Unnatural Selection

Unnatural Selection is 2D platformer/shooter style game which is designed to be released in two stages. The premise of the story revolves around the player protecting the earth from extraterrestrial invasion. The first stage of this game is designed to introduce the player to the background of the story, and play as a soldier who is in preliminary combat training.

The player is taken through a series of five levels whose goals involve improving motor and aiming skills by shooting targets. The mechanics are simple, WASD will move the player, space will jump, and the mouse can be used to aim and fire. Each level has a series of obstacles through which the user must maneuver, laced with hidden targets, but without the threat of the oncoming alien army. The player is then deemed worthy of a higher-level combat promotion should he or she destroy all of the targets within the specified time.

This version of the game is purely designed work as a simulator to improve the user’s fighting abilities for the real battle which will take place in round 2 of the game. Ending the game will leave the user with a cliffhanger, compelling all those who complete this quest to anticipate the coming version of the game.