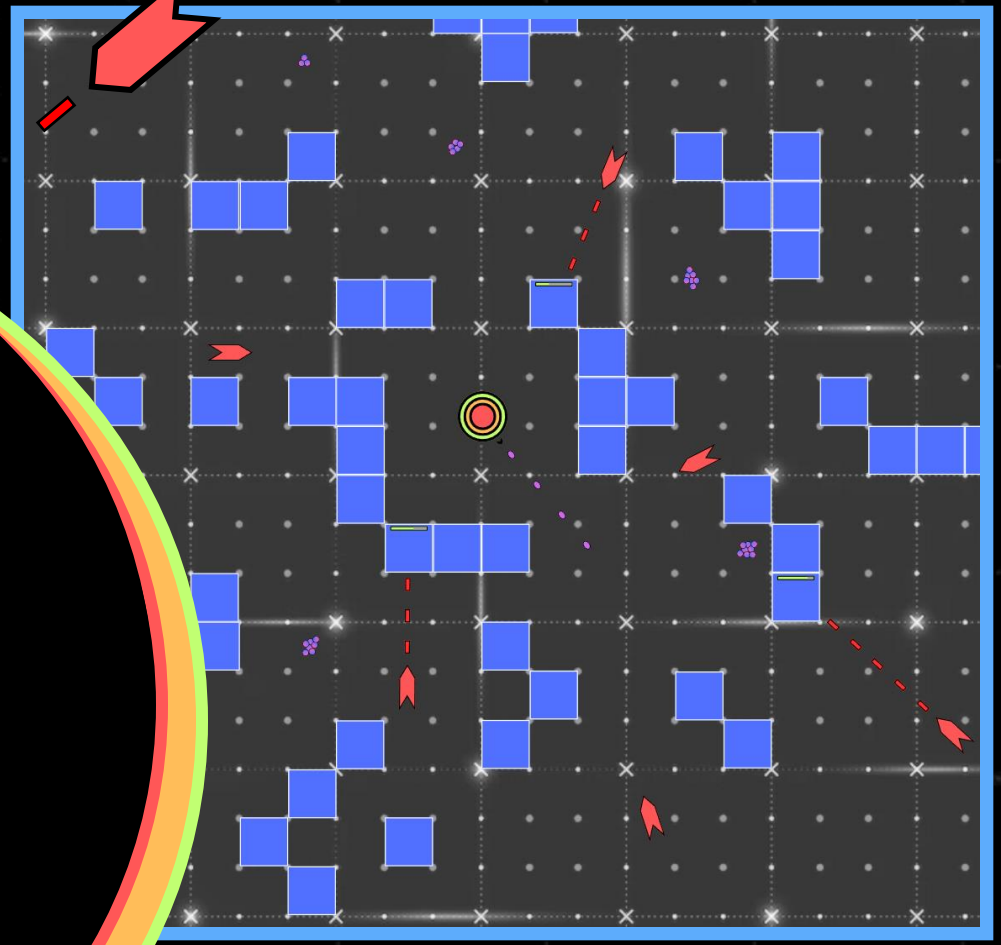
