

Preliminary Project Proposal

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Gameplay and Story:

The player takes the role of a super human geneticist. During his research in granting super human abilities to soldiers, an explosion destroyed his lab. In this explosion, the geneticist is infected with an unstable and deadly strain of the super human virus. In order to survive as the virus infects more and more of his body, he must race against time and collect the cure to the virus, which takes the form of a super orb. Unfortunately, the lab explosion launched the super orb on top of the tallest building in the city. In order to collect the super orb, the player must upgrade the geneticist's speed and jump height by collecting the minor orbs scattered around the city.

Core Mechanic:

Collecting minor orbs by running and jumping around the city.

Genre:

Single-player 3rd Person Platformer

Graphical Style:

Cel-shaded

Controls:

The user controls avatar using 'wasd' and 'spacebar' to control movement and jumping respectively. The user controls the camera with the mouse.