

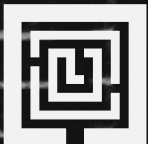


ALIENADE DESIGN PLAN

3D Wave Based Arena

Critical Steel Games

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Logo
Name

OVERVIEW

Alienade is an Action/Wave game where you must survive rounds and gain power ups and slay monsters to gain drops that will make fighting the end boss less of a pain.

Alienade will feature 2 maps each that have a unique boss element. The elements that are in the game will be Toxic, Ice, Fire, Electric.

Player will start off with the basic attack's unlocking upgrades with killing the mini bosses between the rounds.

Your main goal is to just survive till the boss shows up and gain power ups by picking up drops from enemys but be quick since the items will destroy after 10 seconds.

Ultimate will unlock once reaching round 5 and we get the first leech wave.

Weapons your player will start with a basic katana and handgun and LMG.

Upgrades to the Weapons katana will have an element glow. Handgun will be dual wield and more shots before cooling down. and LMG has a shot gun mode. Grenades will be like a nuke from call of duty but only affects the mobs in range.

Power Up drops that have a one-time effect: Invincible and let's go for an unlimited fire

All enemys drop health orbs but disappear after 5 seconds so be fast.

Target Demographics: Looking for an audience that enjoys games like call of duty zombies but also like games that offer something different from the normal horde wave games out there.

Target ESRB: T for Teen

Development Roadmap / Launch Criteria:

Platform: Steam/Epic Store

Audience: 16-30/Males, Females

Project Start:08/31/20

Milestone 4: Polish complete - 09/10/20

Milestone 0: Prototype complete - 09/02/20

Milestone 1: Mechanics complete - 09/05/20

Launch Day: 09/11/20

Milestone 2: Visuals/Music complete -09/7/20

Milestone 3: Levels complete - 09/13/20