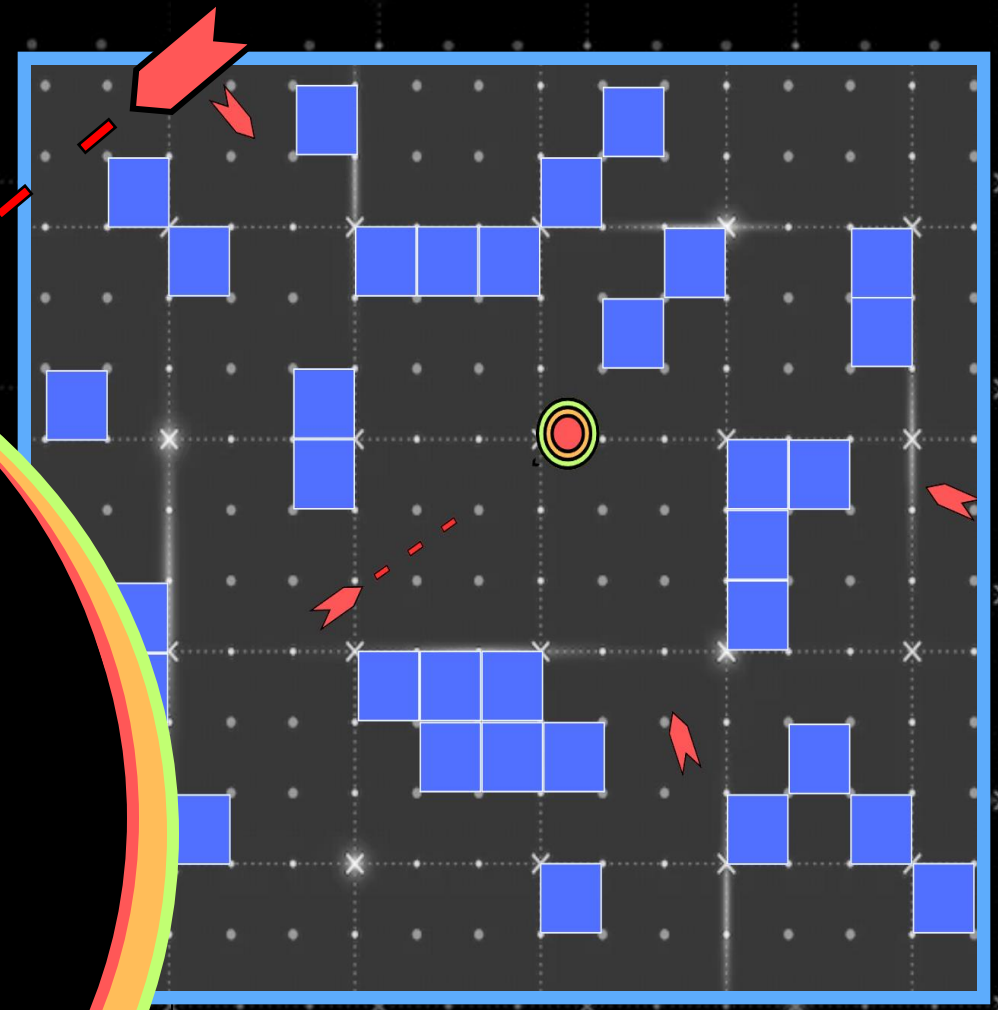
PIXEL CORE



