



# **X**TINCTION

**FIGHT - DIE - EVOLVE**



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Human kind is long extinct and the dominant beings of the earth are now a handful of animal species. Adapted and evolved, these creatures fight for survival and the mysterious meteorites which can grant special powers and shape the future of all species...



## OVERVIEW

*Xtinction* is a multiplayer first person arena shooter with fast-paced, chaotic gameplay. You play as one of many animal species with unique combat capabilities and specialized weapons. Characters evolve during gameplay based off their kills and deaths, while radioactive meteors provide power-ups and level hazards. *Xtinction* is a post-apocalyptic themed hybrid of a first person shooter and multiplayer online battle arena, with some RPG elements.

*Xtinction* is intended to be played on platforms such as Xbox One, Playstation 4, and the PC.



## TARGET AUDIENCE



The projected player base for *Xtinction* are social gamers from ages 15 to 30. They would enjoy playing games with friends or opponents online. They tend to like competitive multiplayer action-based games that have short to medium length playtimes. They would value skill highly, but still have fun as a beginner. These types of players may enjoy games like League of Legends, Halo, Team Fortress 2, and Super Smash Brothers.

# DESIGN PILLARS



*Xtinction* is designed around three main themes: chaos, death, and evolution.

## CHAOS

Players in *Xtinction* are constantly battling for survival in chaotic and fast paced scenarios. As the characters fight and die, they evolve, changing their combat statistics and gaining new abilities. The post-apocalyptic setting also adds to the chaos, as falling meteorites and unpredictable elemental weather bombard the battlefield.



## DEATH

As a first-person shooter, it is common to die in the game. However, death provides new possibilities in *Xtinction*. Before respawning, players are given a chance to change their combat statistics after death, allowing constant changes in battle. The changes made available will be based on how a player fought and died, giving death a greater significance.

## EVOLUTION

Characters evolve during gameplay as a result of player choices in combat. Weapons, statistics, and appearances will be altered throughout gameplay. Tactics and strategies can change as players make evolutionary decisions for their character in order to adapt to the constantly changing environment.



# CHARACTERS



You play as an anthropomorphic animal, evolved to survive in the hostile meteor-stricken world. Each character has a unique weapon and skill set of core abilities that can be unlocked through gameplay.

## DEADEYE

Deadeye is a red-eyed tree frog and deadly sniper. His left eye was damaged in battle, but has only made him a more accurate shot.

Weapon: Sniper Rifle

Abilities:

AGILITY: Can jump higher and move more quickly

WEBBED FEET: Can climb walls and steep surfaces

DEADSHOT: Can kill an enemy outright in one shot



## SKITT

Skitt is a trigger-happy mouse with a thirst for battle. While he may not be the most accurate, he fires enough bullets to hit something most of the time.

Weapon: Machine gun

Abilities:

BLUR: Dashes at lightning speed to a targeted location

TWITCH: Shakes off movement impairing effects

UNLOAD: Increases rate of fire until gun clips are empty



# CHARACTERS



## SAWZ

A savage beaver, Sawz is a melee combatant who prefers to massacre his foes up close.

Weapon: Chainsaw

Abilities:

RAGE: Increases armor and damage dealt

TAIL SLAP: Stuns enemies in the area of effect

RIPCORD: Sawz rides his chainsaw as a deadly vehicle



## FROZT

With a suit built to survive harsh temperatures, Frozt is one of the last remaining penguins on earth.

Weapon: Ice Blaster

Abilities:

CHILLED: Reduces cooldowns and increases health

SLIDE: Creates a path of ice that increases movement

FREEZE: Weapon freezes and immobilizes enemies



## PYRA

A sassy fire salamander with a fiery temper.

Weapon: Flamethrower

Abilities:

BLOODBOIL: Increases weapon damage

INCINERATE: Turns weapon flames into a concentrated blast

LAVAFOOT: Creates a flame trail behind her that damages enemies



**FIGHT - DIE - EVOLVE**



# CHARACTERS



## KAMO

A chameleon who lurks in the shadows, Kamo is a melee stealthy assassin.

