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.

1.2.1 Weapon purchases

The player can purchase weapons on buy-stations using *scrap*.

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. Each time the player dies they lose a significant amount of scrap.

1.3.2 Ordinance Fuel

The primary resource for activating the weapon mods. There are different types of fuels that at least two weapons will support. They can all be created from scrap. Here are all the fuel ideas:

Gasoline: Used to power ignition-based engines, like rockets and flame-throwers

EM-Slugs: Electro-magnetic charge storage units used in directed-energy tools

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 one weapon at a time, but can switch to a different one when entering a menu.

2.1 Weapons are unique

Every weapon should signify a special trait or element that only a particular weapon can posses.

2.2 Weapon ordinance

Weapons, in addition to firing, have a special ability called an *ordinance*. It uses a specific resource in order to be utilized. This ability is usually a form for utility, mobility or lethality.

2.3 Firing types

There are several unique ways a weapon can fire projectiles that do damage. Each is meant to be used in different ways forcing the player to employ different play-styles. Each firing type is launched at the horizontal looking direction of the player.

2.3.1 Hit-scan direct

A straight ray

2.3.2 Hit-scan spread

Multiple straight rays spread out in a cone shape

2.3.3 Homing projectile

An entity that starts moving towards its target when close enough. All lethal projectiles should track enemies so that it is easier to hit them since there is no aiming mechanic.

2.4 All Weapon Ideas

This section consists of all the ideas for each weapon.

KE-6 Swarm Kinetic energy orb launcher. Projectiles are explosive and track enemies after a certain distance they travel.

Ordinance: Kinetic Bubble - Fire a large slow projectile that can be stood on top of. It goes through the environment but pushes enemies into walls and crushes them. The more enemies crushed, the more damage the bubble takes and then disappears. Enemies can still attack through it.

Firewall .127   Flame-thrower-shotgun hybrid. Fires projectile flares that, upon consecutive hits, burns enemies.

Ordinance: Dragon's Breath - Activate a strong stream of fire that burns enemies and can act as a jet-pack when firing downwards.

Falcon RR   Lever-action rifle with direct hit-scan firing. It has a bayonet and a rocket attached to it.

Ordinance: Rocket Charge - Activate the weapon's rocket system and charge in the direction you are looking. Hitting an enemy while charging does massive damage to them. Doing this mid-air lets you fly. Aiming downwards and charging makes you dash downwards, but the damaging effects on enemies still applies.

M7 Neostar   Powerful railgun rifle that shoots triple bursts of metal projectiles that get attracted to magnetic material.

Ordinance: Flux Field - Cast a magnetic area that lifts up enemies and holds them in place. Firing your weapon guides your projectiles to the enemies held in place. Performing this when aiming downwards on metal surfaces or enemies causes you to hover over them.

3   Levels

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

3.1   Shops

The checkpoints on each level is a shop where the player can buy weapons and XE-Slugs using scrap.

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. This mode is designed to let the player farm more scrap if they have to.

3.4 Worlds

Worlds are different thematic collections of levels. Here are some of the ideas for them.

3.4.1 Antarctic ice-bunker

4 Player Traits

This section describes all the traits the player has regarding movement among other things.

4.1 Health / Hit Points

The player can take several hits by enemies until they die. There are several methods the player can survive the hits by enemies

4.2 Health regeneration and invincibility

When the player is hit by an enemy, they are invulnerable for a short time. After the invulnerability is over, some time later the player will slowly recover health

4.3 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.

4.3.1 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.

4.3.2 Recoil-Hovering

By firing downwards the player can fall slower after each fire interval.

4.3.3 Sliding

The player can slide on the ground and on slopes. Sliding allows the player to build up momentum, especially on slopes, and jump in order to keep that momentum. Combining this with *recoil hovering* lets the player keep the high momentum for longer.

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.