**Title: Guardian of the Outlands**

**Genre:** top-down 2D shoot ‘em up

**Target audience:** 12+ years old

**Platform:** PC (web)

**Intended rating:** PEGI 12 (violence)

**Concept**

The player must defend a collection of barrels in the centre of the screen from waves of enemies coming in from the edges of the screen. The enemies will try to get to the stockpile, pick up a barrel and escape with it by exiting the screen. The player can move their tank and fire its weapon to kill the enemies before they can steal all of the barrels. The game ends if all of the barrels have been stolen.

**Game Summary**

As the only guard stationed at a military base on a long-forgotten planet, you are charged with maintaining a foothold in the area. Armed only with your heavy tank, you must defend your stockpile of supplies and weapons from the hostile, indigenous people and prevent them from stealing your precious supplies and overrunning the base. How long can you survive?

**Play Mechanics**

* Single player vs waves of enemies
* Score points for every barrel left at the end of each wave, and by shooting enemies
* High scores
* Pick-ups (invincibility, points multipliers, increased damage)
* Hazards (oil spills, tar patches)

**Unique Selling Points**

* Smart AI - reacts to its surroundings and changes its movement target/behaviour dynamically [[1]](#endnote-1)
* Player vs entropy - the stockpile becoming more spread out over time
* Automatic difficulty curve to keep the player’s interest

**Competitors:** Rip-Off [[2]](#endnote-2)

1. <http://www.red3d.com/cwr/boids/RipOff_Flocking.html> [↑](#endnote-ref-1)
2. <http://www.arcade-museum.com/R/Rip_Off.html> [↑](#endnote-ref-2)