PIXEL CORE

Final showcase

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WHAT IS PIXELCORE?

A wave survival shooter where you build your base while you fight.

Survive

Escalating waves of four enemy types

Build

Move walls and place turrets to defend the Artifact

Scavenge

Risk leaving your base for upgrades and items

Inspired by Brotato, Vampire Survivors and The Binding of Isaac

THE CORE LOOP

1. Place
Put the Artifact anywhere on a random map

2. Survive
Fight off a wave from two directions

3. Build
Move 4 walls and place turrets

4. Choose
Pick 1 of 3 items and scavenge upgrades

Repeat, with every wave harder than the last

COMBAT

Arrow-key shooting

Isaac-style aiming, with gentle aim assist

Parry

Tap at the right moment to send bullets back

Crits and damage numbers

Every hit shows, and crits punch in



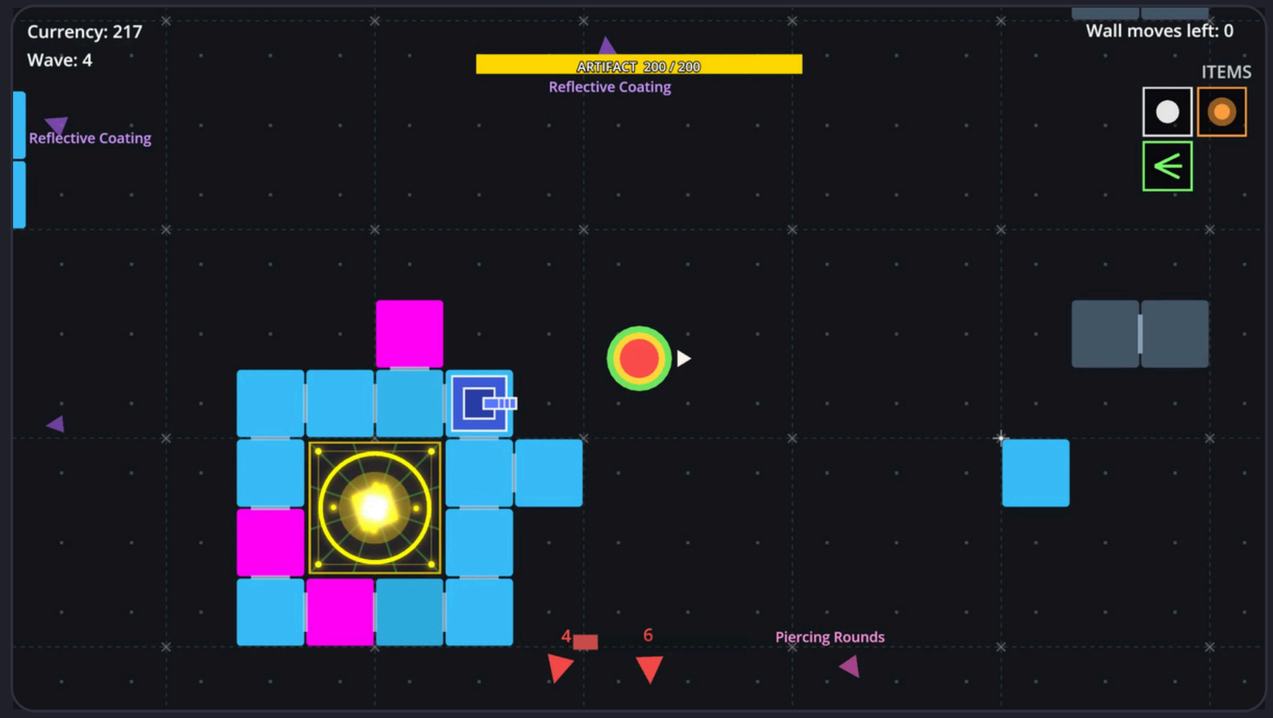


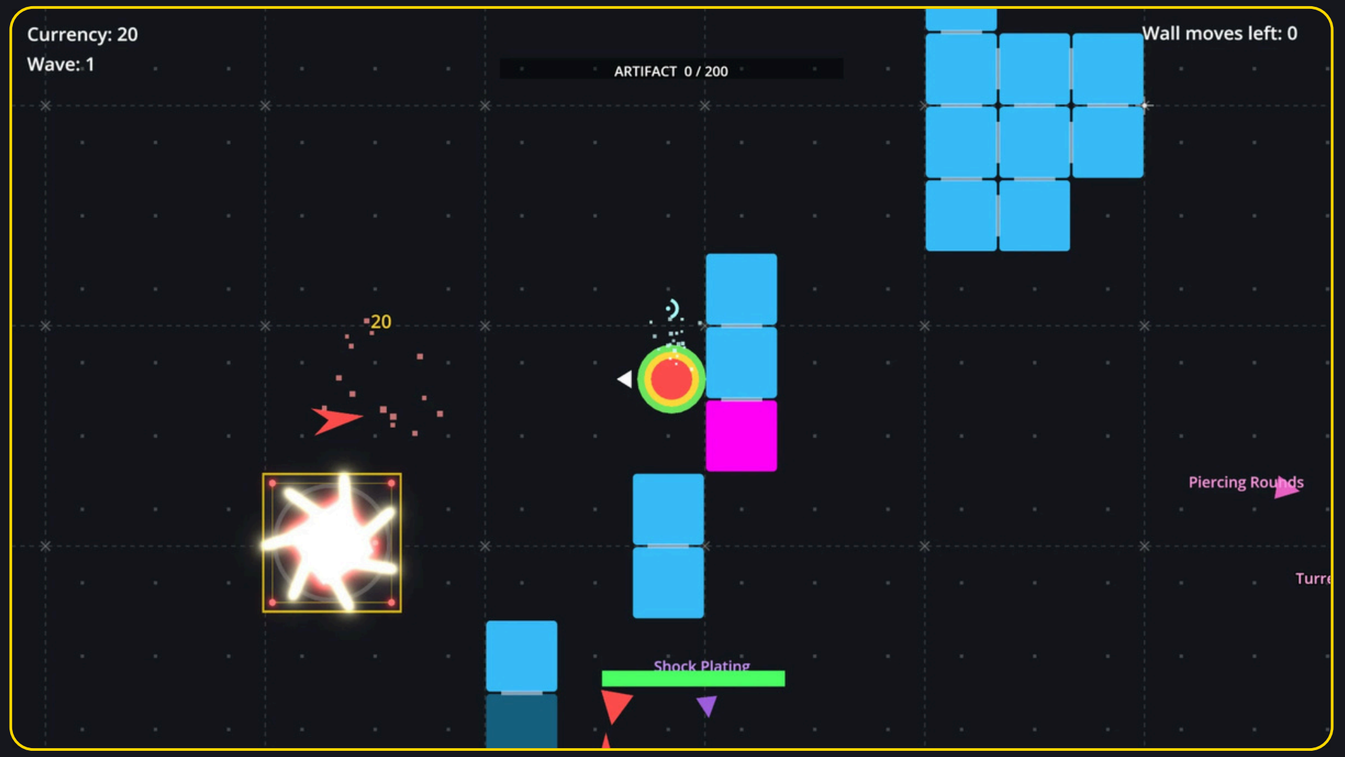
Ring health: lose rings, get faster

BUILDING

Walls are your most important resource

- Three types: movable, reinforced, indestructible
- Touching walls link up and get stronger
- A ring of walls slowly heals the Artifact
- Grab from range, then slam into place



