**High Concept Document**

**Written by Dexavier Williams**

**Genre/Platform**

The game we are working on is categorized as a three-dimensional action game with minor elements of adventure mixed in. We will design the game using Unity engine 3.4f1 for Windows build support.

**Gameplay**

Our team will combine the aesthetics of games like Saints Row and Grand Theft Auto and mix it with the platforming of classic three-dimensional platformers. You start out with one hundred percent health and lose it every time you suffer damage from obstacles and enemies. There is a melee system for the player to utilize against the opposition in the levels. You start out with a handgun but can recover weapons across the stages and from vanquished enemies. The objective is to survive to the end of the level.

  

**Story**

The story is a man wakes up in his bedroom at night and sees pill bottles scattered around his room. He is startled by loud noises outside his house and decides to investigate it. Armed with a handgun and his wits the main character must take out aliens each level. The first level is the suburb that you live in. There are partially destroyed houses all over the place. The second level consists of you going to the city to further investigate the epidemic and get to the bottom of the invasion. The last level features you inside the actual spaceship where you fight through a vast swarm of aliens. Once you make it to the end, you face the queen alien herself, if you beat her you win the game. The discovery part of the game will be a plot twist once you complete the last level and from that point on everything will be revealed to the player.

**Team**

Dexavier Chang – Tech

Benjamin Kuderick – Code

Alyssa Lora – Art

Jennifer Minotti – Art