

Games Design Document

Game Name: Brog's escape

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High Concept

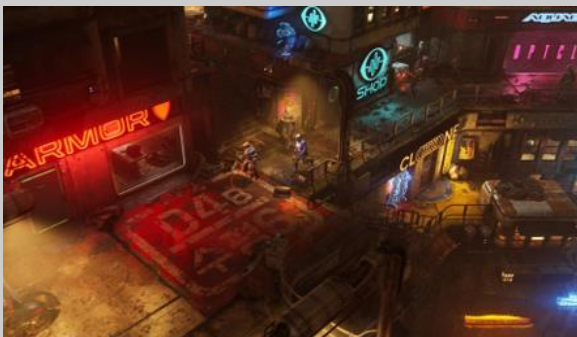
Elevator pitch

The game is a top-down shooter combining two different genres. Avoid deadly pits and nasty traps in frantic platforming sections, once through get yourself ready to battle waves of enemies in an intense bullet hell by avoiding enemy fire with quick reflexes and skill to escape the enemy base and become the ultimate badass.

Theme/environment/setting

The game takes place in an industrial futuristic location full of neon lights, taking inspiration from games such as The Ascent and using the Spaceship interior environment pack from the Epic store. The player will be immersed in this gritty yet colourful cyberpunk world.

The Ascent (left) Asset pack (right)



The weapon projectiles from the player and enemies will match the theme by being brightly coloured/neon, this will also be important to the gameplay. The game Nex Machina shows a good example of this.

Nex Machina

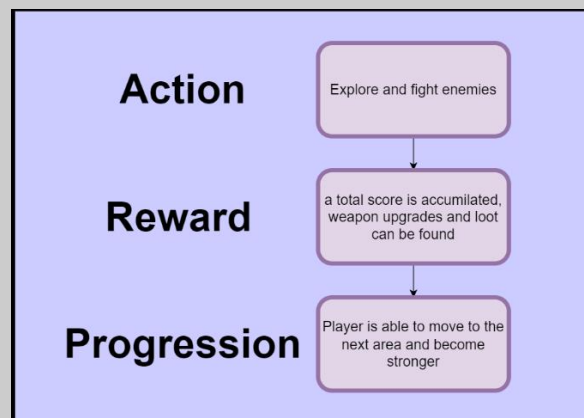


Unique Selling Point/s and Key Mechanics

The game combines two genres, the platformer and arcade shooter to create a unique experience for players. The player must enter and defeat the enemies within the challenge rooms, using abilities to help them to progress through the level and avoid its obstacles and traps. This will also give access to secret locations rewarding the player with hidden weapon upgrades.

Gameplay Summary

Player explores the environments, until reaching an unpassable scenario and is unable to progress for the allocated time. At this point the player must fight waves of enemies inside of the challenge room in a fast-paced bullet hell. Once the player has survived the enemies for the allocated time, they will be able to exit the room and make their way to one of the three switches they need to press to escape the enemy base. Below is a chart to show the gameplay loop.

Gameplay Loop**World Summary**

The player will be exploring a mysterious and immersive world full of atmosphere and interesting sights to behold. From large landscapes of the city set into the background to dark tunnels only lit by the colourful neon signs luring the player forward. Perhaps not so inviting will be the many traps the player will have to avoid such as pitfalls as far as the eye can see, spiked balls attached to swinging chains and steel pipes leaking hazardous material. The city will also contain hidden areas only available once the player has the correct ability to discover them and in doing so will find discarded weapons from a war previous fought many years ago.

Production Overview

I plan to use [Trello](#) to plan out the project and prioritise what is needed starting with the main mechanics. The player movement, enemy movement and gunplay will be the most crucial to get working. Next will be the power ups for the player to collect after each challenge room is completed and how they can be used to progress through the level. Then I will design the traps such as the swinging spiked balls and pipe leaks for the player to avoid. Last of all will be the level layout including the pacing, secrets, enemy/trap placement etc. When all of that is completed, I will be able to decorate and maybe customise characters and textures a little more, make tweaks and do some overall playtesting and bug fixing.

Player Characteristics Outline

The player takes control of a mean, ugly, green ogre. Despite his size the ogre is quick on His feet and very nifty with a plasma rifle.

Player Persona

The character is a no-nonsense type, he is focused on his mission and hellbent on destroying the enemy. He may even take a pleasure in killing the enemies. The question is would he be happy once the war is over, or would he miss the killing and destruction... (he would).

Story (How, why, What)

There is an ongoing war between the two dominate races in the galaxy mankind vs the ogres, the player will take control of Brog an ogre soldier searching for the human military base located in the city of Linblum. Brog is struck down by a human patrol craft in his spaceship whilst searching for the enemy base. Luckily for Brog his ship landed in the enemy base, he must find his way out and into the city below whilst taking down as many of the enemies as possible.

Brog will deal as much destruction as possible with the weapons he finds whilst manoeuvring through the enemy's base above the city with his agile movements such as jumping and dashing.

Gameplay Influences

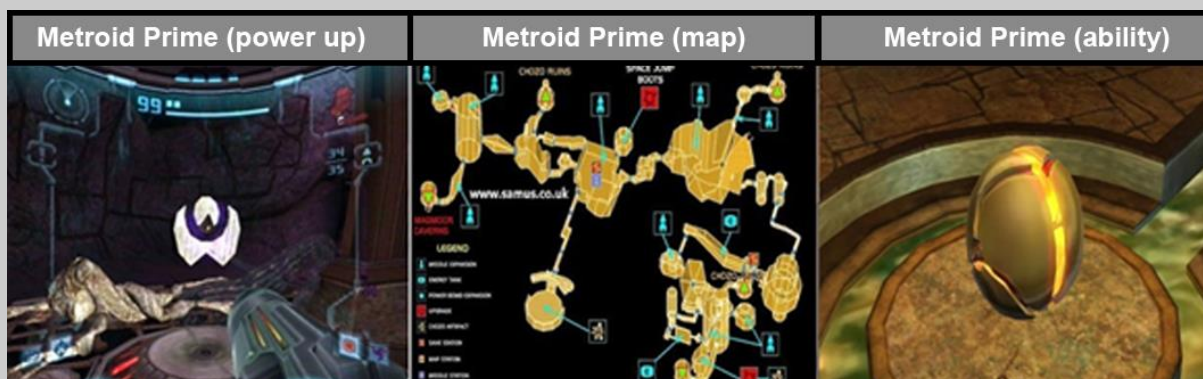
Bullet hell arcade games such as, Nex machina, xeno crisis and Dead Nation (Lots of fast gameplay, dodging bullets, lots of enemies, top-down view)



Platformers such as the mainline Crash bandicoot and 3D Mario games (jumping over pits, dodging traps)



Exploration inspired by the Metroid games (need an ability to progress, unreachable areas being reachable after ability acquired).



Colours Palette

Environment: The game will feature bright neon colours taken from the “cyberpunk” style. Dark black and brown industrial walls contrasting neon pinks and yellows from signs.

Weapon projectiles: Similar to the neon signs, brightly lit, the main weapon will be a bright blue.



Lighting

Dark dirty alleyways lit by pink neon signs, equally depressing as it is beautiful.



The table above demonstrates how the colours used will look in the environments. The pictures are taken from the Bladerunner movies (huge cyberpunk influence).

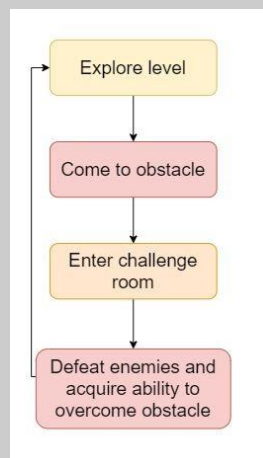
Asset List

Spaceship interior environment
Soul: City
Modular Sci-Fi starter bundle

Level Design documentation

Goals of level, key areas and level plans

A flowchart to show the player's main goals as they play through the game



The key areas will be the challenge rooms, platforming sections and pure exploration areas (hidden weapons can also be found here). concept for the areas:

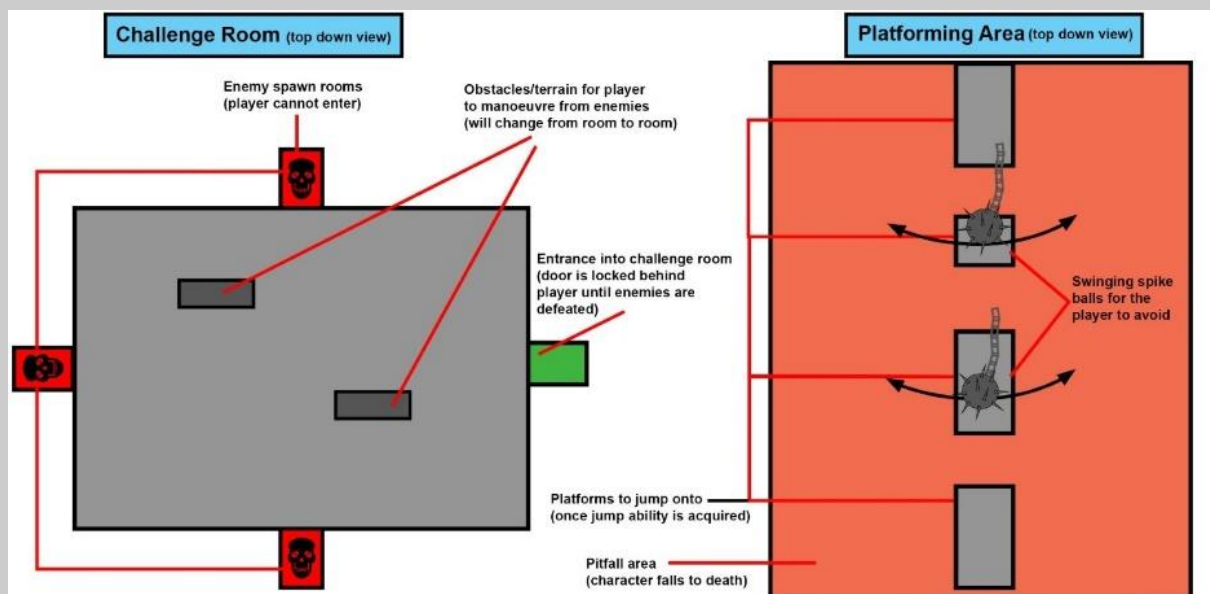
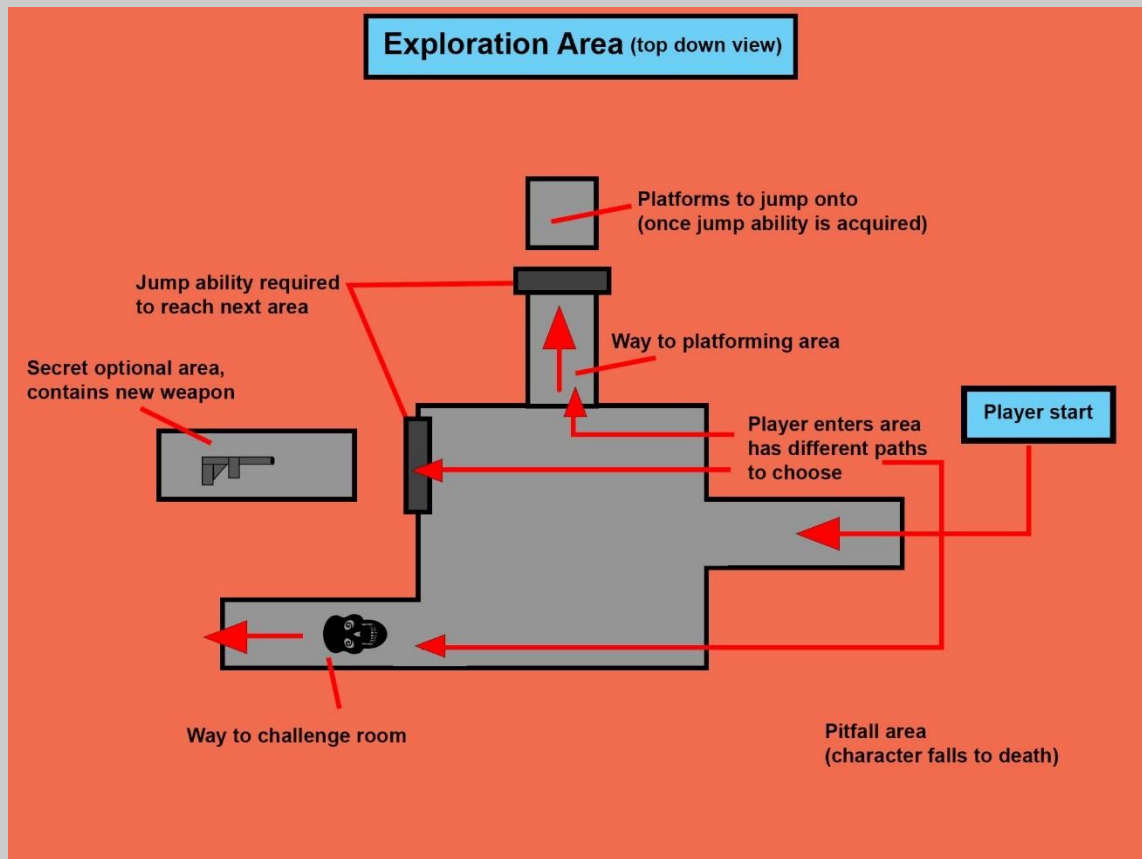


Figure 7: Exploration area concept

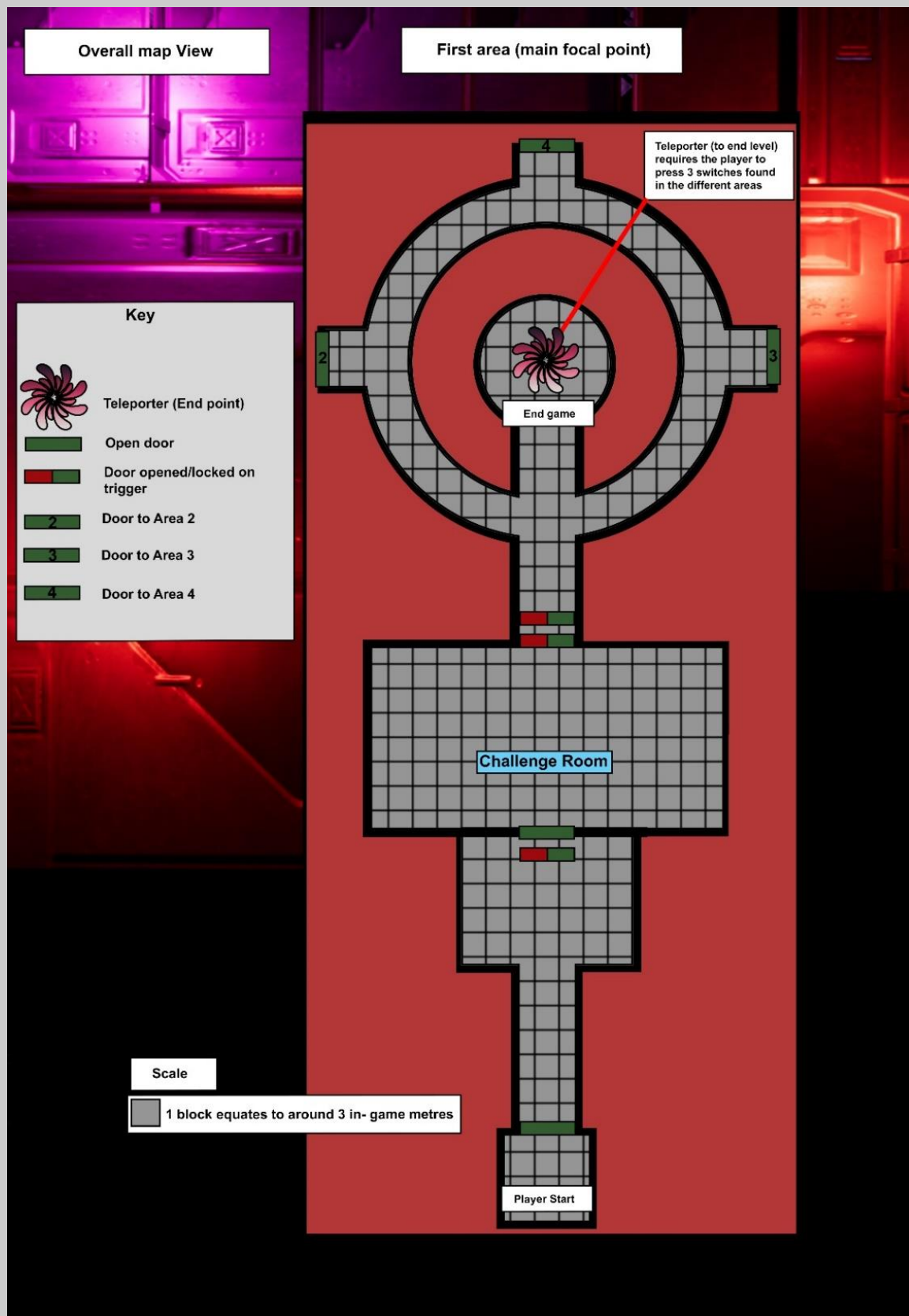


Level design maps

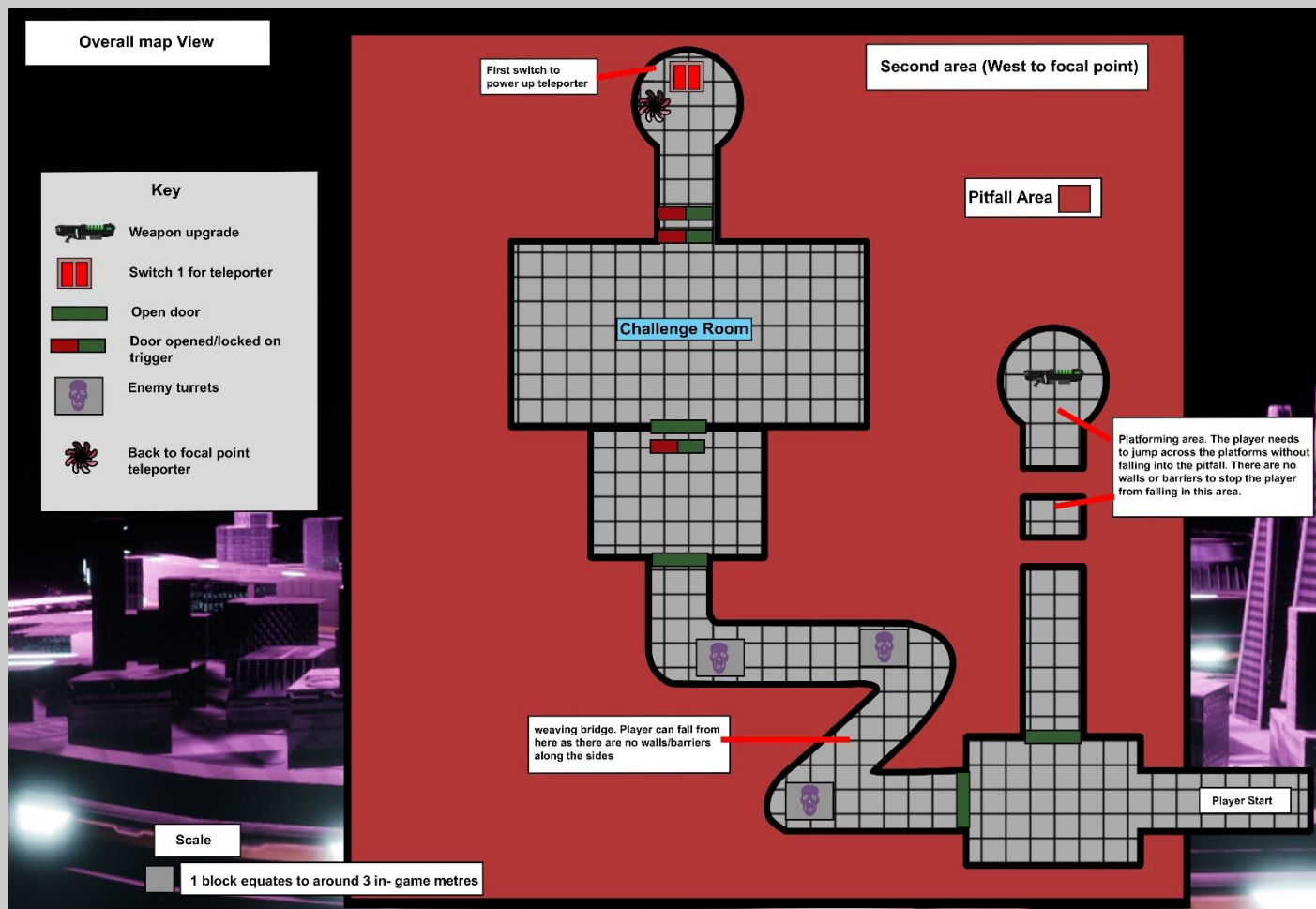
Maps: Overall area

Focal Point Location (Area one)

