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| **Target Audience**: TBD  **Gamer Type**: TBD  **pd-1 (Untitled yet)**  **Target Platforms**Playdate  **Genre:** Action/Top Head  **Number of Players:** 1  S.Barrio, M.Rosa  **Projected Release Date:** Sep 30  Name/Username |

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| **High Concept Statement** |

[pd-1 (Untitled)] is an Arcade-like Top Head Action Shooter where you take control of (main char name), a (char description, e.g. 'skilled mercenary guerrilla soldier') whose objective is one only, and clear: (char objective, e.g. 'To eliminate all the berzerk evil mutant forces, product of a failed experiment in a biochemical facility whom managed to break out the tests area, before they manage to escape the facility's boundaries and cause struggle in the metropolitan areas').

Armed with your Minigun, aim, lock, load and be ready to explore the whole facility and fusilate every single mutant thing that appears in your way, watch out for environmental hazards and gather power-ups and weapons to enhance your skills and destruction ratio.

[pd-1 (Untitled)] offers the player some nice action time in a setup that never gets old, this time with innovative controls featuring Playdate's Crank, simulating a Gatling Gun's handcrank for shooting as well as as a winch for charging up some special attacks.

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| **Feature Set** |

· Interesting environment with various different stages to raid.

· Environmental hazards such as acid puddles, broken glasses, loose hatches and more.

· Different enemies with different sets of skills, such as speed, attack patterns, tanks, resistance, movement, swiftness, etc.

· Crank-control mechanics simulating a Gatling Gun's handcrank for shooting and for charging up some special attacks.

· Aiming system (D-pad L and R) to rotate the character towards the desired direction.

· Dissarming enemies mechanic (charging up/thrusting against some of them will break their defense and make them vulnerable.

· Nice music that we'll probably pay somebody to produce :'D

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| **Team Roles** |

Sergio Barrio - Will do what he knows

Martin Rosa - Will do what he can

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| **The Competition** |

At this point I wouldn´t even talk about competitors, but yes we can recall some games that served as inspiration:

-Contra games, NES/Mega Drive, for its plot.

-Alien games, NES/SNES/Arcade/Mega Drive, for its plot and environmental assets.

-Midnight Resistance, SNES/Arcade, for some of its mechanics (octo-directional aiming).

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| **Innovation/Creativity** |

Fuck this field.

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| **Scope Management** |

How are you limiting the scope of the game such that you will be able to accomplish your vision within the limitations of resources you have (time, talent, budget)? Provide a list of **“green light”, “yellow light”, and “red light” features**. You can also include a **timeline** here with tasks and milestones.