BRENDAN DUTTON

WHAT IS PIXELCORE?



A Tactical Grid Defense Game

- Fast-paced wave survival
- Modular turret upgrades
- Strategy over brute force
- Moveable Structures

WHO IS PIXELCORE FOR?

WHO ARE THEY?

- Ages 16-30
- Players who enjoy wave survival shooters and roguelikes
- Fans of building/base defense mechanics

WHAT DRAWS THEM IN

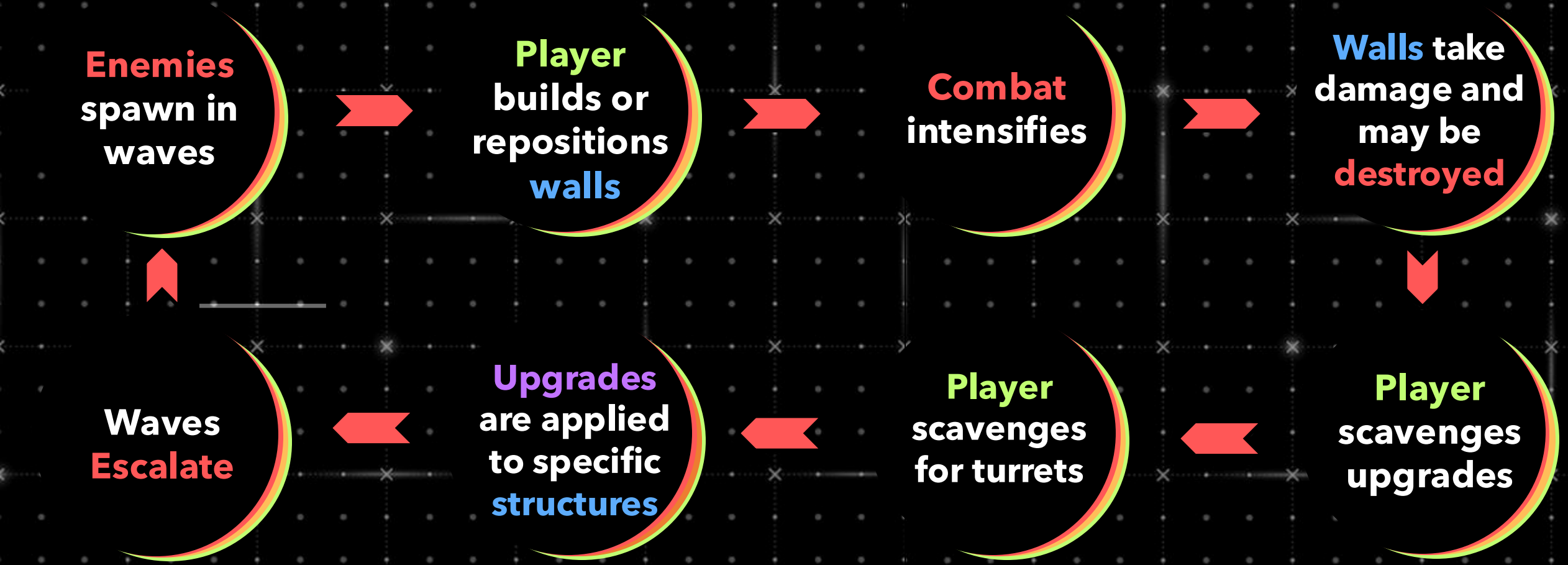
- Arena Based combat
- Tactical defense building under pressure
- Replayable, procedurally generated world means no two games will be the same
- Risk/Reward loop

