

Concept: Eek! Nazis!

A cooperative twin stick shooter game

Introduction

Eek! Nazis! is a cooperative shooter in which a group of survivors of a Nazi apocalypse fight for their lives on the rooftop of a building. The objective of the game is to survive as long as possible against waves of enemies, while trying to achieve the highest score among all participants.

Description

The game takes place on the rooftop of a building, in the midst of a Nazi apocalypse, presented through an isometric perspective (and explorable in two directions). It can be played by 1 to 4 players. Each character is equipped with a weapon and a unique trait that distinguishes them from the others (a special ability, enhanced physical characteristic, etc.), chosen before the start of the match.

When the game begins, progressively stronger waves of monsters attack the survivors, attempting to kill them. Each player controls a single character and can move along the two directions allowed by the game camera, shoot, and perform a special action (jump, sprint, or a specific ability — to be defined).

The survivors must cooperate to kill as many attackers as possible, earning points for each monster defeated. At the end of the wave (or the game — to be defined), however, only the player with the highest score will be declared the true winner, thereby introducing a competitive layer within a cooperative structure.

Each character also has a health parameter, which determines how many hits they can take before being defeated by the enemy.

Key Features

- **Procedural terrain:** During gameplay, parts of the floor will collapse, creating dangerous holes that characters can fall into (or from which additional monsters may emerge).
- **Friendly fire:** Players can punch, shoot, or stun each other (to be defined), causing the loss of health, points, or precious seconds. This mechanic is designed to tempt competitive players and add complexity to player dynamics.
- **Specific objectives:** There will not only be waves in which all enemies must be eliminated, but also additional objectives (see *Mass Effect 3* multiplayer for reference).
- **Many characters, many weapons, many power-ups:** Each character has a distinctive trait, and collectible items are available to vary each playthrough.

Platform

CONTROLLER REQUIRED!

Steam, Xbox Live Arcade, PlayStation Network