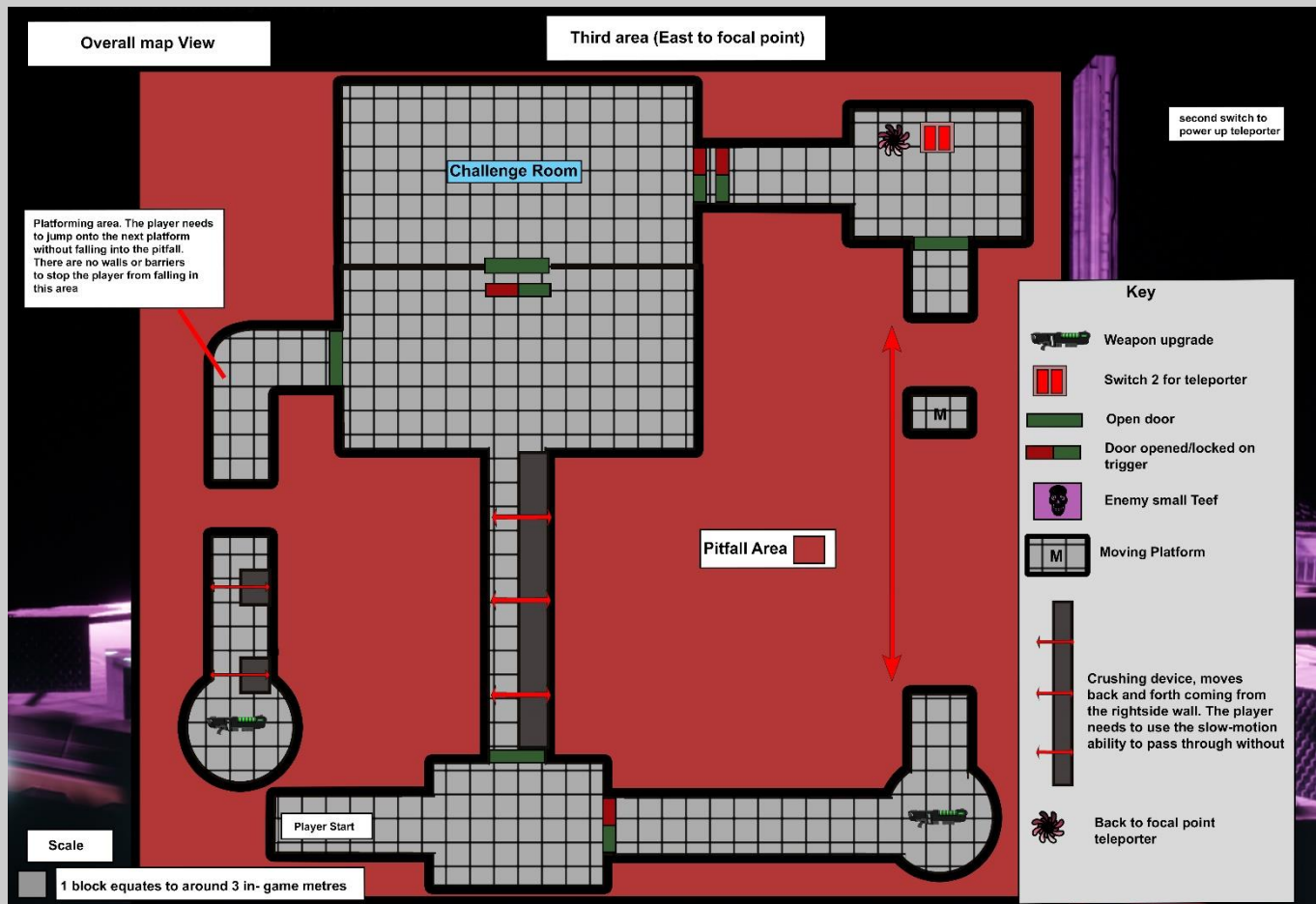
The main focal point is the circular area. This contains the teleporter to escape, the player will branch off from here and return each time they find and press a switch:



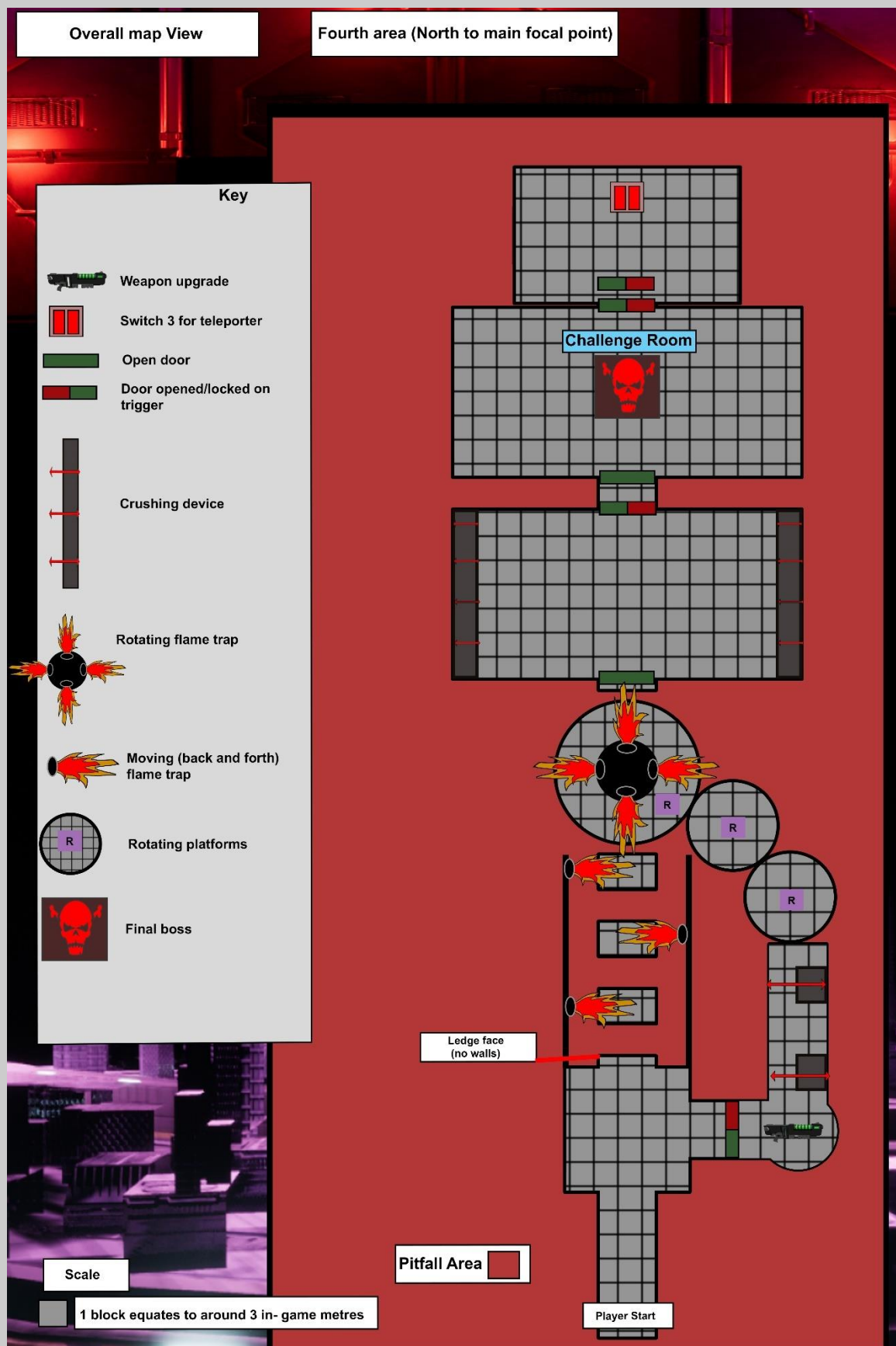
Overall view of the area two map. This contains switch one, a challenge room, a weapon upgrade and platforming sections:



Overall view of the area three map. This contains switch two, a challenge room, two weapon upgrades, traps and platforming sections:

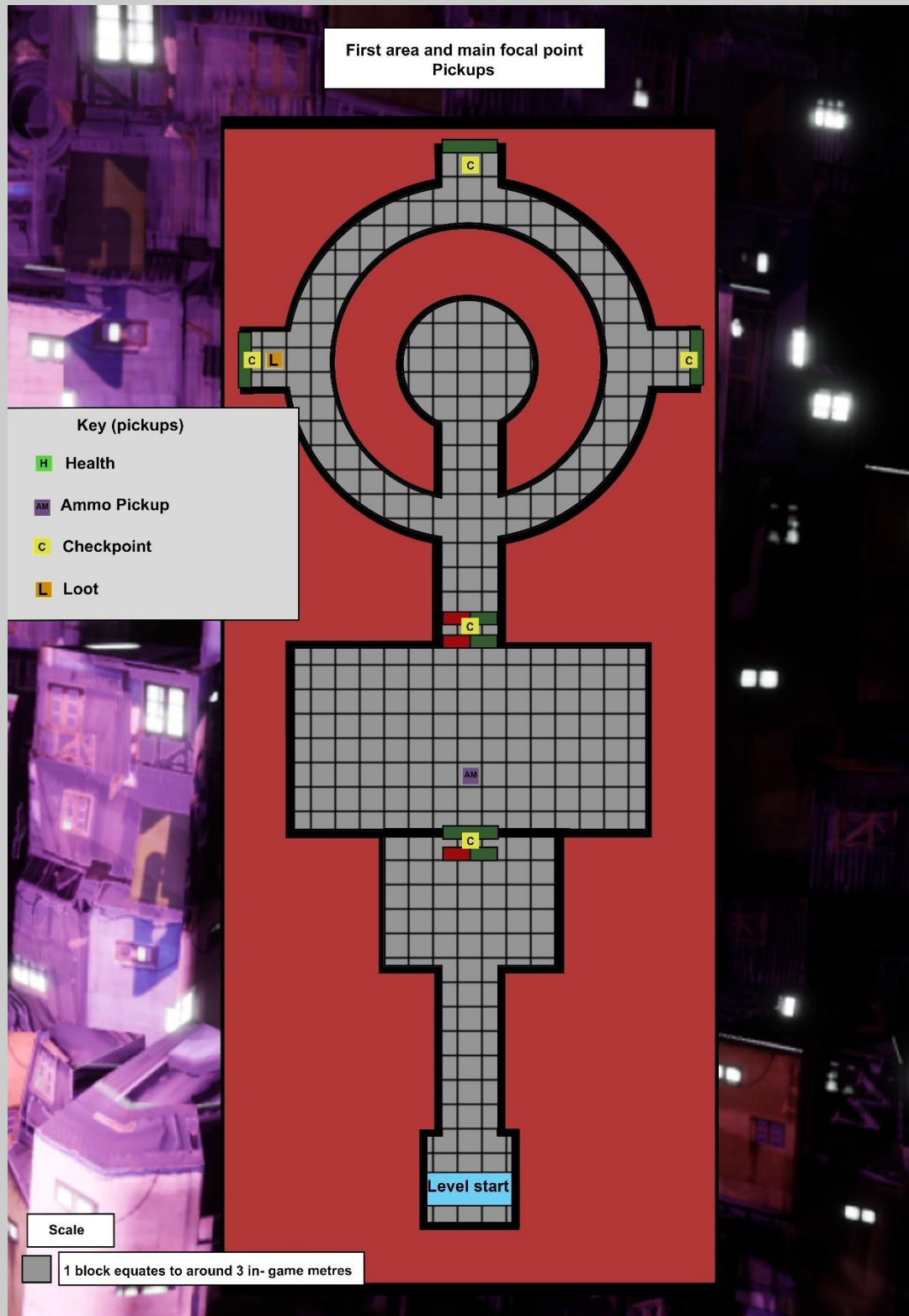


Overall view of the area four map. This contains switch three, a challenge room containing the boss enemy, a weapon upgrade, traps, and platforming sections:

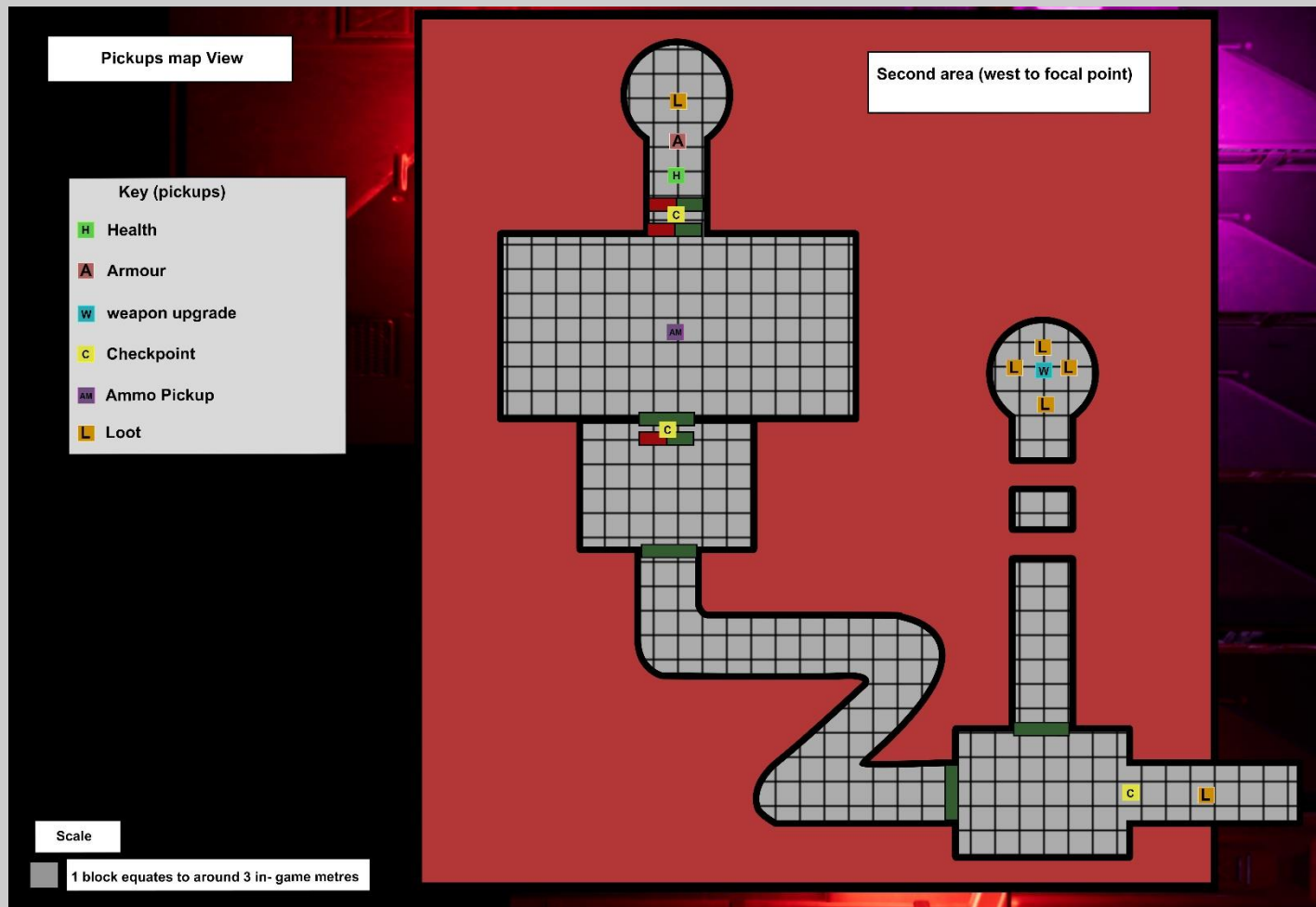


Maps: Area pickup and checkpoint location

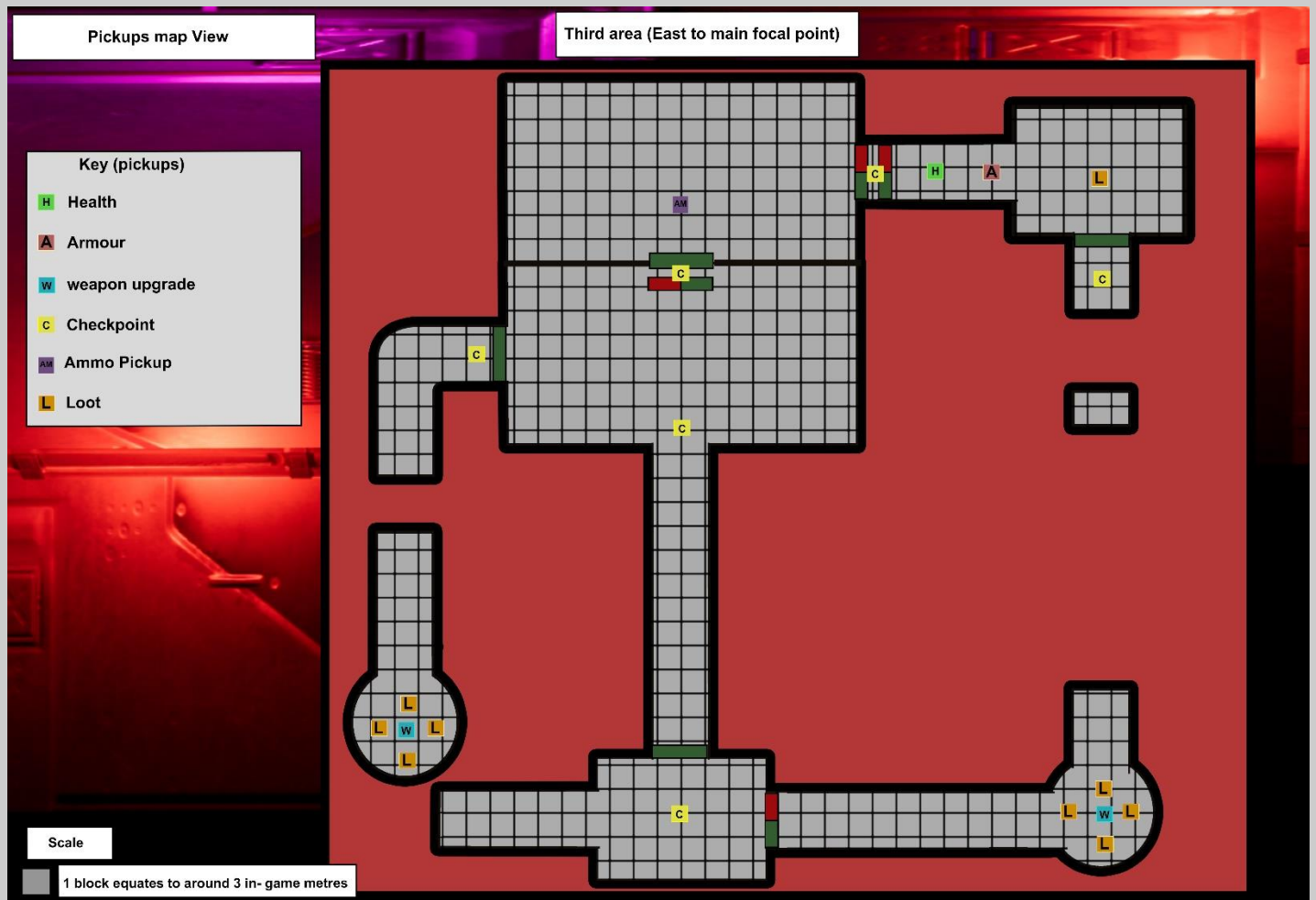
Area one pickup map: contains loot, an infinite respawning ammo pickup and checkpoints



