

***Development Conventions***

Speed is measured based on the Player’s Basic Speed (un-upgraded).

100% speed = Player’s Basic Speed

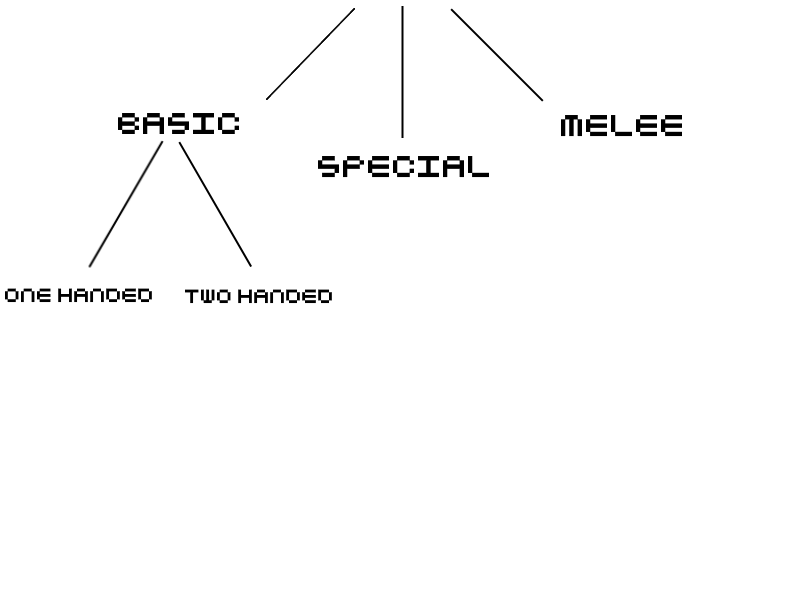
***QUICK LINKS***

**[-Weapons](#Weapons)**

**[-Progression](#Progression)**

**[-The Player](#The_Player)**

**[-Enemies](#Enemies)**

  **[WEAPONS](#Weapons_Back)**

[**BASIC**](#Basic)[**SPECIAL**](#Special)[**MELEE**](#Melee)

+ Unlimited Ammo - Limited Ammo + No Ammo

- Require Reload + No Reload - Strike Cooldown

+ Ranged + Ranged - Melee

- Low to Mid DMG. + Mid to High DMG. + High DMG.

**Two Handed Vs. One Handed**

One Handed Two Handed

+ High Firing Speed + Higher DMG.

+ Faster Reload + High Accuracy

+ Dual Wield + High Penetration

- Lower DMG. - Slower Reload

- Low Accuracy - Low firing speed

- Low Penetration - No Dual Wield

**Shooting**

Weapons can be Automatic, or Semi-Automatic.

Weapons can be shot by pressing the [Shoot Button].

Automatic Weapons will shoot for as long as the [Shoot button] is held.

Each Weapon has its own Fire Rate, Clipsize, Reload Time, Bullet Spread, Penetration Level and Bullet Type.

**Fire Rate** = the frequency at wich a weapon

can fire or launch projectiles

**Clipsize** = the number of Bullets/Projectiles

a weapon can shoot without

Reloading

**Reload Time** = the Time it takes to reload

the weapon

**Bullet Spread** = the Angle offset at wich the

Bullet travels based on the

position of the crosshair

**Penetration** =the maximum number of

targets the Bullet can hit before getting destroyed

**Reloading**

Reloading will refill the clip. The Player can manually Reload by pressing [Reload Button], but if the clip is empty, The Player will reload automatically.

If the Player tries to Shoot, or switch weapons, the Reloading process will be canceled.

**Dual Wielding**

2 One Handed Weapons can be used at the same time. This is called Dual Wielding.

Dual Weilding allows the Player to shoot two One Handed weapons at the same time.

However, while Dual Weilding the Accuracy of both weapons is reduced.

While Dual Wielding it is possible to reload a weapon while shooting the other.

Weapons will reload automatically if their clip is empty.

If neither weapons has a full clipsize, they will both reload in the same time by pressing [R].

In Dual Wiled mode every weapon has the same Reload Time.

Dual wield Reload Time: 1.3 s

**Bullet Types:**

[-STANDARD](#STANDARD)

**Bullet Behavior**

**[Standard Bullet Behavior:](#STANDARD_Back)**

The Bullet will travel on a certain direction, depending on the position of the crosshair and the Bullet Spread of the Weapon.

