



LIGHTS  
CAMERA  
BLAST

# BLASTR

About the Game

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N I K H I L  S U R E S H

[BLASTRgame.com](http://BLASTRgame.com)

[@BLASTRgame](https://twitter.com/BLASTRgame)

[@nklsrh](https://twitter.com/nklsrh) and [@dcmfernando](https://twitter.com/dcmfernando)



# TL;DR

## Name

**BLASTR**

## Genre

Third-Person Action Puzzle

## Website

<http://BLASTRgame.com>

## Description

BLASTR delivers the endless competitive antics of modern gaming without the need for gratuitous violence. It's a third-person 'shooter' built from the ground up to be enjoyed by anyone.

Playing as star robot gladiator Zero, explore a living mechanical world built by robots, for robots. In an environment where every moving part has a mind of its own, Zero will need to outsmart his surroundings to escape the Arena and earn his freedom.

## Development Period

Since July 2014

## Platforms

PC + ?

## Technology

Unity 4

## Studio Name

Nikhil Suresh (going the *Armani* route for now)

## Development Team

- Nikhil Suresh (*Code, Art, Design*)
- Dilan Fernando (*Narrative, Dialogue*)
- Jayden Tilbrook (*Voice Acting*)
- Lawrence Crumpton (*Music, SFX*)

## Contact Details

Email: [nikhil@BLASTRgame.com](mailto:nikhil@BLASTRgame.com)

Twitter: [@BLASTRgame](https://twitter.com/BLASTRgame)

## Release Date

No idea. Maybe end of 2015.

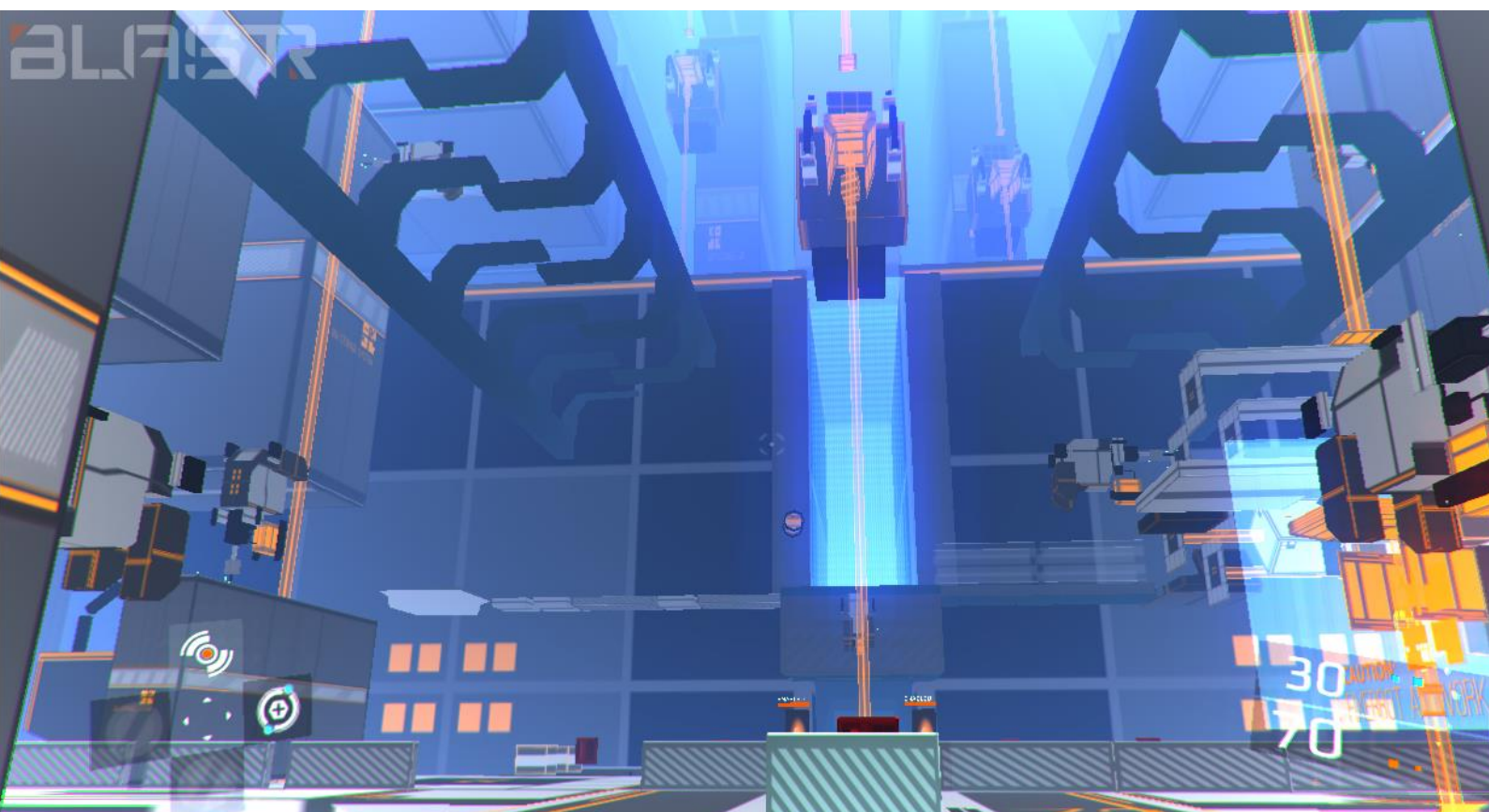
# LIGHTS. CAMERA. BLAST.

