



Version: 0.1

Last Updated: 11/02/16

MAGNUM SHOOTER

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GENRE

Top down endless survival shooter.

SYSTEM REQUIREMENTS

For PC,

- 64-bit CPU
- Windows 7 and above

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- Mouse and keyboard

GAME MECHANICS

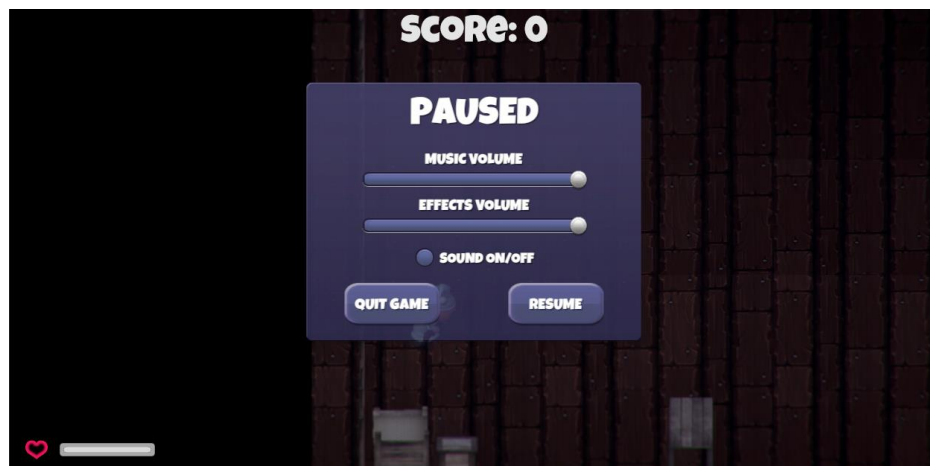
- Currently we have one gun which features unlimited ammo.
- Endless enemies that spawn every two seconds. You need to kill them fast enough or you will die.
- Large playable area with fully freedom of movement

GAME STORY

When nightmares become a reality. Fight you're way out of this nightmare, will you survive?

GAME CONTROLS & USER INTERFACE

- A, W, D, S to move
- Right click to fire
- Mouse pointer will be where you shoot.
- UI: Score and Health



MONETIZATION

From 0-3 dollars. Most likely free.

REPLAYABILITY

The ability to go back and reach a higher wave. Great game to kill some time.

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SEQUEL

No plans for a sequel, yet.

INSPIRATIONS & EXAMPLES

-Dead Ops Arcade



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ASSET LIST

Player:



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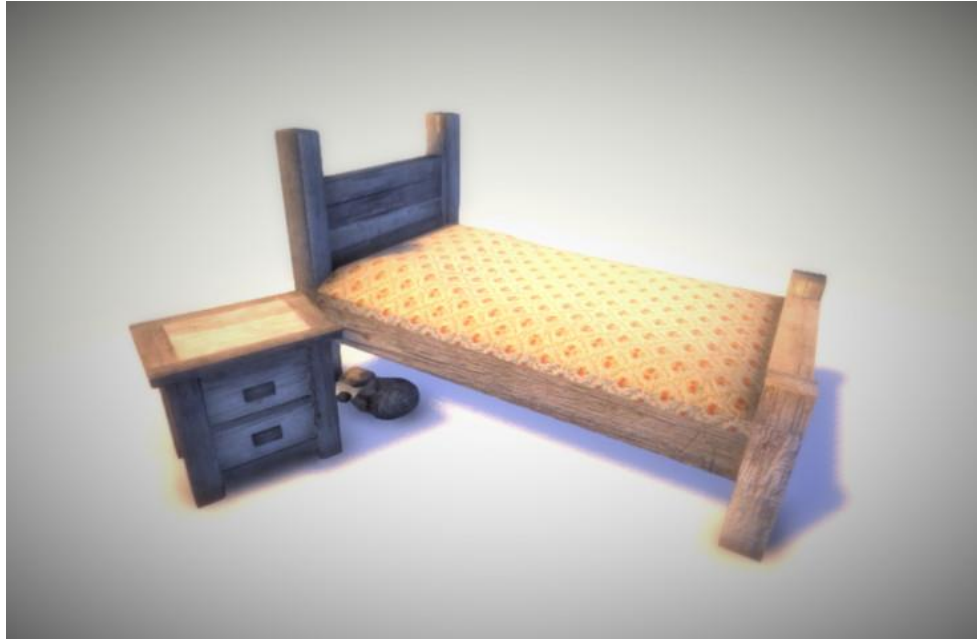
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Enemies:



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Props:

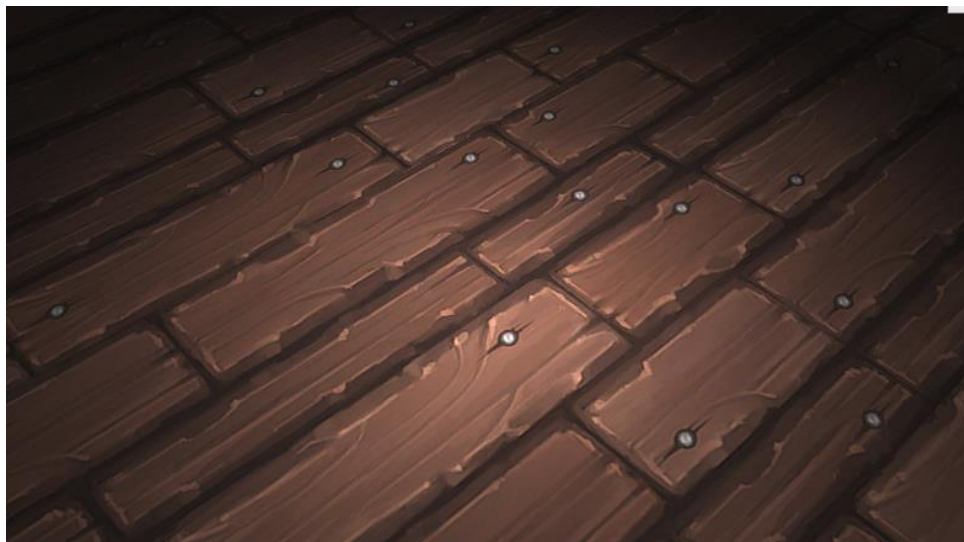


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Music: Dark Ambient loop by Ryuno: <https://soundcloud.com/ryunocore>

Props by Bradley Heszelgraves

Models from Unity themselves.

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