**Unnamed 2D Brawler Concept**

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**Game Concept:**

The game I will be attempting to build is a 2D side-scrolling brawler. Enemies will attack the player from both sides of the screen endlessly, increasing in intensity until the player dies. The goal of the game is to survive as long as possible.

**Game Features**

* A combo system that increases each time an enemy is killed, and decreased each time an attack is missed
* An ability that “caches in” the combo meter and freezes time, allowing the player to attack as many enemies as possible
* The player will have no knowledge of the world they are thrown into, with details about it described each time the player dies
* Once a certain amount of time has passed, the next “respawn” will pit the player against a final boss, after which the true “game over” is reached

**Technical Features:**

* A side scrolling map, going left and right a set distance before “hitting” a wall on each side
* Randomly spawning enemies
* Enemy AI will be simple: try to get as close to the player as possible, damaging the player each time one touches him
* Player has a set number of “health”, on losing all of it the game ends
* Player has a normal attack, a jump, and a ranged attack (doesn’t do much damage, but stunlocks the enemy)
* XP earned from each enemy slain
* A series of unlocks after each death, allowing the user to augment his power/unlock new abilities
* A “Deus Ex Machina” cheat, which gives the player invincibility and OHKO attacks

**Aesthetics**

* The game will take place in an apocalyptic desert area
* Background will show ruined buildings/cities
* Enemies will look like “zombies”, but more abstract
* Player will have a “mad max”-ish design

**Narrative**

* The narrative of the world will be uncovered each time the player dies
* The major theme of the game is death, un-linearity of time
* Starting scene is character ending his own life, then “respawning” into the apocalyptic world, unknowing of how that world works
* Once a certain level of XP is reached, the next respawn will pit the player against the boss, which will unlock the final ending