**Basic Concepts**

Concept 1: The first idea I had was to make use of the Teleportation mechanic in a fun and interesting way. I decided on a boss fight game where the player runs around a 3D environment attacking a central boss figure. The player would need to make clever use of Portal-like teleportation to gain superior attack angles for the boss’s weak points as well as avoid otherwise unavoidable telegraphed attacks. This idea was scrapped as I was unable to think of a nice way to incorporate another core mechanic in a meaningful way.

Concept 2: A squad-based puzzle game where you would have to carefully coordinate the squad to escape from a series of rooms without falling into a number of traps. This would make use of the Squad mechanic as part of its core gameplay. From this its other core mechanic would either be limited Teleportation, to help players navigate the level, or a Timed component where the player would have to evacuate their squad in a set time whilst Avoiding Killable Objects. This idea was ultimately scrapped due the large amount of level design required to make the game an enjoyable and challenging experience, which is not a strong skill nor interest of mine.

Concept 3: This concept combines the “Protect the Target” and “Bouncing Object” mechanics as part of the core gameplay, while also including “Power-ups” as secondary gameplay. Your goal is to protect a number of civilian targets on the ground from an alien onslaught. The alien’s attacks are bouncy projectiles which the player must shield the civilians from and attempt to bounce back upon the attackers to defeat them, in doing so the player can defeat sequential waves of enemies, upgrading their abilities through points earned to defeat the ever harder waves until the civilians eventually are killed and the game is lost.

**Chosen Concept**

I finally opted for the third and final concept. I’ve decided to keep the main mechanics of this concept. However, I decided to alter the theme after considering potential names for the game. An initial though on the name is “Break-Invaders”, where the player must protect their lunch from waves of hungry co-workers, upgrading the break-room defences as they progress through the waves.

**Core Mechanics**

* Protect a Target

The Player must defend their lunch from enemy (co-workers) attacks, player may be weakened in some way if their lunch takes damage and they will lose the game if all their lunch is destroyed.

* Bouncing Object

The player must deflect the enemy attacks back at the enemies in a Breakout fashion. These objects will have a limited number of bounces so allow multiple enemies to be hit whilst not clogging up the screen too much.

**Optional Mechanics**

* Power-ups

As the player defeats their co-workers they may be able to gain currency (perhaps their co-worker’s lunches) to spend on upgrades at the end of the wave. The may be permanent or temporary based on how I find them to affect gameplay.

* Game Keeps Getting Harder Until You Die

As the player progresses through the waves, the waves of enemies will get progressively harder. Whilst to begin with the player’s abilities (upgrades) will scale in accordance, after a while the difficulty gap will get increasingly larger. This mechanics inclusion will depend on time constraints limiting how many levels can be developed.

* MDA
* Art Style
* More Detailed Design of each mechanic (See game design docs)

**Controls**

|  |  |  |
| --- | --- | --- |
| **Functionality** | **Key Binding** | **Key Binding (Alternative)** |
| Move Up | W | Up Arrow |
| Move Down | S | Down Arrow |
| Move Left | A | Left Arrow |
| Move Right | D | Right Arrow |
| Rotate Left | Q |  |
| Rotate Right | E |  |