The Travel Speed of the Bullet differs from each Weapon.

The Bullet will not alter its path and speed.

The Damage is altered based on the Bullet Fall-off. (The farther you are from the target, the less damage you will deal).

Bullets will deal damage on impact. If the target is destroyed, depending on the weapon’s Penetration Level, the bullet will continue traveling.

The Bullet will not penetrate unless the target is destroyed.

[**BACK**](#Weapons_Back)

**WEAPON TYPES**

**[-BASIC](#Basic)**

**[-SPECIAL](#Special)**

**[-MELEE](#Melee)**

**WEAPON LIST**

**[BASIC](#Basic_Back)**

Basic Weapons have unlimited Ammo, but some Require Reloading.

Basic Weapons will occupy a single Basic Weapon Slot

Basic Weapons can be either:

[-](#One_Handed) **[One Handed](#One_Handed)**

[-](#Two_Handed) **[Two Handed](#Two_Handed)**

**[One Handed](#One_Handed_Back)**

One Handed Weapons have low Reload Times and High Fire rates, but are less accurate and deal less damage than Two Handed Weapons.

One Handed Weapons can be used to Dual Wield.

**One Handed Weapons:**

**[-Pistol](#Pistol)**

**[-SMG](#SMG)**

**[-Shotgun Pistol](#Shotgun_Pistol)**

 **+Extremely Balanced**

**+Moderate Accuracy**

**-Low Damage**

**-Semi Automatic**

**[1. PISTOL](#Pistol_Back)**

The most Common Weapon in the game.

A well balanced weapon that can get the job done in any situation.

***PISTOL ADDITIONAL INFORMATION:***

Clipsize: 12 Damage: 10

Reload Time: 0.9 s Bullet Type: STANDARD

Bullet Spread: 3° Fire Rate: 0.2 s

Bullet Color: Yellow Bullet Speed: 350%

Penetration:0

** +High Fire Rate**

**-Low Accuracy**

**-Low Damage**

**+Automatic**

**[2. SMG](#SMG_Back)**

Efficient in Close Range, great in Dual Wield.

***SMG ADDITIONAL INFORMATION:***

Clipsize: 20 Damage: 8

Reload Time: 1 s Bullet Type: STANDARD

Bullet Spread: 3° Fire Rate: 0.1 s

Bullet Color: Yellow Bullet Speed: 350%

Penetration: 0

** +Shoots Multiple Bullets**

**at once**

**-Low Accuracy**

**- Semi-Automatic**

**[3. Shotgun Pistol](#Shotgun_Pistol_Back)**

Efficient in Close Range, great in Dual Wield.

***Shotgun Pistol ADDITIONAL INFORMATION:***

Clipsize: 6 Damage: 10

Reload Time: 1 s Bullet Type: STANDARD

Bullet Spread: 30° Fire Rate: 0.4 s

Bullet Color: Yellow Bullet Speed: 350%

Penetration:1

Each shot shoots 5 bullets at once

**[Two Handed](#Two_Handed_Back)**

Two Handed Weapons deal more damage than One Handed Weapons, but have longer Reload Times and lower Fire-Rates.

**Two Handed Weapons:**

**[-Sniper Rifle](#Sniper)**

**[-Machine Gun](#Machine_Gun)**

** +High Damage**

**+High Penetration**

**+High Accuracy**

**-Needs to be reloaded after each shot**

**[1.Sniper Rifle](#Sniper_Back)**

Great for dispatching enemies from afar.

***Sniper Rifle ADDITIONAL INFORMATION:***

Clipsize: 1 Damage: 50

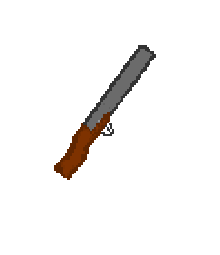
Reload Time: 1.2 s Bullet Type: STANDARD

Bullet Spread: 0° Fire Rate: N/A

Bullet Color: Yellow Bullet Speed: 450%

Penetration:5

Uses a laser for better aiming

** +High Damage**

**+Big Clipsize**

**+High Fire rate**

**-High Reload Time**

**[2.Machine Gun](#Machine_Gun_Back)**

A balanced weapon that is good for any situation, but requires a lot of time to Reload

***MACHINE GUN ADDITIONAL INFORMATION:***

Clipsize:30 Damage: 10

Reload Time: 2s Bullet Type: STANDARD

Bullet Spread: 12° Fire Rate: N/A

Bullet Color: Yellow Bullet Speed: 400%

Penetration:1

**[Special](#Special_Back)**

Special Weapons are the most powerful in the game, but they have limited Ammo.

