



Genre

Unstoppable is a top-down arcade style Co-op RTS survival shooter.

Unique Selling Points

Secretive Map: Randomly generated map & features of map every game, no map reveal - no positional advantages - no matter how many times you've played! You'll have to navigate & scout the terrain with your own eyesight & binoculars.

Dynamic & immersive environment: Dynamic time of day & tropical weather effects such as rain & mist.

Endless waves of AI: They randomly blow a harrowing whistle/alarm when they are about to attack... to invoke fear in the player.

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 Co-op survival, stealth, & strategy 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 onboard a helicopter in a low-altitude flying formation over the Pacific Ocean to the west of the island. You are randomly assigned as either the pilot, minigunner, or as simply an elite mercenary being transported.

Gameplay description

Depending upon how you play the introduction to the game one of the following scenarios will occur: you land in an area uninhabited by the local guerrilla force, you land under fire, or your heli gets shot down.

Your elite mercenary can run, sprint, jump, swim, shoot, pick up weapons, use binoculars, gather resources, & build evasive traps to tactically out-maneuver the growing imminent threat surrounding you.

You must do everything in your power tactically to survive utilising the resources you have at your disposal, the natural environment, stealth, military strategy & devising the best defensive tactics you can think of.

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

Controls

Run/swim	WASD
Sprint/swim fast	WASD + Lshift
Look around/aim	Mouse position
Shoot	Left mouse button
Binoculars zoom/Zoomed aiming	Right mouse button
Zoomed shooting	Right mouse button + left mouse button
Jump	Spacebar
Pick up weapon	Right mouse button + E
Change weapon	1, 2 or 3
Binoculars	4
Build	B
Gather resources	R

Core features

Survival: Gather resources to increase health / build defences. Can pick up enemy weapons.

Stealth: Binoculars to scout. Can hide from enemies using the natural or manmade environment: in the jungle, swimming underwater, in mud, hiding behind objects, or by using the time of day/weather to your advantage.

Defenses: Claymore mines, trip wires, diversions, camouflage.

Unstoppable mode: After killing a certain number of enemies your mercenary goes into a frenzy & gets a bonus to movement, ammunition & shooting speed.

Win & Lose states

Win Survive as long as you can. **Lose** if your player dies.

Game Production Adaptability

Scale-down suggestions: Introduction. Amount of defenses available. Day/weather cycle. Amount of weapons. Picking up enemy weapons optional. **Scale-up suggestions:** Adding vehicles. Environment features. Character upgrades. More intelligent AI. Team AI.