Enter the Arena, where robot gladiators battle for fame on the most explosive television show of the New Millennium.

Use the unique blast ability to outwit rival Contestants, and put your agility to the test against an environment where every moving part has a mind of its own.

Eclectic characters, electric vistas and glorious frenetic combat are just a few things you'll find in the Arena—not to mention a mind-bending conspiracy that might just redefine your very existence.

**BLASTR** offers all the frenzy of popular modern shooters without the excessive violence—it's a blast for everyone.





## Nikhil Suresh

### Developer

Nikhil has been making games since he was 7. He has developed for a bunch of platforms, including Windows, Windows Phone, Android and BlackBerry.

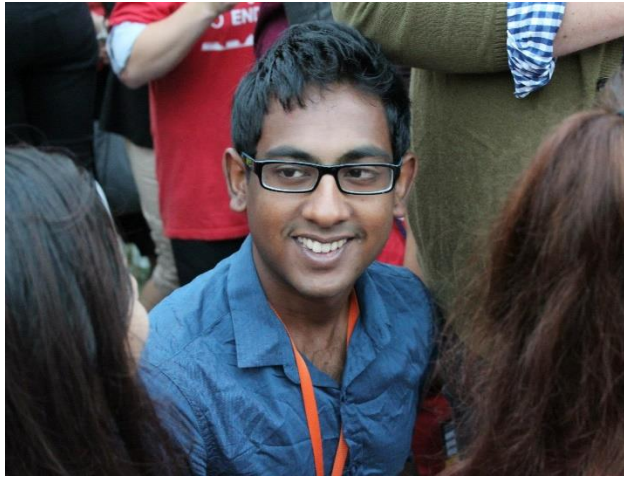
Nikhil has won first prize at multiple competitions including Microsoft's Appreneur, Mozilla's Developer Derby, the Sydney iFest Independent Games Festival, and Nokia's **LVLUP: Road to PAX** – thanks to the latter, he will be able to publicly demo **BLASTR** for the first time on an expo's show floor.

His most successful title is SUPER CRICKET - a game created in a month - which garnered more than 150,000 downloads on Google Play.

Nikhil has big ambitions and the dedication to back them up. He hopes to use his skills to do more than just entertain—to create smart, thought-provoking games that are inclusive for all to play.

*Nikhil is in his third year of a Bachelors in Software Engineering degree at the University of New South Wales, Sydney.*





## Dilan Fernando

### Writer

Dilan fell in love with storytelling in the third grade when he conjured up his very first short story—a fable about a humble alien prince named Zix who deserts his warmongering father. Since then he has written numerous short stories, and has been published in the annual publication of the Monash Creative Writers' society, as well as Monash University's student magazine, *Lot's Wife*.