Special Weapons will occupy a single Special Weapon Slot.

**Special Weapons:**

**[-Automatic Shotgun](#Automatic_Shotgun)**

**[-Mega Ultra Blaster](#Mega_Ultra_Blaster)**

** +High Damage**

**+High Fire Rate**

**+High Clip-Size**

**-Low Accuracy**

**[1. Automatic Shotgun](#Automatic_Shotgun_Back)**

Great for clearing entire Sub-Levels.

***AUTOMATIC SHOTGUN ADDITIONAL INFORMATION:***

Clipsize: 42 Damage: 10

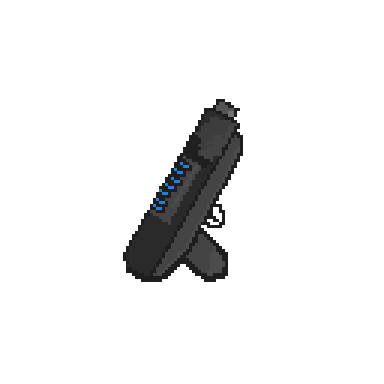
Reload Time: N/A Bullet Type: STANDARD

Bullet Spread: 40° Fire Rate: 0.15

Bullet Color: Yellow Bullet Speed: 350%

Penetration:1

Each shot shoots 5 bullets at once

** +High Fire Rate**

**+High Accuracy**

**+High Clip-Size**

**-Low Damage**

**[2. Mega Ultra Blaster](#Mega_Ultra_Blaster_Back)**

Great for clearing entire Sub-Levels.

***MEGA ULTRA BLASTER ADDITIONAL INFORMATION:***

Clipsize: 125 Damage: 8

Reload Time: N/A Bullet Type: STANDARD

Bullet Spread: 10° Fire Rate: 0.05

Bullet Color: Blue Bullet Speed: 400%

Penetration:0

**[Melee](#Melee_Back)**

**Melee Weapons deal a lot of Damage, but require the Player to get close to enemies.**

**Melee Weapons will damage any Enemies they collide with.**

**Melee weapons can be used by pressing the [Melee Attack Button].**

**Melee Weapons**

**[-Acoustic Guitar](#Acoustic_Guitar)**

 **+Long Range**

**+High Damage**

**-Small Damage Area**

**[1. Acoustic Guitar](#Acoustic_Guitar_Back)**

Great for killing groups of enemies.

***ACOUSTIC GUITAR ADDITIONAL INFORMATION:***

Range:2.5 tiles Damage:50

Attack type: Swinging

**[PROGRESSION](#Progression_Back)**

**[-Level progression](#Level_Progression)**

**[-Chests](#Chests)**

**[-Rating](#Rating)**

**[-Collectables](#Collectables)**

**[-Game Progression](#Game_Progression)**

[**LEVEL PROGRESSION**](#Level_Progression_Back)

The Player fights enemies to progress through the level and collects Money. At the end of the Level the Player will be rewarded and will be able to purchase Upgrades and Perks.

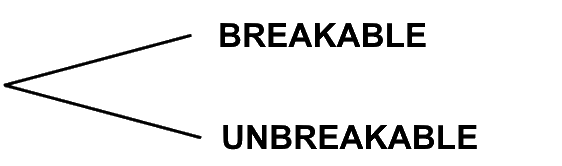
Each Level is divided in Sub-Levels (Rooms), separated by locked doors. The Player must kill all Enemies in the Sub-Level in order to unlock the Door.



**ROOM LAYOUT**

Each Room contains Enemies, Chests and Covers. Some may have traps and hazards or secret Bonus Levels.

The Bonus Level contains more enemies and Chests. They are completely skippable, but may offer valuable Loot.



**COVERS**

In each level there are objects that can be used as covers. Breakable Covers have limited HP and can be destroyed.

