High Concept 3D Adventure Shooter

Speed(yellow)

Attack(red)

Defense(blue)

Sneak(orange)

Jump(purple)

Dodge(green)

Special 1(white)

Special 2(black)

An adventuring shooter based on a foreign planet in an outdoorsy atmosphere. In each level the player is forced to perform tasks that they will only be able to accomplish if they have killed enough enemies to do so. Enemies will be yellow, red, blue, orange, purple, green, white and black. Each enemy killed will enhance the players stats listed above. If the player kills an enemy that is listed as a secondary colour, they will also receive xp towards both primary colours that make up that secondary colour. The secondary coloured enemies will be harder in difficulty. Black and white enemies increase a stat bar that when filled allows the player to access the special ability attached to the specific colour – white will be an offensive special (like a turret) while black will be defensive (like a shield). An example for a level would involve high ledges that player cannot jump to unless they’ve killed enough purple enemies. Or a platform that’s too far, making them have to kill enough yellow and purple enemies so they can perform a running jump. At the beginning of each level the player’s stats for each color will reset. However, there will be an xp bar that doesn’t reset and fills up when the player kills any enemies. When filled the players stats will increase slightly in all aspects.