

# Ideas for Steel Purge

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The following document contains information about the certain ideas for the game Steel Purge. These ideas will be categorized into different chapters.

## **1 Game Goal**

The goal of the game is to complete all the levels. In addition to that, it is possible to find and collect all weapon parts, as well as leveling up your character who learns how to create weapons the more he levels up.

### **1.1 Level Completion**

The player can traverse to the end of a level in order to reach the end and complete it. As part of the game design, the player should defeat enemies in order to gain stronger resources for defeating the bosses at the end of each level.

#### **1.1.1 Bosses**

Every level features a boss at the end. Bosses are supposed to be unique and can be an individual entity or simply a part of the environment.

### **1.2 Progression system**

Steel Purge will have multiple ways to progress other than completing levels. This should give the player a feeling that their character is becoming stronger and more experienced as he travels through his adventure.

### 1.2.1 Experience Points and Leveling Up

The player can level up their character the more enemies they defeat. For every enemy defeated, the player earns points which. At a certain level the player has leveled up, they can earn the ability to craft new weapons.

## 1.3 Items

As part of making the player's character stronger, there are multiple items they can carry to help them on the journey.

### 1.3.1 Scrap

Defeating enemies and destroying other obstacles results in *Scrap* being spawned on the ground. The player can pick up *Scrap* and store them in their backpack <sup>1</sup>.

### 1.3.2 Weapon Parts

In many areas of the levels, parts for weapons can be found. They can also be crafted by learning them through leveling up, but this process is less efficient and is more oriented around level design for further levels.

## 2 Weapons

The weapons in Steel Purge will be the primary source of attacking enemies. Weapons have ammo, but they are only limited to how often the player can shoot at a time before reloading. The weapons also have some extra specialities spoken about in this chapter. The player should be able to carry two weapons and switch between them quickly.

### 2.1 Enhancements from Weapon Parts

As parts for weapons exist in the game, each weapon has three part slots compatible for every weapon no matter what it looks like or what it shoots.

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<sup>1</sup>There should probably be a limit for how much to carry, depending on how the player should be forced to use it more

### 2.1.1 Barrel Mod

The *Barrel Mod* is an attachable enhancement for the weapon which grants it extra effects when the weapon is firing. I.e, the enhancement makes the weapon shoot burning bullets causing enemies to catch on fire after consecutive hits.

### 2.1.2 Ordinance Mod

This enhancement is essentially an extra weapon attached to the weapon itself. I.e, a flame-thrower attachment. The input action bound to using this enhancement is separate from the primary firing action. In addition, the enhancement uses a different limited resource. Lastly, the *Barrel Mod*'s effects are also applied to the *Ordinance Mod*

### 2.1.3 Tactical Mod

Similar to the *Ordinance Mod*, it is an external attachment on the weapon. This one is focused on giving an additional tactical effect for the player's weapon. It is not focused on lethality, but does have the opportunity for it. I.e, a *Rocket Bayonet* attachment that causes the player to fly when activating the rocket.

## 2.2 Special Weapons

*Special Weapons* are unique weapons with unique abilities that cannot be modified. These weapons are not hit-scan weapons and fire projectiles that do additional things than damage. They possess only one ability that requires an extensive amount of the external resource that also power the other mods for regular weapons.

## 2.3 All Weapon Ideas

This section consists of all the ideas for each weapon, including the special weapons.

### 2.3.1 Ballistic Weapons

*Ballistic Weapons* are the name of the normal hit-scan weapons. These weapons are the ones that can be customized with different mods and abilities, and only fire regular bullets.

**Judger .37** Six-shooter revolver

**Marshal D12** Pump-action shotgun loaded by tube magazines

**Viper P53** Rapid-fire tactical submachine gun

**M11 Warden** Precision three-round burst assault rifle

**G20 Hellstar** Advanced eight-round burst machine rifle

**MG-X Jackhammer** Heavy machine gun with high ammo capacity

### 2.3.2 Special Weapons

**Plasma Swarm** Energy orb launcher. Projectiles are explosive and track enemies after a certain distance they travel.

Special Ability: Salvo Storm - Launch a time bomb energy projectile that scatters multiple projectiles tracking nearby enemies

## 2.4 All Mod Ideas

This section describes attachments and their effects on the weapon it is attached to.

