**Intro:**

Juggernaut is an action adventure game in development for the Pc. The target market is for teens that are 14 years old or older. It features classic 2D sidescroller gameplay refined with modern techniques and 3D graphics along with the added features of an RPG. Some specific features of the game are the level traversal system, the level up system, the store, and the upgrade system. The character is a soldier from the year 2015 that is unfrozen to save the world from the overwhelming mass of aliens in the year 3027.

**Story:**

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.

**Level Traversal:**

The map for each level will be designed like mazes were you come to crossroads with multiple paths to take. Some paths require unique abilities to advance, and others may just be dead ends. The map will not be just a linear horizontal map; it will include sections of verticality that will take you to new floors and areas. Within the game you are not locked into forward progress, you have the ability to backtrack to reach areas you were not able to access earlier. You will have access to the map of the world, although the only sections of the map that are visible will be the sections that you have already visited.

**Level-up system:**

Throughout the game the character gains experience through completing tasks and after earning a certain amount of experience the character gains a level.

Ways to gain experience:

* Killing enemies
* Finding Items
* Defeating Bosses
* Finishing a Level
* Bonus experience given for completing a level quickly

Leveling up increases the characters base attributes, and grants the player ability points to spend on attributes.

Attributes you can specialize into:

* Health
* Armor
* Skills
* Weapon Damage
* Movement speed
* Reload speed

**Store:**

In every level there will be a store were the player can purchase weapons, ammo, health, and armor. Each level will have a section of the map designated for the store. The player will spend the points they have earned to purchase the items.

**Upgrade system:**

After completion of each level the player will have access to the upgrade system. The player will be given the opportunity to purchase upgrades using their score.

Upgrades you can purchase:

* Health multiplier
* Armor multiplier
* Weapon Damage multiplier
* Movement speed multiplier