MARKET FIT

- Wave shooter genre does well for indie games
- Roguelike + Procedural = strong replayability
- Minimalist art

THE CORE GAMEPLAY

Core Loop



THE OBJECTIVE

TWO WALL TYPES

- Indestructible walls form fixed chokepoints
- Movable walls are scavenged and placed by the player
- Movable walls can be destroyed, indestructible ones can't

PROTECT THE ARTIFACT

- A central Artifact anchors the base
- Artifact has its own health
- Artifact destroyed or player destroyed = loss condition

THE KEY MECHANICS

COMBAT

- WASD movement
- Mouse-based aiming
- Left click to shoot
- Right click to block

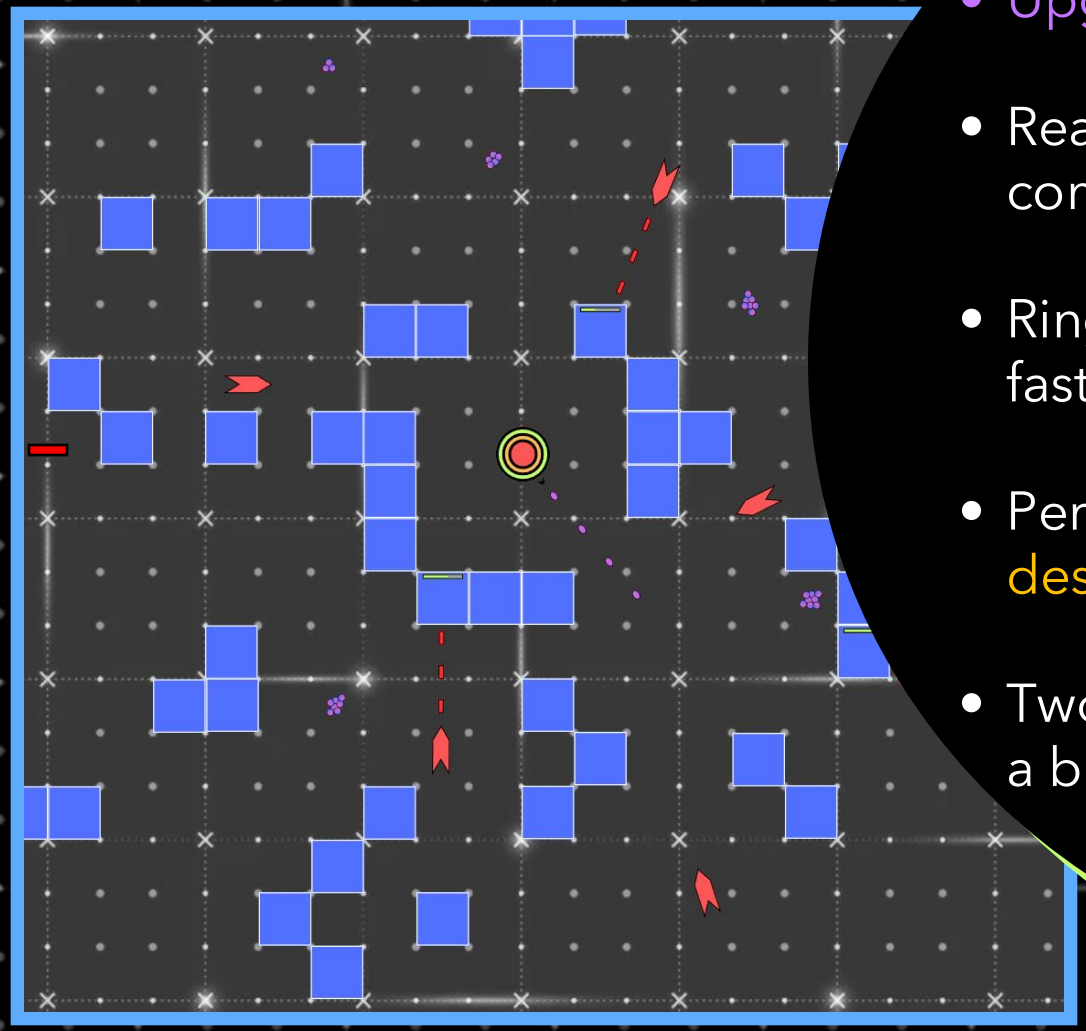
STRUCTURES

- Indestructible walls form chokepoints
- Movable walls are scavenged, then snap into place
- Destroyed movable walls lose attached upgrades

ENEMIES

- Triangle enemies shoot when detecting the player
- Damage walls through projectiles and collision
- Increase in aggression per wave

WHAT IS PIXELCORE'S SELLING POINTS?



UNIQUE SELLING POINTS

- Upgrades attach to individual walls
- Real-time wall repositioning mid combat
- Ring based health: weaker but faster as you take damage
- Permanent upgrade loss if a wall is destroyed = real risk
- Two tier wall system: fixed terrain vs a breakable, scavenged resource