Dilan is drawn to games with thoughtful ideas. Eager to see games push the medium's narrative boundaries, his inspirations for **BLASTR** include *Cloud Atlas*, *Enslaved: Odyssey to the West* and *Spec Ops: The Line*. Dilan hopes to create games that explore big ideas using complex, relatable characters.

Elsewhere, Dilan devotes his time to non-profit causes, having had a year of experience at *Oaktree*, in addition to his current volunteer role at the student-run *Monash Socio-economic Engagement and Development*.

*Dilan is in his third year of a double degree in Commerce and Economics at Monash University, Melbourne.*

## History: The Road to Now

### 2011

**October** – Classmates Nikhil Suresh and Jayden Tilbrook – then in their final year of high school —decided it'd be a good idea to enter the *Sydney iFEST Independent Games Festival*.

Over 11 days, they created something very simple, but undeniably addictive: a nonviolent multiplayer game that pit players against one another in an arena, asking them to blast one another's robots off the arena.

This first iteration of *blastr* swept the *iFEST* crowd off its feet with its frenetic atmosphere and endless replayability, ultimately coming away with the 'Best Game' award.

### 2012

Nikhil continues to hone his skills in visual design, art direction, modelling and animation, and produces a series of experimental mobile titles including *SUPER CRICKET*, *DownForce* and *Air Racing*.

### 2013

Dilan Fernando approaches Nikhil with a story that fleshes out the **BLASTR** premise. Together they began to craft a universe populated by colourful characters both robot and human, and which boasts a narrative rich with spectacle, conspiracy and heart.

### 2014

Nikhil wins the Nokia-sponsored **LVLUP: Road to PAX** competition with his game *MECHFALL*. He is awarded a booth at the popular *Penny Arcade Expo Australia*, hosted in Melbourne. He will be able to showcase **BLASTR** on the show floor to thousands of gamers passing through the halls during the 3-day expo.

**July 16<sup>th</sup>** – Development begins when Nikhil prototypes the first level using a brand new copy of Unity Pro won in another competition.



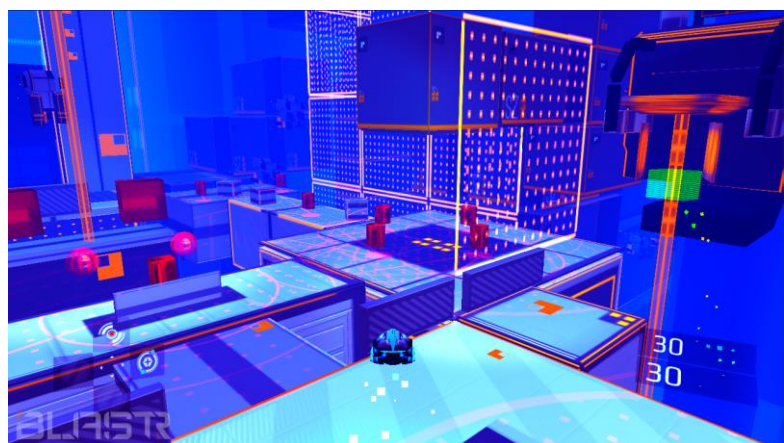
# The Game

**BLASTR** grew from the idea that players could experience all the endless competitive antics of contemporary shooters without the need for gratuitous violence. Intended for consoles, it is a ‘shooter’ built from the ground up to be enjoyed by anyone, whether it be your best friend’s baby nephew or your karaoke-crazed grandmother.

