**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 barrels, pick one up, and escape with it by exiting the screen at a random location. The player can move their tank and fire its weapon to kill the enemies before they can steal all of the barrels. Points are earned by shooting enemies and for every barrel left at the end of each wave. Power-ups and hazards will randomly spawn that will help or hinder the player. The game ends when all of the barrels have been stolen by the enemies.

**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 fuel and supplies from the hostile, indigenous people. They will try their utmost to steal your precious supplies and overrun the base. How long will you survive?

**Play Mechanics**

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

**Unique Selling Points**

* Smart AI - reacts to its surroundings and changes its movement target/behaviour dynamically
* Player vs entropy - the stockpile becoming more spread out over time increases the difficulty
* Difficulty curve to keep the player’s interest – random combinations of enemies will spawn in each wave

**Competitors:** Rip-Off [[1]](#endnote-1)

1. The International Arcade Museum. (2015). Rip Off. Available: http://www.arcade-museum.com/R/Rip\_Off.html. Last accessed 15th Mar 2015. [↑](#endnote-ref-1)