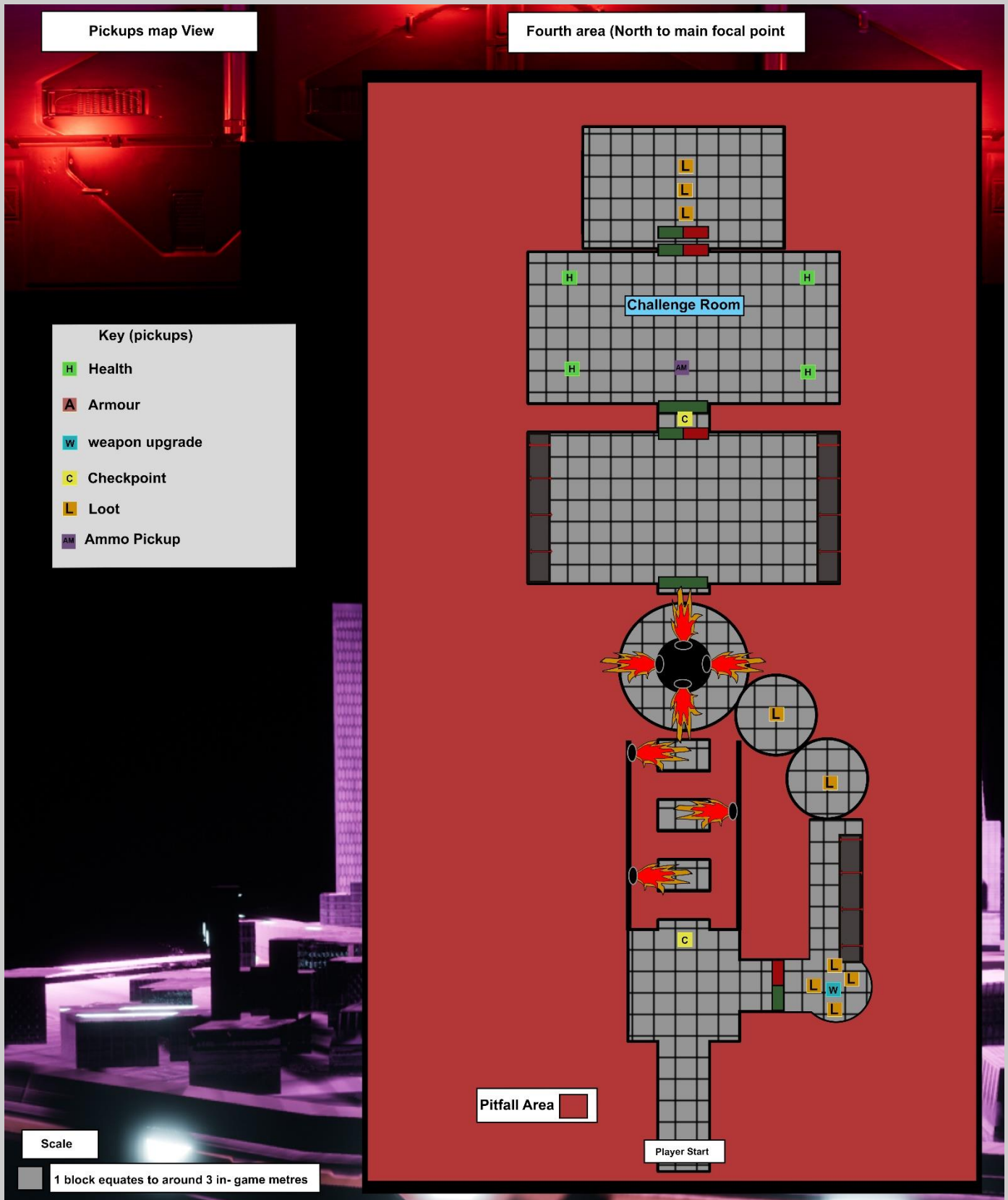
Area two pickup map: contains loot, an infinite respawning ammo pickup, checkpoints, a weapon upgrade and health and armour pickups



Area three pickup map: contains loot, an infinite respawning ammo pickup, checkpoints, armour and health pickups and two weapon upgrades



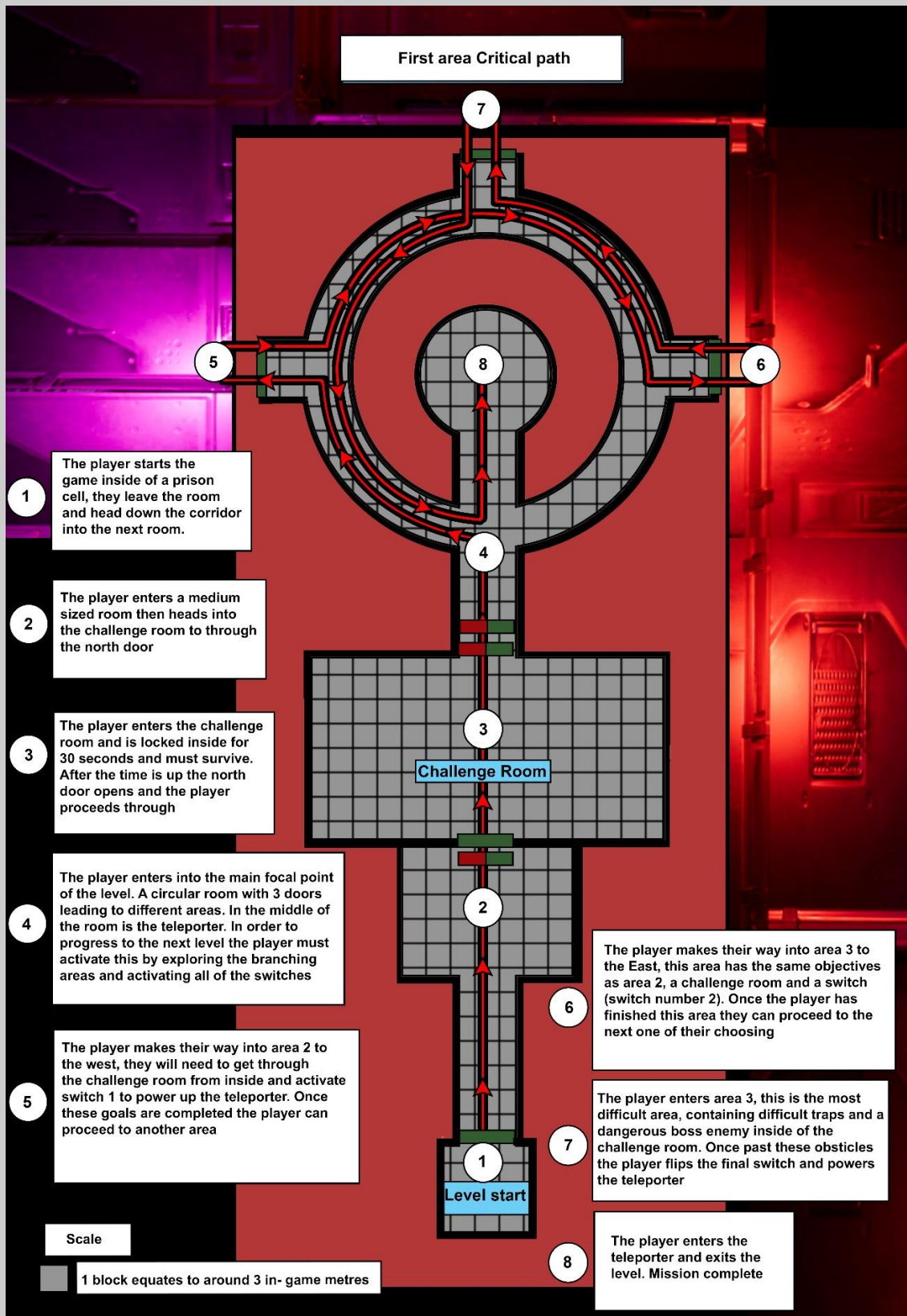
Area four pickup map: contains loot, an infinite respawning ammo pickup, four infinite respawning health pickups, checkpoints, and a weapon upgrade



Maps: Critical path

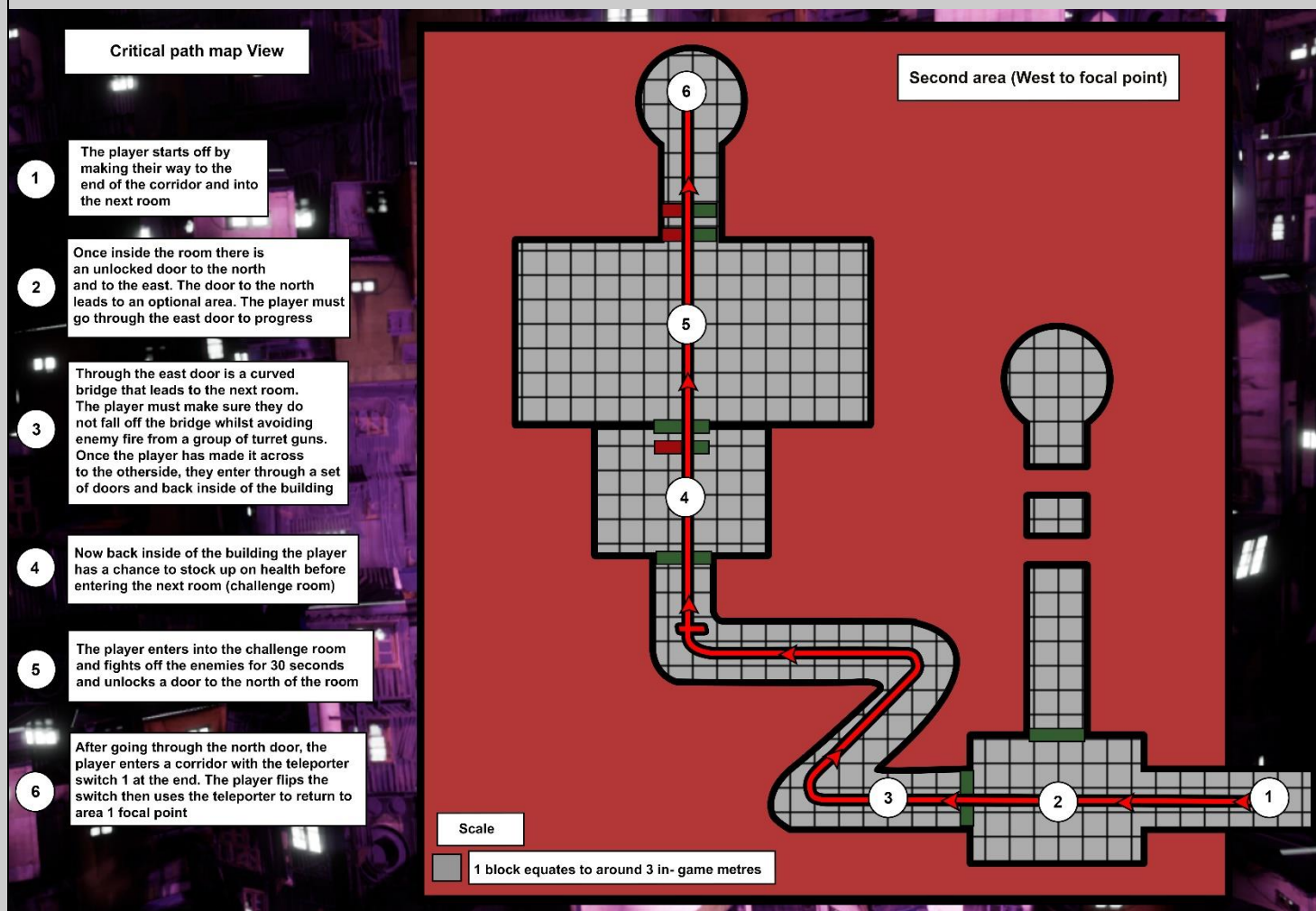
Focal Point Location (area one)

This is the area one map to show the critical path to progress through the level:



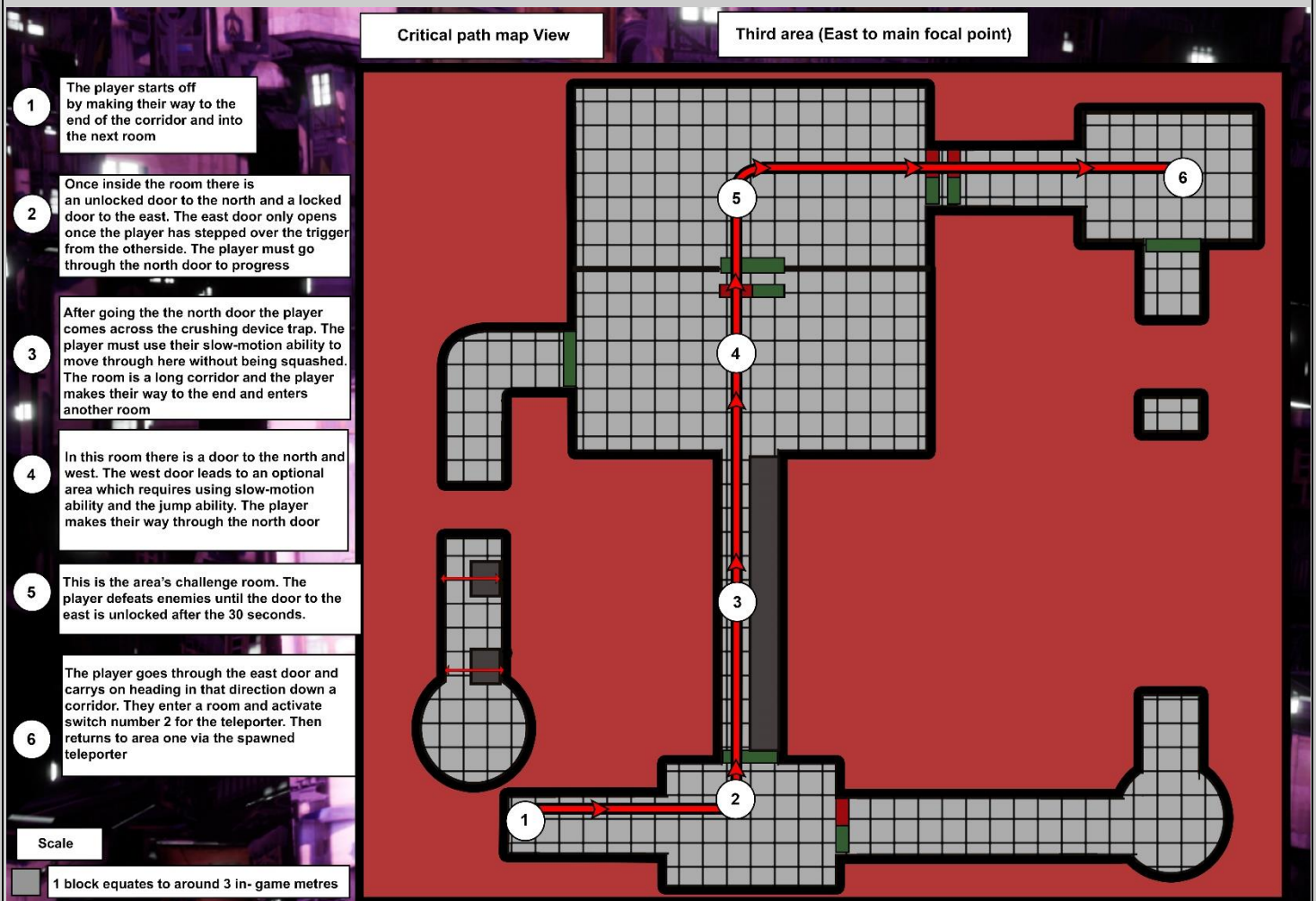
Area two critical path map:

This is the area two map to show the critical path to progress through the level:



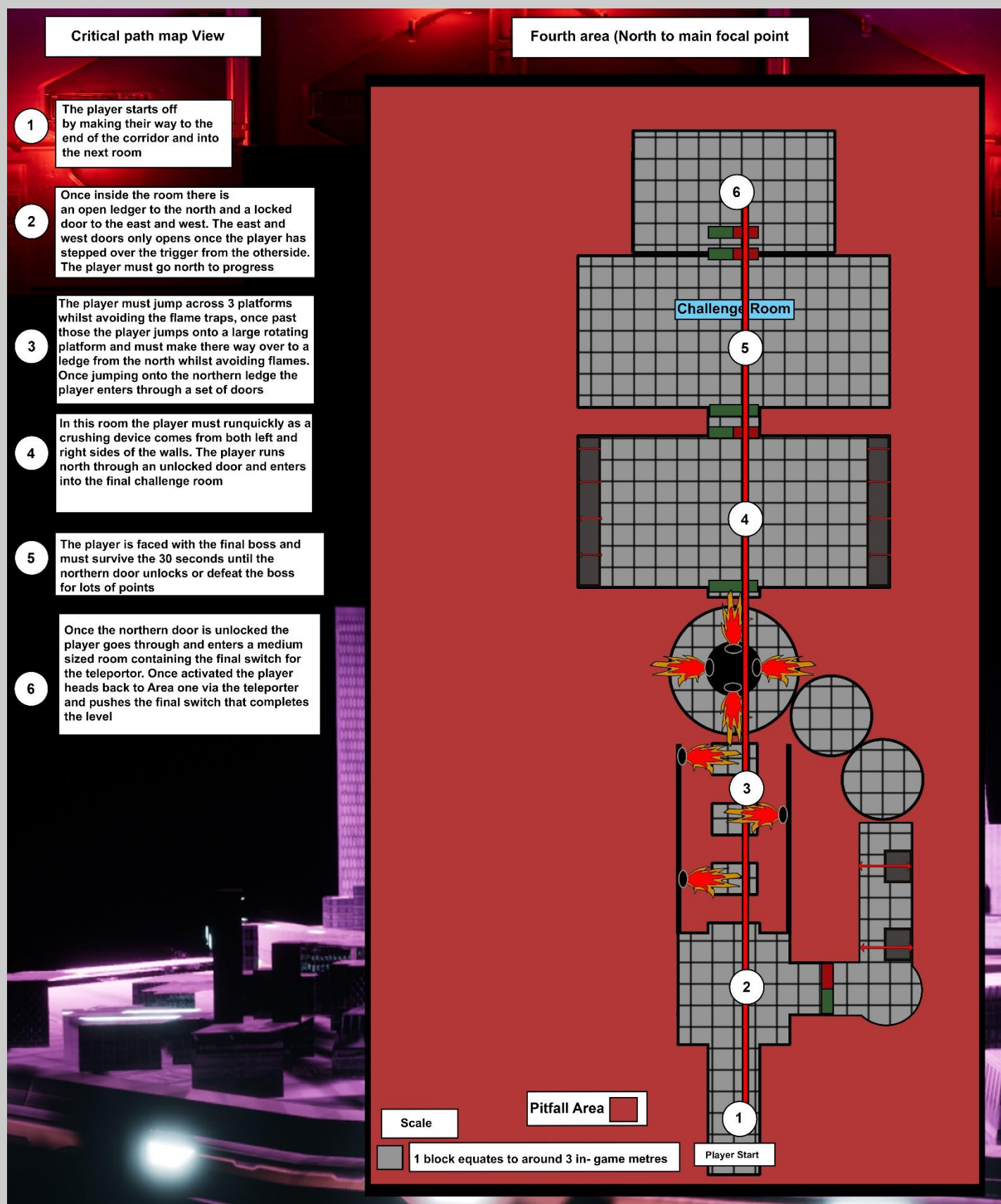
Area three critical path map:

This is the area three map to show the critical path to progress through the level:



Area four critical path map:

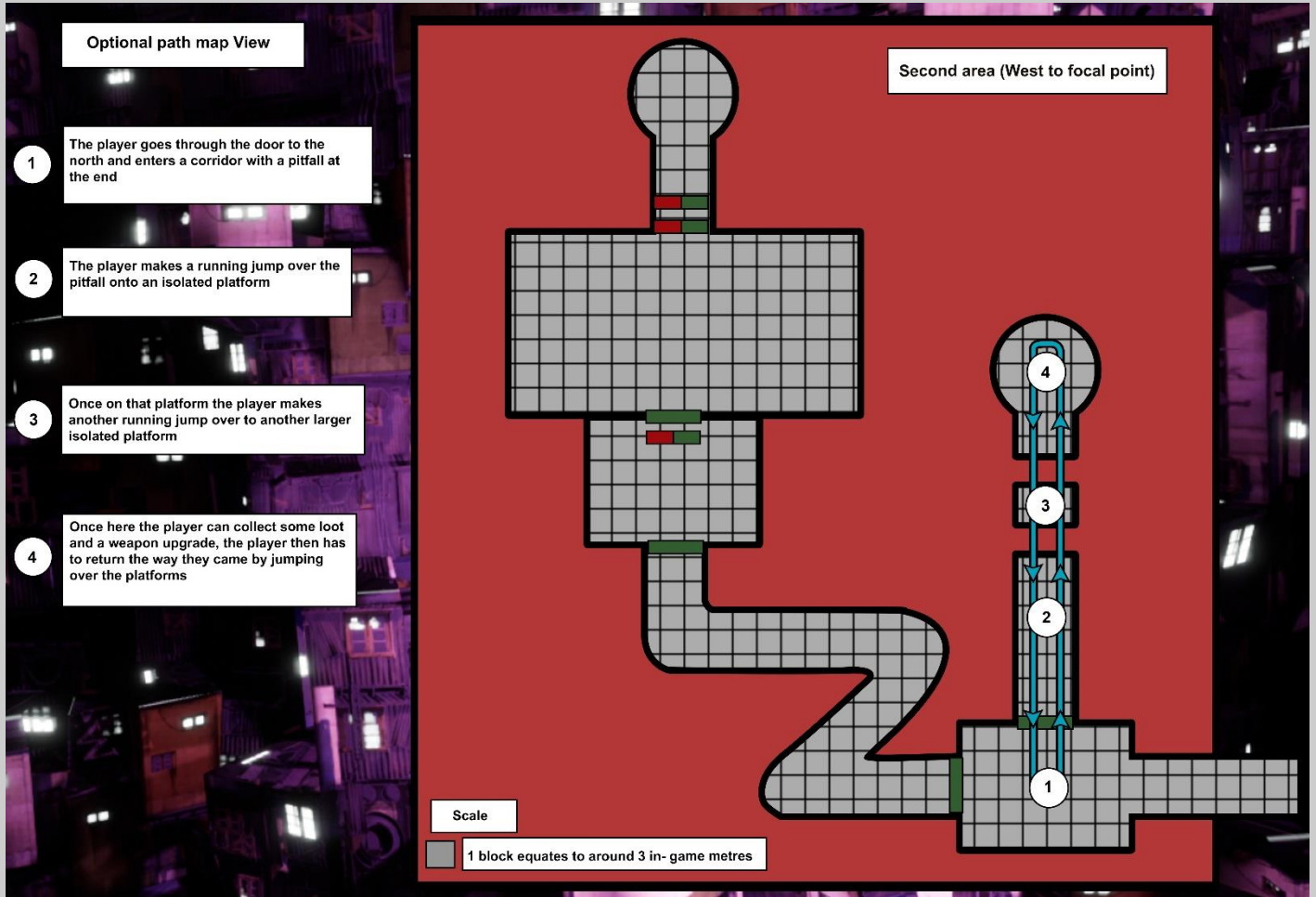
This is the area four map to show the critical path to progress through the level:



