**Survival**

Title: Survival

Genre: Sandbox/Co-op/PVP

Engine: Unreal, Unity or CryEngine

Similar Games: DayZ/Minecraft/Rust/Crysis 1 (scenery)

Enemies: The environment, each other and yourself

Max Players: 16 (possibly 32)

So basically you start off with a cutscene of a jet/plane crashing on a remote, tropical island. The graphics very vivid, colourful and pristine - think Crysis 1. Somehow in a way that is yet to be decided, a certain amount of passengers have managed to survive the crash (the number of survivors will be the number of players in the match).

From the moment of the crash, you have the ability to do as you wish with the other survivors. You could:

* Go up to another player and use the handshake system. This will allow you to always know where this buddy is at all times due to his/her name being above their head at all times since you shook hands. At any time, a player may decline the offer of another players handshake. This will typically mean you will not be associating with this person for the rest of the game and they will most likely become an enemy and later on in the game, a serious threat.

* Set out on your own adventure leaving everyone else behind. This will give you the advantage of the other survivors not knowing where you have gone leaving you to gather supplies by yourself without anyone else’s help. This is typically what a ‘lone wolf’ would do and is often a safe decision when playing with unknown, public players. Another advantage of running off by yourself at the start of the game is that you will not have a chance of being killed by the other players early on in the game.

* Although very ineffective and dangerous when facing already established ‘teams’, ‘groups’, ‘clans’ or ‘factions’, you will be able to raise your fists up and battle other survivors in an all-out punch fight. By doing this you will be able to lower other players health, leaving them at a disadvantage until finding food and medical supplies. You also have a very minute chance of knocking the player unconscious. This will result in the player laying on the beach for a few minutes putting them at a serious disadvantage, stopping them from gathering supplies from the crash site and from fleeing into the depths of the jungle island before anyone else.

When the jet/plane crashes, loot will be accessible from the inside of the plane but will pose a dead-end and will allow you to become trapped by possibly hostile players. You can also find lower-tier loot outside the jet/plane on the beach. This will act as a way of you being able to set yourself up for the game ahead. This first part of the game is very much like the grace period in The Hunger Games. You may be killed at any time but if you ‘play your cards right’, may be able walk off with some seriously beneficial loot such as:

* Bags (Luggage that will serve as storage for the player. Different sized bags will have different weights which will in turn, slow down the players movement to the appropriate speed.)
* Cutlery (Making eating far quicker and easier)
* Medical supplies
* Torches and lights
* Food
* Drink
* Clothing and blankets (Assists keeping warm just as fires do later in the game)
* Flare guns (These will be useful in attracting attention at night later in the game)

Just some ideas i thought up, feel free to delete..

* We could also include different character types when you choose to enter the game, like a fighter/tech/bruiser kinda set up then have skill trees for each class so you can level up, being able to level up is something to look forward to. Maybe have items laid out around the map that can grant you exp so it gets you out moving around keeping in danger, but don’t make it OP so you can get 5 levels above someone and one shot them.
* There is plenty of room for creating gadgets/items from pieces you find around the place.
* Finding food - Hunting wild animals, Fishing, Trapping, Gathering, not sure if farming is too far. Maybe combining things you find in the wild to make food, could make recipes and stuffs.
* Different maps, maybe one where you are soldiers and you crash in a warzone and have to survive and kill npc’s as well.
* A map where you land in the snow and have to survive against the cold (The movie ‘The Grey’) and even wolves.