



# FRESHALIENS



CONCEPT #1

**PLATFORM:** PC

**GENRE:** Platform Coop

## INTRODUCTION:

In a remote galaxy of the universe there is an alien race of conquerors which use to conquer as many planets as they can. When children turn 10 they are sent in couple to conquer their first planets.

In the game you and your friend will control your fresh-aliens (on the same computer using the keyboard or controllers) collaborating to conquer all your assigned planets.

## DESCRIPTION:

In each level (one planet per level) the aliens will land on the planet and they will must round it all, overcoming whatever and whoever will hinder their conquest.

The two aliens are not the same: one is able to jump higher and climbing, in order to overcome every obstacle; the other one is able to use weapons, in order to shoot everyone who will try to stop them. Thus collaboration will be fundamental in order to reach your goal!

You will go on in the game meeting different enemies and unlocking new kind of weapons until every planet will be conquered!

## LEVEL DESIGN:

You will start to conquer first planets no more bigger than an asteroid, and going on in the game, they will become greater and/or stranger. The view will be fixed on you (actually you will always be on the "top part" of the planet), and moving on, the planet will rotate.



## KEY FEATURE:

- It is a platform game with a spheric rotating world
- it is high cooperative, in order to play with your friend and have fun together

## COMPETITIVE: PRODUCT

The game takes inspiration from games like "Metal slug" and "Fireboy and Watergirl" from which it takes respectively the weapon system and the cooperation concept. But here, in difference with those game, the design level is completely different and kind unique.