Weapon: Sword



Abilities:

**CAMOUFLAGE:** Briefly becomes undetectable

**SHADOWSTRIKE:** If camouflaged, dashes forward and deals heavy damage

**IMPALE:** Instantly kills an enemy from behind and uses their corpse as a shield

## TAUNTOR

Tauntor is a psychopathic turtle with an iron plated shell. He prefers close quarters to watch his victims die.

Weapon: Shotgun

Abilities:

**IRONHIDE:** Increases armor

**CHARGE:** Charges forward, stunning enemies

**MIRRORSHELL:** Reflects incoming projectiles



## MUZTY

A chemical specialist, Musty poisons her enemies with toxic gas.

Weapon: Gas-grenade Launcher

Abilities:

**INTOXICATE:** Increases damage at the cost of health

**GAS CLOUD:** Emits a blast of toxic fumes in an area of effect

**PLAGUE:** Enemies hit spread a damage over time contamination



# FERALITE

The meteorites that constantly fall from the sky are composed of a radioactive element called Feralite. The mysterious properties of Feralite are responsible for the advanced evolution and change of the animals in *Xtinction*.



## POWER-UPS

Once feralite meteorites land on the surface, they can be absorbed as power-ups. After a few seconds of being in the vicinity of a feralite meteorite, the character is infused with its respective power-up. Different colored meteorites denote what type of effect will be gained when absorbed. Larger meteorites take longer to absorb, but will grant a stronger effect.



### RED FERALITE:

Characters who absorb red feralite enter a rage state, increasing their damage output at the cost of health.



### GREEN FERALITE:

Green feralite invigorates characters, regenerating the health of those who absorb it.



### BLUE FERALITE:

The properties of blue feralite decreases the character's ability cooldowns when absorbed.



### PURPLE FERALITE:

When absorbed, purple feralite increases movement speed to the character..

# COMBAT

To master combat in *Xtinction*, players will have to learn the different damage types available in the game and understand what each combat statistic represents. Players will be able to alter their character's statistics to fit their play style and to adapt to each battle.



## DAMAGE TYPES

Characters and level hazards deal specific types of damage. Dealing damage with different types adds various effects to the characters. Players can have multiple effects on them at once, adding to the chaos of battle.

**FIRE:** Adds a cooldown increasing effect  
**ICE:** Adds a movement slowing effect  
**POISON:** Adds a vision impairing effect  
**MELEE:** Adds a damage over time effect  
**RANGED:** Adds a small knockback effect  
**IMPACT:** Adds a short stunning effect  
**BLAST:** Disables mini-map coverage



## STATISTICS

Each character has access to the same statistics, but the strength of each depends on the character and how they evolve. These stats are common among games of this nature and should be easily recognizable to players.

**HEALTH:** The amount of damage that can be taken before death  
**ARMOR:** The amount of damage reduced by enemy attacks  
**ELEMENT RESISTANCE:** The amount of damage reduced by elements  
**ARMOR REDUCTION:** The amount of armor negated to enemies  
**ABILITY COOLDOWNS:** The time it takes until an ability can be used  
**MOVEMENT SPEED:** How fast a character can move and how high they jump  
**RESPAWN TIME:** How long until they are able to rejoin a battle after death  
**ABSORPTION RATE:** How quickly a character gains a power-up



