

Prokaryotic Showdown

Faulty Complex

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Game Concept

- 2-4 players
- Play as bacteria, expand and reproduce
- Purchase items to boost your growth or hamper your opponents
- Turn-based growth



Functional Minimum

- One level
- One bacterium race
- Multiplayer
- Items that can be purchased and used
- Point increase based on growth rate



Desired Target

- Multiple levels that can be chosen or randomized
- Multiple bacterium races that can be chosen or randomized
- Functional store



High Target/Extras

- Can't see enemy movement or growth outside of a certain range of the closest unit
- Have an interesting backdrop
- Persistent profiles with levels/minor upgrades



Audience

- Platform – PC
- ESRB – E
- Target Audience – Age 13+

Controller Schema

