

Pyromaniac

Genre: Horde Survival

Target Audience: Casual and arcade gamers who enjoy fast-paced, pick-up-and-play survival challenges with simple controls and short gameplay sessions.

Gameplay, Mechanics and Player Goals:

In *Pyromaniac*, the player controls a character on screen with their connected keyboard or controller. The player can move around the screen and will have to outmanoeuvre enemies which are moving towards the player at a constant speed. The player can attack an area in front of them with their flamethrower to eliminate the enemies, but will have to manage their weapon so it doesn't overheat. The horde will get more intense the further into the game the player gets.

There will be randomly spawning powerups on screen which the player can collect to unlock temporary abilities such as invincibility, unlimited flamethrower, or instantly-killing all enemies.

The player's goal is to survive the horde for five minutes and defeat this boss to win the game. After defeating the boss, the player can restart or exit the game.

Key/Core Features:

Pyromaniac will have:

- Fast-paced, arcade-style survival gameplay with escalating difficulty.
- Enemy AI designed to swarm the player from all angles.
- Randomly spawning power-ups for variable gameplay.
- Intense final boss battle to test the player's skill.
- Support for both keyboard and Xbox controller.

User Interface Design:

The User Interface will be very simplistic, only having a timer, score counter, and heat meter on screen to show how much longer the player must survive and how many enemies they've eliminated.

There will be a pause menu which will display the player controls as stated below.

Move Up: **W / Left Stick Up** *Move Down:* **S / Left Stick Down**
Move Left: **A / Left Stick Left** *Move Right:* **D / Left Stick Right** *Attack:* **K / X**

Unique Selling Points:

- Quick 5 minute gameplay loop ideal for short sessions.
- Simple controls and concept make the game accessible to all players.
- Score counter encourages replays to try and get a high score.