# EVOLUTION

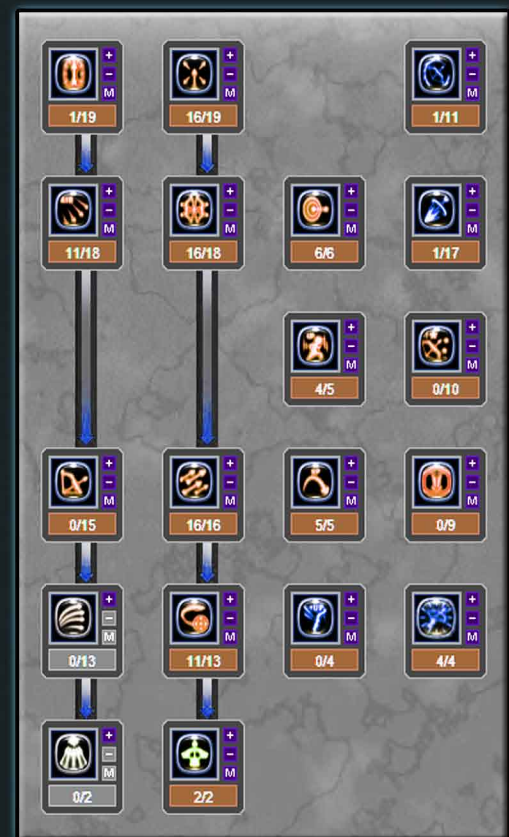


In *Xtinction*, players will have to make quick decisions, develop flexible strategies, and learn the interactions between character abilities. Players level up and change as they battle by spending points into an evolution tree that's accessible through death.

## EVOLUTION TREE

When a player is killed, an evolution tree will be available for the player to spend points in before respawning in the game. The number of points that can be spent is based off how many kills that player has gotten as well as how long they have survived without dying. The more kills and longer a character has lived, the more points they will be able to spend on death.

The evolutions that become available are based on what kinds of damage they have sustained, what characters they have killed, and what power-ups they acquired. (For example: If a player dies and has taken a lot of fire damage, but has killed several high health/armor characters, the evolution choices to the player will incorporate fire resistance and armor reduction).



## APPEARANCES

Just like the character statistics, appearances will change and evolve during gameplay. Size, textures, and models will adapt to the the evolution choices made by the player. This will add to the chaos by making characters less recognizable to enemies. It can also remind players of their new upgrades.

# ENVIRONMENT

The environment in *Xtinction* is a wasteland of constantly falling meteorites, unpredictable weather, and rubble from destroyed structures.



## FERALITE SHOWERS

Feralite meteorites fall sporadically in the battlefield, acting as the power-ups when absorbed, but also level hazards. A warning shadow will appear on the ground before a meteorite hits, but if a player is too close, they will take damage from the falling impact. Feralite strikes vary in size, some almost unavoidable, assuring death to those nearby.



## WEATHER HAZARDS

The weather in the environment also adds a dangerous dynamic to the game. Damaging dust storms, hail, and tornados periodically appear mid-battle.

## STRUCTURES



Most of the architecture has been destroyed by the elements and devastation of war. This allows for a somewhat open battlefield. Interiors, cover, and other hiding spots are present in the form of caves, building debris, and tunnels. Mountains, crags, craters, and other natural formations also help create an interesting combat landscape in the absence of buildings.

# GAME MODES



*Xtinction* is intended to be able to fit several game modes without being restricted to any one objective.

## FREE-FOR-ALL

A free-for-all combat scenario would be a multiplayer battle in which players fight for the most game objectives, or a simple last man standing match. Objectives could include feralite meteorite captures, king of the hill arena fights, or good old death-matches for kills.

## TEAM BATTLE

Team battles can be adapted from all the free-for-all scenarios as well, but could also incorporate specific species fights. Clan battles could be matches between reptiles/amphibians versus mammals, or penguins versus fire salamanders in a Fire - Ice type game. A MOBA game mode could also be incorporated where each team has to destroy the opposing team's lair.

## CONCLUSION

*Xtinction* merges the first-person shooter with a multiplayer online battle arena in a chaotic action combat game. Battle for the survival of your species and adapt to your surroundings to prevail. Fight, die, and evolve as eight unique character classes. Master their abilities, gather power-ups and upgrade your statistics in order to survive.