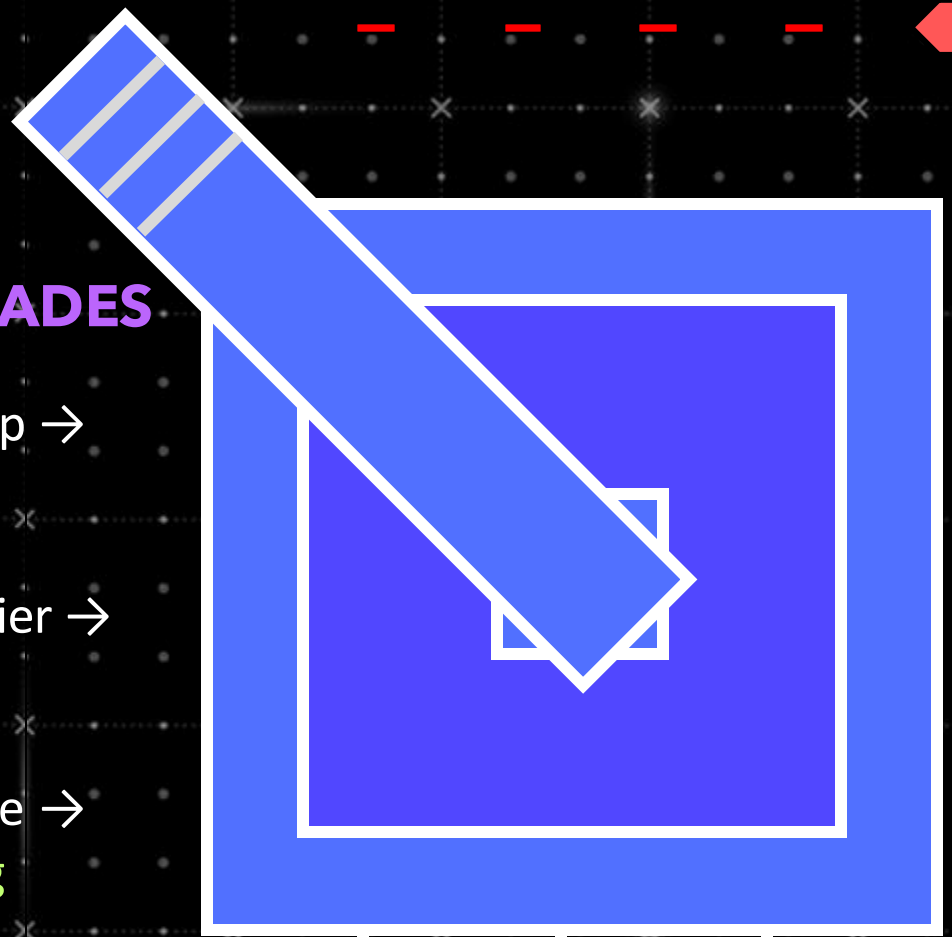
MODULAR UPGRADE SYSTEM

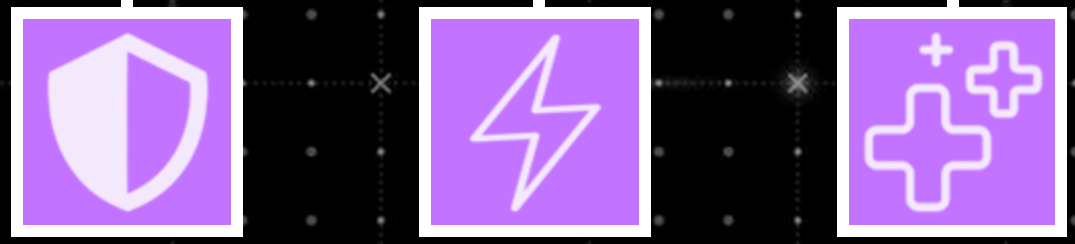
WALL UPGRADES

- Reinforced Core → More health
- Shock Plating → Higher contact damage
- Regenerative Matrix → Slow Passive healing

TURRENT UPGRADES

- Fire Control Chip → Faster fire rate
- Damage Amplifier → More damage
- Tracking Module → Faster targeting







