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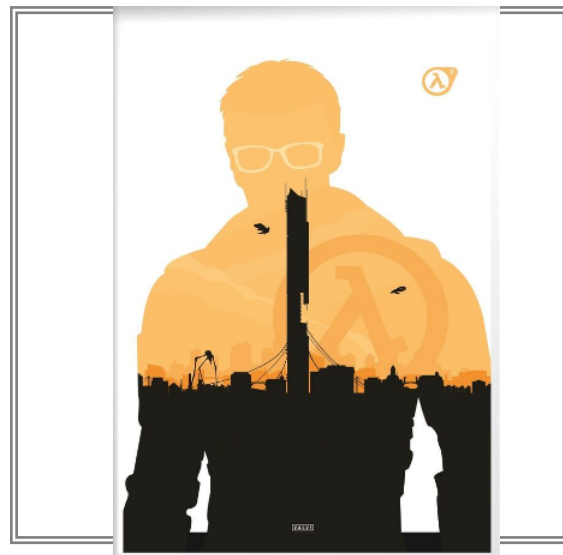
**Title** Ascend and Annihilate

**Tag line** "Experience the Thrill "

**Genre** Action game

**Target** teenagers and young adults

**Goal** Go up level by level to kill your ex boss



*Draft of Box Art*

**Plays like** Hotline Miami meets Motherload  
*Popular Game A* *Popular Game B or twist*

### Core Mechanics

1. Top down shooter  
 The game is a top down shooter, which means you can see the whole level and all the enemies you have to face. On top of this, you can easily adapt to the environment which you are located in, with the help of the level up system.
2. Level up system  
 After every level you unlock a new types of weapon, that being like bat>pistol>shotgun>Ar (each level according to the weapons needs). These weapons fit the levels and are designed for different playstyles of gameplay (bat close, pistol sparse, shotgun many, rifle medium)

## Game Project Summary

Top down shooter, where you go to your old workplace and progress through levels to kills your ex boss who fired you. Every level is a different playstyle, and the final boss (your ex boss) is a boss fight (ironic) as in he has a massive health pool and is hard too kill (relative to the other npcs).

