Duality of Survival

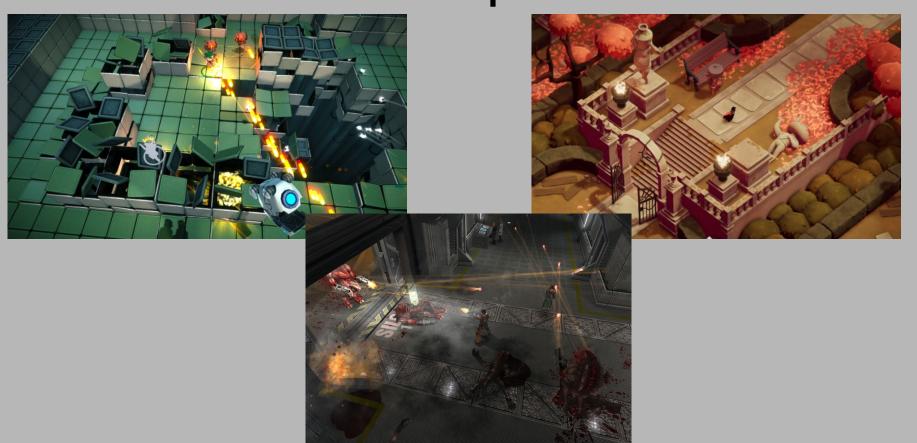Top down co-op tactical shooter

Game Overview

Top down action game

Two player co-op

Players have complementary roles/abilities

A top-down co-op shooter (probably) where players have substantially different roles and abilities, and a big emphasis is placed on cooperation being required to overcome challenges.

Visual inspiration

Core of the Game

Top down shooter, fixed camera, two players
Complementary differences between character abilities
Gameplay and levels designed to demand cooperation!
Rooms of challenges for players to overcome
Maybe mild puzzles but definitely combat and enemies

Pillars

Cooperation as core mechanic

The two players will be drastically more effective if they work together.

This should require timing and communication!

Enemy types that count

Not too many different enemies (maybe 3) but make them present different types of challenge to the player.

Enemies that play differently off each other and off the different environments

Focus on tight level design

Focus on showing off what the level designers can do, work to bring out the most of the movement and enemy design!

Work on making things read well - not easy for top-down games.

What it could be

- Enemies could focus on swarming - the players are trying to not get overwhelmed and manage their movements accordingly.
- Or, enemies could have clever AI that takes cover or tries to hunt down or outfox the player.
- Could have radically different player controllers and do something experimental (eg one is a ghost who can walk through walls, etc)

What it won't be

- Heavily into economy and equipment/weapon upgrades - we want to show off fine-tuned level design and co-op, and adding highly variable equipment loadouts will make that too much
- A roguelike or open world game.

What needs doing

Artists

Protagonist and enemy
designs and animations
Readability!
Modular environments
A fair bit of VFX

Designers

Enemy design and
behaviour
Player mechanics and
controls
Level and puzzle
design

Programmers

Character controllers
Enemy AI (maybe
compex!)
Design tools/editor
extensions