Maps: optional path

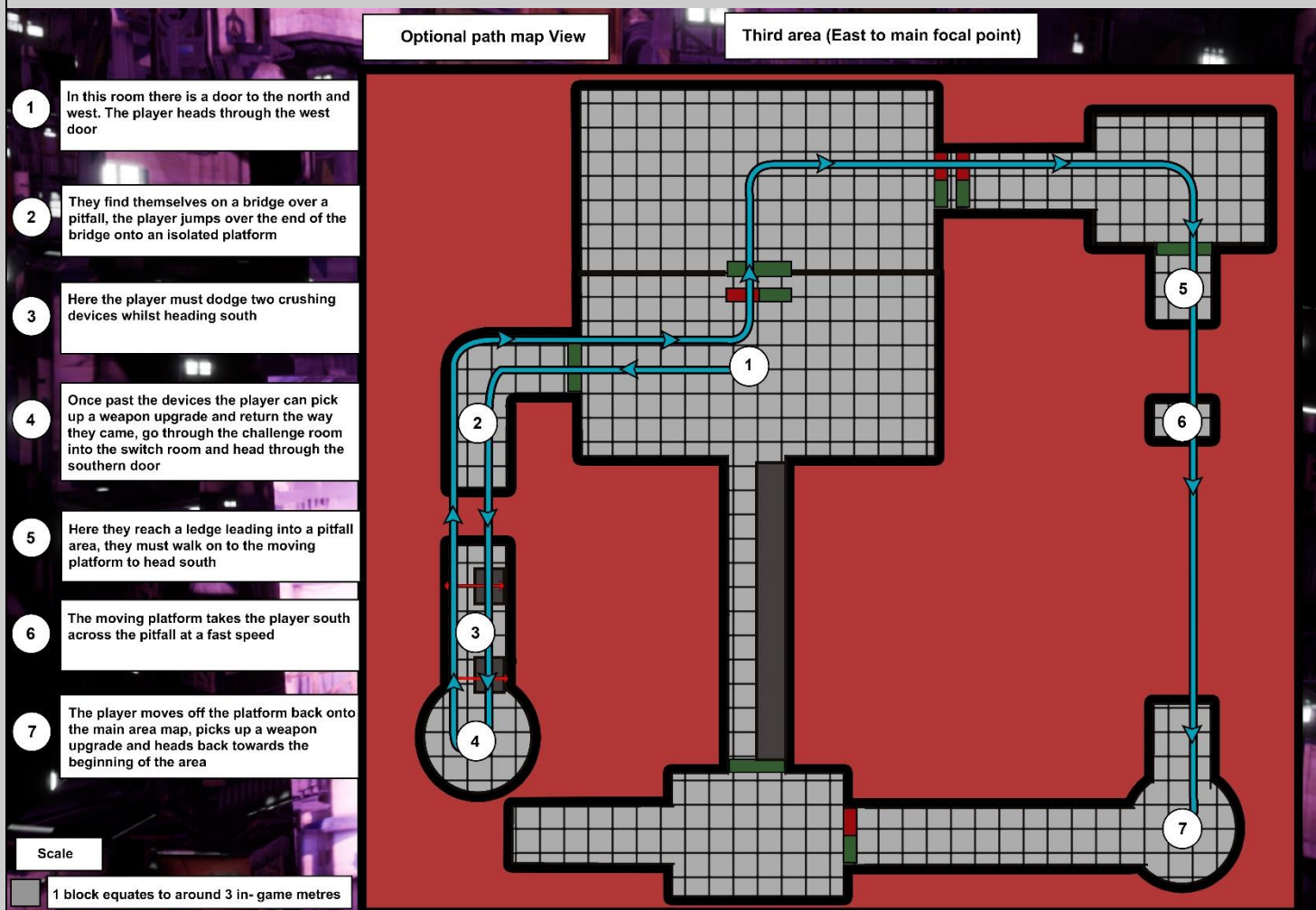
Area Two optional path map:

This is the optional path to acquire the weapon upgrade in area two



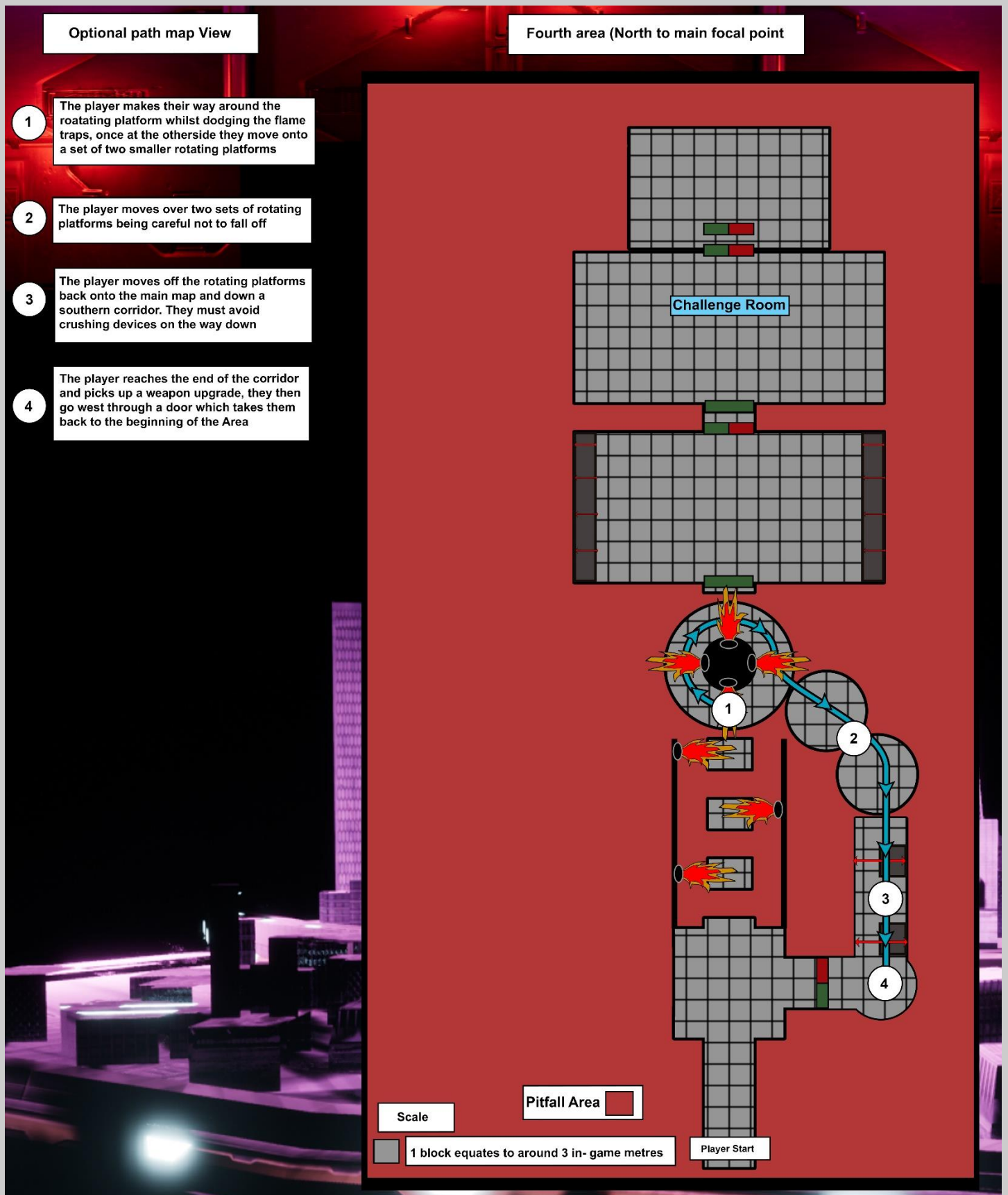
Area Three optional path map:

This is the optional path to acquire the weapon upgrades in area three



Area Four optional path map:

This is the optional path to acquire the weapon upgrade in area four



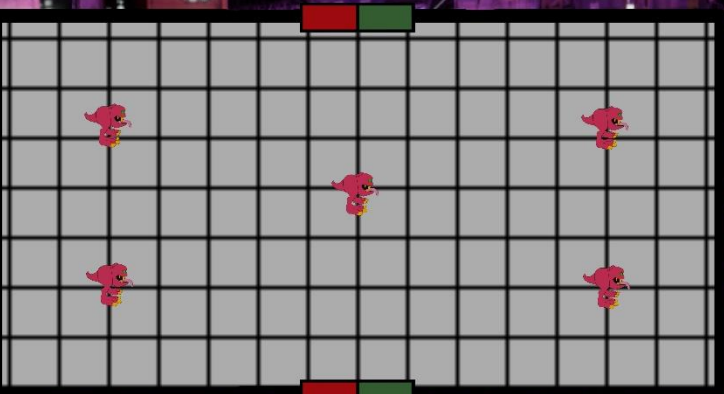
Challenge Room Designs

Maps to show each area's challenge room enemy spawn layouts

Key		
Enemy type	Spawn timer	Spawn amount
	2 Seconds	Infinite
	N/A	N/A
	N/A	N/A
	N/A	N/A
	N/A	N/A

Challenge room Area One

Enemy spawner locations

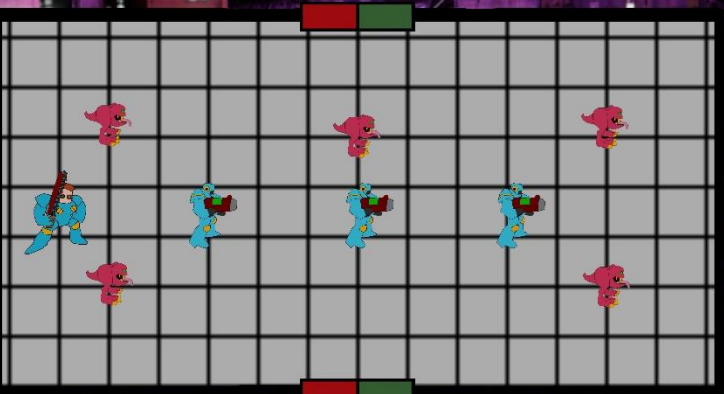


Difficulty rating: 1/4

Key		
Enemy type	Spawn timer	Spawn amount
	2 Seconds	Infinite
	2 Seconds	Infinite
	N/A	N/A
	2 Seconds	Infinite
	N/A	N/A

Challenge room Area Two

Enemy spawner locations

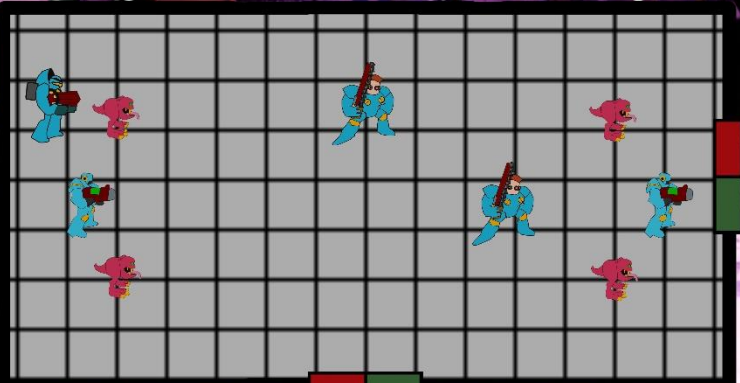


Difficulty rating: 2/4

Key		
Enemy type	Spawn timer	Spawn amount
 Small Teef	2 Seconds	Infinite
 Sarg	4 Seconds	Infinite
 Heavy	2 Seconds	Infinite
 Melee	5 Seconds	Infinite
 Gree	N/A	N/A

Challenge room Area Three

Enemy spawner locations

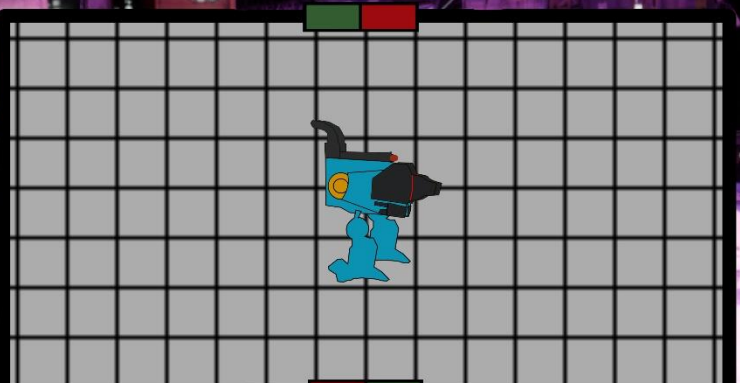


Difficulty rating: 3/4

Key		
Enemy type	Spawn timer	Spawn amount
 Small Teef	N/A	N/A
 Sarg	N/A	N/A
 Heavy	N/A	N/A
 Melee	N/A	N/A
 Gree	8 Seconds	1

Challenge room Area Four

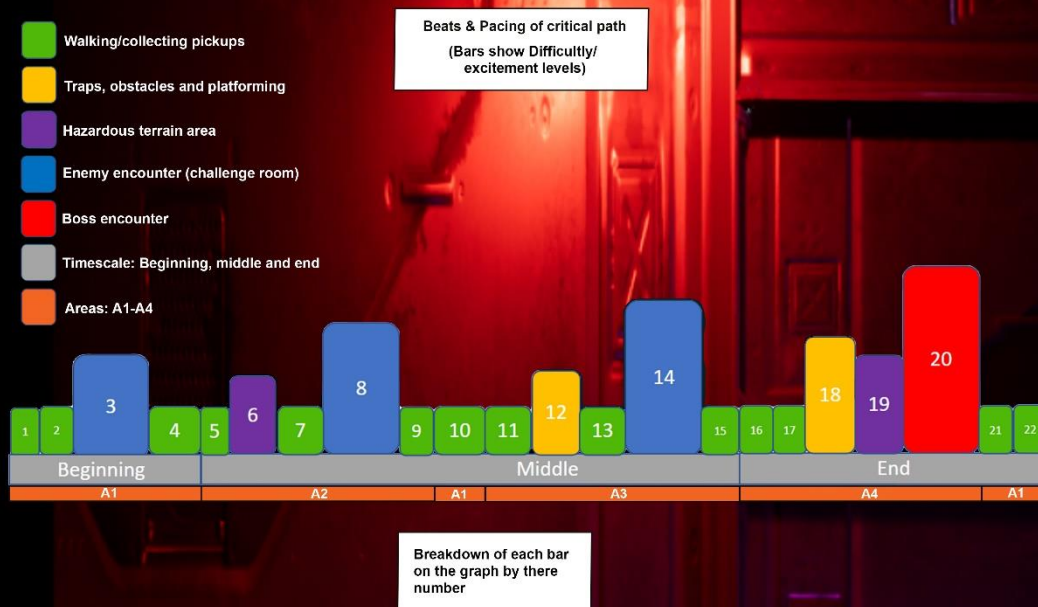
Enemy spawner locations



Difficulty rating: 4/4

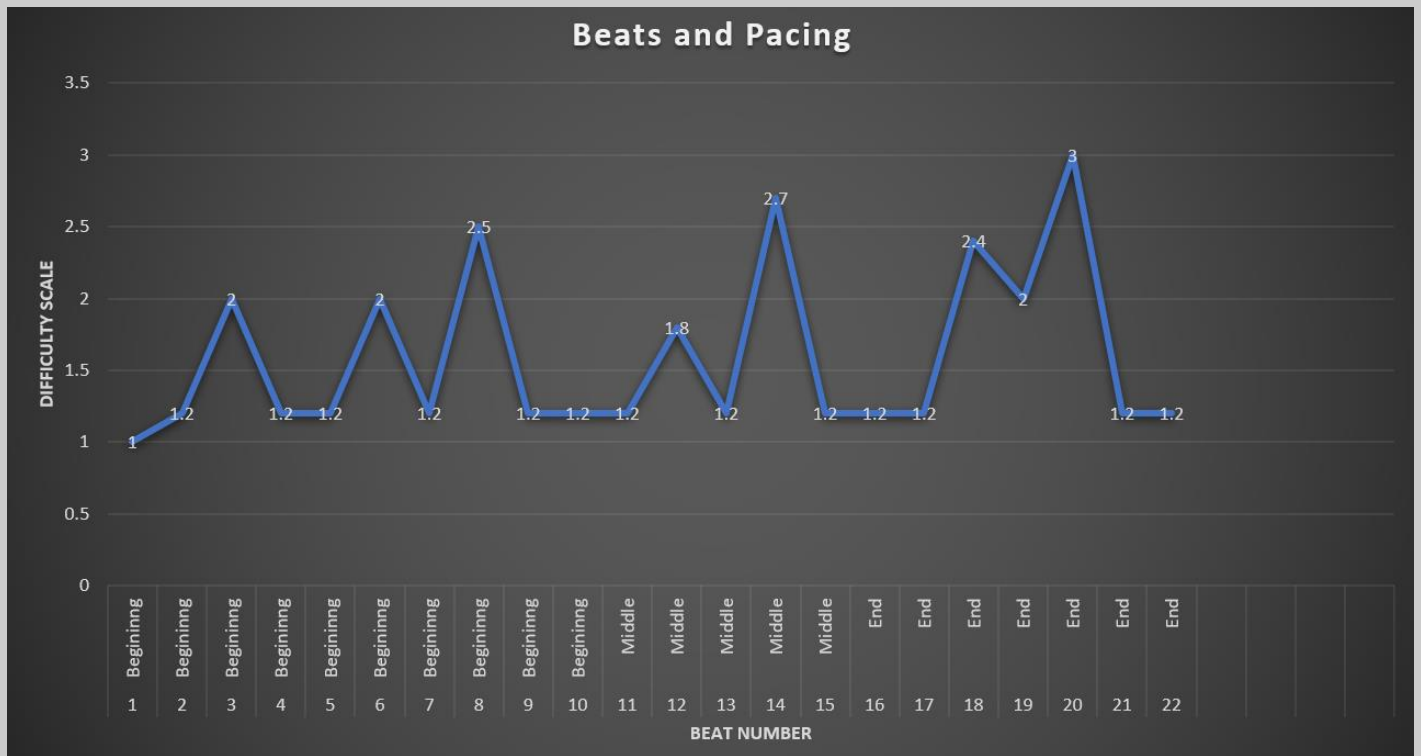
Critical Path Analysis

This graph shows the beats and pacing of the critical path, showing the excitement/difficulty levels whilst playing through the level



