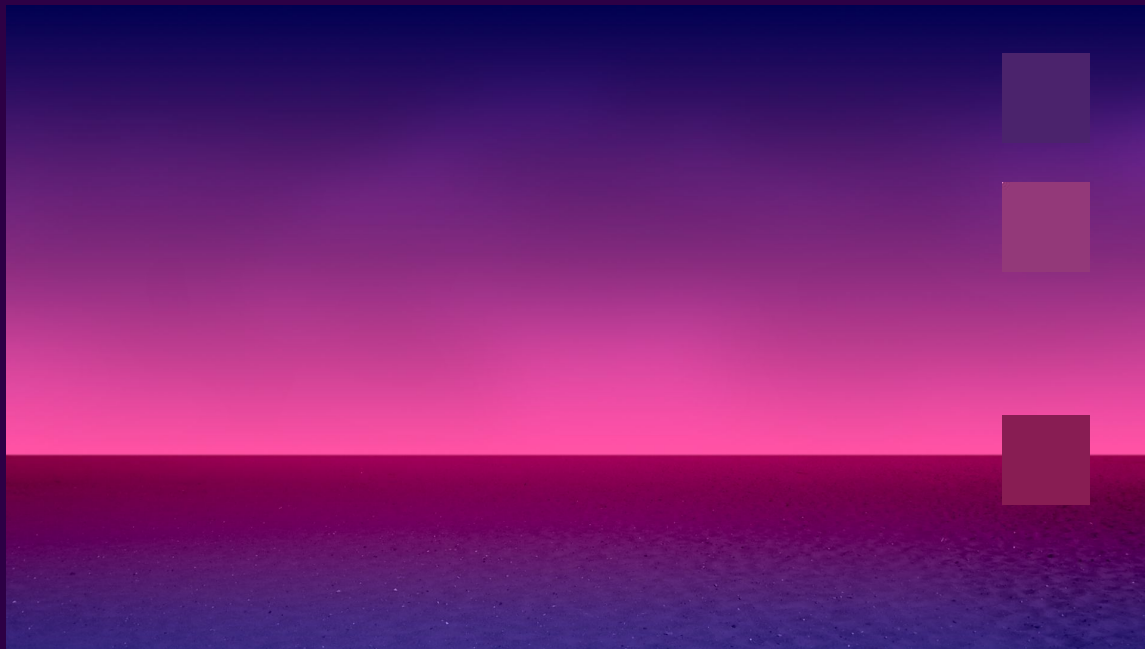
Pixel cyberpunk

S

Statics

Kept in the database for
each player.

Color Scheme



#9f2d7d

#3a345d

#521a70





Mindset

- Make the player feel there is a lot of stake.
- If the player dies, they can keep the gadgets.
- The players get to feel more powerful as they progress.
- Music and visual cues will help the player feel a sense of urgency at the boss stage.

Intro to Shadow Collective



