**Title & Description**

Hyper-5

Hyper-5 is a cinematic shmup inspired by classics from the “golden era” of the 90’s. Responding to a distress beacon, deep space scout ship Hyper-5 is drawn into a terrifying battle with an unknown enemy.

**Key facts**

Indie game in development for PC platform, others to follow

Release date ETA Q4 2021, price TBC

English language with subtitle support

**Links / contact details:**

Main website: [www.hyper-5.com](http://www.hyper-5.com)

Free demo: <https://hyper-5.itch.io/hyper-5>

New and updates via Twitter: <http://twitter.com/Hyper5Game>

Announcement video: <https://www.youtube.com/watch?v=HSX77Nb6BKc>

 Email: jamesalexanderpaterson@gmail.com

**More about the game**

Hyper-5 was born from a life-long love of the shoot-em-up or “shmup” genre. Once a highly popular gaming genre the rise of 3D first-person shooter has pushed this into a niche which remains well served by both the indie and specialist commercial developers. Hyper-5 builds on the core mechanic of the side-scrolling shmup in several ways.

The “Progression” play style encourages focus on completing in-game challenges; these unlock new weapon systems, gallery models and “upgrade points” for the player to spend in the armoury. This encourages replay of the levels and provides a strong sense of progression, even if the player is less familiar with the genre. Dedicated shmup fans who take pride in practise and memorisation of enemy attack patterns are catered for with the “Precision” play style, and a dedicated “Arcade Mode”.

Unusually for an indie production the game uses modern 3D graphics, and this allows the story of the battle to be told through cut-scenes in a dynamic, cinematic manner. Will Hyper-5 survive its encounter on planet 4GDT?

**About the developer**

Hyper-5 is a solo “spare time” and self-funded indie development effort over approximately 3.5 years using the Unity engine. Having always wanted to make a video game from an early age the game is a “bucket-list” project rather than a commercial enterprise. The developer James Paterson lives in Oxford, UK. His all-time favourite shmup is R-Type by Irem.