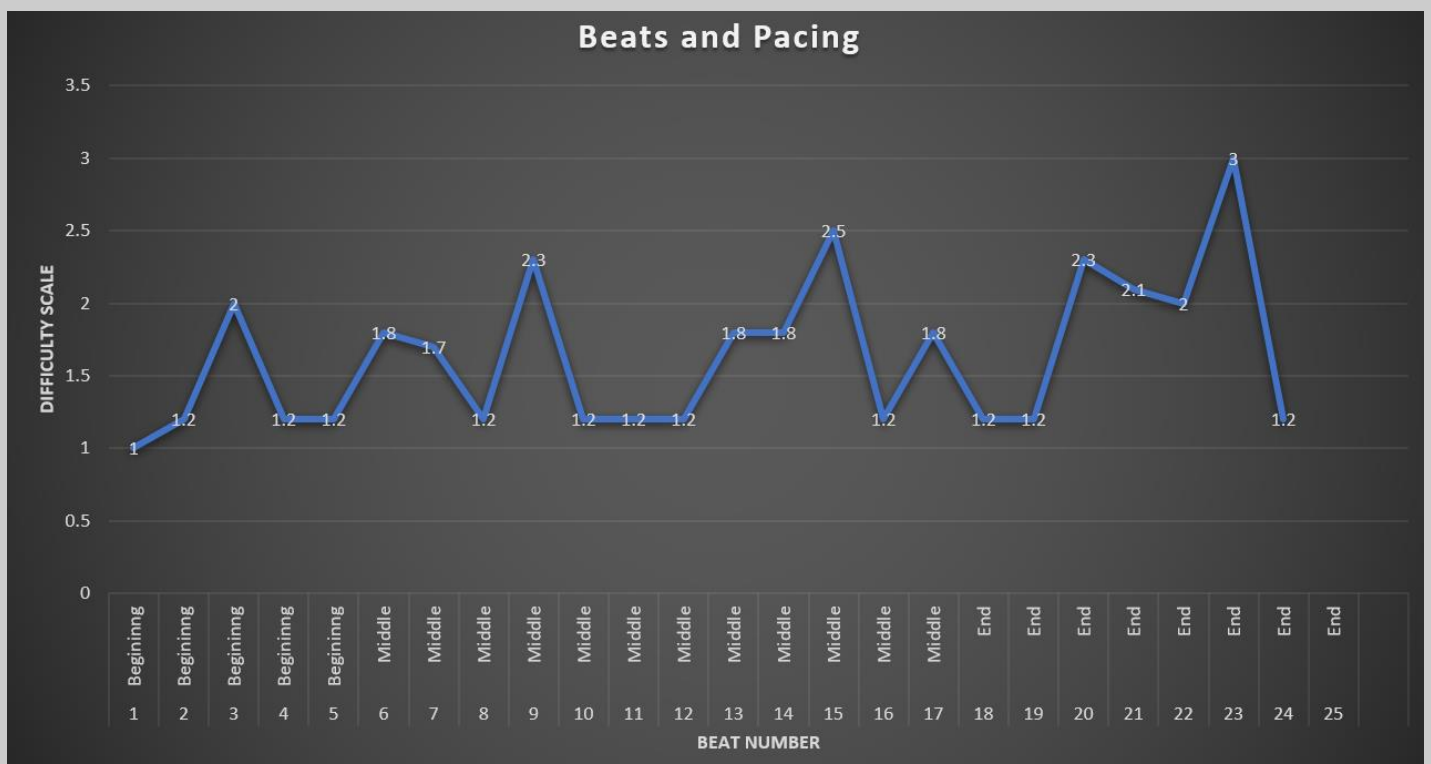
1. The player starts the game at the crash site, they leave the room and head down the corridor into the next room.
2. Inside this room they push forward and head into the first challenge room.
3. The player fights the enemies inside of the challenge room and then leaves through the north door.
4. The player enters a large circular room (main focal point) with a view of the city below, they then head through the door to the west.
5. The player enters area 2 and makes their way through the corridor into the next room. This room has a door to the north and west.
6. They make their way through the west door onto a bridge area (the player can fall from here) they must also dodge turret projectiles.
7. Once at the other side the player enters a large room with a door to the north which the player enters.
8. Once inside the player is in challenge room 2 and must survive the enemies. The player survives the 30 seconds and moves through the north door.
9. The player is now in a corridor containing health and armour pickups. They head down and press switch 1 at the end and then teleport back to area one.
10. The player makes their way around the circular room and enters the door to the east into area 3.
11. They follow the corridor and enter a room with a north and east door, they enter the north door.
12. Here is a long corridor with a trap, the player uses their slow-motion ability to overcome this obstacle.
13. Once at the end of the corridor the player enters a large room full of crates. There is a door to the north and west. The player goes north.
14. Now inside challenge room 3 the player survives the challenge room and then make their way through a door to the east.
15. Following a corridor, they enter a room and flip switch number 2. They use the teleporter to get back to area one again.
16. Now they enter the final area (area 4) through a door to the north.
17. The player makes their way down the corridor and enters a room with a door to the east and an open ledge to the north. The player heads north.
18. This area is surrounded by pitfalls, The player must move across 3 platforms dodging flame traps. They then jump onto a rotating platform with flame traps with flames and jump off onto a northern platform and enter through the door.
19. This leads into a large room with two crushing traps either side, the player must hastily go through the door to the north.
20. The player is now inside of the final challenge room, they must survive the final boss challenge room. After 30 seconds, they may enter through a northern door.
21. Inside this small room the player hits the final switch number 3 to power up the End of level teleporter.
22. The player now leaves through the teleporter back to area one, the player presses the final switch to evacuate and ends the level

This graph also shows the beats and pacing of the critical path, showing the excitement/difficulty levels whilst playing through the level

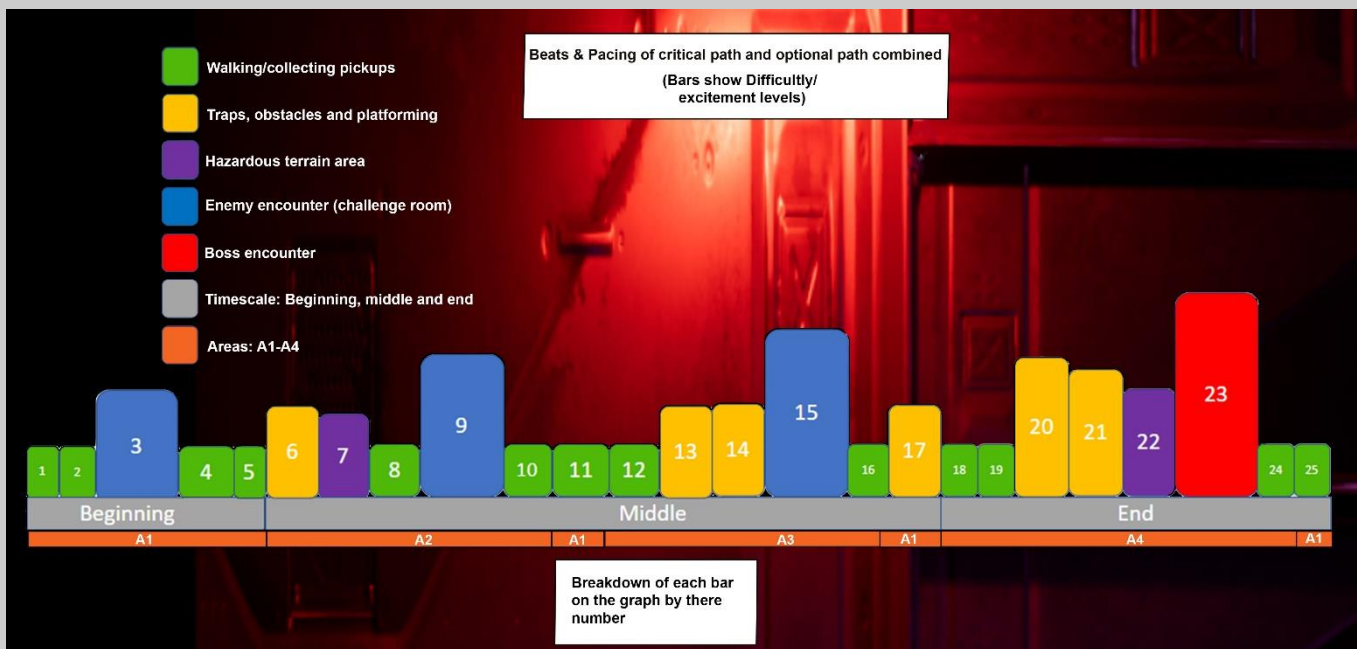


Critical Path and Optional Path Combined Analysis

This graph shows the beats and pacing of the critical path, showing the excitement/difficulty levels whilst playing through the level



This graph also shows the beats and pacing of the critical path and optional paths combined, showing the excitement/difficulty levels whilst playing through the level



1. The player starts the game at the crash site, they leave the room and head down the corridor into the next room.
2. Inside this room they push forward and head into the first challenge room.
3. The player fights the enemies inside of the challenge room and then leaves through the north door.
4. The player enters a large circular room (main focal point) with a view of the city below, they then head through the door to the west.
5. The player enters area 2 and makes their way through the corridor into the next room. This room has a door to the north and west.
6. The player goes through the door to the north and enters a corridor with a pitfall at the end, the player makes a running jump over the pitfall onto an isolated platform. Once on that platform the player makes another running jump over to another larger isolated platform, the player can collect loot here and a weapon upgrade, they then make their way back over the platforms into the first room of area two.
7. They then make their way through the west door onto a bridge area (the player can fall from here) they must also dodge turret projectiles.
8. Once at the other side the player enters a large room with a door to the north which the player enters.
9. Once inside the player is in challenge room 2 and must survive the enemies. The player survives the 30 seconds and moves through the north door.
10. The player is now in a corridor containing health and armour pickups. They head down and press switch 1 at the end and then teleport back to area one.
11. The player makes their way around the circular room and enters the door to the east into area 3.
12. They follow the corridor and enter a room with a north and east door, they enter the north door.
13. Here is a long corridor with a trap, the player uses their slow-motion ability to overcome this obstacle.
14. Once at the end of the corridor the player enters a large room full of crates. There is a door to the north and west. The player finds themselves on a bridge over a pitfall, the player jumps over the end of the bridge southwards onto an isolated platform. Here the player must dodge two crushing devices whilst heading south. Once past the devices the player picks up a weapon upgrade and returns back to the crate room.
15. The player now enters the door to the north. Now inside challenge room 3 the player survives the challenge room and then make their way through a door to the east.
16. Following a corridor, they enter a room and flip switch number 2. They then head south through a door that leads to a ledge over a pitfall.
17. The player moves onto a moving platform that quickly takes the player south back onto the main map, the player then collects a weapon upgrade heads west down a corridor and back into the first room of the area. They then make their way back to area one focal point.
18. Now they enter the final area (area 4) through a door to the north.
19. The player makes their way down the corridor and enters a room with a door to the east and an open ledge to the north. The player heads north.
20. This area is surrounded by pitfalls, The player must move across 3 platforms dodging flame traps. They then jump onto a rotating platform with flame traps with flames and onto two more rotating platforms, they then go south down a corridor avoiding crushing devices and collect a weapon upgrade at the end. They then head west through a door into area four's first area and heads north again.
21. This area is surrounded by pitfalls, The player must move across 3 platforms dodging flame traps. They then jump onto a rotating platform with flame traps with flames and jump off onto a northern platform and enter through the door.
22. This leads into a large room with two crushing traps either side, the player must hastily go through the door to the north.
23. The player is now inside of the final challenge room, they must survive the final boss challenge room. After 30 seconds, they may enter through a northern door.
24. Inside this small room the player hits the final switch number 3 to power up the End of level teleporter.
25. The player now leaves through the teleporter back to area one, the player presses the final switch to evacuate and ends the level

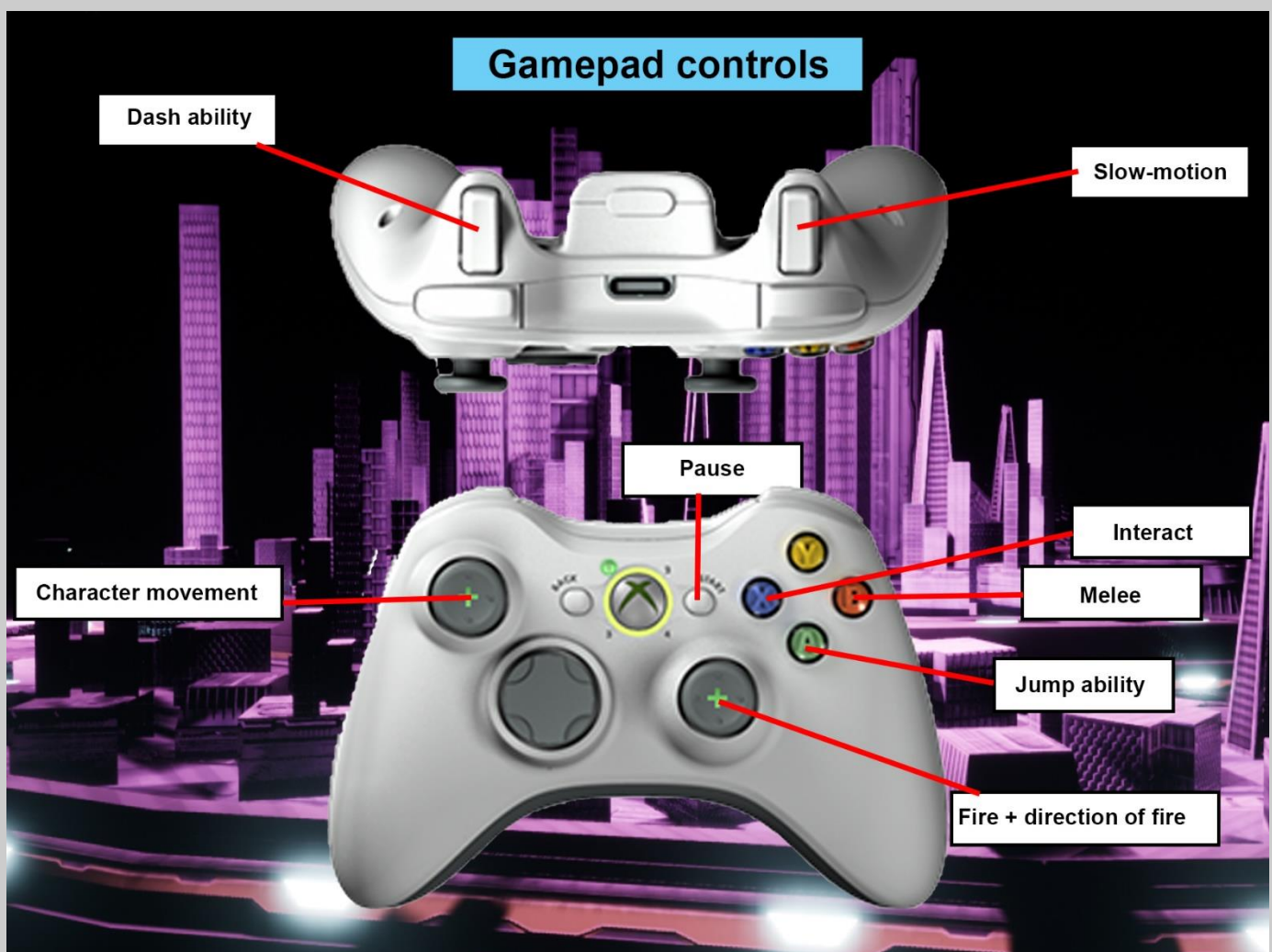
Story Element Locations

Initial starting point for the player (a prison cell) this will reveal why the player is captured, where he is captured and what he/she needs to do to escape.

The next and last scene will be when the player enters the teleporter, escaping the enemy base.

Controls

Player Controls Map

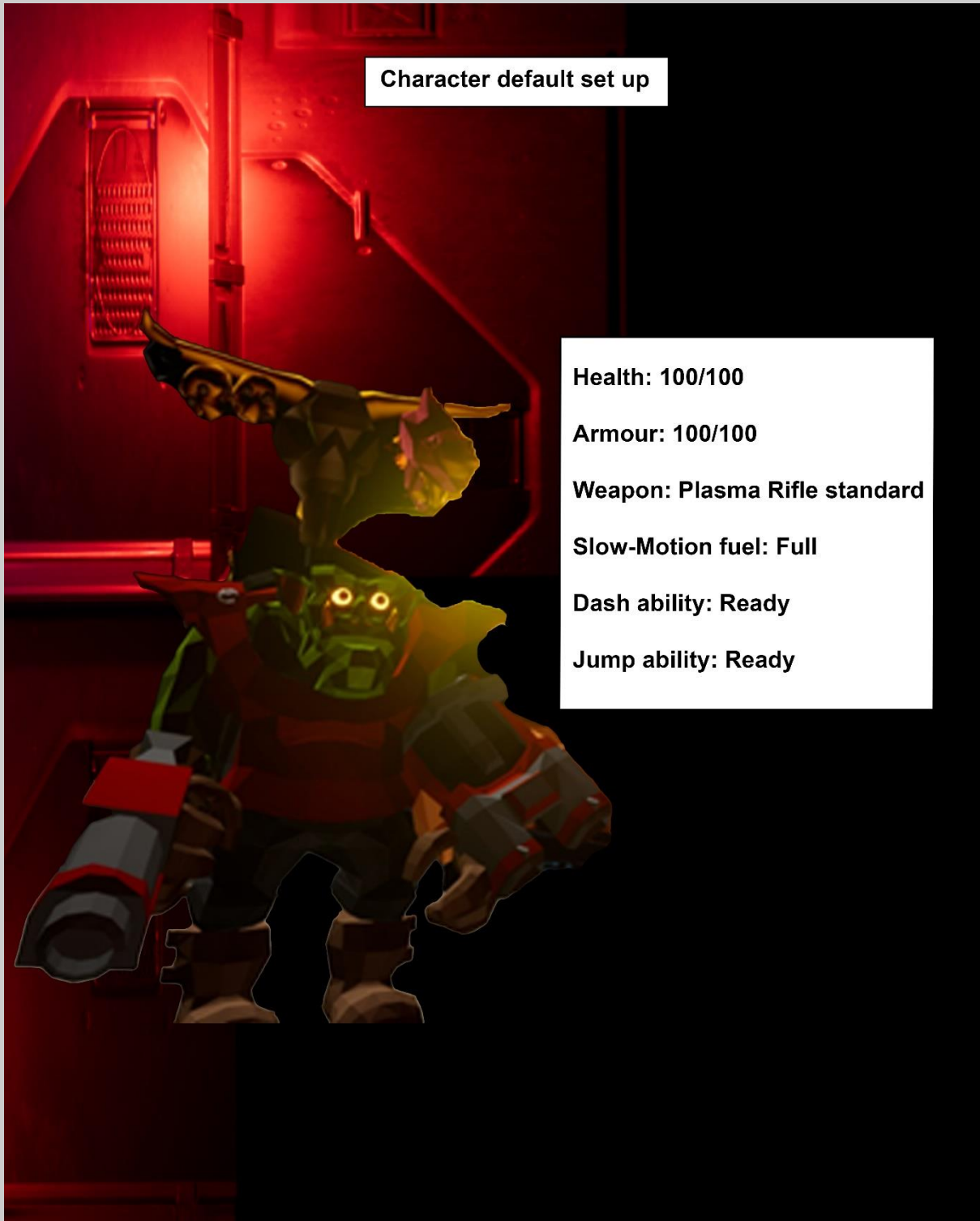


Player Camera

Top down third person perspective

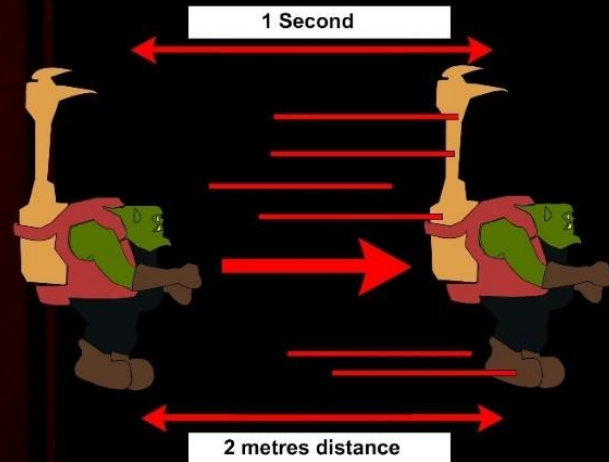
Design mechanics

Character design mechanics & abilities



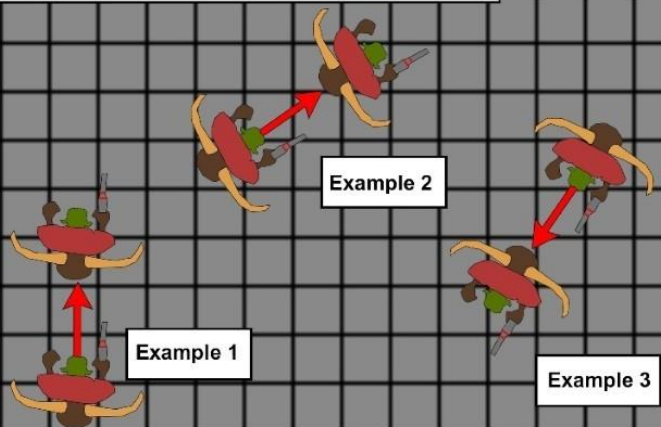
Character power up mechanics - Dash ability

The dash ability is prompted by the player by rotating the character in the direction they want to go and pressing the dash button. This ability makes the player's character speed forward by roughly 2 in game metres and takes around 1 second to make the distance. Player's can use this ability to quickly dodge enemy projectiles.



Top down view of the dash ability being used

The player can rotate the character 360 degrees



Scale

1 block equates to around 1 in- game metre

The ability has a Cooldown of 3 seconds. Once the ability has been used, the players has to wait 3 seconds before they can use the ability again. This is to balance the difficulty of the game. The cooldown countdown will be a visual part of the in-game user interface.

Character power up mechanics - Slow-motion ability

The slow-motion ability is prompted by the player by pressing the slow-motion button. This ability makes the world and enemies in the world slow down for 5 seconds. The speed at which everything slows down is a quarter of the normal overall world speed. Player's can use this ability to dodge enemy attacks, solve puzzles to progress or gain an advantage over enemies at difficult points.

