Game Pitch

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| **Name** | Micro Mayhem |
| **Platform** | Windows PC |
| **Art Style** | Cartoon, Toon-Shaded, Orthographic View, 3D |
| **Gameplay Style** | Fast Paced, Action Arcade, Different Enemy Styles, Progression System |
| **Visuals** | Bright Reds, Bloom Effect, Particles |
| **Story** | Play as a new medically advanced Pill. After being inserted into a sick person’s body, use everything at your disposal to create mayhem in the name of curing this person’s disease. |
| **Gameplay** | The main focus of the game will be to cause as much carnage as possible. The player will be able to do this by using a variety of weapons and environmental objects.  Enemies will spawn in waves, and a new enemy will be introduced with each new level.  Friendly cells will also spawn into the level, and may be attacked by some enemy types. If the ratio of good to bad bacteria cells reaches a certain threshold, the player will fail.  To complete a level, the player must eliminate all of the enemies. At the end of each level, the player will receive evolution points, based on the average “Infection Ratio” of the level, which they can use to upgrade/unlock weapons. |