

# ACTION PACKED IN 3 PLAY TYPES



The ten levels alternate play types, depending on the robot style.

The game is planned to have 3 "play types", these are formats for the actions that the robot performs during gameplay, and consist of:

1. Robot assembly,
2. Driving through the underground lab and
3. fighting against the Oil King Pin.

Gameplay is fundamentally the same across each type. It expands in input complexity, visual and narrative style.





# PRODUCTION PLAN