Example of enemy movement speed before
slow-motion is activated

2 Seconds

5 metres distance

(Enemy used for example
is "Teef" enemy)



Example of enemy movement speed after
slow-motion is activated

8 Seconds

5 metres distance

Top down view of the slow-motion ability being used

Player

Enemy

5 metres distance

8 Seconds passed

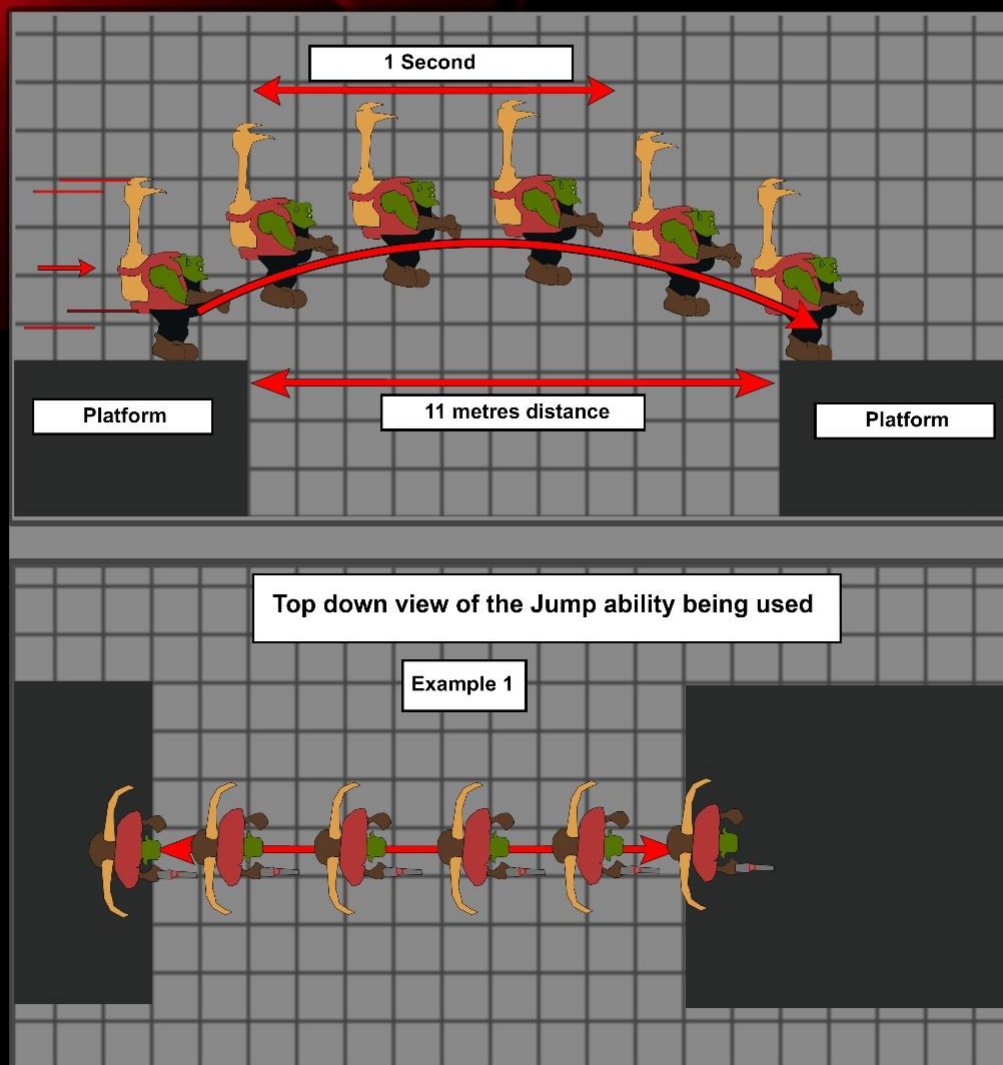
Scale

1 block equates to around 1 in- game metre

The ability has a Cooldown of 10 seconds. Once the ability has been used, the players has to wait 10 seconds before they can use the ability again. This is to balance the difficulty of the game. The cooldown countdown will be a visual part of the in-game user interface.

Character power up mechanics - Jump ability

This ability allows the player to jump upto 11 in game metres distance. The player can use this ability to jump over the many pitfalls in the environment and also reach new secret areas.



Scale

1 block equates to around 1 in- game metre

Weapon design mechanics

Weapon Plasma Rifle - Standard

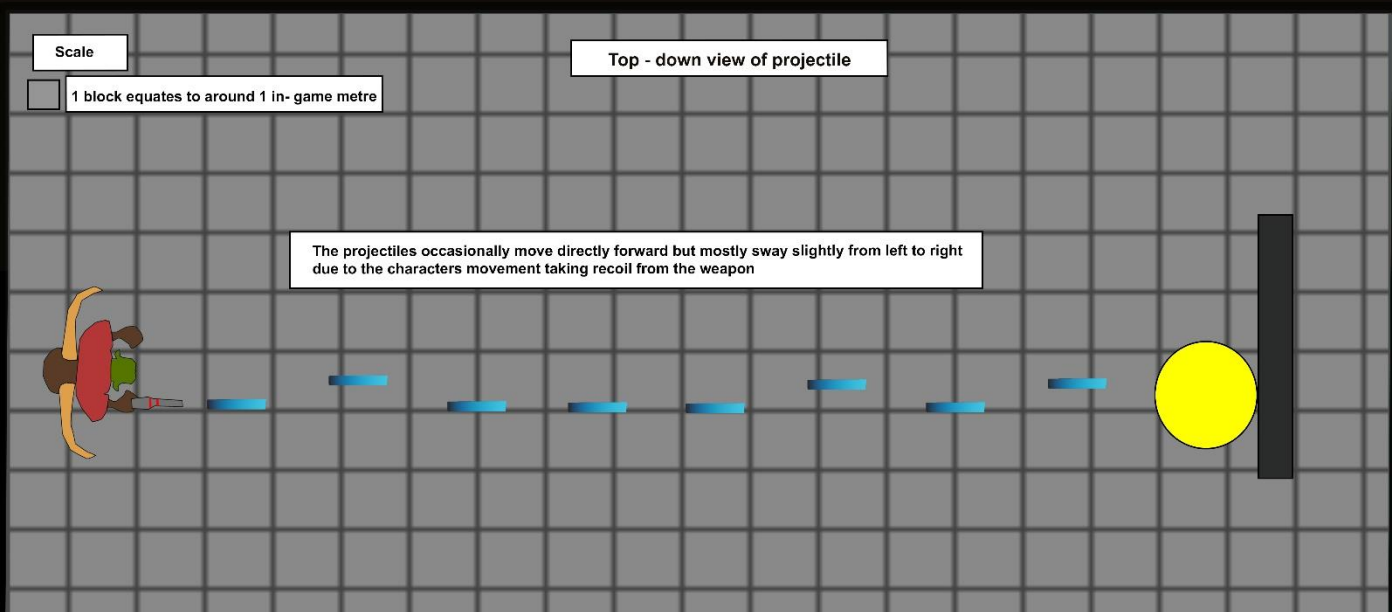
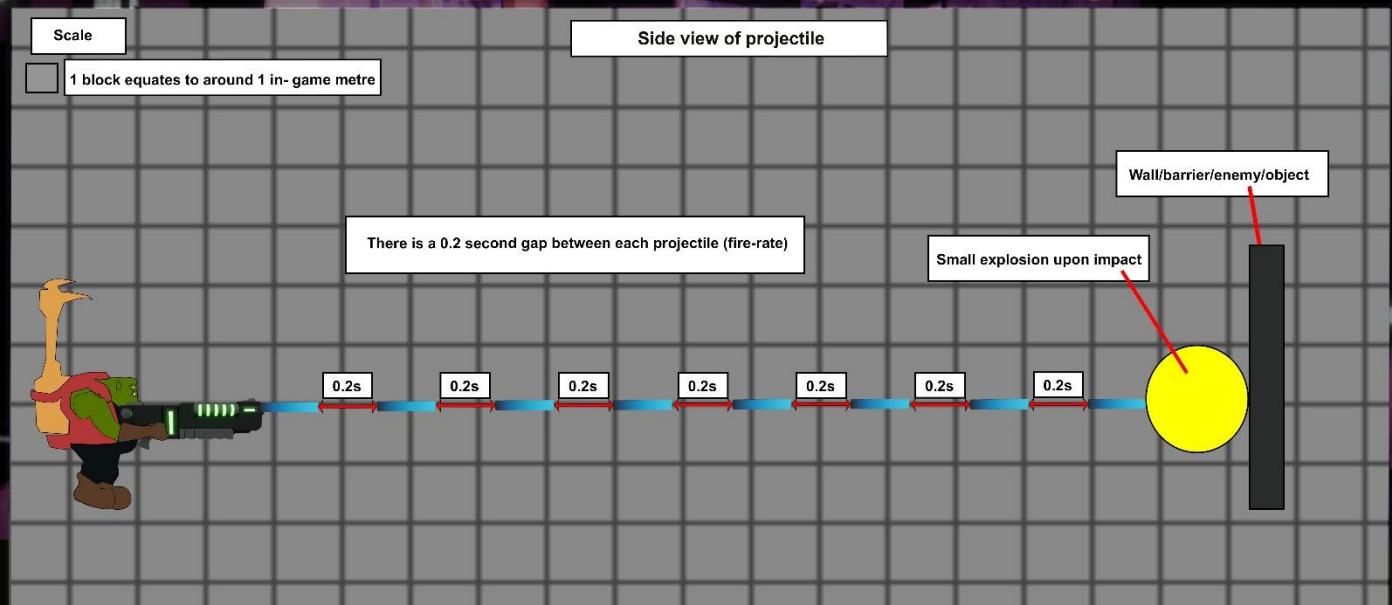
This is the standard default weapon the player starts the game with. This is a rifle that fires small blue laser type projectiles at the enemy. The weapon has unlimited ammo and fast fire-rate but deals small damage to most enemies.

There is a 0.2 second gap between projectiles (fire-rate) and once a projectile hits a target a small explosion can be seen. The projectiles will travel an infinite distance as long as they do not come into with anything unlucky enough to be in the way.

The rifle has high accuracy from the get go but with upgrades this weapon can become an absolute beast.

Weapon Name	Plasma Rifle - phase 1
Damage	10
Damage Type	Standard
Fire Delay	0.2
Accuracy	1
Shots Per Fire	1
Weapon Spread	1
Blast Radius	100
Max Ammo	N/A
Ability	N/A

Range	Long
Blast Damage	10
Burst Fire reload	N/A
Burst Fire Mag	N/A
XP To Level Up	100
Projectile lifespan	0.7
Weapon LVLs up to	Plasma Rifle MKII



Weapon Plasma Rifle - MKII

This is the upgraded version of the standard weapon. The difference is the rate of fire has been increased by lowering the gap between projectiles down to 0.1 seconds.

This also has an effect on the accuracy making it slightly higher due to the fact more projectiles are being fired at a faster rate.

Weapon Name	Plasma Rifle MKII
Damage	10
Damage Type	Standard
Fire Delay	0.1
Accuracy	1
Shots Per Fire	1
Weapon Spread	1
Blast Radius	100
Max Ammo	N/A
Ability	N/A

Range	Long
Blast Damage	10
Burst Fire reload	N/A
Burst Fire Mag	N/A
XP To Level Up	100
Projectile lifespan	0.7
Weapon LVLs up to	Plasma Rifle MKIII

Scale

1 block equates to around 1 in- game metre

Side view of projectile

There is a 0.1 second gap between each projectile (fire-rate)

Small explosion upon impact

Wall/barrier/enemy/object

Scale

1 block equates to around 1 in- game metre

Top - down view of projectile

The projectiles occasionally move directly forward but mostly sway slightly from left to right due to the characters movement taking recoil from the weapon

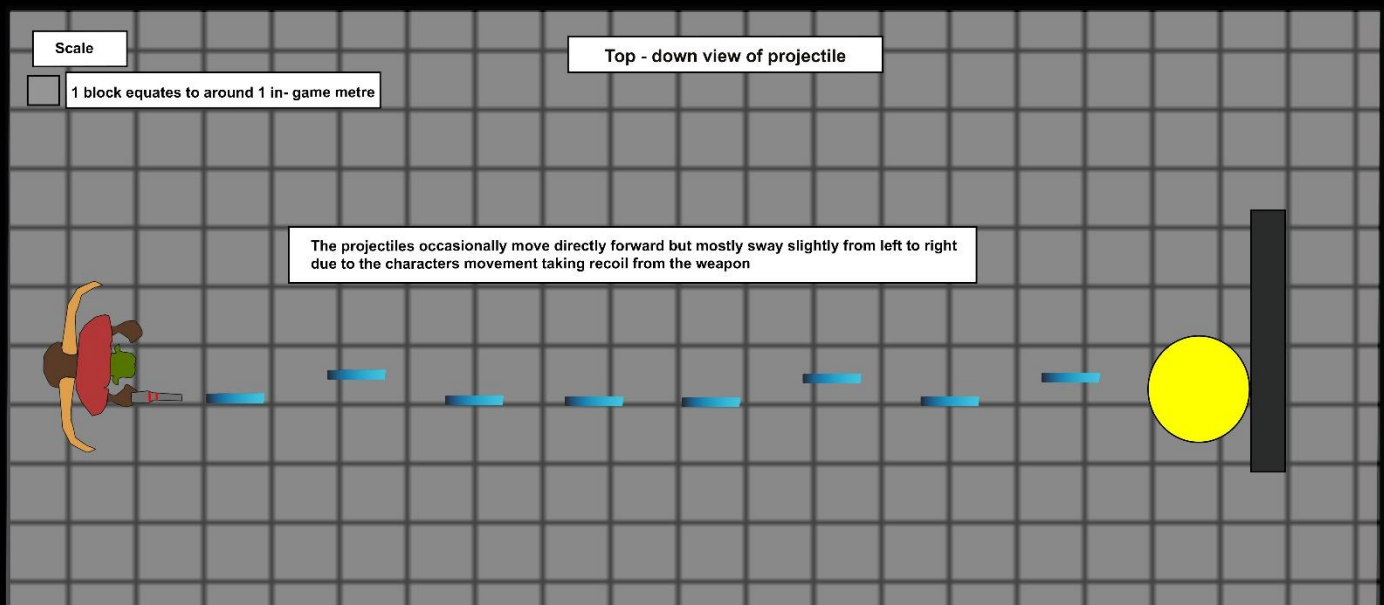
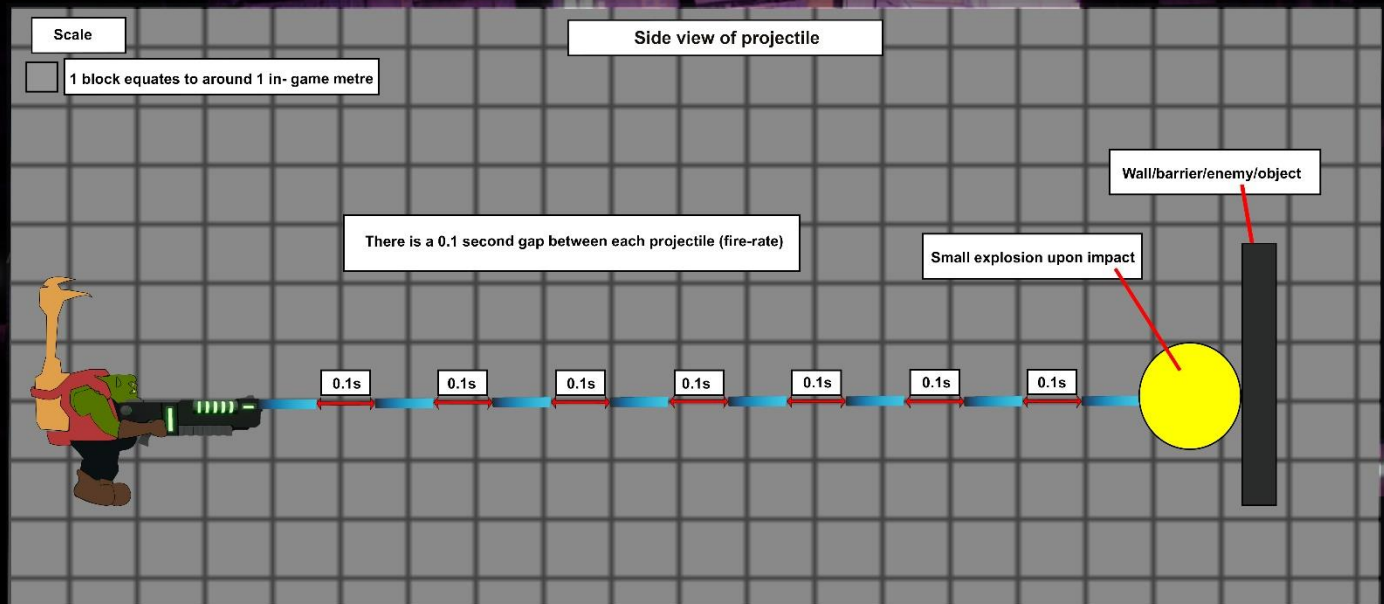
Weapon Plasma Rifle - MKIII

This is the upgraded version of the MKII plasma rifle. The difference is the damage has been increased to enemies hit by the projectiles.

The damage has increased from 10 up to 15.

Weapon Name	Plasma Rifle MKIII
Damage	15
Damage Type	Standard
Fire Delay	0.1
Accuracy	1
Shots Per Fire	1
Weapon Spread	1
Blast Radius	100
Max Ammo	N/A
Ability	N/A

Range	Long
Blast Damage	10
Burst Fire reload	N/A
Burst Fire Mag	N/A
XP To Level Up	100
Projectile lifespan	0.7
Weapn LVLs up to	Plasma Rifle MKIV



Weapon Plasma Rifle - MKIV

This is the upgraded version of the MKIII plasma rifle. this is another damage increase, taking the damage from 15 now all the way up to 20.

Weapon Name	Plasma Rifle MKIV
Damage	20
Damage Type	Standard
Fire Delay	0.1
Accuracy	1
Shots Per Fire	1
Weapon Spread	1
Blast Radius	100
Max Ammo	N/A
Ability	N/A

Range	Long
Blast Damage	10
Burst Fire reload	N/A
Burst Fire Mag	N/A
XP To Level Up	100
Projectile lifespan	0.7
Weapon LVLs up to	Plasma Rifle MKV

Projectile lifespan	0.7
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Scale

1 block equates to around 1 in- game metre

Side view of projectile

There is a 0.1 second gap between each projectile (fire-rate)

Small explosion upon impact

Wall/barrier/enemy/object

Scale

1 block equates to around 1 in- game metre

Top - down view of projectile

The projectiles occasionally move directly forward but mostly sway slightly from left to right due to the characters movement taking recoil from the weapon

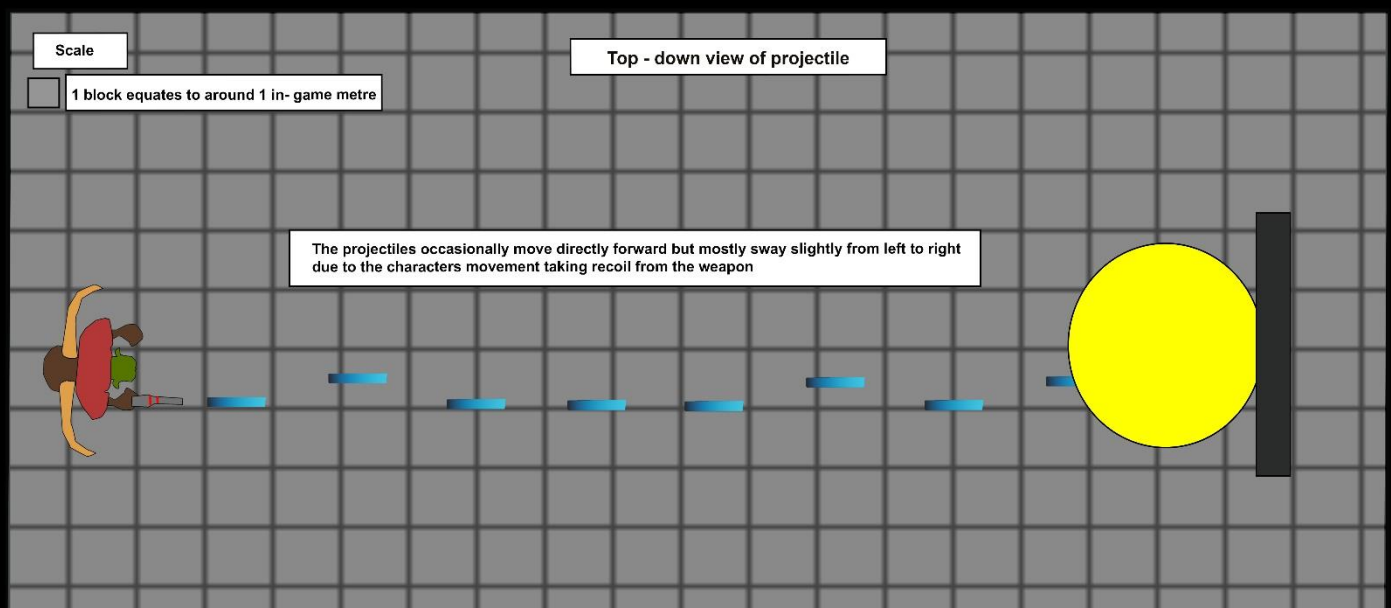
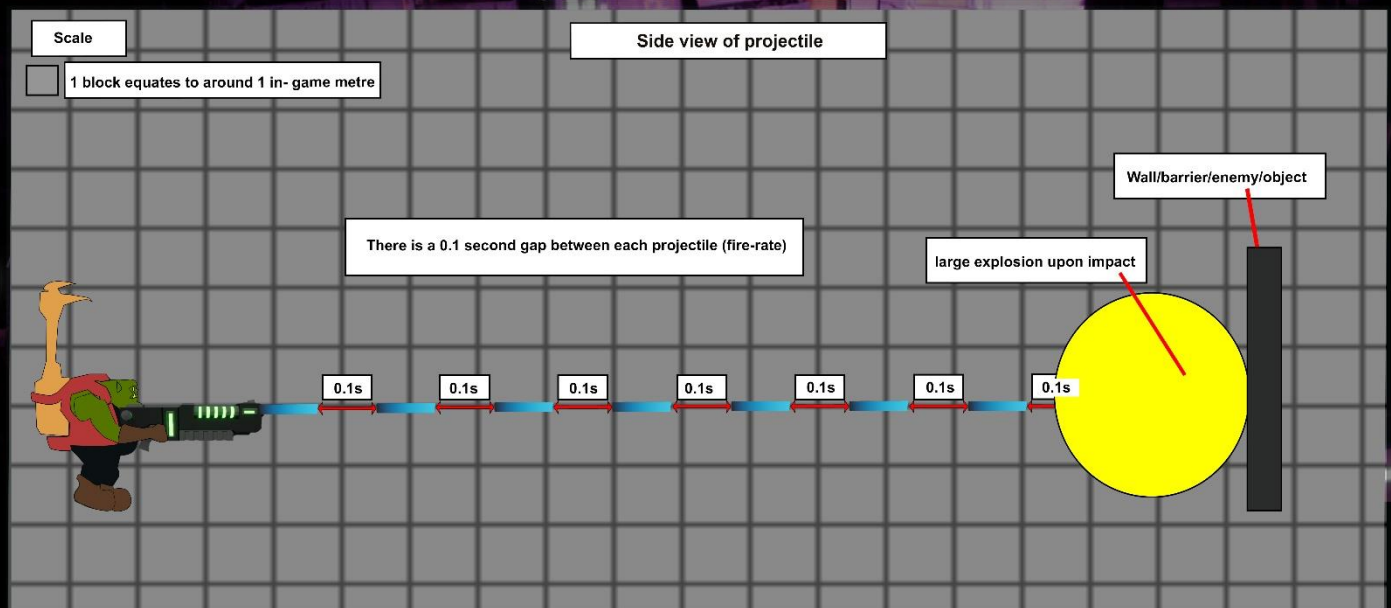
Weapon Plasma Rifle - MKV

The final upgrade for the plasma rifle. This upgrade increases the blast radius from by 3 times it's original size (100-300).