**[CHESTS](#Chests_Back)**

Chests can be found in each Sub-Level. They can be looted and contain different weapons.

There are multiple Chest Types.

Each Chest Type drops different weapons.

Weapons are dropped randomly based on a percentage chance.

**Ex. Basic Chest Chances: Pistol – 50%**

**SMG – 50%**

**[RATING](#Rating_Back)**

At the end of each level the players will receive a rating based on the Money collected in that Level and the Time in which the level was completed.

*Based on the Level Rating the player will receive 1 to 5 STARS that are used to purchase Perks.*

**TIMER**

The Player is encouraged to finish each level as fast as possible. A Timer will keep track of how long it took the Player to finish a Level The faster the level is completed, the better the rating will be.

**COMBOS**

Killing 2 or more enemies with a single projectile or melee hit will result in a combo kill. Enemies killed with a combo kill will drop more Money.

When you score a combo kill a text message will appear on the bottom of the screen. (Ex: “One shot, five killed)

**MONEY**

Money is used by the player to purchase upgrades.

With each Death the player will lose a considerable amount of Money, thus the player is encouraged to stay alive.

Money can be obtained by killing enemies or breaking objects.

Money also influences the rating. The more Money the player obtained during a Level, the better the rating will be.

*Money act as Collectables*

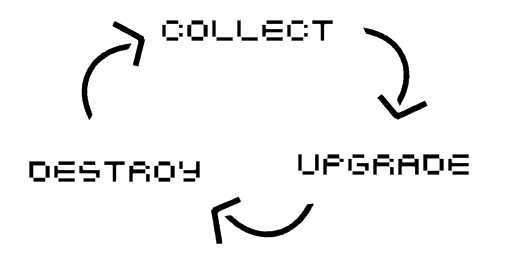
**[COLLECTABLES](#Collectables_Back)**

Collectables can be acquired by simply touching them. They will drop either when an enemy is killed, either when an object is destroyed.

*They will disappear after a short time.*

Collectables can be either Money or utility items like Health Kits.

**[GAME PROGRESSION](#Game_Progression_Back)**



As you play, you will get access to better Gear and collect more Money and STARS to purchase Upgrades and Perks.

*Perks unlock new Abilities and alter the Player’s limitations.*

*Upgrades increase your STATS. (Ex. Health)*

[**BACK**](#Progression_Back)

**[THE PLAYER](#The_Player_Back)**

**The Player is armed with a powerful Suit that can be upgraded to serve multiple functions. (Ex. Health Regen).**

The Player can walk in all directions and Aim with the Mouse.

Aiming does not influence in any way movement. It is possible to move in a direction and Aim in a totally different direction at the same time.

**HEALTH**

The player has a limited HP pool that can be increased by purchasing Upgrades.

If the HP drops to zero the player will die and respawn at the nearest checkpoint and also lose a considerable amount of Money.

*Health can be replenished by collecting Medkits.*

Health is indicated by a Health Bar located in the left corner of the Screen.

**

**HEALTH BAR**

**WEAPON SLOTS**

*The player can carry multiple weapons. Each weapon will occupy one slot.*

There are 3 types of Slots: **- BASIC**

**- SPECIAL**

**- MELEE**

**[ENEMIES](#Enemies_Back)**

Enemies will not be aware of the Player’s presence from the start. They each will have their patrol routine.

They will attack the player on *sight* and will also react to shots and dead bodies.

There will be multiple types of enemies. Each will have their own AI, Movement Speed and Weapons (Including Melee).

Enemies have limited HP and will take damage when hit. When they die, they will drop Collectables. All Enemies within a Sub-Level (aside from Bonus Levels) must be killed to progress.

**HEALTH BAR**

When an enemy is damaged, a health bar will appear above them, indicating their remaining Health.



**VISION**

Each Enemy has its own Vision Capsule.

The Vision Capsule limits how much The Player can approach an Enemy before the Enemy will Engage in Combat

**ENEMY TYPES**

***[-BANDIT](#Bandit)***

***[-BOSS](#Boss)***

[**BACK**](#Enemies)

**ENEMY LIST**

**[BANDITS](#Bandit_Back)**

The most Common Enemy Type.

Bandits are not hard to take down, but always come in large numbers.

The best way to clear them is to shoot them before they even get the chance to react to your presence, preferable from afar.

In tight spots it would be best to approach them as fast as possible and clear them with a Melee weapon, since it can kill multiple of them with just one hit

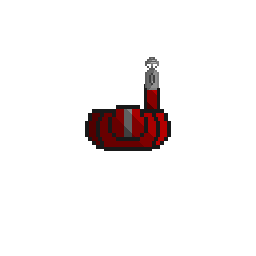
**BANDIT TYPES:**

[-Blaster Bandit](#Bandit_1)

[-Rifle Bandit](#Bandit_2)

[-Berseker Bandit](#Bandit_3)

[-Hacked Robot](#Bandit_4)



**1.** **[BLASTER](#Bandit_1_Back)**

**[BANDIT](#Bandit_1_Back)**

**-LOW HEALTH**

**+NO NEED TO RELOAD**

**BEHAVIOR**

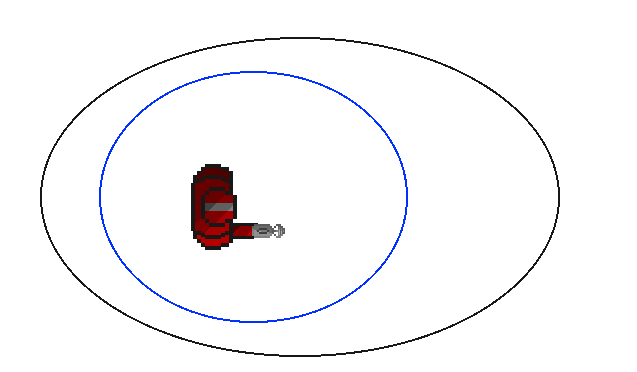
**Out of Combat:**

Each individual has its own Patrol Pattern. When patrolling it moves 50% *slower*.

**Engagement:**

Will engage in Combat if one of the following situations is true:

* He is damaged by the Player
* The Player enters his Vision Capsule
* A bullet or a corpse enters his Bullet Vision Capsule

Vision Cone encourages the Player to approach the Bandit from behind.



Vision Cone



Bullet Vision

**IN COMBAT:**

In Combat the Bandit will try to approach the Player until the Player is in his Shooting Range. The Bandit will continue approaching the Player until the Player is in his Optimal Shooting Range.

Once the Player is in the Bandit’s Optimal Shooting Range the Bandit will fall back if the Player tries to get closer, thus keeping the Player in the Optimal Shooting Range.

The Bandit will not shoot if the Player is behind Unbreakable Cover. Instead the Bandit will try to move to a position from which he can shoot the Player.

If the Player hides behind Breakable Cover, the Bandit will try to destroy the Cover.

The Blaster Bandit uses a single Blaster Pistol.

**BLASTER PISTOL**

**+INFINITE AMMO**

**- LOW DAMAGE**

**+ HIGH ACCURACY**

**-NO PENETRATION**

**-SEMI AUTOMATIC**

***BLASTER PISTOL ADDITIONAL INFO:***

Clipsize: Infinite Damage: 10

Reload Time: None Bullet Type: STANDARD

Bullet Spread: 5° Fire Rate: 0.4 s

Bullet Color: Blue Bullet Speed: 200%

If the Player is in the Bandit’s Shooting Range, the Bandit will start Shooting until the Player is out of his Range, or hides behind Unbreakable Cover.



**2.** **[RIFLE](#Bandit_2_Back)**

**[BANDIT](#Bandit_2_Back)**

**+DEADLY IN CLOSE RANGE**

**-VULNERABLE WHILE**

**RELOADING**

**BEHAVIOR +SHOOTS IN BURSTS**

**Out of Combat:**

*Blaster Bandit Behavior*

**Engagement:**

*Blaster Bandit Behavior*

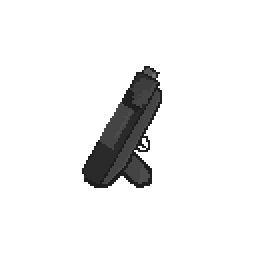
**IN COMBAT:**

In Combat the Bandit will try to approach the Player until the Player is in his Shooting Range. The Bandit will continue approaching the Player until the Player is in his Optimal Shooting Range.

