Reap-air Bot

# Description

The player is a robot engineer that repairs turrets, robots, and walls/barriers to survive from incoming waves of enemies.

The enemies are also robots that swarm the “base”.

An energy reactor could be present that powers the repaired structures (turrets, walls). When the number is passed, structures are disabled.

# Player Experience

* Repair Robot Engineer
* Tactical approach to repairing
* Under pressure

# Core Mechanic

Survive in an arena by repairing other robots

* NPC Robots
* Static Turrets
* Electric barriers/walls

# Core Game Loop

* Repair robots and structures to demolish incoming waves
* The waves will destroy everything in their path to kill the player
* Until death? Specific length of time? (TO BE DECIMATED)

# Tech & Specs

* Unity – C#
* PC platform
* Resolution 1920 x 1080
* Aspect Ratio 16:9

# Game Theme

* Robots
* Sci-fi
* Space
* Dark + spotlights
* Different Planet
* PEW PEW!

# Onion Design

* CORE FEATURES
  + Player Movement
  + Structures and Robots
  + Repairing
  + Enemies
  + Somewhat intelligent behavior
* BONUS FEATURES
  + Units & Structures variants
  + Call for reinforcements
  + Levels of varying difficulty (e.g. lighting, location, design layout, unit availability)

# Team Jobs

* Andrew
  + Particles
  + User Interface
  + 3D models/materials
* Ben
  + Programming
  + Audio
* Libor
  + Programming
  + Level Design
  + Trello, GitHub Repo

# Units

## Player

\*\*Robot Engineer, something like wall-e, robot from fallout, command & conquer engineer

## NPCs

\*\*A combat mech

## Structures

\*\*A turret as in sanctum

\*\*Reactor like in sanctum

\*\*Barrier modular

Another turret (e.g. cannon, inferno/tesla tower)

## Enemies

\*\*A combat mech

Additional enemies (e.g. wallbreakers (c&c), a miniboss (something chunky and scary))