PROJECT-WAVE

(Title to be defined)

Version 1.0.0

By Santino Casolati (Organization to be defined)

# Status

In early development

# Possible Titles

To be defined

# Platform

PC with posible mobile & console port.

# Synopsis

A wave-based pixel art survival game. You are at your house and zombies (and possible other creatures) start appearing. Your objective is to survive the waves while keeping your house and allies in one piece. The house has many floor in wich creatures can (and will) appear. The game will be run-based: every time you press play things will be slightly different and you can use points to improve your skills before the game starts.

# Genre

Top Down 2D shooter. Similar movement to The Binding of Isaac but with a limitated space that does not change and limitated resources.

# Mechanics

Controls: 2D movement using WASD, the mouse movement to rotate your player, left click to shoot and right click to perform a melee attack. (Controls to be defined).

Top down camera: You can see player’s heads from above and little to no body.

Score: There will be a certain amount of enemies that you have to kill before the round ends. Each night, a wave will start, so to start a new round you have to sleep in your bed.

# Technology

Unity and Aseprite (To be defined).

# Target

The objective is to target young adults and adults. During the game, you will face some decitions that will change that run and will be difficult to take. For example, the death of an ally.

# Screens

To be defined

# Levels

After each round the difficulty goes up and it will take more enemies to complete the night. Every 2 mornings (between rounds), a vendor will appear on your door to sell items and power ups. When you reach a goal of waves, a boss fight will start

# Items

Items and Weapons to be defined

# Enemies

## Basic zombie

The most common and weak enemy of the game. It will appear almost in each round and everywhere in the house. It chases you and punches, lowering your health slightly. Drops and sprite to be defined

Damage: to be defined

Health: to be defined

# Achievements

To be defined

# Team

* Santino Casolati: Solo developer