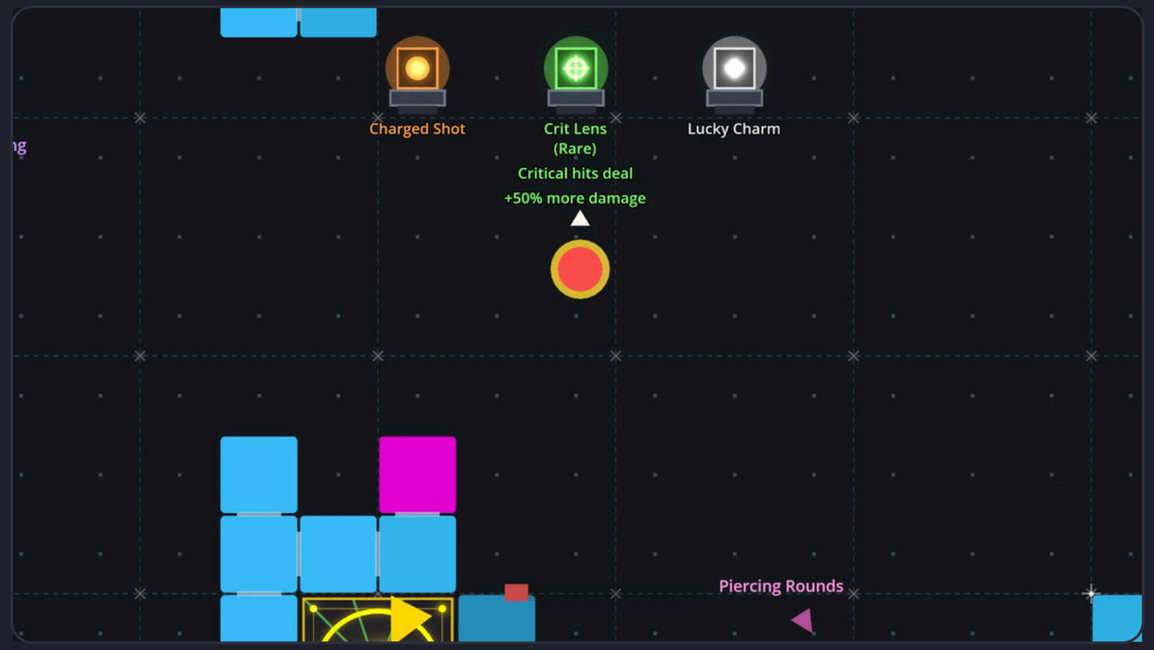


THE ARTIFACT

Worth protecting

- A 2×2 glowing core
- Health always on screen
- Warns you when it’s hit
- Explodes in a meltdown

UPGRADES AND ITEMS



Upgrades

Scavenged out in the open and applied to one structure

Walls: purple **Turrets: pink**

Lost forever if the wall is destroyed

Item room

After every wave, choose 1 of 3 items to keep for the run

Common **Rare** **Epic**

TURRETS



Standalone

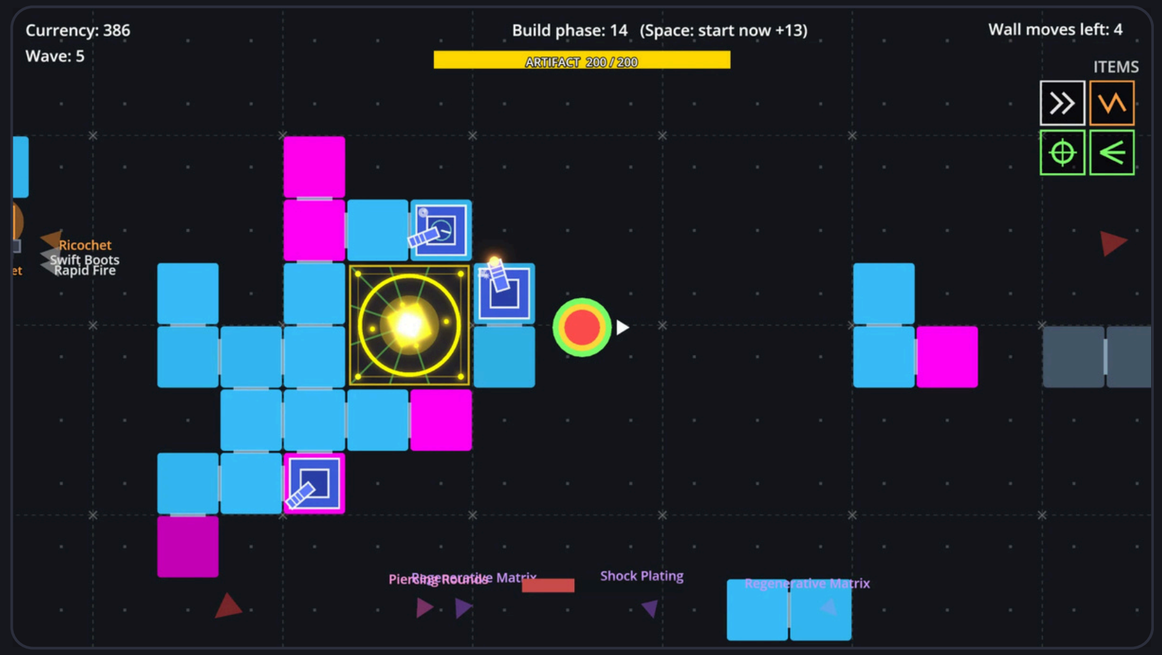
Place it anywhere, but walls block its shots



Mounted on a wall

Shoots over walls, but dies with its wall

Upgrades always show: chips, a hot muzzle, a radar sweep and a spike barrel



ENEMIES



They choose between you, the Artifact, turrets and walls, and spread out to attack



Shooter

Circles its target and fires



Charger

Rams your walls and Artifact



Scout

Fast, fragile, rushes you



Sniper

Laser sight, then a big shot

GAME FEEL

Every action should feel satisfying

- Neon glow
- Screen shake
- Damage numbers
- Wall slams
- Death sequences
- Smooth controls

PLANNED VS FINAL

Planned	Final game
Unreal Engine	Godot
Build any time	Build phase between waves
Mouse aiming	Arrow keys, keyboard only
Hold to block	Timed parry
Random items on the map	Item room after each wave
Two wall types	Three types, plus linking

WHAT'S NEXT

I'm going to keep building it

Proper sound effects and music, more enemy types, new maps, and updates after hand-in

THANK YOU!