**GDD – Primordial Survival Rogue-Extra-Lite**

**Genre**

Rogue-Lite, Action, Survival

**Platform**

PC (Web)

**Overview**

Primordial Survival is an action-packed rogue-lite set in the microscopic world. Players can control one of four bacteria or viruses, navigating procedurally generated maps, fighting enemies, collecting items and progressing through portals to move to the next map or ending the run. Earning points to unlock characters, items and meta progression each stage, ending the run and beating bosses.

**Game Objective**

Survive as long as possible defeating enemies and collecting items. Progress through levels by clearing enemies and finding the portal to the next level. Collect Items to enhance your stats.

**Core Gameplay Mechanics**

Character Selection – Players can choose one of four playable characters with varied stats.

Procedural Map Generation – Each level is procedurally generated, with random terrain and obstacles. Each level has a random size within a specified min and max range.

Player Movement – Freely move utilizing the keyboard and mouse. WASD to move and mouse to aim.

Combat – Player has a primary attack (left-click) and secondary attack (right-click).

Characters - Unique attacks and abilities with one passive ability.

Character 1 – melee Bacterium

* Range 1-5
* Move speed 6
* Health 50
* Health regen 7
* Shield 10
* Shield regen 2
* Primary attack speed 0.75
* Primary damage 10
* Secondary attack speed 0.5
* Secondary damage 15
* Elemental chance 0%
* Elemental damage 0%
* Critical chance 1%
* Critical damage 15%

Character 2 – Ranged bacterium

* Range 3-10
* Move speed 5
* Health 40
* Health Regen 6
* Shield 8
* Shield regen 1
* Primary Attack Speed 0.8
* Primary damage 8
* Secondary Attack Speed 0.5
* Secondary damage 18
* Elemental chance 0.5%
* Elemental damage 5
* Critical chance 1.1%
* Critical Damage 8%

Character 3 – Melee Virus

* Range 1-6
* Move speed 8
* Health 55
* Health regen 9
* Shield 13
* Shield regen 3
* Primary attack speed 0.6
* Primary damage 12
* Secondary attack speed 0.4
* Secondary damage 18
* Elemental chance 1.5%
* Elemental damage 7
* Critical chance 1.25%
* Critical damage 22%

Character 4 – Ranged Virus

* Range 4-15
* Move speed 7
* Health 45
* Health regen 7
* Shield 12
* Shield regen 2.5
* Primary attack speed 0.85
* Primary damage 10
* Secondary attack speed 0.75
* Secondary damage 21
* Elemental chance 1.75%
* Elemental damage 10
* Critical chance 1.3%
* Critical damage 25%

Items – Are scattered across the map randomly with the level generation. They modify the various player stats: Primary and secondary damage, attack speed (cooldown), range. Health, shield, regens, elemental and critical, chance and damage.

Item rarity – Items will have varying rarity, common (white), uncommon (green), rare (blue), legendary (orange) and unique (red).

Or utilize color to show which stat that item will modify?

Stats given by items persist until you end the run.

Enemies – Spawned dynamically on the map for 1-3 minutes. They will actively seek out the player. Having their own stats: health, damage, attack speed (cooldown) experience. Health bar shows up once they have taken damage.

* Touch enemies’ range of 0.
  + Can dash towards the player. Range of 3.
  + Moves quickly. Move speed 8.
  + Low health/shield. 15 health no shield until difficulty reaches that point.
* Melee enemies’ range of up to 3.
  + Can dash towards the player. Range of 6.
  + Moves slower than touch enemies. Move speed 6.
  + Medium health/shield/ 25 health 5 shield.
* Short range enemies range up to 6.
  + Can dash towards the player. Range of 10.
  + Shotgun style attack shooting 3-5 projectiles towards the player.
  + Medium-High health/shield. 35 health 10 shield.
* Long range enemies range up to 15.
  + Sniper style attack.
  + Tries to maintain distance from player. At range of 10-15.
  + Medium-High health/shield. 30 health 20 shield.

Bosses – One that can spawn additional smaller enemies. One with short range attack range up to 10. One with long range attack up to 20.

Enemies scale with time, every minute.

Portals – There are 4 portals that spawn randomly with level generation, the next level portal (Green) moves on to the next level. The boss portal (Orange) takes you to the boss level. The gold room portal (Yellow) takes you to a special room where you can get special items and extra meta-points. The end-run portal (Teal) will end the current run.

The end-run portal spawns every 3 stages. The boss portal has a chance to spawn every stage, chance increases each stage. Gold room portal has a low chance to spawn every stage.

Level Progression – You can clear all enemies and collect all items, but you can move through any of the portals at any time.

Player levels – Allow you to upgrade a specific stat in the upgrade window. These upgrades persist for the current run only.

Meta-points – used to purchase new items, characters, and upgrades.

**UI and UX**

**Main Menu**

Play Button – To move to character selection screen.

Settings Button – To modify the game settings.

Credits Button – To show the credits and other information.

Quit Button – To exit the game.

**Character Selection Screen**

Unique character squares to select the various characters.

Shows all the player stats, their sprite and name and a brief description.

**Game HUD**

Stage, Health, Shield, Timer, Experience, and enemies spawning notification and then enemies remaining once they stop spawning. Items remaining counter. Mouse hover to show the stats of the item. Player stats window showing current stats after item modifications. Mini-map for player navigation.

**Settings Screen**

Modify game volume.  
TBD

**Art Style**

2d pixel art.

**Animation**

Basic animation for portal, projectile explosion, enemy attack, player attack. Player and enemy movements.

**SFX and Music**

Simple music, SFX for attacks, taking damage, moving through portal, item pickups.

**Technical Specifications**

Engine – Unity

**Development Tools**

Visual Studio, Piskel

**Development Plan:**

**Phase 1: Concept and Planning**

Define game concept and core mechanics

Create initial sketches and concept art

**Phase 2: Prototyping**

Develop Menu screens and UI

Develop basic player controls and movement

Implement procedural map generation

Create initial enemy behavior and combat system

**Phase 3: Core Mechanics**

Develop item system and stat modifications

Implement character selection and progression

Add enemy spawns and level progression

**Phase 4: Polish and Optimization**

Refine gameplay mechanics and balance

Optimize performance and fix bugs

Add sound effects and background music

**Phase 5: Testing and Feedback**

Conduct playtesting sessions

Gather feedback and make necessary adjustments

**Phase 6: Finalization and Release**

Finalize art and audio assets

Prepare for launch on selected platforms

Release the game and provide post-launch support

**Future Updates:**

New characters with unique abilities

Additional enemy types and behaviors

More items and power-ups

Expanded maps and new biomes