

Defend a computer system from within in this vibrant and punchy top down shooter.

#### PLOT

In the distant future, you are a **Cybersecurity Mercenary** contracted by Company Z to combat the rampant malware in their system

#### **OBJECTIVE**

Protect the main frame from malware while keeping your virtual avatar from being destroyed

















#### **WAVES**

Complete a wave by destroying all enemies. Each new wave will have a new mix of enemies and ramping difficulty

#### DROPS

During each wave you can pick up items dropped from enemies

#### **UPGRADES**

Items boost the hero's capability in dealing with the rampant malware

### Hero

- Buster (weapon) items affect shot type
- Normal (power up) items apply on hit effects or boost characters
- Normal Items can stack
  Infinitely

### **Enemies**

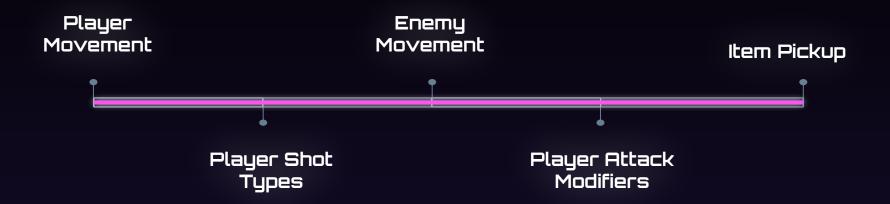
- Melee.exe
- Range.exe
- Trojan
- Adware

## Items

- Attack Damage
- Attack Speed
- Health
- Critical Strike
- Regeneration Rate
- Movement Speed



# PROTOTYPING



- Difficulty Settings
- Different Hero Abilities / Characters
- Shop between rounds, new primary attacks
- Enemy Pathfinding / Behavior optimizations
- Progression through the computer system as levels progress.

