



MEMORY LEAK



OVERVIEW

In a post-apocalyptic future where humanity has been transformed into colourful monsters by an out-of-control weapon, Roberto, a robot whose mind has been split between a human child and an AI, awakes without its memories in the big abandoned factory where its body has been created. The small robot, from the moment it wakes up, must survive in the factory and defend itself against hordes of monsters attracted by its vital energy.

Memory Leak is a 3D single player third-person survival game that combines an arcade style melee combat system with the strategic component of the tower defense genre.

GAMEPLAY

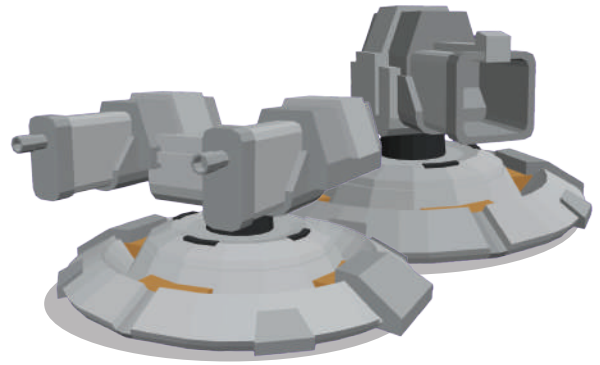
The game takes place in a procedurally generated factory where the player, as Roberto, must survive as long as possible through an infinite number of enemies' waves hunting them down. Between one wave and another, the player must organise their defense in the split seconds before monsters' arrival. To survive, the player can spend Essence, the in-game currency, to build turrets which will automatically fire at the enemies.

ENERGY AND HEALTH are the two core player resources. Surviving in Memory Leak means keeping the robot's health above zero. If the player is hit by an enemy they will lose Health. The Energy decreases over time and can be regenerated by walking on the energised plates randomly displaced around the factory. If the robot is damaged, its Energy will be consumed faster in order to regenerate Health. But, when the Energy is exhausted, the robot will consume its Health as its last resource.



MONSTERS are the enemies, each with their own unique aesthetic, attack patterns and abilities. The Flying Demon, for example, can avoid ground traps and obstacles by flying over them, while the Mechbee is an advanced monster that only spawns after a certain number of waves, and it is huge, very difficult to destroy, but also very slow. The longer the player survives, the more numerous and powerful they become. Killing a monster rewards the player with Essence.

TURRETS are the main weapon of the player. They must collect Turrets' blueprints throughout the Factory to unlock and build new exclusive turrets at specific building points, located in every room, by spending Essence. Turrets lose their durability when damaged or over time.



TONY THE WRENCH is the robot's work tool that allows the player to hit monsters with melee attacks (close range). The player can also repair the durability of damaged turrets by hitting them with Tony.

TARGET AUDIENCE

The target audience for Memory Leak are 20-30 year old players who enjoy discovering complex and deep background lore and who don't have enough time to get involved in games with a real-time plot. The project also looks for those who enjoy novelty in games, with an unusual mix of tower defense and roguelike elements in a survival game.

BUT IT IS NOT ONLY BLOWS AND MONSTERS

Thanks to the high variability offered by the procedural generation and the strategic setting derived from the Tower Defense subgenre, Memory Leak presents itself on the market as an original and fresh alternative to the current leaders of the Survival genre.

By carefully exploring the factory, players might discover the secrets behind Roberto's past and humanity's disappearance.



CAN YOU SURVIVE LONG ENOUGH TO UNVEIL THOSE SECRETS