Now the player is unstoppable and can unleash hell after earning their way to the maximum weapon level.

Weapon Name	Plasma Rifle MKIV
Damage	20
Damage Type	Standard
Fire Delay	0.1
Accuracy	1
Shots Per Fire	1
Weapon Spread	1
Blast Radius	300
Max Ammo	N/A
Ability	N/A

Range	Long
Blast Damage	10
Burst Fire reload	N/A
Burst Fire Mag	N/A
XP To Level Up	100
Projectile lifespan	0.7
Weapon LVLs up to	MAXED



Quickpoint table: Weapon upgrades				
Weapon	Blast radius	Reload time	Fire-rate (time between shots)	Damage
Plasma Rifle - phase 1	1	0	2	1
Plasma Rifle - phase 2	1	0	1	1
Plasma Rifle - phase 3	1	0	1	2
Plasma Rifle - phase 4	1	0	1	3
Plasma Rifle - phase 5	3	0	1	3

(scale reference for Fire-rate was measured by max stat number 0.5 divided by 5)
 (scale reference for Blast radius was measured by max stat number 500 divided by 5)
 (scale reference for Reload time was measured by max stat number of 5 divided by 5)
 (scale reference for Damage was measured by max stat number 50 divided by 10)

Enemy design mechanics

Enemy: Small Teef

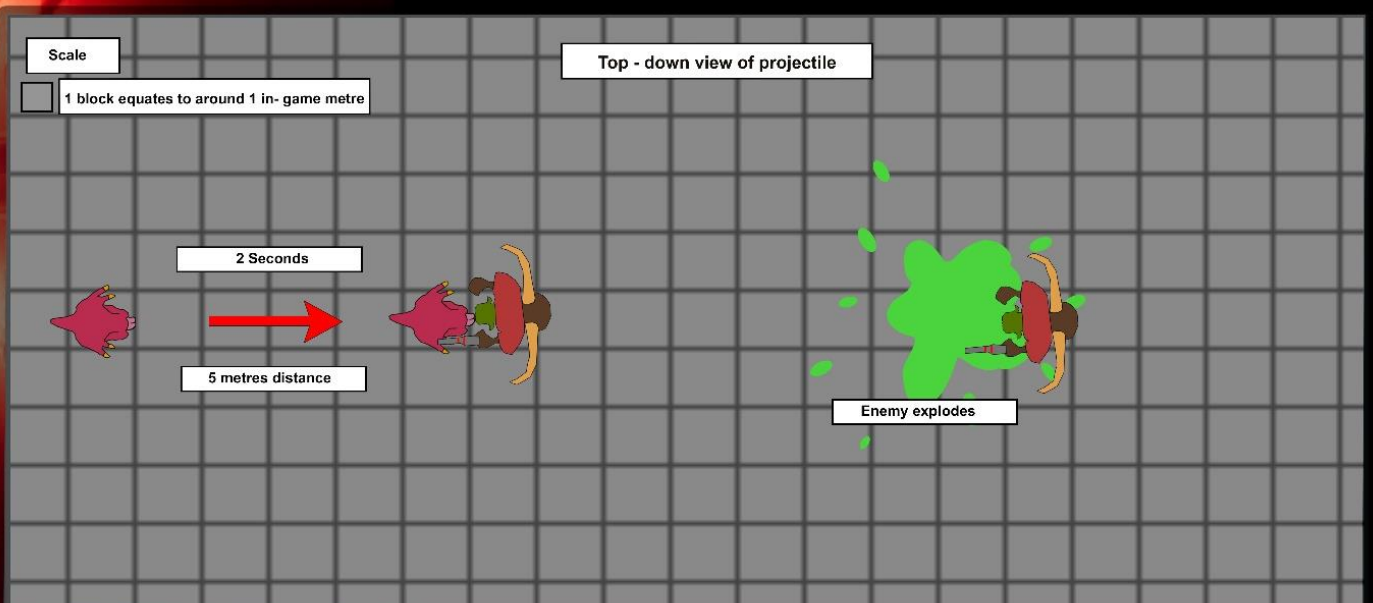
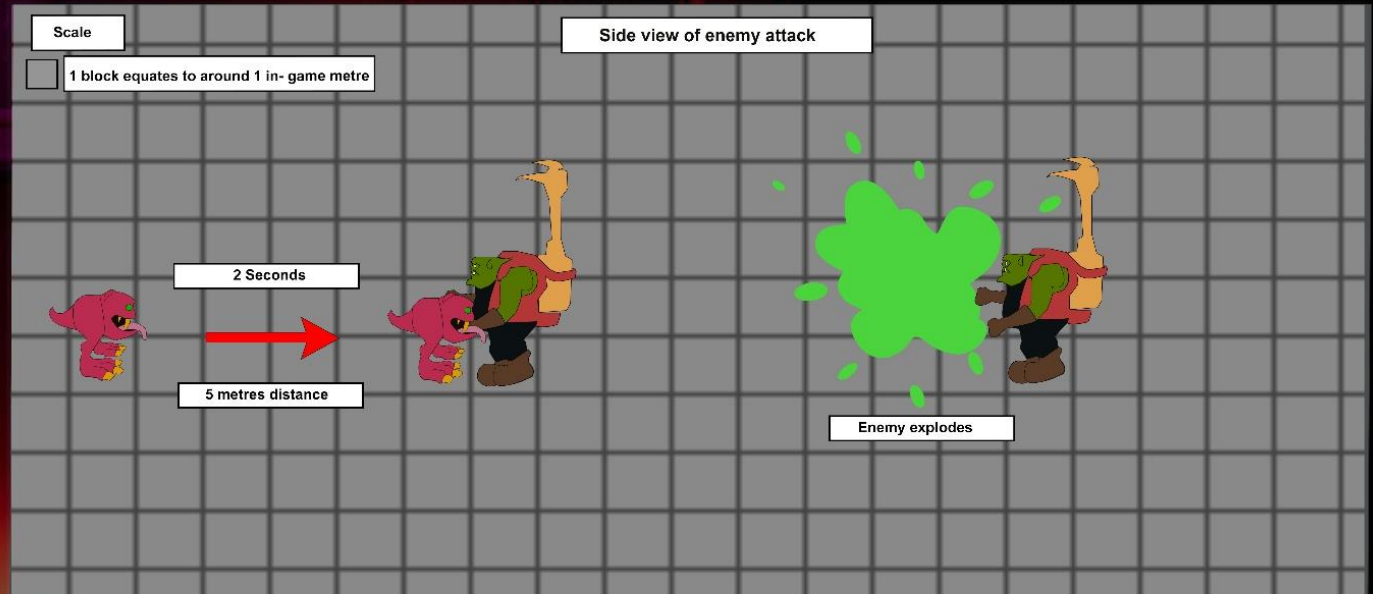
Enemy mechanics - small Teef

This is the main enemy of the game, (the grunts). The creature is a fast runner and constantly chases the player. They have small health and are dispatched by the player with one projectile. If they catch up to the player they will explode on impact and deal a small amount of damage to the player's health.

They arrive in large numbers and are there to keep the player on their toes in the challenge rooms.

Enemy Name	Small Teef
Damage to player	10
Damage Type	Standard
Health	1
Score for killing	5
Movement Speed	1800
Sight Radius	5000
Peripheral vision	180

Range	Close
Accuracy	High



Enemy: Sarg

Enemy mechanics - Sarg Enemy

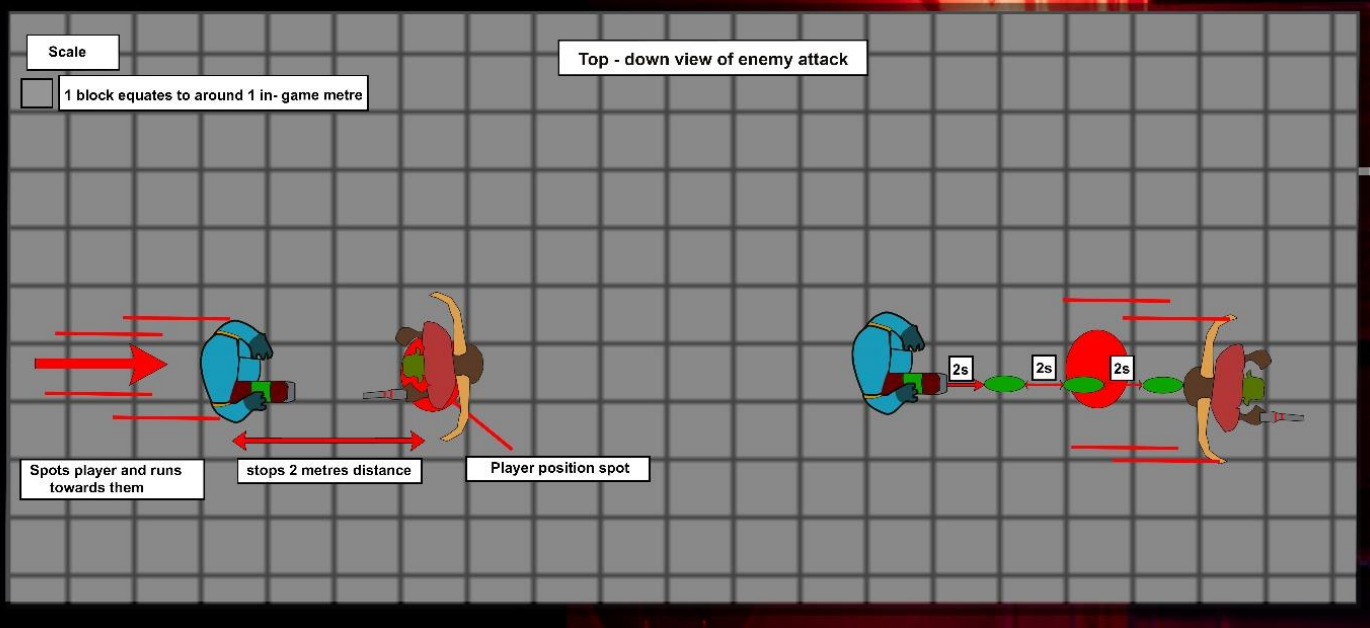
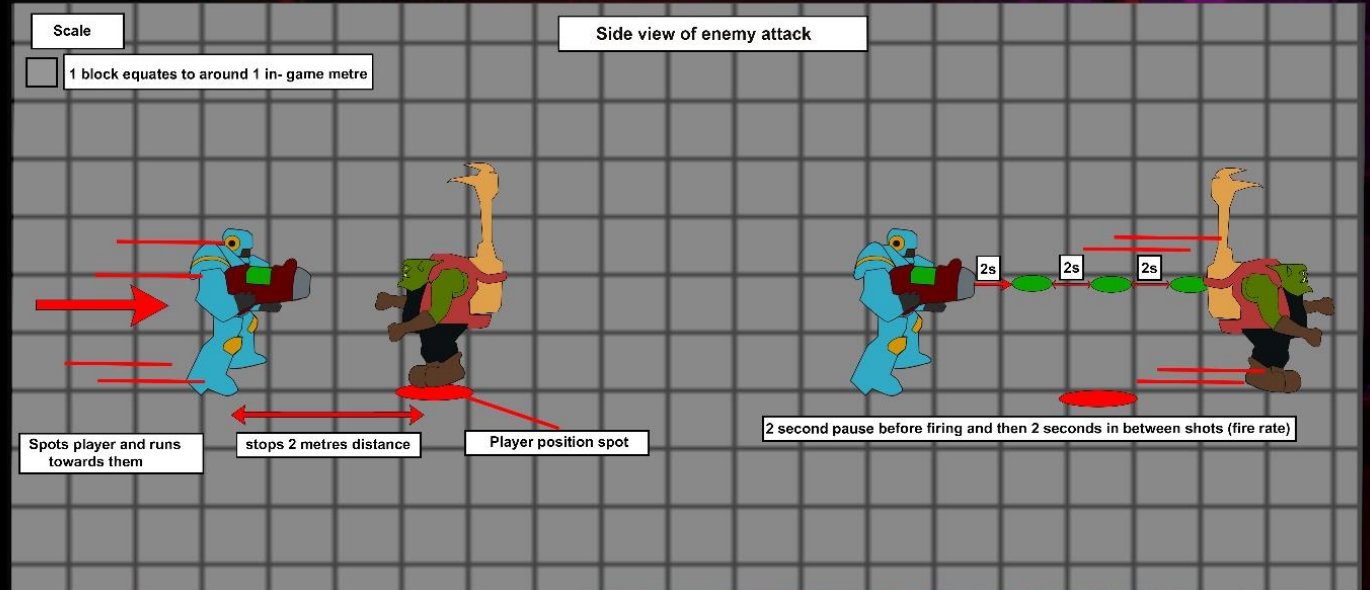
This enemy runs up to the players position at a moderate speed, stops around 2 in-game metres away from the player, pauses for 2 seconds to aim and then fires a single projectile once every 2 seconds. If the player leaves the position they were currently placed then the enemy will give chase again.

The projectiles are slow moving and easy to avoid, if they do manage to hit the player they will take away 20 from the player's health.

The enemy has 50 health points and won't cause the player too much bother to take down. This enemys projectiles are ones to look out for while dispatching the faster enemies. The projectiles can reach a distance of around

Enemy Name	Sarg Enemy
Damage to player	20
Damage Type	Standard
Health	50
Score for killing	20
Movement Speed	1000
Sight Radius	5000
Peripheral vision	180

Range	Far
Accuracy	Low



Enemy: Heavy

Enemy mechanics - Heavy Enemy

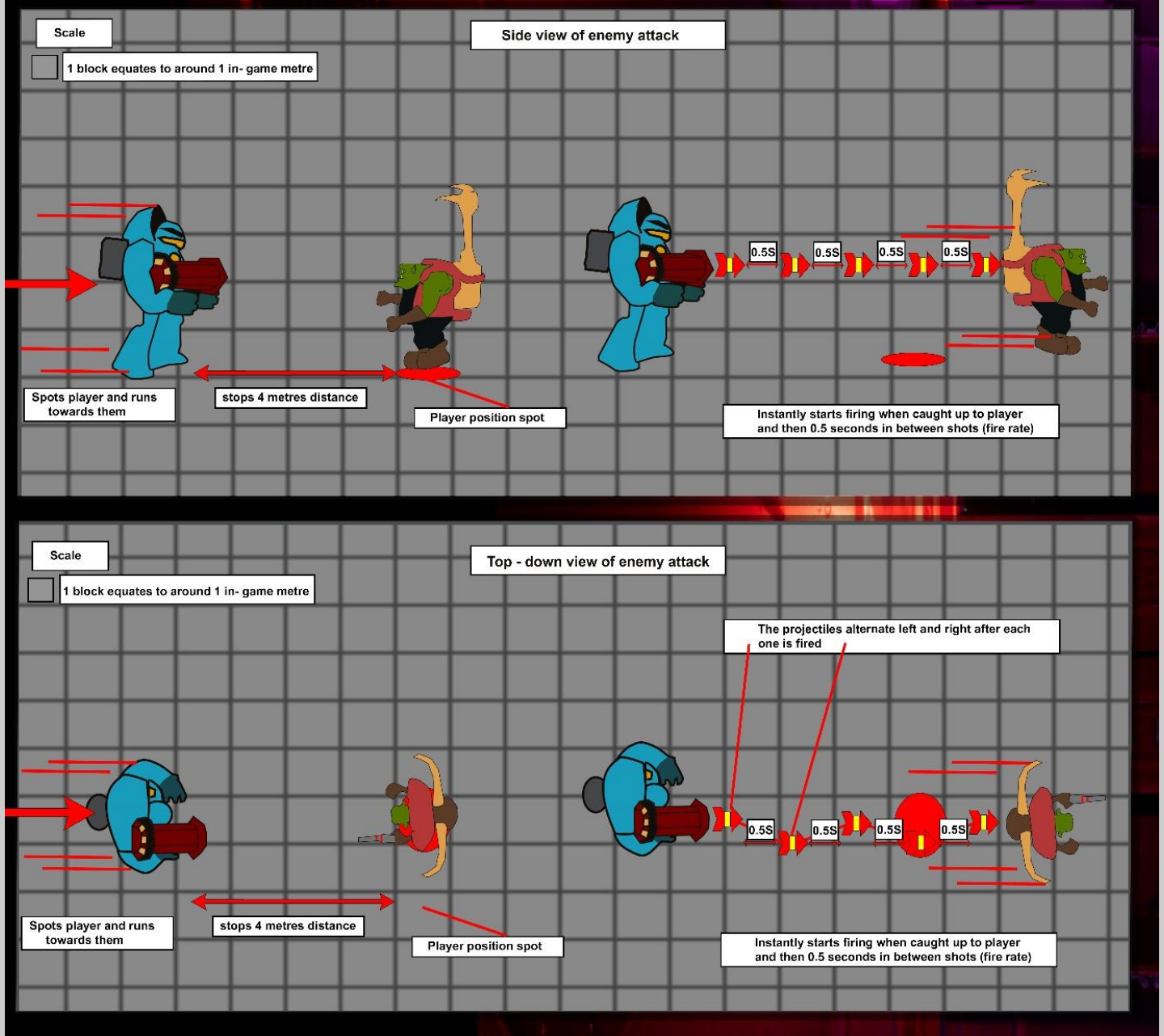
This enemy runs up to the player's position at a moderate speed, stops around 4 in-game metres away from the player, and instantly starts firing projectiles at the player every 0.5 seconds until the player moves out of range, then the enemy gives chase again.

The projectiles are fast moving and alternate slightly to the left and right making them harder to dodge. The projectiles deal heavy damage to the player taking away 35 health points.

The enemy has 100 health points and can cause the player a bit of a headache if not dealt with quickly.