Once the Player is in the Bandit’s Optimal Shooting Range the Bandit will fall back if the Player tries to get closer, thus keeping the Player in the Optimal Shooting Range.

The Bandit will not shoot if the Player is behind Unbreakable Cover. Instead the Bandit will try to move to a position from wich he can shoot the Player.

If the Player hides behind Breakable Cover, the Bandit will try to destroy the Cover.

The Rifle Bandit uses an Assault Rifle.

**ASSAULT RIFLE**

**-REQUIRES RELOAD**

**- LOW DAMAGE**

**- LOW ACCURACY**

**-NO PENETRATION**

**+VERY HIGH FIRE RATE**

**+AUTOMATIC**

***ASSAULT RIFLE ADDITIONAL INFO:***

Clipsize: 10 Damage: 5

Reload Time: 1.3 s Bullet Type: STANDARD

Bullet Spread: 20° Fire Rate: 0.05 s

Bullet color: Red Bullet Speed: 250%

If the Player is in the Bandit’s Shooting Range, the Bandit will start Shooting until the Player is out of his Range, or hides behind Unbreakable Cover.



**3.** **[BERSEKER](#Bandit_3_Back)**

**[BANDIT](#Bandit_3_Back)**

**+ HIGH SPEED**

**- CAN DAMAGE ALLIES**

**+ WILL FOLLOW BEHAVIOR OBSESSIVELY**

**Out of Combat:**

The Berseker Bandit has no Patrol Routine. He waits in place, usually behind covers or near corners.

**Engagement:**

*Blaster Bandit Behavior*

**IN COMBAT:**

The Berseker Bandit will follow the Player and will try to get as close as possible while constantly swinging his weapon.

The Berseker Bandit uses a Metal Pipe.



**METAL PIPE**

**+NO AMMO**

**-MELEE**

**+HIGH SWING SPEED**

**-LOW DAMAGE**

***METAL PIPE ADDITIONAL INFO:***

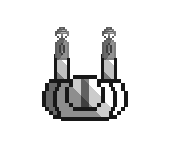
Range: 2 Tiles Damage: 15

Swing Speed: 3 attacks / s

If the Player is behind Breakable Cover, the Berseker will destroy try to destroy the cover and then continue following The Player.

If the Player hides behind Unbreakable Cover, the Berseker will move around it and continue chasing the player.

The Berseker does not care about his allies and can damage them as well.



**4.** **[HACKED](#Bandit_4_Back)**

**[ROBOT](#Bandit_4_Back)**

**+DUAL WIELDS**

**+HIGH HEALTH**

**+NO NEED TO RELOAD**

**BEHAVIOR**

**Out of Combat:**

*Blaster Bandit Behavior*

**Engagement:**

*Blaster Bandit Behavior*

**IN COMBAT:**

*Blaster Bandit Behavior*

The Hacked Robot uses 2 Modified Blaster Pistols.

**MODIFIED BLASTER PISTOL**

**+INFINITE AMMO**

**- LOW DAMAGE**

 **+ HIGH ACCURACY**

**-NO PENETRATION**

**-SEMI AUTOMATIC**

**+HIGH FIRE RATE**

***MODIFIED BLASTER PISTOL ADDITIONAL INFO:***

Clipsize: Infinite Damage: 5

Reload Time: None Bullet Type: STANDARD

Bullet Spread: 5° Fire Rate: 0.35

Bullet Color: Red Bullet Speed: 250%

The Hacked Robot shoots both Blasters at the same time.

**[BOSSES](#Boss_Back)**

Bosses are the most powerful enemies. They will be encountered at the end of certain Levels.

Each Boss will have a Special Room where he will be encountered.

After the Boss is defeated, the Player can get to the end of the Level.

Bosses drop valuable Collectables after they are killed.

**General Boss Behavior:**

**Out of Combat:**

The Boss will sit Idly waiting to be Engaged.

**Engagement:**

The Boss will engage in Combat if is hit by the Player, or if the Player enters in the Boss’ Engagement Zone.

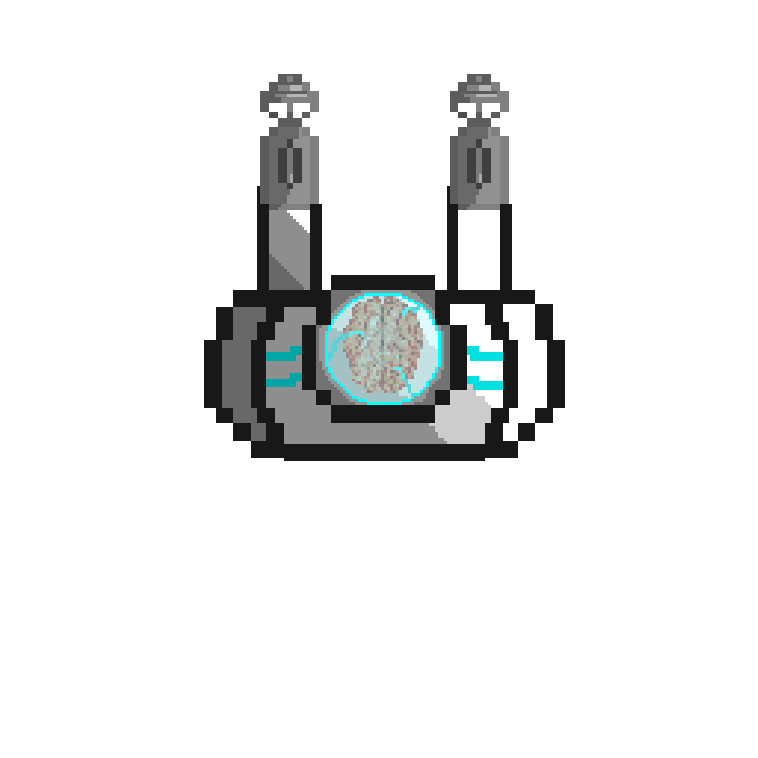
Once Engaged, the Player will not be able to move or shoot anymore, the Camera will move to focus on the Boss and an Activation Animation will play.

The Animation includes a Boss Screen.

The Boss Screen shows an image of the Boss and its title.

A Boss Screen

After the Animation is over, the Camera will follow the Player normally.The Playe be able to move and shoot again and the Boss Battle will begin.



**CYBORG**

**1. “MASTERMIND”**

**JEFF**

**BEHAVIOR**

**Out of Combat:**

*General Boss Behavior*

**Engagement:**

*General Boss Behavior*

**IN COMBAT:**

Jeff has 2 Combat Stages.

**STAGE ONE:**

In the first Stage Jeff uses 2 Mega Blaster Pistols.

**MEGA BLASTER PISTOL**

**+INFINITE AMMO**

 **+ LOW DAMAGE**

**+ HIGH ACCURACY**

**-NO PENETRATION**

**-SEMI AUTOMATIC**

**+HIGH FIRE RATE**

**+ VERY FAST PROJECTILES**

***MEGA BLASTER PISTOL ADDITIONAL INFO:***

Clipsize: Infinite Damage: 5

Reload Time: None Bullet Type: STANDARD

Bullet Spread: 5° Fire Rate: 0.25

Bullet Color: Green Bullet Speed: 400%

In the first Stage Jeff will have 2 attack Patterns.

He will behave like a Hacked Robot, but after 9 shots he will stop moving and rapidly fire 24 shots. While firing he will keep on aiming the Player and will fire his blasters alternatively.

After losing half of his HP he will enter the Second Stage.

**STAGE TWO:**

In the second Stage Jeff uses a Mini Gun



**MINI GUN**

**+Extremely high fire rate**

**-Low Damage**

**+Shoots 3 bullets at once**

***MINI GUN ADDITIONAL INFO:***

Clipsize: 30 Damage: 2

Reload Time: 1.6 Bullet Type: STANDARD

Bullet Spread: 20° Fire Rate: 0.1

Bullet Color: Yellow Bullet Speed: 400%

Jeff will follow the Player until the Player is in his Shooting Range.

When the Player is in his Shooting Range, Jeff will start spinning his Mini Gun for 1.5 seconds and will stop moving. If the Player remains in Jeff’s range, Jeff will start shooting his Mini Gun. Though he will stop Moving, he will still rotate and try to aim the Player.

When the Mini Gun’s Clip is empty, Jeff will reload. While Reloading Jeff can move and will try to keep the Player in his Shooting Range.