

Task Mania

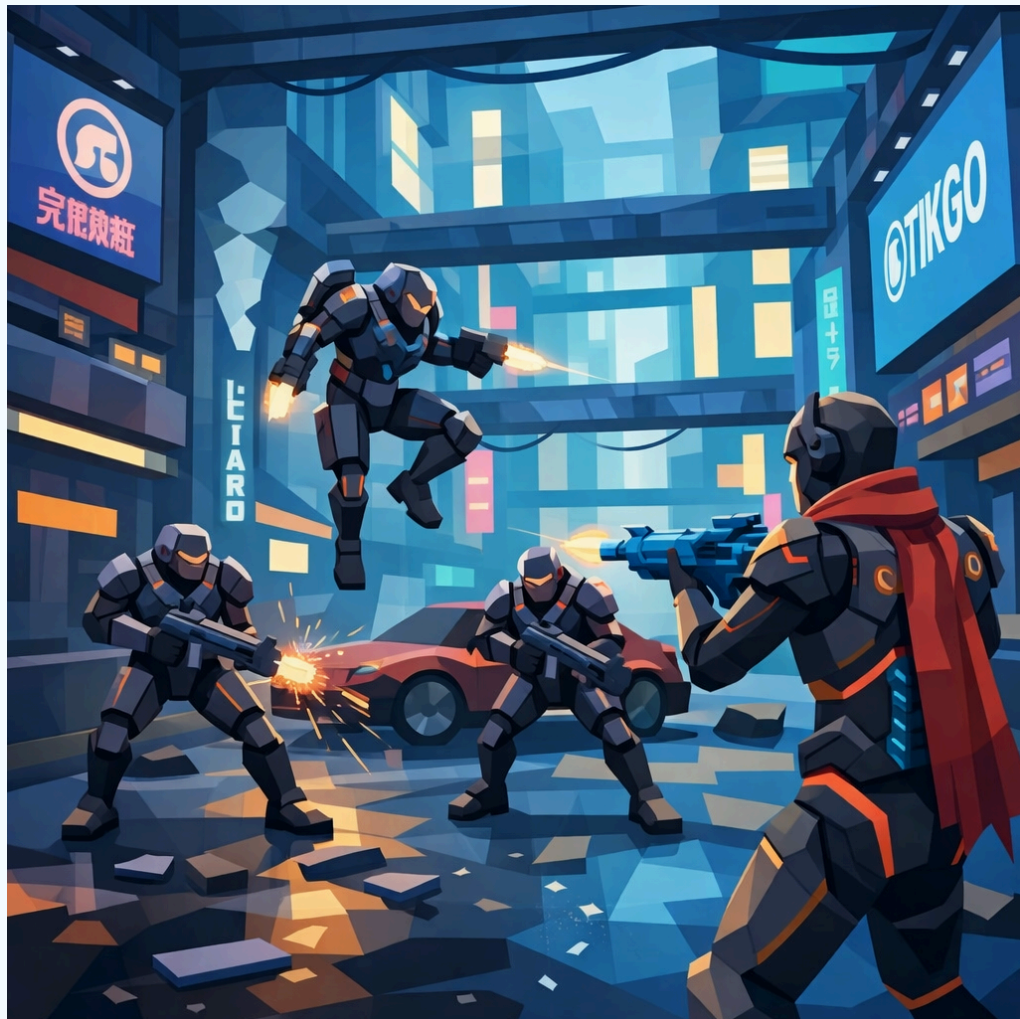
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*AI concept art



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OVERVIEW

- **Theme / Setting / Genre**

- Task Mania is a futuristic Wave survivor where the player fights off different enemy types that constantly spawn. It is a 3rd person shooter that has level progression and 2 class types.

- **Targeted platforms**

- PC
- Released on Itch.io

- **Monetization model**

- Free on release

- **Influences**

- #1: Vampire Survivors (Gameplay)
 - The wave spawning style and level up progression
- #2: Fortnite (Gameplay)
 - The 3rd person camera and over the shoulder combat
- #3: Cyberpunk(Theme & visuals)
 - The bright glowing colors and congested city feeling

- **Competitors**

- Vampire Survivors: The wave survivors with level progression overlap
- Brotato: The wave survivors with level progression overlap

- **The Elevator Pitch**

“Task Mania is a 3D Wave survivor where the player fights oncoming enemies in an illuminated city while gaining experience to boost their stats or unlock abilities. As the waves keep progressing, the enemies evolve into new types”

- **Project Description**

Task Mania is about fighting a never ending wave of enemies in a cyberpunk city. You can complete tasks given to you to help you level up or defeat enemies to earn experience. The goal is to survive as long as possible while becoming stronger.