Enemy Name	Heavy Enemy
Damage to player	35
Damage Type	Standard
Health	150
Score for killing	100
Movement Speed	1000
Sight Radius	5000
Peripheral vision	180

Range	Middle
Accuracy	High



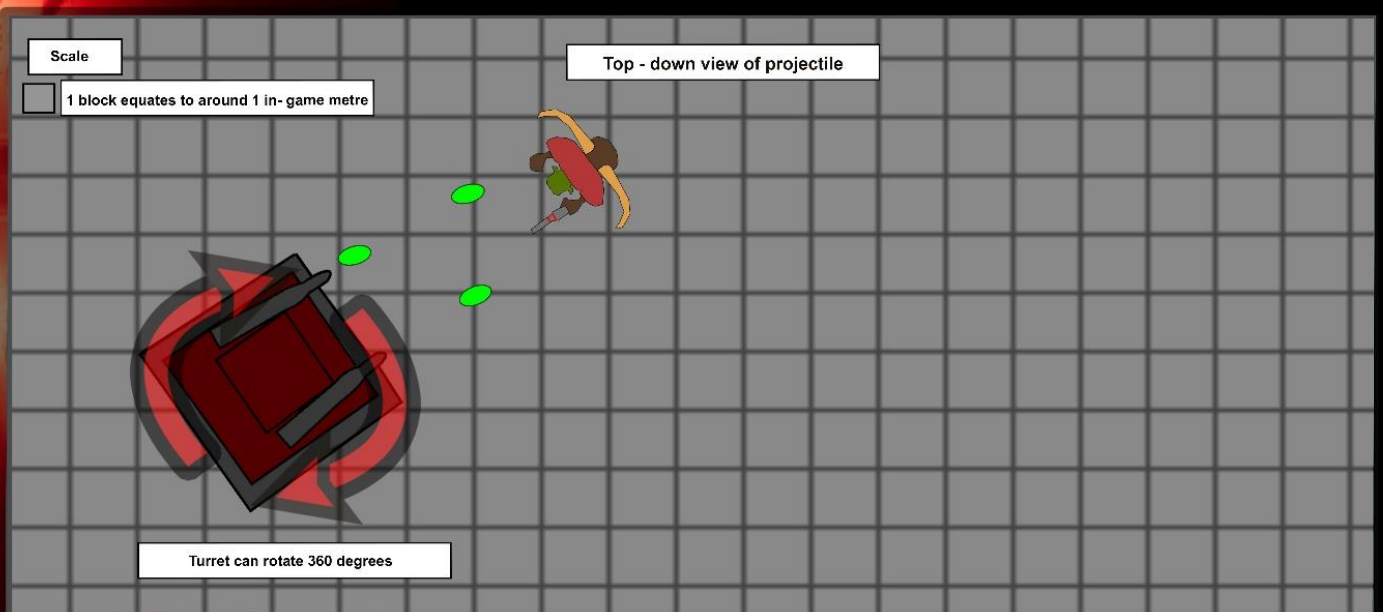
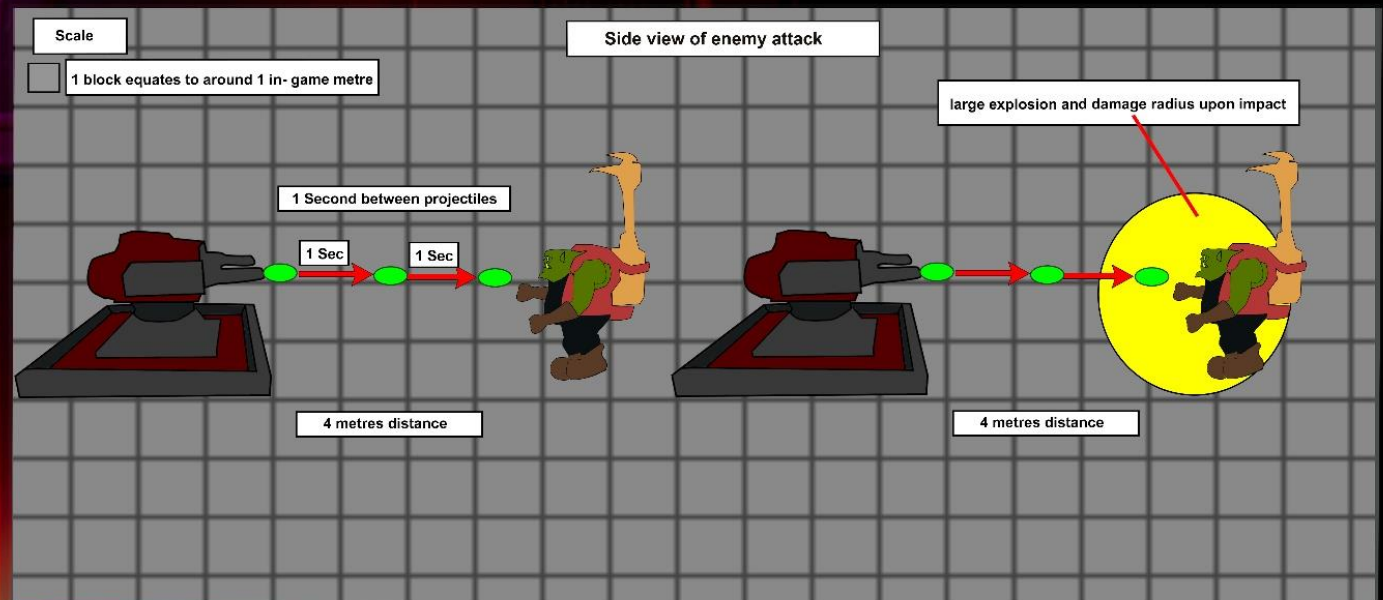
Enemy: Turret

Enemy mechanics - Turret

This turret has two barrels that alternate between each other to fire projectiles at the player every second. Once within range the turret will turn to follow the player 360 degrees. They have 100 health points and deal heavy damage (50 points) to the player's health. Once a projectile hits they will explode on with a large radius that damages the player.

Enemy Name	Turret
Damage to player	20
Damage Type	Standard
Health	100
Score for killing	30
Movement Speed	1800
Sight Radius	2000
Peripheral vision	180

Range	Mid
Accuracy	Mid



Enemy: Melee

Enemy mechanics - Melee Enemy

This enemy quickly chases the player and hits them with a strong melee attack with their weapon. The enemy's attack has a charge up before hitting the player, the charge up takes around 1.5 seconds before making contact.

The enemy's health is at 100 points making it twice as strong as the sarg enemy. It's attacks deal fatal damage to the player, taking away 100 health points, instantly killing them.

This is one enemy the player needs to always be aware of.

Enemy Name	Melee Enemy
Damage to player	100
Damage Type	Standard
Health	100
Score for killing	50
Movement Speed	1300
Sight Radius	5000
Peripheral vision	180

Range	close
Accuracy	High
Burst Fire reload	N/A
Burst Fire Mag	

Scale

1 block equates to around 1 in-game metre

Side view of enemy attack



The enemy chases the player until they catch up with them



The enemy raises their weapon (charge up) for around 1.5 seconds

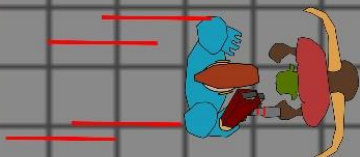


then smashes it downwards onto the player, killing the player instantly

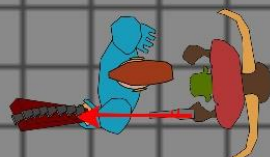
Scale

1 block equates to around 1 in-game metre

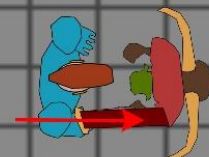
Top - down view of enemy attack



The enemy chases the player until they catch up with them



The enemy raises their weapon (charge up) for around 1.5 seconds



then smashes it downwards onto the player, killing the player instantly

Enemy: Gree

Enemy mechanics - Gree Enemy

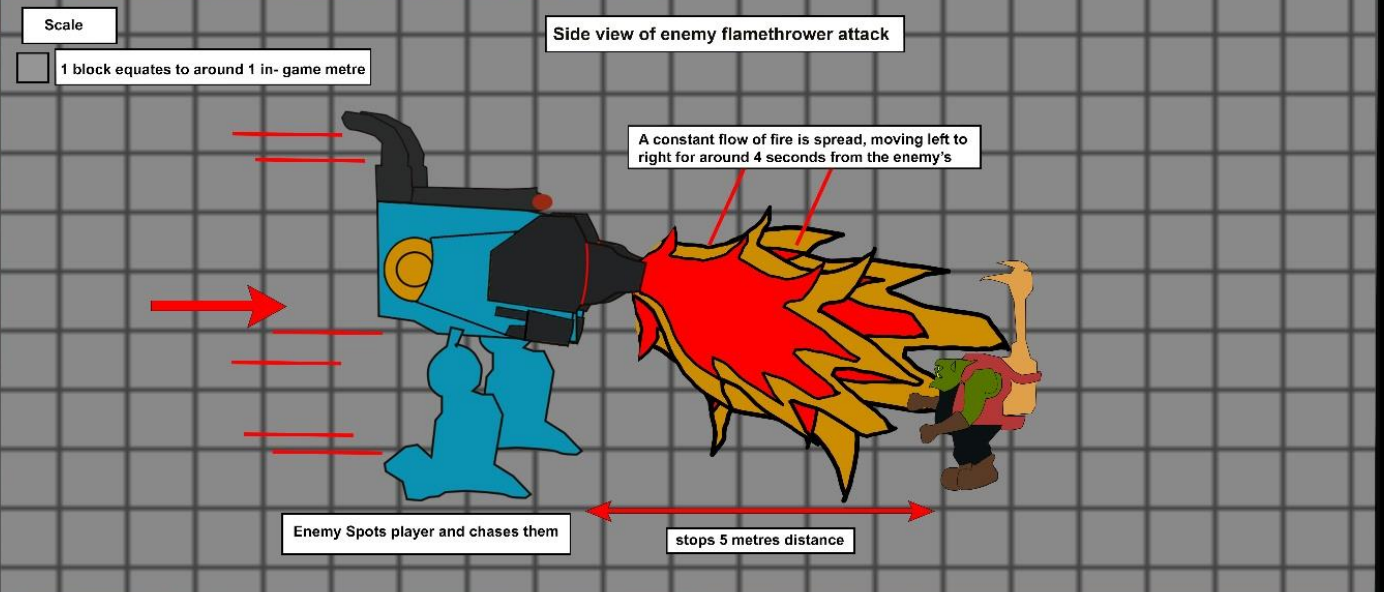
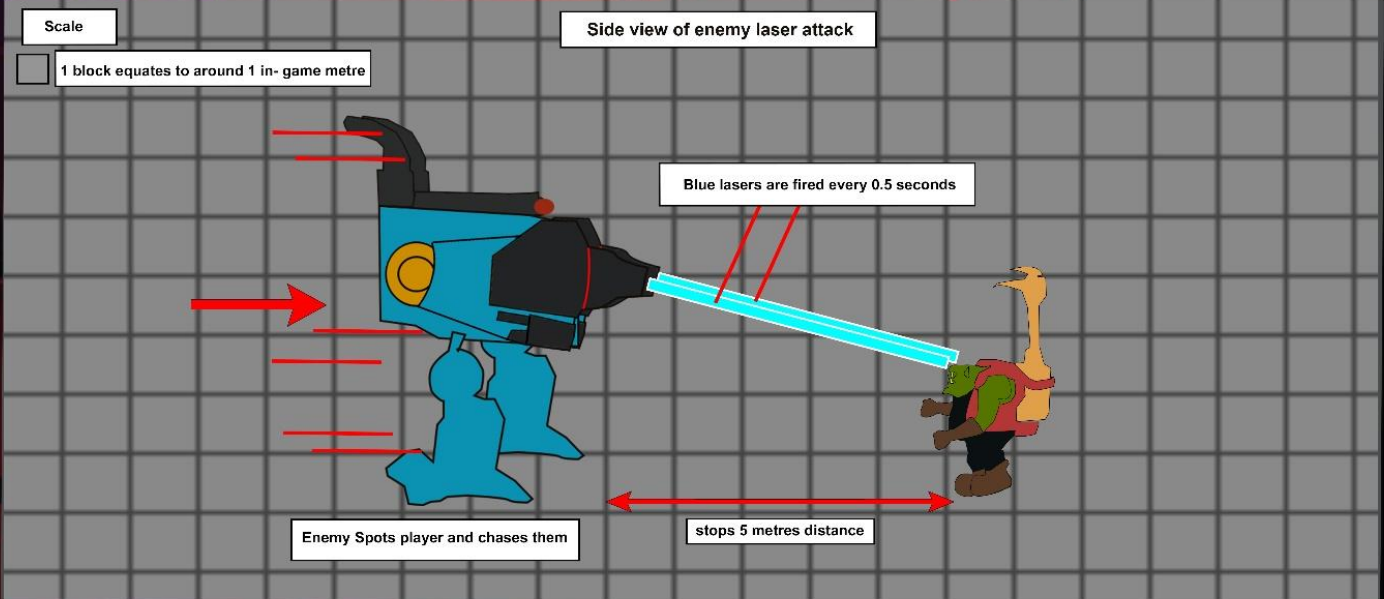
This enemy is the boss encounter for the player. The enemy likes to chase the player until it is around 5 in game metres away from the player at which point the enemy fires two lasers from it's two turrets every 0.5 seconds. The lasers reach the full 5 metre length between the player and take 5 health points away for every hit.

This enemy also packs two flamethrowers which have the same reach as the lasers but also a much wider spread (around 1 in game metre for each turret width wise). The enemy slowly moves the flamethrowers from left to right for 4 seconds before stopping. Every second the player is hit with the flames, 5 health points are taken away.

The enemy has a high amount of health points (2000) but is quite a slow mover with a speed of only 500.

Enemy Name	Gree Enemy
Laser damage to player	5
Flamethrower damage to player	5
Damage Type	Standard
Health	2000
Score for killing	1000
Movement Speed	500
Sight Radius	5000
Peripheral vision	180

Range	Middle
Laser Accuracy	High
Flamethrower Accuracy	Low



Enemy mechanics - Gree Enemy

Top-down view of enemy laser attack

1 block equates to around 1 in- game metre

Scale

Blue lasers are fired every 0.5 seconds

Enemy Spots player and chases them

stops 5 metres distance

Scale

Top - down view of enemy flamethrower attack

1 block equates to around 1 in- game metre

Flamethrowers move from the left to the right

A constant flow of fire is spread, moving left to right for around 4 seconds from the enemy's

Left

Middle

stops 5 metres distance

Enemy Spots player and chases them

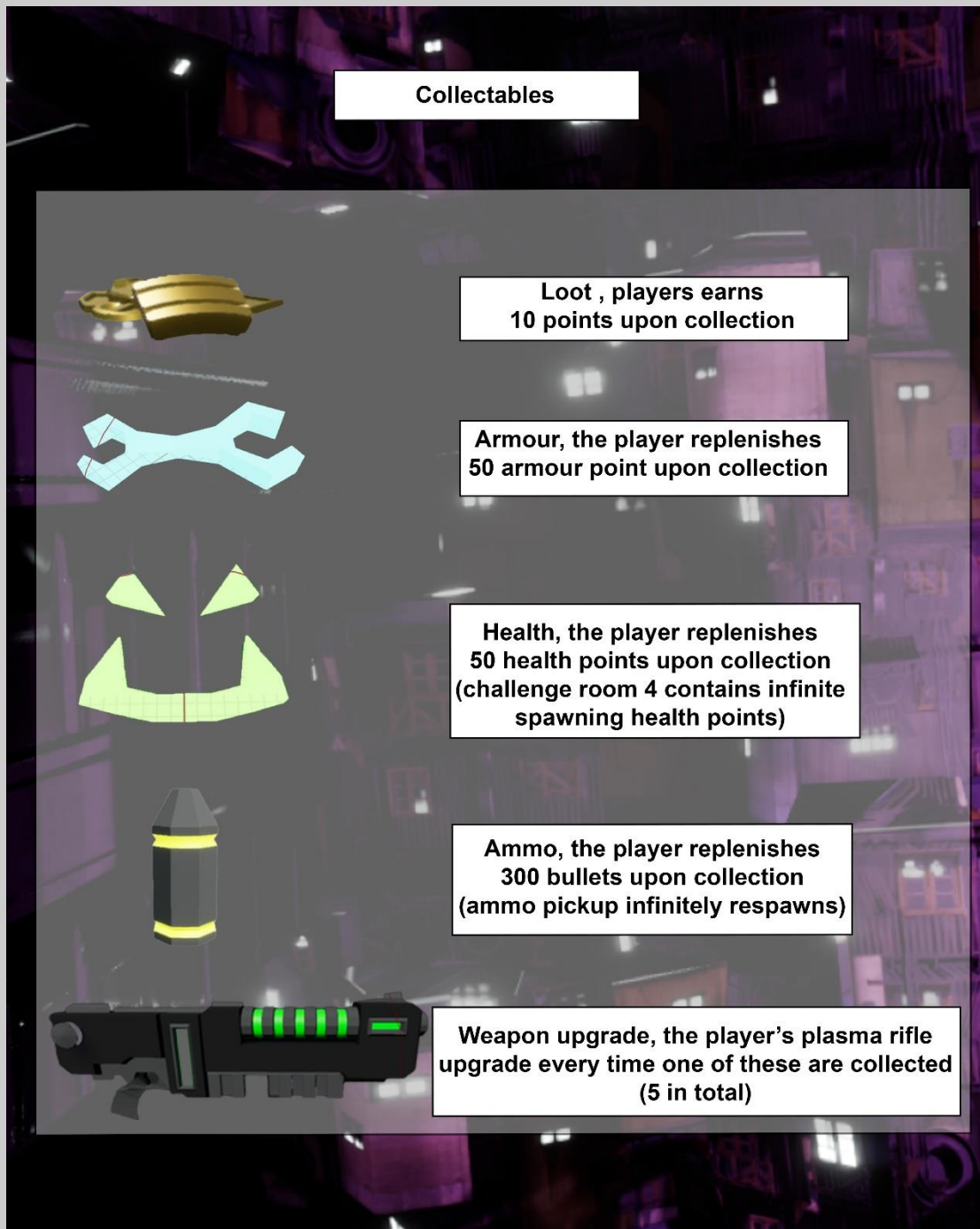
Right

Rewards and progress

The player is rewarded by exploring the environments, overcoming traps and obstacles by using their abilities and uncovering weapon upgrades and loot. The main focus is the challenge rooms designed for the player to rack up as many points as they can through each run.

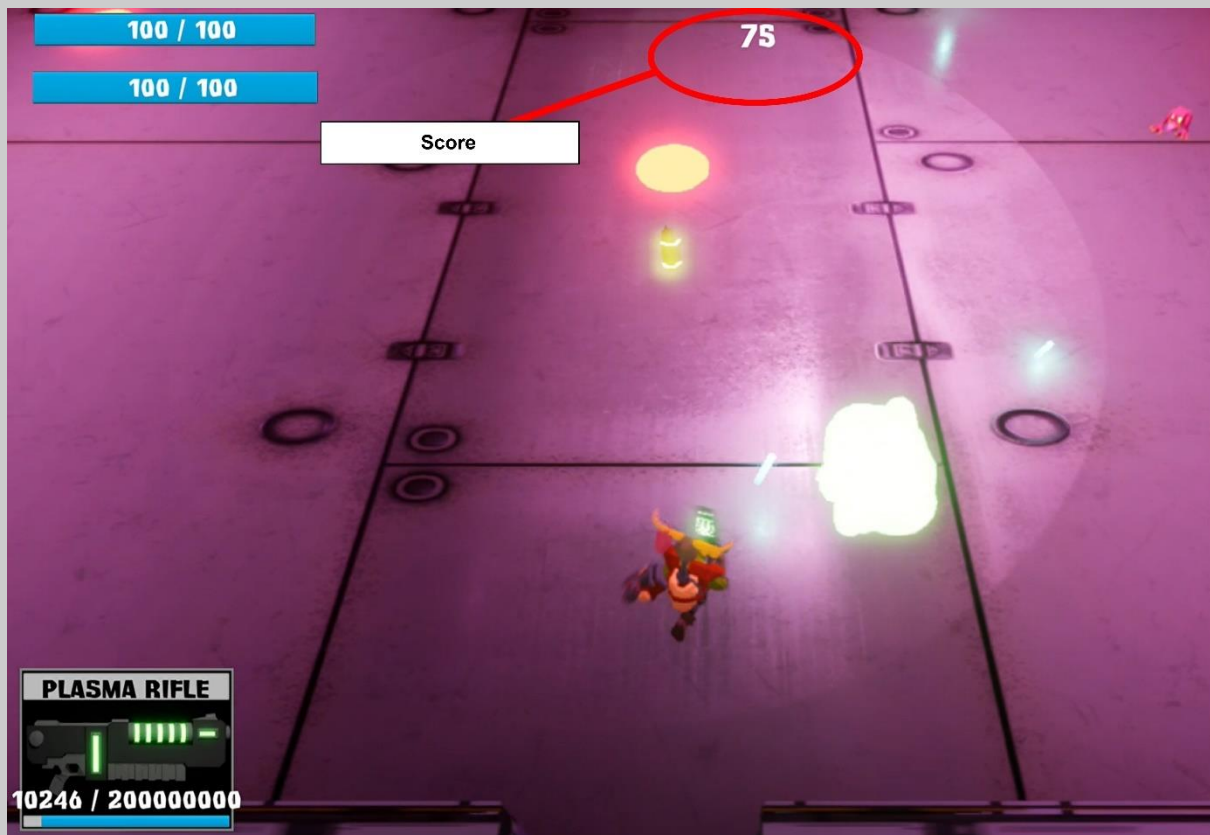
Collectables

Collectables the player can acquire throughout the level, some hidden in secret areas



Challenge rooms

The main focus to accumulate and rack up points to count towards the player's total score



Total score

The final accumulated score (one to beat with multiple playthroughs)

