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Executive Summary

Rushtomp is a run and gun in 2D: the player uses weapons to kill enemy and has to run and jump to access to the sequel. The main mechanic is the huge recoil of each weapon which will be needed for some jump.

Competition

This game is a Metal Slug like. Then all Metal Slug like (BroForce, SuperTimeForce Ultra ...) games are in competition.

In most of shooter game, the recoil of a weapon is only considered as a constraint of shooting.

Nevertheless, some of them have the mechanic of rocket jump (Team Fortress, Unreal Tournament ...) which are enough similar to a huge recoil. Teeworlds is a 2D game which has this mechanic and it is the biggest opponent of this kind.

Competition: BroForce

BroForce was released on January 15, 2015. It is sold 15\$ on Steam. And now there are more than 1 million players.

Good points:

The game is dynamic and explosive, it is really pleasant.

The lifetime is good, not too long, not too short (6h-7h).

The diversity of weapon, the liberty of road and the speedrun side increases the replayability.

The gameplay is simple and intuitive.

The game is fun and the multiplayer duplicates this fun.

Bad points:

There is not a big difference between each mode (only between Deathmatch and the others).

Some weapons are really better than others and it is really frustrating in Deathmatch.

The camera always follows the furthest right positioned player, it is a good feature in Race mode (like in the game Speedrunner) but it is unpleasant when you die in Co-op because of this feature.

Competition: Teeworlds

Teeworlds was released on November 20, 2014. It is free. And now there are more than 500000 players.

Good points:

The game is dynamic, simple and intuitive.

It is really fun to play with friends.

It is open to custom mods and custom maps and it increases the replayability.

The skill required to make good moves is pleasant to gain.

Bad points:

Without friend, the game can become really boring if your opponents are too strong or too weak.

Differentiation

Rushtomp will be sold on Steam for maximum 15\$.

The game will be dynamic but not explosive, each action has to be calculated and the screen has to be clear.

The story mode will be the same length (6h-7h) but will contain different roads (earth, water ...) with gameplay totally changed. (I felt Broforce a bit repetitive at the end).

There will be several weapons but not a lot (10 max), else it is too hard to balance them or some seem the same.

The story won't be too much linear but each road is accessible by only one way.

There will be several modes (Story, Race, Battle, Treasure ...) and they will be totally different.

The game will be open to custom mods and maps.

The camera will widen the vision when the players are from themselves (except in Race mode).

Likewise the main mechanic for Teeworlds is the hook, for Rushtomp it will be the huge recoil.

There will be a ranked system to avoid unbalanced match.

Audience

This game is for run and gun players. It is for players which appreciate a pseudo-linear progression which make them discover new gameplays and which increase their skills. A simple platform (Super Mario, Sonic ...) gamer won't be really interested.

This game will become an unavoidable game for Metal Slug like gamers.