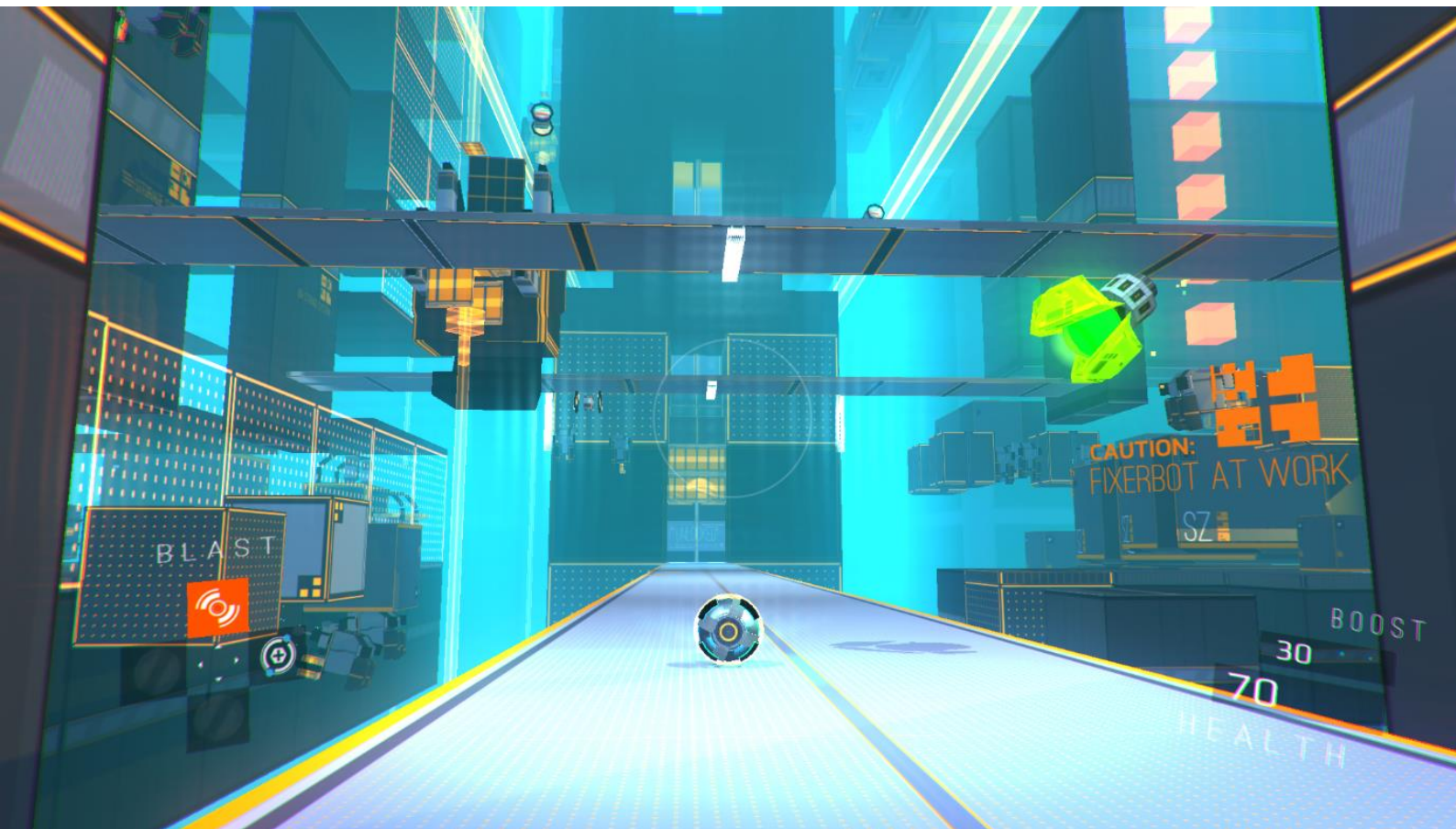
The game takes place in a world where robot Contestants square off on live television, scrambling for their 15 minutes at the top of the arena ladder.

**Career mode** hurls players into the insanity of the arena. The signature blast mechanic is simple and intuitive, paving the way for frenetic gameplay that lets players choose their own unique mix of instinct and strategy.

Set in locations spanning the globe, the arena features both classic and innovative game types like *King of the Hill* and *Vertigo* to deliver truly glorious couch-based fun.







