

<b>Project Name:</b> Hive 7: Extermination	<b>Developer:</b> Grupp 4
<b>Platform:</b> Android	<b>Genre:</b> Top down shooter, Cyberpunk

## Elevator Pitch:

**In this action packed top down shooter you are a mercenary hired by the massive dystopian mega city, Hive 7. Armed with a laser gun you are tasked with clearing out mutants and criminals in the lower levels which earns you credits to afford more powerful gear and weapons. Now get out there.**

## Gameplay

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A top down survival shooter that takes place in the lower slums of the city Hive 7. The player will be tasked with the cleansing of the mutants that have infested the area. The player will be staged in a limited area all while being attacked by waves of different enemies. During the attack the player have to survive using the environment and an arsenal of weapons. Starting as a low level mercenary armed with only a gun the player will have to fight their way through waves of enemies to earn rewards to gain access to new weapons and upgrades. As the player progresses in the slums of the city more dangerous creatures emerges forcing the player to upgrade techs and gear.

When the player has reached their peak of power and cleansed areas of mutants a new rank is in order. Prestige to prove your worth and gain new emblems befitting of your rank.

## Story

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Radiation is leaking out into the lower parts of the Hive 7 mega city.

The advancements of the higher levels of the city has left the lower hives radiated and filled with dangerous mutants and criminals. In fear of this the city leaders have hired mercenaries tasked with cleansing the lower areas from the inhabitants. During the extermination the mercenaries realise that the threat isn't limited to only one level; it is a bigger threat than first anticipated. As the mutation spreads, it also evolves and creates more dangerous and intelligent mutants. Some of the criminals have even started to work together with the abominations.

To tackle this threat the mercenaries need to improve their current equipment and weapon arsenal.

## Art style

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The game will have elements of a cyberpunk environment. Neon colors and light mixed with the dark dystopian feel of a broken system with rust and radioactive waste. The enemies will have elements of human mutations. Sizes, behaviour and body shape will differ between the mutants. The players weapons will have laser elements and futuristic tech that does not exist in real life. The power-ups and other in game drops will have the cyberpunk feel with neon and worn down elements.

## Core values/USPs

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Fast paced levels combined with a progressive upgrade gameplay system and increased difficulties offer the player to keep playing almost indefinitely. This combined with a dystopian cyberpunk themed environment ensnares the player and makes them feel like the badass cyber warrior they play as. When the player has reached their peak they can choose to prestige and gain a new rank while resetting their progress.

## Game modes

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Single-player, randomized maps, wave based hordes.

## Why is your studio right for this project?

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Hive studios consists of multiple game students with a passion for game design and game development. The main focus during development was to make the game as enjoyable as possible. Having a studio that consists of people with a passion for games enables us to make games where we develop the gameplay from a players perspective. Together with our outstanding expertise, we can easily connect with the targeted audience and give the players what they want!

## Why Target Platform?

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We chose to develop this game for Android platforms as they are said to have a wider audience in general. Focusing on only one platform also allows us more time to improve the game without having to worry about issues between platforms.

## Target audience

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The target audience is people in the ages 15-23 who love to play challenging games on a daily basis. In order to enjoy this game to its fullest one should enjoy both shooters and sci-fi settings with a gritty theme.

