

FPS Game™

Genre: FPS RPG Shooter

Target Audience:

Containing violence and potentially explicit scenes, it is geared towards a more mature audience. Needing to already hold some degree of knowledge regarding FPS Shooters, the game makes use of the already tested market; the goal is to sell a story-based Shooter that is similar to Doom or Borderlands. Hoping to give the player the experience of being a Badass gunning down enemies. Pairing this with a mechanically responsive game, it will allow players to increase their skill and give replayability to the game as well. The game is targeted towards mid to late teens to young adults who would want to play a game they can get into and out of quite frequently.

ESRB Rating: T for Teen due to violence. (Shooting/killing enemies)

Game Summary:

The player controls their character through the typical WASD keyboard controls in order to shoot enemies. The main gameplay loop follows the player through levels where they are rewarded for taking out enemies, hidden items/rooms found, and the amount of time taken to clear a level with money. Which then leads to the afterlevel where the player uses the rewarded money in order to buy power ups and/or money to then use for the next level. The after levels are also checkpoints where the player can save and rest between levels.

Story Elements: The story will follow a merc through a Sci-fi adventure, where they kill targets in order to fulfill the mercenary contract. The merc makes use of many different items bought at the Checkpoint Shops as their gear is severely outclassed. Thus his employer offers to give him gear for more jobs at an Employee's discount after each job.

Target Platform: PC

Required Licenses: N/A

Competition and Marketing:

Making use of public resources we can advertise the game as a Borderlands-like game, marketing it through online video sharing services ie; TikTok, YouTube, etc. Making use of differing pathways inside of the level design a player can take on a challenge in at least a couple different ways. This is different from most mainstream sci-fi shooters that typically only make linear level design. Making use of a unique humor combined with a rich story the target audience will be able to be immersed in the game every game session.

Designers and Creation Date

EACH PERSON ADD THEIR NAME AND CLASS HERE. (You can find your course number in canvas) EXAMPLE:

John Doe, GAME-121-376

William Soper, GAME-120-001

Zach Duncan, GAME-121-376

Richard Vernon, GAME 120-001

Christopher Fernandez, GAME-121-376

Ryan Orth, GAME 120-001