**Nightmare intrude**

# 1. Overview

Platform：PC

Control：Keyboard & Mouse

Genre：2D Platform Action

View：side view, follows main character

# 2. Gameplay

**The player needs to control a boy called Oliver(my English name is Oliver), in a bloody world. Use skills and item to survive and fight.**

**Goal：**

Pass obstacles, slay monsters and defeat the boss.

**Main mechanics:**

* Oliver can jump on/down the platforms
* Oliver can make a double jump
* Each level has a door that opens after killing all the monsters.
* If Oliver die, he will start over in the first level.
* Use stun attack and the execution skill to kill an enemy by crushing the body, which can be used when the enemy is stunned.
* Pick up enemy body part and a throwing weapon

# 3. Oliver skills

## a. Stun attack

* When an enemy has not find the player, attack in the back(backstab) can stun the enemy for a short time.

## b. Execution

Oliver can use execution against stunned enemies, which is a powerful melee attack.

Enemy bodies will be crushed if they are killed in the way. This is useful to produce body parts to be used as a throwing weapon.

## C. Throw attack

Oliver can stun enemies or destroy some traps by throwing objects.

## D. Hyper sense

Oliver has a Hyper sense skill. Use this skill will instantly increase his reaction speed, during a short time, the entire environment timescale is slowed down by 50%.

# 4. Monster wiki

## 1、Walker

Ordinary zombie, the kind that Oliver feared most, would hurt Oliver through pointed nails.

## 2、Walker the infested

A zombie with green smoke infected with nuclear waste becomes a giant species after injury, spitting venom out of the mouth.

## 3、Walker the raged

The red glowing zombie with hidden strength, appear the 2nd phase after taken some damage, will be come a collection of agility and strength in one.

## 4、Dark sorcerer

The boss, a sorcerer. The source of the pollution of dreams, cast dreams into dark and evil , can control the four elements(fire water electricity poison), powerful and evil.

# 5. Trap wiki

## a. Light ray

Lights to detect intruders. Oliver will be dizzy(stunned) by the light ray, and enemy reinforcements shall arrive...

## b. Swinging axes

Huge swing axe, if hit must be very painful.

## c. Thorns

Ordinary thorns are long and thick. They are grown by the dark sorcerer, and the spikes are also toxin-like.

## d. Fire shooter

The dark sorcerer’s favorite toy. If Oliver step on it, will split out rows of flame.

## e. Dark moon tent

Summoned by the dark sorcerer, there will be zombies spawning out of the tent.