Ultimate Survival

Overview: Game Concept: Ultimate Survival is a FPS Arena survival game. The user selects and arena and has to score as many points as possible.

Genre: FPS

Target Audience: Anyone interested in FPS games, no age limit.

Game flow summary: The player moves around the arena using his mouse and ‘W’ ‘S’ ‘A’ ‘D’ keys, player shoots using his left mouse button.

Gameplay and mechanics: The player is dropped onto an arena. There are initially enemies spawned at the start of the game, one player is in sight of the enemy, the enemy starts chasing him. The scenery is dark, so the player may not see the enemy at first.  
  
Player features:   
Health - Player has an initial health of 100, if the enemy touches the player, he explodes and 25hp is subtracted from players health.   
Stamina – Player has initial stamina of 100, when the player runs using the ‘SHIFT’ key, the stamina lowers, and if the player is walking the stamina refills.

Thirst – With time, player gets thirsty, thirst can be refilled by picking up thirst cubes.

Flashlight Battery – Player can use a flashlight by pressing the ‘F’ key, the flashlight has an initial battery of 50 units which lower by 1 every second. Battery can be refuelled by picking up battery cubes.

Killing enemies:   
 Player has an initial damage of 20, when he reached 500 points the damage is increased to 35, and after 1500 points the damage is increased to 50 per hit.  
  
Enemies:   
 There are 3 types of enemies:

Basic – The have 100 hp and explode for -25hp

Hard – They have 300hp and explode for -35hp

Static – they have 100hp and are static, player can find and kill those enemies to earn easy points for upgrade.

Progression: User gains points after collecting and selling gold, and also by killing enemies. Harder enemies give more points.