

## **GATE 1 PRESENTATIONS:**

Working Title: Genesis: Colour Game Boy Beserker

Reference No:

Project Type: Levels Game

### Project Description:

A Platform Game with a difference. You aren't climbing levels you are trying to stop the Beserker Genesine from doing so. The Beserker is a Genesine gone wrong! As head of the Genesis Corporation, it's the one thing you've always feared, but believed the techies who said it could never happen. Yeah right - That's why you designed the G270 Guard model.. full positronic overlay on an SAS organic brain core. Sure, the beserker's angry and is coming to get you as you sit in your office at the top of the building, but once you get those guard assembling plants running its no big deal. Get close-a quick disassembly-sorted! Uh Gee! Of course you'd better have made a good job of that guard design. Its coming through real fast... and the advance guard are now just so many body parts ... some of them now on the bad guy!!

Build your guards and direct them down the structure... choose your parts well, but remember the Beserker has total knowledge of the structure too! It knows where parts warehouses are which may help overcome your guards and booby traps, so you better try and reach the parts first and destroy them. Oh, and keep pushing those guards out because the rogue Genesine plant is a model of automation... Well it was your idea! You really do need to get someone there to turn off the tap!

So you did it! Well done... I reckon with all that new confidence its time to build a new model, with more powerful components and get some more efficient faster automated production plants. Oh and while we are at it... lets cut a few corners.

## B.O.B.B

- ◆ Sometimes the best laid plans go wrong
- ◆ A rogue Genesine factory and they are looking for you
- ◆ Direct your guards against them
- ◆ Multiplayer option with choice of sides or collaborative play against the machine

## Target Market

Boys 6+ or older dependent on implementation

## ESP's

- ◆ Levels game with a difference
- ◆ Space invader/Tetris style swarm-speed induced panic
- ◆ Collaboration against the machine or two player mode.
- ◆ Inverse Lemmings

## Competitors Analysis / State of Market

- ◆ Unknown

## Target Platforms

Colour Gameboy