**Fall of Humanity Concept**

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Version: 1

**Project Name:** Fall of Humanity

**Genre**: Action - Adventure

**Platform:** PC and consoles

**Player’s perspective:** First Person

**Target Audience:** Action - Adventure gamers 17+ who like:

* A rich story line to keep the player interest
* A variety of weapons to master
* Multiple puzzles to complete during each level
* Fast and dynamic gameplay, as combination of action packed fights, brain smashing puzzles and unique atmosphere of the greatest of all adventures.

**Game Design Focus:**

Fall of Humanity will be a first person shooter action game with elements of adventure. The player will fight through multiple levels and solving many puzzles

This game will be divided into a three Game series based on the Fall of Humanity. This Game will be based on the back story needed to tell the story and set the way for the apocalypse the will be the demise of Humanity.

The goal will be to create an action-oriented game, with a strong story on how the zombie apocalypse starts. The story will fill the player with many action-packed battles in order to stop the impending doom.

**Market Positioning:**

Competitive Titles and their strong Characteristics:

* Call of Duty: Zombie Series
  + Interactive maps
  + Weapons available for purchase
  + Many Easter eggs in every level
  + Story Line that spans multiple games

**Art Style:**

The art style for this game will be set in modern time. The art assets will reflect things we see in everyday life. As the series progresses the art style will change into apocalyptic style art with destruction and run down/ abandoned buildings.

**Gameplay Overview:**

You will play a character in the Special Forces trying to stop terrorist from using a chemical weapon. If this weapon is activated and used then it will cause complete devestation upon mankind.

Key Features:

Gameplay example:

Gameplay description:

Setting:

Protagonist:

Storyline plot

Weapons list:

Environment List: