

SPARK TECHUS(working title) Game Design Doc

STORY /NARRATIVE MOTIVE & SCENARIO

- The PC fights to free himself and other mechanized warriors to save them from their forced labor for their organic masters
- Freeing themselves is the first stage, followed by a middle to late game turn where allies turn rogue and human allies come into play
- Rogue-refers to a berserker state, where friends turn on ally and foe alike
- The source of this altered state is the main bad and the final boss (name TBD)
- There are an array of helpful support npcs that are unlocked as the pc progresses
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OVERVIEW & GAME PLAY MECHANICS

- Hopefully a Spiritual successor to SNES platforming and metroidvania like games , another jump-and-gun/slash , with a gladiatorial spin (combat w/ melee and melee weapon emphasis)
- The gladiatorial elements are apparent in how the paper, rock, scissors style weakness/advantages out in the weapons and elemental /types of damage combinations work
- Legendary Fencer Musashi Lumina's Kirby mechanic is a strong candidate to implement the enemy's strength /skill/attack becomes Sparx's
- He [Sparx] features a unique array of skills such as :

- Takes enemy weapons and tools to either defeat an enemy or open up arena secrets, allowed to keep a limited inventory (non-boss items are destructible)
- The permanently acquired enemy weapons/parts can be upgraded and customized on the fly w/ chips, that need to be discovered throughout the levels
- To differentiate itself from Mega, Sparx takes parts from other Pitt bosses and turns them into a melee weapon (fist/gauntlet, trident, morning star, Gladius, spear, etc.) or armor/elemental charge
- Possibly incorporating a system similar to MMZX
- Conqueror's Clasp, a coiled, extending gauntlet-like hand/arm that extends like a whip/ball and chain/ to reach places and grab or smash enemies, can be enhanced as game progresses
- The grapple feature is a quicktime event, a coup de grace finisher to make the player feel powerful
- The gauntlet fist doubles as a temporary shield (timed not hold down)
- Another addition to platforming is the stepping stone feature, ie Sparx uses weakened/frozen/stunned enemies as a stepping stone to jump to higher elevations, simultaneously finishing off enemies and platforming all at once (propelled by large hand in a DK slam/leap frog motion)
- Levels have side B's by which Sparx has to revisit w/ new skills to find secrets and thoroughly defeat his foes, even going as far as changing the face of the landscape
- Metroidvania style power ups and levels, there are areas where the current verb set does not allow character to traverse an area until compatible power ups can be found or bought

VISUALS

- Cell-shaded 2.5D, with some hard linework, think 3d but sprite inspired
- Look at LoZ: Windwaker, Megaman network transmissions, modern 3DS kids' games
- Foreground, middle ground, and background elements will have secondary animations that corresponds with environmental obstacle changes that are either part of level progression or player character input. Examples of such are :
 - Using water/ice on a volcano eruption creates more platforming islands
 - Shooting ice foes w/ water makes them freeze into slippery platforms
 - Using electricity in watery environments creates an area obstacle where the watery parts become an electrified obstacle that lasts until a scene transition
- Visual FX should be similar to what you see in the MMZX games, X series, or Zero Series (GBA)
- Backgrounds /environments should be in a similar style to the characters, simple but aesthetically pleasing
- Character design should follow a pairing of motif and style
- Secondary animations will be used in the environment to reflect changes
- Definite element, climate, and architectural /cultural motifs in certain levels that corresponds to bosses, culminating in a boss fight where the previous experiences in their respective level is reflected in the boss fight

- No Spark Mandrill syndrome, elemental and weapon advantages increase damage but do not reduce bosses to a joke

SOUND DESIGN

- MMX, Rez, MMZX, think 16-bit Era, or chip tune
- SFX once again should harken back to the X series or the mythically difficulty Zero game
- SFX should sound like they were fun through a digital filter
- The sound should feel like it has weight, delay, reverb

CUTSCENES/CINEMATICS

- Instead of Voice Acting, dialog will be indicated w/ a text line sound and atmospheric /ambient noise /bgm
- There will be visual overlays as well and highly rendered animation?