



SURVIVAL OF THE FITTEST

CONCEPT:

The game revolves around Max, a young kid trying to make sense of the world, in a 2.5D platformer, after coming out of his bunker post the world's biggest nuclear fallout. The main goal of the game is for Max to find any of his remaining surviving friends and try to rebuild the world with his friends and remaining survivors.

TARGET AUDIENCE:

Anyone who is basically 12+ can enjoy the game.
But people who like post post-apocalyptic world with mystery will love it.

GENRE:

3D, single player, adventure, mystery

PURPOSE:

To survive till the end and get to the top

SETTINGS :

This game is set in a post-human/cyberpunk aesthetic around the 2250's where people have figured out a lot of ways to combine organic and machine parts to enhance their bodies for various reasons. Unlike typical cyberpunk/post-apocalyptic worlds, people have the foresight of not destroying their environments and have used machines to enhance wildlife.

TARGET PLATFORMS:

- Xbox
- Playstation
- PC
- Nintendo Switch

Project Scope –

Development Costs - From rough estimates, the game should cost somewhere in the \$50,000 to 100,000

Development Personnel - A core team of 50 people, including artists, programmers, designers, audio engineers, producers, testers and a game director. –

Development Time-frame : 2.5 - 3 years.

Monetization:

Paid: One time with various DLC's added over time

LOOK AND FEEL:

LEVEL DESIGN : A post apocalyptic world

Test Level



The levels have dynamic skyboxes, baked lights. Most of the lights are baked, because real-time lights are expensive , moreover this is a competitive shooter so the levels will have the realism and performance balanced.

INTENDED USE:

This game can help people in training their Hand-Eye coordination reflexes and movement.

It'll also help in knowing how to survive in a post apocalyptic world

CORE GAMEPLAY:

The game includes platforming elements. The player traverses through the world, where verticality plays a big role.

Max has to find resources and kill mutated animals to gather scarcely available resources. Max uses make-shift swords and axes.

The game tries to punish the player by constantly providing platforming and threat based obstacles in terms of mutated zombies and critters.

The game also has a traveling and exploring world element, where you can press a key and see how things were in the past, a "memory snapshot feature".

The game ends with Max going through all the obstacles thrown at him, finding each of his friends along the way who help him in one or the other ways while guiding him to the ONLY REMAINING SAFE-HOUSE in the city.

CORE MECHANICS:

Max searches around the city, and gathers resources from dead humans and debris. Uses them to craft elements (fire/water), create weapons, bandages and ointments to help the survivors he comes across.

Max jumps and explores the world vertically, as Human society is advanced and constrained for space, so verticality is taken advantage of which is seen in the buildings and man-made structures that survived.

He comes across survivors, both living and undead, the element of combat comes into being. He has to use his make-shift weapons and fire to kill undead /mutated zombies.

He and his friends has to fight robots and drones from the co operations who're there to protect them rouge survivors

The threats that Max has to overcome, are threats to his own life and that of his friends, managing to constantly scavenge and craft the necessary supplies, making tough choices in choosing to kill the undead humans who might be his friends, to end their suffering, explore the verticality of platforms and progress further in the game.

ASSETS

CHARACTERS

- Max
- Friend 1,2,3,4
- Citizens of 2135's
- Zombies
- Cybernetically enhanced animals
- Cybernetically enhanced Plant-Forms
- A.I Robots
- Drones

ENVIRONMENT

- Ruins
- Buildings
- dead trees
- futuristic vehicles
- water

PLAYER MOVEMENT :

- Move Forward - W
- Move Backward S
- Move Left (Strafe) A
- Move Right (Strafe) D
- Primary Weapon 1
- Secondary Weapon 2
- Knife 3
- Walk Shift
- Jump Space • Duck Ctrl
- Primary Fire Mouse1 • Secondary Fire Mouse2 • Reload R
- Select Previous Weapon Mouse Wheel Up • Select Next Weapon Mouse Wheel Down • Last Weapon Used Q
- Drop Weapon G
- Inspect Weapon F
- Graffiti Menu T
- Use Item E
- Buy Menu B
- Auto Buy F3
- Rebuy F4
- Scoreboard Tab

STORY:

The year is 2135, world has been divided into mega continents controlled by corporations. Authoritarianism looms large. AsiaCorp and EUCorp have engaged in an all out war to ascertain control over USCorp and their resources, as USCorp gets completely wiped out.

A miscommunication caused between the peace-talk emissaries causes AsiaCorp to release a nuclear warhead directly on EUCorp. EUCorp retaliates in kind.

Both continents get completely ravaged by the explosion and radiation. While this is going on, people who were well of financially manage to construct their safe-bunkers and hide in there while the world feels the after-effects of the destruction.

Max wakes up from his cryogenic sleep due to a malfunction where he can remember very little of it, and sets out to explore the world. He is gasping from how much things have changed. People are barely anywhere to be found, animals are not the same, the mutations have caused them to change and lose their base consciousness.

Max goes along the city, finding remaining human survivors, also trying to find if any of his friends survived.

Once Max finds his friends, together they find the remaining survivors and start rebuilding the world with the hopes of not making the same mistakes their predecessors did.

They've to take over one corporation at a time. Max slowly starts remembering that he was an ex serial assassin that's why he can handle weapons and can fight very easily. So he starts to know he played a part out of all this and he has to save the survivors and restore peace back.

VISUALS*:

*references taken from the internet

UI:



All scripts,sounds and animations will be added later