### 2.4.1 Barrel Mods

**Wormhole Barrel** After consecutive shots hit on an enemy or surface, there spawns a black hole that sucks in all enemies and does damage to them. The player can also get sucked in but does not get damaged.

**Nuclear Barrel** After consecutive shots hit on an enemy, the enemy becomes fused by radiation. This radiation causes other enemies to move away from it so that the player won't be attacked.

#### 2.4.2 Ordinance Mods

**Pocket Flamethrower** Fire a close-range stream of fire that burns enemies or other destructible objects

**Cluster Launcher** Grenade launcher that launches an explosive projectile which activates a cluster-bomb in the landing area, dealing constant damage to enemies caught in it.

#### 2.4.3 Tactical Mods

**Rocket Bayonet** When activated, the player starts flying in the direction they were looking. Hitting an enemy mid-flight deals immense damage to the enemy and stops the player in their tracks

**Gun Shield** When activated, all incoming damage is blocked for a period of time. The shield is placed in front of the player where they are looking

## 3 Levels

The levels in Steel Purge have unique platforming layouts and ways to be completed.

### 3.1 Anvils

The checkpoints on each level is an anvil. These can be used to craft certain items (ammo, weapons, etc.). When a level is complete, before the player is about to leave the level there is an anvil for the player to use. Anvils have a quick repair-and-refill option for players who choose not to upgrade their weapons. There will be a notification on the anvil saying that the player can upgrade or make new weapons and the amount of new things he can explore.

## **3.2 Sections/Areas**

Levels are divided into sections and the camera does not move further than the section. When the player moves out of the section the camera pans over to the next section. This mechanic does not apply to Purge Mode.

## **3.3 Purge Mode**

Upon clearing a level the player is given the ability to enter Purge Mode on that particular level. This mode is essentially an event that occurs every now and again on cleared levels. The story aspect of this is that the X-Warbs have suddenly appeared in one particular part of the world and you need to destroy them all.

Purge Mode is a round-based mode where you survive as many waves of enemies as possible. Every X rounds a mini-boss appears and defeating it rewards you with a random Stage Y weapon. Dying in this mode has no penalty on the user's progress, but stops the mode and kicks the player out of the level. The player can also choose to exit the level, but this also cancels the mode and the player must wait for another one to appear next time.

# **4 Movement**

The player movement in Steel Purge is a standard platformer movement with walking and jumping. Due to the limited input the player will have, there are some twists on how he can move.

## **4.1 Gravity and Left-Right Movement + Jumping**

The player character in Steel Purge falls and can walk from left to right and jump on top of obstacles.

## **4.2 Recoil-Hovering**

By firing downwards the player can fall slower. The slower the weapon makes you walk while firing the slower it makes you fall

## 5 Story

It is the year 2034 and the world is undergoing a global industrial revolution. This time, military technology is the hope of every land's survival. Countries are putting resources, including their people, into weapon production in order to dominate any war that inevitably arises. You are working for district Goliath-A1, the primary weapons factory of your government that spans two thirds of the capital. Every employee must wear a specialized industrial body armor which protects from any accidental friendly fire at the workplace. This factory only produces ballistic infantry weapons, but your curiosity doesn't fool you. Seeking around the deeper structures of the factory, you find a hatch which seemingly would lead to a sewer. Being your curious you, you open the hatch and for some reason strong chiming winds throw you into the hole which leads to a strangely large sewer. It is dark, but some lights work. Through the dark alleys of the sewer, strange metalized humanoid beings emerge with malicious intent. An industrial revolver that came along with the winds rests on the ground. Your options become clearer by the second.