AGGP131 - Ginyu Force Design Document

Game name: Undecided/TBA

Basic plot summary:

The player is put into the shoes of a rising star in the world of bombastically insane arena fighting: a proficient bladesman (or potentially an adept gunslinger, if we have time for two characters) under the tutelage of (assumedly) world-renowned former prize fighter Mr. The C. Boose (who is an anthropomorphic train). After some rigorous offscreen *train*ing, the player begins the game in the wings of a large arena modeled after the style of robot-fighting-rings from *Real Steel*. They are given the chance to speak with a few bystanders and their grizzly personal *train*er before proceeding to the “main event.” The main event in question is a series of three boss fights against increasingly difficult opponents, all narrated via on-screen dialogue pop-ups by the mysterious “announcer” [actual name tbd]. The player is given breaks partway through their battles, giving time for them to recoup and expect the worst as the announcer impacts the gameplay in a multitude of strange ways. If the player performs superbly, perhaps they can find out the dark secret behind this arena and confront the announcer, who serves as the secret final boss.

Stage 1: “Bull”

Your first opponent is a blocky, stocky, rocky fellow known by the moniker “Bull” [tbd]. His attack patterns consist of charges, ground pounds, and surprisingly horrendous attempts at rap music. His pastimes consist of… much of the same. He feels terribly misunderstood as an artist, but I’m sure if you grin and bear his music he could really help you out. He won’t play fair if you upset him, so watch your back!

Stage 2: Super Robot Fighter GN-U

Your second opponent is a pseudo-neurotic supergenius inventor clad in her massive mech suit, code-name “**GN-U**” (it stands for **G**ood **N**ight (to) yo**U** (according to Bull)). The immense power of her rocket-barrage flurry, electro-shock aura, and Big Punch attack is only matched by her ego. Woe and suffering upon any who dare to give her earnest advice, lest they lead her to believe that they came to a conclusion she was unable to. (She also really likes hot chocolate. This will never come up in game.)

Stage 3: “The Announcer”

Should you continue to press for answers in this cruel world, your third opponent would be the Announcer. This ain’t no sing-song, hot chocolate-drinkin’ fool. The Announcer is the twisted result of technological progress in the prize-fight broadcasting industry: a famous radio announcer of days past; his aging body was placed within the wire-filled edifice of the [arena name tbd]’s commentator box, and his still-spry mind uploaded into the arena itself via a massive tube inserted into the top of his skull. Endless years of watching narcissistic idiots beat the stuffing out of one another for money has transformed him into a sadistic voyeur of violence, crying out in joy as he beholds the carnage from his shaded-plexiglass tower. None have beheld his true form in (decades/centuries/millennia?), and many are completely unaware of his terrifying tube-bound appearance.

Legend has it that if a prize fighter is able to prove themselves unequivocally worthy manages to pique the interest of the Announcer, the spectator who has seen everything, he will descend from his wire-filled abode and challenge the fighter in question to a duel of the ages. His prowess in combat is the result of thousands upon thousands of hours seeing the best of the best go head to head in fierce combat. His attacks consist of sonic-blasts from the arena’s speakers, tube-arm tornado attacks, summoning “goons” (which are little boxing gloves with arms and legs that have swords, think enter the gungeon), and his final desperation move: swinging his own tube-connected body around as a bludgeoning weapon. Defeating him unlocks the true ending.

Side cast:

* Mr. The C. Boose: The grizzled “retired” prize fighter that *trains* the player character in preparation for their fights. He couldn’t care less if you win or lose as long as he gets paid, which also means he bets against you for the first two fights (but will bet in your favor against the announcer, at the threat of violence if you lose). As previously mentioned, is an anthropomorphic train, and has an adopted son named Cub, who he mentions once. Actively says to your face that he thinks you’re gonna get obliterated in the fights, he’s very mean :(. He “controls” the ranking system.
* The Bloodripper: Claims you’ll never beat him, but you never fight him. Talk about blood to befriend him. Skull face.
* Eggheaded character: Literally an egg. If he knows that you’re going to fight GN-U, he’ll let you in on some weaknesses. He really doesn’t like its pilot for some reason… Perhaps they’re rivals?
* Bull’s mother: Only here to support her son. She loves him so much.
* Hooded Creep (Announcer’s really really really really old wife. Kinda like Yzma.): Will tell you about the secrets of the arena. Knows that he’s allergic to fish
* Lenny the Security Guard: “Why are you talking to me. I’m on the job.” Lenny acts like he doesn’t like being talked to but he’s actually very lonely. Please talk to him.
* Little Boxing Glove with Arms and Legs: Why does he look so giddy? Does he know something? (he thirsts for blood)
* Bob. nuff said.