## Story

Meanwhile, the single-player story takes players several years back in time to play as Zero, the first ever Contestant gifted with the game's trademark 'blast' ability. Zero has been built to win, a robot with vast ability and an ego to match. But when he's yanked out of battle by a visionary robot rights activist, Zero is forced to question his true purpose—and whether he is really in control. Discover the truth about the arena's underbelly and collide with a rainbow spectrum of robots—including an exiled hacker, a pair of oddball janitors and an arrogant veteran Contestant—as you seek to prove that Zero is more than just a pre-programmed machine.

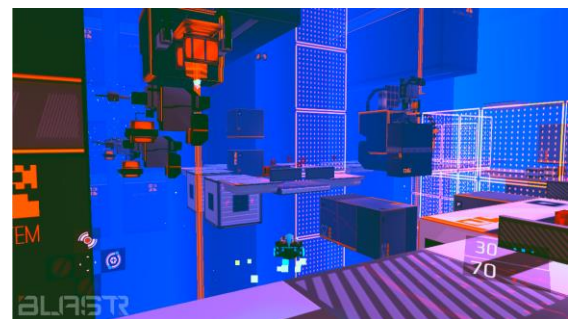


# Features

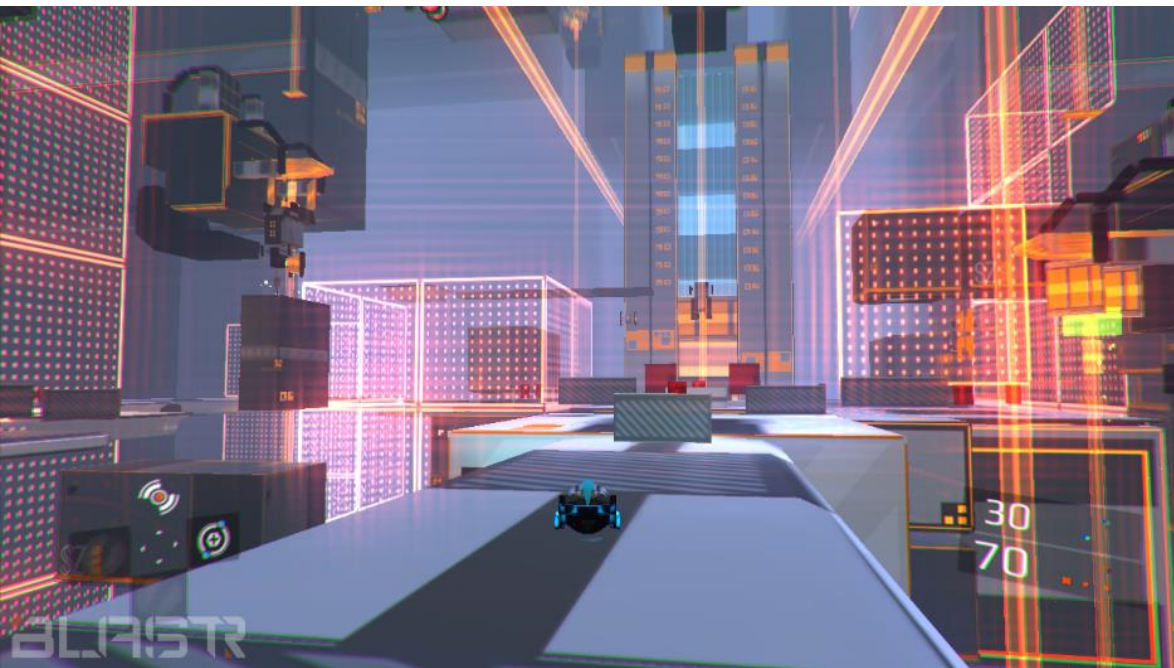
*Dazzling TRON-meets-Portal aesthetic, brimming with mouth-watering sci-fi vistas*



*Physics-based blast mechanic provides an innovative, satisfying way to trounce enemies, solve puzzles and outsmart the environment*



*Arenas and environments with multiple pathways, platforming and verticality*



*Frenetic arena multiplayer brings a dynamic competitive experience to players of all ages and backgrounds, making for incredible couch-based party gaming*



*Single-player journey explores the world beneath the arena. Led by a mysterious robot rights activist, fight alongside an estranged underclass and other eclectic personalities as you claw your way to freedom.*



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