



**This project is outside the scope of 7 weeks*

Genre

Unstoppable 3D is an arcade style Multiplayer Online RTS TPS Survival game.

Elevator Pitch

A fiercely intense & addictive, online multiplayer, Fast-paced, 3rd person, RTS survival shooter. Armed to the teeth with Stealth, Strategy & Defence... immersed in a beautiful dynamic & interactive tropical environment... in the presence of an ever-growing imminent threat.

Unique Selling Points

Large-scale Action: Teams of 10 with allied AI recruitments. An enormous sense of action in big-scale wars vs both AI & other players/teams with players/AI whistles/alarms before massive engagement. An arsenal of weapons & vehicles at your team's disposal.

AI Militant group: AI engagement strategy depends on your arrival to the island & choices: skill vs stealth vs action. Increasingly stronger AI random attacks, strategies & presence with almost unlimited waves. They blow a harrowing whistle/alarm at opportune moments to invoke fear.

Secretive Map: Different maps/features of map every game, no map reveal - no positional advantages no matter how many times you've played - you'll have to navigate with your own eyesight, binoculars, compass, coordinates & tactical comms with teammates, allies.

Inspirations

PUBG mobile, Kingdom Rush, o AD - Jebel Barkal, Jurassic Park, Defiance, The Siege of Jadotville, We Were Soldiers, Rambo & Game of Thrones - white walkers.

Intended audience

Anyone who loves the combination of a Multiplayer online RTS 3rd-person survival shooter. Potentially any fans of the inspirations listed above.

Introduction

As an ex-Special forces Navy Seal you have been recruited on a low-level mercenary reconnaissance mission to gather intel about a very remote & largely unknown tropical island off the coast of Columbia where minor military activities have been suspected.

Initially, you begin your mission as follows onboard a battleship in the Pacific Ocean to the west of the island. You are randomly assigned either (1) pilot of a fighter jet, (2) onboard a one of the three helicopters in a close proximity, low-altitude flying formation - as pilot, minigunner, or as one of the 12 mercenaries being transported, (2) onboard a speedboat - as either the driver, minigunner, or as one of the 6 mercenaries being transported.

Regardless of the intro path there is a momentary silence as the crew is being transported & then heavy rock music similar to Rammstein progressively increases in volume as you approach your target LZ. The following will occur upon your approach; arrival at a safe LZ, escaping under fire at a hot LZ, crash landing, enemy imprisonment, or death. Eventually rushing to set up camp for the impending player/AI attack or stalking out the enemy.

Gameplay description

Players can run/crouch/prone/sprint/jump/climb/dive/swim/drive/fly around the island as they choose fit. They can call in AI reinforcements, capture, imprison & convert enemy players & AI. Imprisoned players & AI can be rescued within a set time limit. Enemy scouting/identification for team or team AI with binoculars/coordinates/marker grenades. Build & defend your base for territorial & positional advantages including Air support, reinforcements in safe LZ areas. Microphones/chat own language only - increased team comms.

Weapons available: Pistol, assault rifle, flame thrower, RPG, sniper, grenade, smoke grenade, marker grenade.

Vehicles available: Fighter jet, helicopter, tank, humvee, motorbike, motorboat, drone.

Core features

Multiplayer: Multiplayer online with 2 player co-op split screen capability.

Stealth: Use the natural environment or camouflage to blend into your surroundings. Camouflage nets to hide base positions, vehicles & equipment.

Defences: Build trip wires, trenches, tunnels, chain link fences, mortar positions, outposts & barracks. Note: barracks support the troops – without them your mercenaries may defect.

Lead Team AI: Team AI units under your command can be called to your position, or set them to scout a certain position.

Dynamic & Interactive Environment: Dynamic time of day & weather effects such as rain, mist & tropical storms. An array of lethal threats from the natural environment including sharks, crocodiles, wild boars, snakes. Waterfalls, white-water rapids, thick tropical jungles, valleys, beaches, Enemy AI bases, tunnels, caves, player camps. Interactive environmental effects such as environmental damage from bullets, explosions, fire. Tactical environmental manipulation such as moving furniture, barrels, turning over a Humvee for air support.

Convert AI units: If you overwhelm any number of enemy soldiers they may choose to retreat & or surrender. If you manage to capture a few enemy soldiers & lead them back to your camp/base you may imprison them... after a certain amount of time be converted to your side.

Unstoppable mode: After killing a certain number of enemies your mercenary goes into a frenzy & gets a bonus to movement, ammunition & shooting speed. There is also an Unstoppable Team mode which can be activated.

Optional Short Gameplay: Hardcore Marine Corps training to improve player abilities & open up gameplay. Solo matches with allied AI no penalty for leaving – character rewards on WIFI access.

Own your Character: Choose your own unique Character with special traits & attributes. Progression with ability tree level-ups.

Team rewards: Medals for saving other players during battles & other intrinsic rewards for teamplay as a unit.

Competitive tournaments: With prizes encouraging even more players to play & play more.

Win & Lose states

Win by being the last team/man standing. Escape the island by the skin of your teeth. Escape the island after capturing the treasure. Lose if your player dies.