Defiant Mortals Inc.

Game title: Titan's Trial

Story:

In this 2D survival game immersed in Greek mythology, you step into the role of a defiant mortal who has cheated death with the help of the god Hermes. As you face waves of relentless mythological adversaries such as the Furies and Cerberus, divine weapons like the Sword of Thanatos and the Bow of Elysium periodically manifest to aid your defiance. You continue your fight out of Tartarus only to be met with more resistance. Is there an end to your fight, are the countless enemies ever going to relent, will there be a final boss at the entrance to Hades? Find out if there is an end, in this arcade instant classic.

Core game design elements

All elements are subject to change and are ideas to be drawn from and as the game develops may change to fit the new vision

Level design:
- Platforms that allow the user to jump on them
- Entry points where enemies spawn

Enemies:
- Spawning
  - Enemies spawn from entry points into the level
  - A mini boss will spawn and the normal enemy spawns are stopped until boss is defeated
- Interaction
  - Enemies that can kill the player
    - Collision with enemies directly
    - Collision with projectiles
    - Collision with temporary traps left behind by enemies
  - Enemies die to the player
- Movement
  - Enemies that continue to move forward and when the reach the bottom will respawn at the beginning
  - Enemies that track the user
  - Enemies that remain still once a position is reached

Weapons:
- Acquiring:
  - Weapons will appear throughout the level
- Use:
  - Weapons of different types can be used to kill enemies
    - Long range projectile
    - Short range
    - AOE
- Multiple weapons interact with each other

Player:
- Player is able to move throughout the level
- Able to pick up weapons
- Able to use weapons to kill enemies
- Able to die from enemies

Progression:
- More enemies spawn as time goes on
- Harder enemies spawn as time goes on
- Periodically boss & mini-boss enemies appear
- Score of time, kill count, and score kept track of and presented

Concept art