Skyland Strike

Logan Boyer

Table of Contents

Theme/Setting/Genre

Core Gameplay Mechanics

Target Platforms

Monetization Model

Influences

Project Description

Story

Schedule

Theme/Setting/Genre

This game will be based around stars, space, science greater than humanity. It will involve basic motifs of good verses evil and perseverance. It will take place on a planet similar to Earth, but the land is primarily floating islands! The planet isn’t very large.

The game will be a mix of a puzzle and hack-and-slash involving puzzles required to progress through levels accompanied by enjoyable fast-paced and precise combat!

Core Game Mechanics

The player will be able to move omnidirectionally, jump, wall jump, interact with puzzles, attack with light and heavy combos, dodge enemy attacks, parry enemy attacks, and deliver “death blows” to finish off enemies in a flashy, high damage move.

Target Platforms

The targeted platforms consists of all platforms. I plan for it to release on PC, eventually release with a console accessible version, and possibly a mobile port with simpler gameplay

Monetization Model

Initially the game will release for free. The early versions will be accessible for all to play free of charge, and will host forums to accept playtester feedback. Eventually, once a publishable version is good to go, I’d like to charge a one time purchase. And depending on the final product, it will charge for $30-$60.

Influences

* Sekiro
  + Movement and combat was a lot of fun, innovative and engaging. It was a big change from the typical From Software game, creating a completely different dynamic play style. The fast paced slashing paired with the precise praying, dodging, and counter moves makes an exciting and cinematic gameplay experience.
* Pseudoregalia
  + The low polygon graphic style combined with the smooth gameplay of modern gaming made for a great experience. The combat was slower, and not nearly as serious, but was perfect for the game’s playstyle. It involved puzzle solving using items found from all parts of the map. This style makes the player look at a problem, problem solve, and possibly realize that they just need to come back later. The open environment allowed for different playstyles and completion paths, creating a unique experience for every person who plays!

Project Description

Skyland Strike will be developed using Unity and Unity asset packs. I’ve found several that look perfect for the game involving low polygonal environment decorations involving tress, bushes, fences, and grass. There are low polygonal skeletons to stand in for enemies, and an RPG character creator if my custom model doesn’t work. The last pack on my current list is a ninja animation pack for the player and enemies to perform combat.

Story

The story isn’t all fleshed out yet. It will begin with a sense of uncertainty about what exactly is happening. The universe “happens,” over time, evil forces begin to cause an imbalence in the sky islands. As if sent down by the gods themselves, our main character descends from the stars, weapon in hand to restore balance to the world. Slowly the story will develop throughout the game, but the player should never be fully aware of the lore. It’s a risky strategy, but slowly the player will put together the deities of the realm and what their final objective is.

Schedule

•Week long sprints

•Week 1 – level design, Puzzle creation!

•Week 2 – Level texture and decoration

•Week 3 – Create Player and work on Movement

•Week 4 – Create enemies + behavior scripts

•Week 5 – Player and Enemy Animations

•Week 6 – Combat

•Week 7 – Cutscenes and Polish!

Aranos - character name