

**Project:**

***Concept Document***

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**GSP361**

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**Title**: Juggernaut

**Genre**: Action Adventure

**Platform**: PC

**Premise**: You are a soldier from the year 2015 and are unfrozen to save the world from the overwhelming mass of aliens in the year 3027.

**Backstory**: The U.S. military had a super-soldier program that bred and trained soldiers to perform at higher levels than that of ordinary humans. The purpose of this program was to create soldiers and freeze them, preserving them for when they were needed. The program was closed for illegal gene splicing experimentation, thus stopping the production of any further super-soldiers. After waking to the alien threat, you are given the latest model of the super-soldier armor, the Juggernaut model.

**Target Rating**: T

**Target Market**: Teens 14+

**Player Motivation**: Save the world from the alien invasion

**Unique Selling Points**: Classic gameplay refined to modern techniques and 3D graphics with a variety of weapons.

**Competitive Analysis**: Mario is also another 2D side scroller targeted towards a younger audience, and our is more action based

**Goal**: To create a 2D side scroller with 3D graphics and tight controls, intuitive levels, and a rewarding player experience.