|  |
| --- |
| **Project**  *Provide the title & a short description of your project (include screenshots if possible)*  [Robolution](https://shubhgawhade.itch.io/robolution) is about a robot who loses parts when it moves around. The player should collect parts from other robots to keep the robot alive and moving.  Every time the player dies, there will be a tombstone with a parts item which will give the player some more health in the next run thus helping them stay alive for longer. These tombstones can also be used as shield to block enemy attacks. |
| **Target Audience(s)**  *Define the target audience for your project*  12+  People who like roguelikes and Arcade style games.  Competitive players who love to create new time trials and high scores.  According to the [Newzoo’s gamer segmentation](https://resources.newzoo.com/hubfs/Newzoo_Gamer_Segmentation.pdf), the target audience for this game would be “The Popcorn Gamer” comprising around 29% of gaming enthusiasts with the mode of their age group being 21-25 years. One of their top5 reasons to play include making a high score or reaching the highest level with arcade being played among the top 5 genres played by them. |
| **All Benefits**  *Write an exhaustive list of every feature in your project*  - Free to play, short runs  - Multiple weapons  - Progression, every run helps you do better in the next run  - Weapon combos, kill multipliers  - Different type of enemies and AI with various attacks  - A big map to explore  - Competition to stay alive for the longest time and travel the most distance. |
| **Favourable Points of Difference**  *Compare your project to competitors and similar projects*  Enter the Gungeon  - £10.99, longer runs  - Multiple weapons  - Randomly generated environment  - value for replayability  - feels repetitive |
| **Resonating Focus**  *Emphasise the positive differences of your project*  - Game is free to play  - Shorter play time  - More competitive  - Arcade style game |