**Iron Maiden: Children of the Damned**

GDD Document

**Intended game systems**: Xbox one

**Target age of players**: 13+

**Intended ESRB Rating:** T (13+) Blood, mild language, violence

**Game Summary:**

You are Eddie. Faithful mascot to the band Iron Maiden. While preforming at a live concert by the band, a stage failure occurs. One of the stage light crashes down and kills you- sending you to the pits of Hell. Eddie must fight his way though dozens of levels of hell-demons, and bosses, along with many other obstacles. Using his guitar, and the power of Heavy Metal to ultimately defeat Satan, and return back to Earth to continue rocking! Eddie will acquire many upgrades and boosts along the way to help him on his ultimate fight for freedom. These boost will improve combat and overall gameplay and include The Trooper(A redcoat from the Charge of Light Brigade),Powerslave(an Egyptian Pharoh), and Somewhere in Time(a futuristic bot) among others. They will be needed more as the battle advances, and the levels become more difficult. Some boosts will even summon the hell-demons to even fight along side the hero, giving him an advantage against his enemies. Will Eddie be able to defeat Satan and regain his freedom? Only time will tell…

**Distinct modes of gameplay:**

Story mode, players need to navigate their way through levels to perturb the physical challenges that stand in the way of Eddie’s ultimate freedom.

2 player mode, fight along side a friend, (online, or locally) completing story mode. 2 Eds is better than one!

**Unique selling points:**

* countless levels to uncover and master
* Defeat hordes of Hell Demons who stand in your way of freedom
* 8-bit versions of songs by the band Iron Maiden
* Use the environmental boosts to become different versions of Eddie- giving you weapon bonuses
* Great appeal for nostalgic fans of both retro games, and Metal!

**Competitive products:**

Double Dragon, Golden Axe, Brutal Legend