Lucid Detroit

Theme: Resolution

**Specs:** 2D, Side shooter

**Features:** Resolution – New Year’s Day, Alcoholic, Alcohol causes changes in resolution of game, Dream(sub theme) level.

End of every round you get an option: Go Hard: Damage--, Health ++

Go Sober: Damage++, Health –

You get two lives per level, one initial in the ‘real life’ and another after your first life in the game. Your second life takes you to a dream world where it is sudden death, and you must complete the round or fail.

**Plot:**

*John Smith* is an alcoholic invited to a massive New Year’s party at his office. Dateless, he awaits for another lonely New Year’s countdown with no one to kiss. But in the final 5 seconds he catches the eyes of a girl and rushes to her before the 5 seconds are up. In his drunken state he believes all of his male coworkers have become zombies and he must use his (finger)gun to eliminate them all and get to the girl.

**Start:**

*Menu:*

Title

Bio

Start

Quit

***5 stages which represent the 5 second countdown of the New Year***

*1. Tutorial*

*2. Level 2*

*3. Level 3: Dream*

*4. Level 4: Climax*

*5. Level 5: Boss fight and resolution*

**Gameplay:**

User hasa gun and he shoots ‘zombies’ and keeps progressing right and if they die they invert to the dream world and fight.

**Conclusion:**

***During Game Play***

*Endings:*

Pass out and game over screen comes up

***At the End***

*Good Ending:*

You picked Majority (3/5) ‘Go Sober’ Options and have fulfilled your New Years Resolution of getting sober and the girl kisses with you.

*Bad Ending:*

You picked Majority (3/5) ‘Go Hard’ Options and have not fulfilled your goals, the girl doesn’t go with you and you become more of an alcoholic.