The overwhelming feeling of being surrounded by enemies and having to relocate to another safe area is what should stick out most along with the progression you feel while unlocking new abilities or increasing your stats.

*AI concept art



WHAT SETS THIS PROJECT APART?

- **What sets this project apart?**

- **Overwhelming Enemies:** Waves of enemies spawning around the player and slowly swarming in on them makes the player have to think about their next move.
- **Unique Player Upgrades:** The multiple categories along with the multiple upgrades in each category give the player many options to evolve how they play.
- **Player Weapon Class':** The weapon class the player selects at the start determines what play style the player will have to use to survive.

- **Core Gameplay Mechanics**

- **Experience Points:** The player earns points by eliminating enemies or completing objectives. Once leveled up, the player gets an option between 3 random upgrades.
- **Weapon Class:** There are two weapon class options: Melee and Range. The melee class creates 2 projectiles every attack which deal significant damage to enemies. The range class does a line trace and can be shot as an auto gun and deals weaker damage.
- **Ability Options:** There are 3 categories in ability options which are weapon based, player stat based, and ability based. Weapon based increases the damage, applies knockback, or increased FOV. Player stat based gives the option to increase health, increase speed, or extra experience points. Ability based gives an option for a damage zone around the player, rotating damage spheres that knockback enemies, or an auto firing turret.
- **Objectives:** The objectives, once completed, level up the player to the next level. Once objective is to stay in the area for a specified time. Deliver an item from 1 location to the next. Get a certain amount of enemy eliminations.
- **Enemies:** There are 5 different enemy types: Normal, Fast, Brute, Lob, Projectile. Normal walks up to the player and attacks when close enough. Fast runs towards the player and jumps at them when close enough. Brute slowly walks towards the player and slams the ground when close enough damaging the player when close enough. Lob tosses and explosive towards the player. Projectile shoots a straight projectile at the player.

STORY AND GAMEPLAY

Story

As a robot who gains consciousness and wants to escape the world mindset that was installed in you, you run away, only to get chased by an organization's capture squad. You now have to fight off the capture squad and build up your combat abilities at the same time.

Gameplay

The player has to survive as long as possible while he is constantly surrounded by the capture unit trying to defeat him. As the player defeats more enemies, they gain experience to level up and unlock new abilities. These abilities help the player fight the new waves of enemies as new types emerge, changing how the player must deal with the enemies.

The player can also complete objectives that are granted to them to help boost their level up progress. The player has to choose a weapon class at the start between melee and range which completely changes their combat style.

Schedule

- **Time Scale:** 3 Month Limit to finish and \$0 asset budget
- **Milestone 1 : Experience Points System**
 - **Elimination Points:** player gets rewarded points based on the enemies health.
 - **Objective Completion Points:** Player levels up instantly once an objective is completed.
- **Milestone 2 : Weapon Class System**
 - **Melee:** Player swings their weapon and spawns 2 projectiles which goes where the player is looking and dealing significant damage.
 - **Range:** Player does a line track to where the player is looking and deals little damage. Can hold down fire to use automatic fire mode.
- **Milestone 3 : Ability Options System**
 - **Player Stats**
 - **Increased Health:** The player can double their health.
 - **Increased Speed:** The player can double their movement speed.
 - **Increased Experience points:** The player can double their earned xp points
 - **Weapon Stats**
 - **Increased Damage:** The player has double damage.
 - **Apply Knockback:** Every attack the player does applies a slight knockback.
 - **Increased FOV:** The player increases their FOV from 90 to 120.
 - **Abilities**
 - **Damage Zone:** A damage zone surrounds the player dealing damage over time to the enemies inside.
 - **Pain Rotators:** 2 spheres rotate around the player dealing significant damage and applying strong knockback to enemies it hits.
 - **Auto Fire Turret:** A turret is spawned above the player and constantly fires at enemies in range.

- **Milestone 4 : Objective System**

- **Capture the Area:** The player has to stay inside a certain area for a certain amount of time to complete the objective.
- **Deliver To Location:** The player needs to pick up an item at one location and deliver it to the other location on the other side of the map to complete the objective.
- **Get Eliminations:** The player needs to eliminate a certain amount of enemies to complete the objective.

- **Milestone 5 : Enemy System**

- **Normal:** walks up to the player and attacks when close enough.
- **Fast:** runs towards the player and jumps at them when close enough.
- **Brute:** slowly walks towards the player and slams the ground when close enough damaging the player when close enough.
- **Projectile:** shoots a straight projectile at the player.
- **Lob:** tosses and explosive towards the player.