PROCEDURAL WORLD

Procedurally Generated World

Upgrade Modules

Spawn in Risky Locations

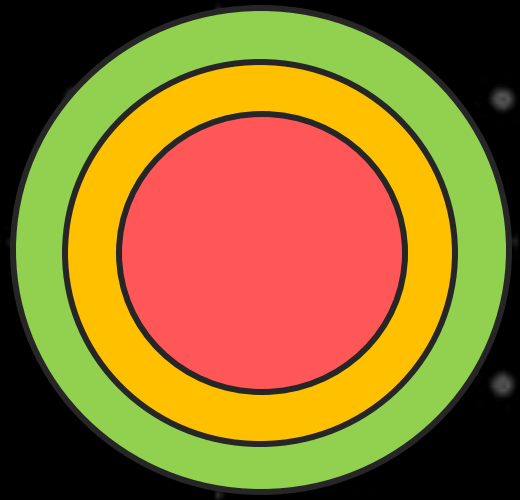


Wall Blocks

Spawn in Clusters

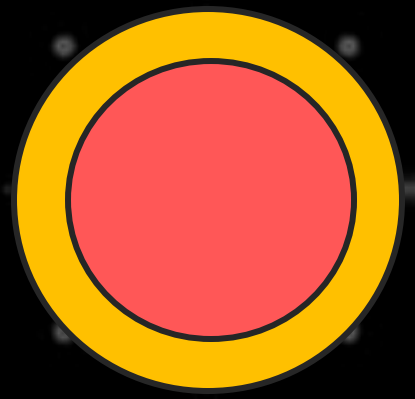
Player Can Move Walls

SHEILD BASED DAMAGE



Max Health

You will have all 3 rings when full health



Half Health

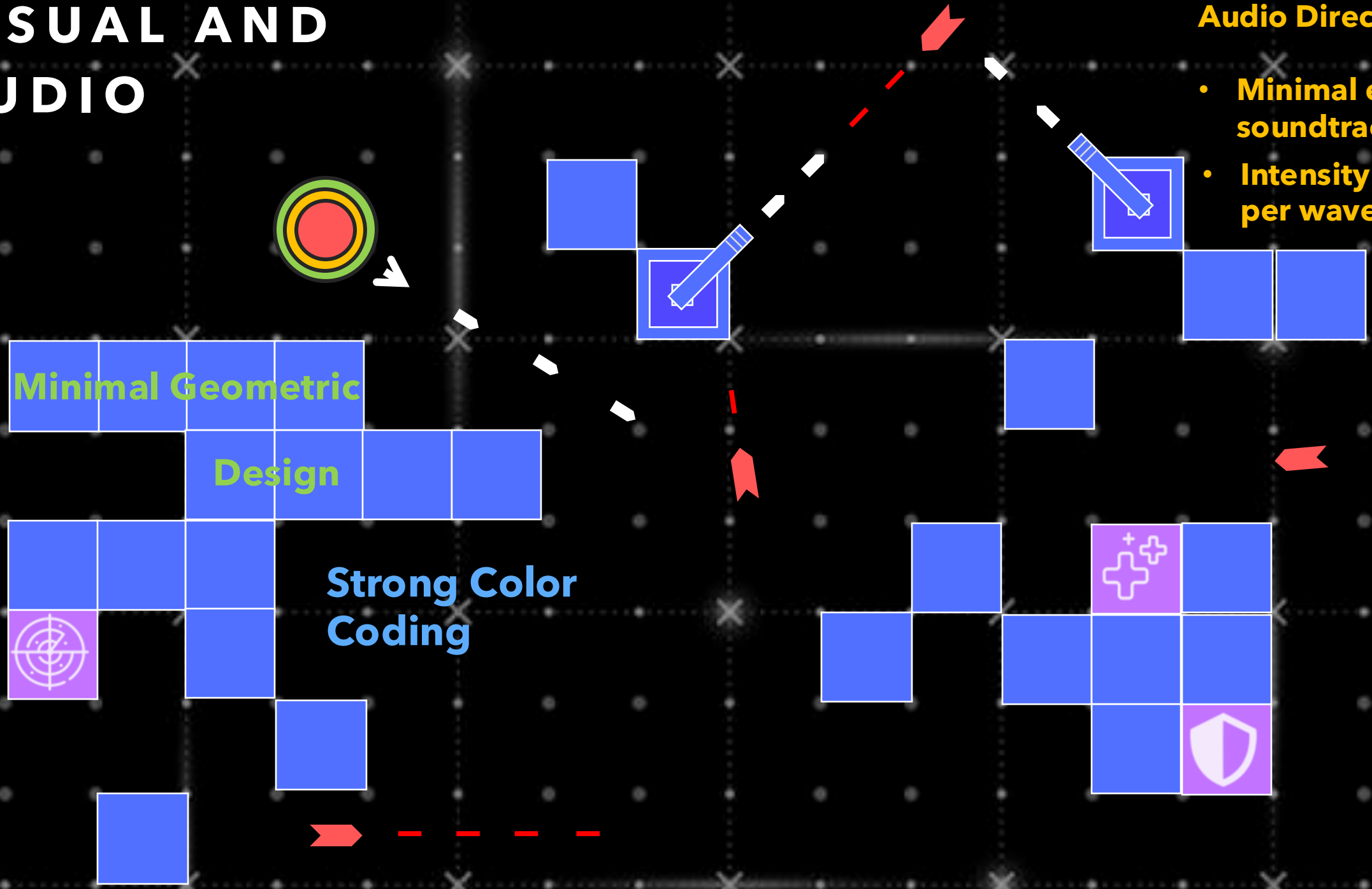
After taking 3 hits you will drop to half health and lose 1 ring



Low Health

After taking 2 more hits you will drop to low health and last ring

VISUAL AND AUDIO



Audio Direction

- Minimal electronic soundtrack
- Intensity increases per wave

WHY THIS GAME WORKS!

Design Strengths

- Two-tier wall system creates real placement risk
- Strategic modular upgrades
- Risk vs reward scavenging system
- High replayability through procedural generation
- Clear Unreal Engine implementation scope

PixelCore blends action and strategy in a way that creates:

- Customizable base designs
- High-pressure decision making
- Replayable survival gameplay
- A protected objective making every decision important

THANK YOU!

