Fight, For Your Right, to be CRABBY!

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This is a concept overview of a free-to-play, survival game.

Quick Overview

- ❏ Goal is to get to X (McGuffin)
- ❏ Player has limited health
- ❏ Player must Survive/Evade the Enemy
- ❏ Player may have a "Stun Attack"
- ❏ Player starts in one "room" and must navigate "hallway" to next "room"
- ❏ Enemy able to go between rooms
- ❏ Enemy has attack cooldown
- ❏ Enemy non-destroyable
- ❏ Win if "alive" and have McGuffin and game ends, able to play again

Progression of Play (Example)

1. Player Spawns
2. Enemy Spawns in "Treasure Room"
3. Enemy may move around in "Treasure Room" or switch to "Spawn Room"
4. Player moves around spawn room to find hallway while evading Enemy
5. Player navigates hallway
6. Player arrives in "Treasure Room"
7. Player attack by Enemy, loses some health
8. Player runs to McGuffin while avoiding Enemy
9. Player grabs McGuffin
10. Player wins game
11. Player replays?

Playfield

The area that play occurs. Includes any obstacles and/or debri, as well as the McGuffin, Player and Enemy.

- ❏ **Playfield Items may include**
  - ❏ Dunes

- ❏ Water Bottles
- ❏ BoomBoxes
- ❏ Coolers
- ❏ Etc.

Theme

The theme of this game centers around the Beach, with beach objects taking a massive scale compared to a rather diminutive player. Art Style will be reminiscent of *The Legend of Zelda: WindWaker*. The colors will be bright and models should have a rather cartoony look about them

Other Details

- ❏ Explorer Mode
  - ❏ Mode to allow players to explore the level and enjoy the area and models. Enemy attack and movement is disabled. Grab McGuffin to exit.
- ❏ Possible adding a stun attack for the player to use again the enemy at a later time.