# Space Escape Pitch

## Game title:

Space escape.

## Genre:

Science Fiction (Sci-Fi), Action Adventure

## Target Audience:

Primary audience: Sci-fi enthusiasts.

Secondary audience: Teens and young adults who enjoy action-based games.

## Gameplay and mechanics:

In Space Escape, players being with their spaceship falling apart and being pulled into a strange black hole rift. With no way back, the only escape is through. The player must explore a series of strange alien planets, defeat alien hostiles, and collect rift vials and spaceship parts to advance. Rift vials open the next black hole portal, while ship parts are needed to rebuild the ship and escape the rift for good.

The combat within the game is fast-paced and intense. Players begin with a basic knife and must defeat waves of aliens on each planet. There is a small chance to gain better weapons (like a light gun, long sword, or slingshot) by defeating rare bosses that may spawn on each planet. These upgrades are crucial for survival. The final level features a massive boss who holds the final three ship parts and the last vial.

Players must clear each planet of all aliens to move forward, but they will only have three lives for the entire experience. Lose them all, and the game restarts from the beginning.

Players can choose from three difficulty levels at the start:

* Easy: fewer enemies and less aggressive bosses.
* Normal: balanced, standard experience.
* Hard: faster, tougher enemies and more intense combat.

Each planet the player features has unique environmental effects, which keeps gameplay fresh and challenging:

* Standard planet – Normal gameplay
* Slow time – Everything, including the player and enemies, moves in slow motion.
* Reverse controls – Movement is flipped, requiring the player to adapt.
* Freeze time – time freezes for a few seconds, then speeds up suddenly.
* Anti-gun planet – Only melee combat allowed, all guns are disabled.

These effects force the player to strategize and adjust their playstyle fast.

## Player goals:

* Survive alien encounters on each planet.
* Defeat enemies to collect spaceship parts and rift vials.
* Upgrade weapons by defeating rare bosses.
* Escape the rift by rebuilding the ship.
* Complete the journey before losing all lives.

## Key/core features:

* Progressive planet exploration with unique hazards.
* Life-based system for increased tension (three lives total).
* Rare boss battles with powerful weapon rewards.
* Final level boss challenge.
* Retro 8/16 bit pixel art style.
* Optional difficulty settings: Easy, Normal, Hard
* Custom-designed alien planets with distinct mechanics.

## User interface design:

The UI is clean and minimal, blending into the retro aesthetic. Players can view health, lives, current weapon, rift vials, and ship parts. Planet effects and difficulty level are clearly displayed at the start of each level to keep players prepared.

## Unique selling points:

* Retro pixel-art sci-fi world with modern gameplay depth.
* Choose your challenge: Easy, Normal, or Hard.
* Every planet feels distinct thanks to gameplay altering effects.
* High-risk, high-reward system with only three lives.
* Rare boss encounters unlock new weapon upgrades.