The Seas Have Eyes

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# General Concept

You are a deep-sea diver, and you swim through trenches and caves. This is a 3D, first-person game with a 2D side-scrolling PIP. The level is completely black until you approach its parts (in other words, there is a very near fog distance). The core concept is line-of-sight: if you look at anything directly in the eye, it will chase you down, and strip away health every so often, dealing more damage the closer it is. You start out with no weapons to prevent this, and a great many things have eyes that you mustn't look at. Health, weapon, and ammo pickups appear along the way. The level is infinite; you play until you die.

# Breakdown

## Visuals

* Dark. Very dark.
* You have a head-mounted light
  + Relies on battery?
* In a cave or ocean trench

## Controls

* Keyboard WASD – Forward, Left strafe, Backward, Right strafe (respectively)
* Keyboard Space or Shift – Boost (takes up stamina)
* Keyboard Ctrl – Brake
* Mouse movement – Pitch, yaw
* Mouse left click – Forward

## Gameplay

### Enemies

* Direct eye-contact with an enemy causes it to target you
  + Reticle represented by center of flashlight area
  + They will not target without eye-contact
  + Some enemies will not hurt unless targeting
  + Some enemies will not hurt unless targeting and physical contact made
  + All damage dealt is decreased by distance
* Tier 0
  + Slabs
    - Very slow, stationary until targeting
      * Loses interest at 10 meters
    - Attack when targeting and physical contact
      * Harmless when physical contact without targeting
      * Attacks max once per second
    - Deal 1 damage per attack
* Tier 1
  + Boogers
    - Stationary, can extend
      * Loses interest at 5 meters
    - Attack when targeting or physical contact
      * Attacks max once per second when targeting
    - Deal 5 damage per attack
* Tier 2
  + Stalks
    - Medium speed
      * Loses interest at 20 meters
    - Attack when targeting or physical contact
      * Attacks max once per 2 seconds when targeting
    - Deal 7 damage per attack

### Health

* 100 units to start
* Upgrades very rare
* Refills (100-point boosts) less rare
* 1- to 10-point boosts common
  + Require physical contact (or close proximity) to collect

### Stamina

* 100 units to start
* Upgrades are rare
* Refills automatically

### Weapons

* Tier 0
  + Fists
    - Melee
    - Uses up 10 stamina per strike
    - Deals 1 damage per hit
* Tier 1
  + Scrap
    - Melee
    - Uses 4 stamina per strike
    - Deals 5 damage per hit
* Tier 2
  + Harpoon
    - Long-range, medium accuracy
    - Uses 1 stamina per shot
    - Deals 20 damage per hit
* Tier 3
  + Electric shock
    - Mid-range, omnidirectional
    - Uses 20 stamina per shot
    - Deals max 50 damager per hit
      * Damage dealt goes down logarithmically by distance

### Points

* +10 points per second
* +100 points for evading a Tier 0 enemy
* +500 points for evading a Tier 1 enemy
* +10,000 points for evading a Tier 2 enemy
* +1,000 points for killing a Tier 0 enemy
* +5,000 points for killing a Tier 1 enemy
* +50,000 points for killing a Tier 2 enemy
* -100 points for each unit of health lost
* -10 points for each unit of stamina used
* +50 points for each unit of health restored
* +500 points for each health upgrade

### Air

* 100 air units per tank
  + Tanks are very rare
  + +100 refills are less rare
  + +1 to +10 refills (bubbles) are somewhat common
* -1 air every second
* -1 air for every 10 stamina used