



Protocol: Exterminatus

Project Description

The following document describes a pixel 2D on-rails space shooter game with one looping level and advancing difficulty.

Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	Julija	29/11/2023	Kurt	1/12/2023	Initial Build

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1. Characters

The crew of the I.G.S. 1337 Condor, a single unit of the Exterminatus CDXX squadron.

The Xenos, a hostile alien species to the Imperials of the Condor.

Rocky the stony asteroid obstacle.

Scrappy the metal scrap obstacle.

2. Story

The foe of the Empire of Tera has remained out of reach for too long, watching, studying, abducting. It ends on this cycle, the Xenos threat at the far reaches of The Way. An order echoes through the military wings, a protocol to end all life of the target, an Exterminatus.

It is the CDXX's time such a protocol has been called upon. Joined by you, Captain, with your crew and your imperial gunship, the Condor, the squadron is launched to resonate the end of the foe.

Prepared and primed for bloodshed, the fleet jumps to the edge of controlled space, arriving at the beginning of your crusade, everything then goes awry.

With a catastrophic detonation of a nearby planet, the shockwave hits the fleet as if planned, planted by the enemy you surmise. System failure after system failure, yet the luck of the emperor was on your side, as the imperial capital ship Damascus stood as your shield from the explosion.

You alone, Condor, survived arrival.

You alone, must carry out the order.

The foe has been judged and juried; you must be the executioner.

Exterminate.

3. Theme

The game is a diesel-punk sci-fi telling of the old phrasing "I am not caged in here with you all, you are caged in here with me.", with a focus on both survival and elimination of the enemy.

4. Gameplay

4.1. Goals

Short term: Survive the enemy and space

Long term: Eliminate the enemy

4.2. User Skills

1. *Three keyboard keys, A, D, Spacebar to control gunship*
2. *Timing to avoid obstacles and collision*
3. *Accuracy to hit targets in a 2D space*
4. *Tactical usage of slow firing weapon*
5. *Quick reaction time to quickening difficulty*

4.3. Game Mechanics

1. *Single axis movement (Left to Right)*
2. *Space bar to shoot*
3. *Slow firing weapon with single projectile at start*
4. *3 health points*
5. *Randomly spawning enemies and obstacles*
6. *Enemies and obstacles are unique with varying health*

4.4. Items and power-ups

Power-ups are collectable and spawn separately from obstacles and enemies

1. *Health regen*
2. *Weapon upgrade*
 - a. *Spread shot: multiple projectiles*
 - b. *Quick shot: faster projectile*
 - c. *Quick load: faster reload*

4.5. Progression and challenge

Enemies and obstacles will spawn more frequently the longer the game goes on and upgrades have a finite limit to power, a power cap, making the rest of the game purely skill-based for continuation post power-cap.

4.6. Losing

Colliding or getting hit up to 3 times taking your health points down to 0 results in you losing the game, saving your score as your top thus far and if played again restarting you from the beginning.

5. Art style

2D pixel art style with a diesel sci-fi punk theme. Everything is rusty and worn but futuristic and advanced. The New Old.

6. Music and Sounds

The music will be a mixture of alternative metal and industrial techno, giving the feel of extreme circumstances but the ability to cope and get through with your purpose.

<https://www.youtube.com/watch?v=Pb8Qrl5EzVg&list=PL904AuFDEgegVqF0UUJSgRbAQW20r6l20&index=4>

<https://www.youtube.com/watch?v=dinimP9QhiM&list=PL904AuFDEgegVqF0UUJSgRbAQW20r6l20&index=40>

The game effect sounds should be somewhat realistic but at the same time futuristic

7. Technical description

The game will be PC windows and PC mac compatible.

8. Demographics

Teens to early Adults, 13-30~s

Hyper-casual low-playtime and Casual average-playtime gamers

9. Other ideas

- *More enemy types*
- *Customizable gunship?*
- *Enemy AI?*
- *More upgrades*
- *More abilities*