# Ring Breaker

Developed by AP Studios

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| **Platform** | **Genre** | **Audience** |
| PC | 2D Space shooter | Casual Players, All ages |

**ESRB rating**

The game should be playable and challenging to all players of all ages.



**Story summary**

Protect a valuable crystal from waves of enemies

**Gameplay**

* 2D brick breaker
* Enemies form a ring around the crystal at a distance, rings fall towards the crystal at intervals
* Enemies evolve the closer they get to the crystal, through 5 ring altitudes
* Enemies gain a projectile attack at the last ring
* The paddle is convex, and moves around the circular crystal
* Paddle reflects projectiles, and a ball with piercing qualities
* The ball accelerates with consecutive reflects, and decelerates when it touches the crystal
* The ball can be used to collect power-ups that orbit the outermost enemy ring
* The crystal only takes damage from enemy projectiles. HP limited to 5
* Clear all enemies to beat the level

**Competing products**

RDBK (mobile)

**Unique selling points**

1. Easy to pick up casually.
2. Simple mechanics leave room for visually appealing graphics
3. Fast paced gameplay keeps the player engaged

Prototype – June 1st

Vertical slice – June 18th

Release – June 30th