

Boss Movement

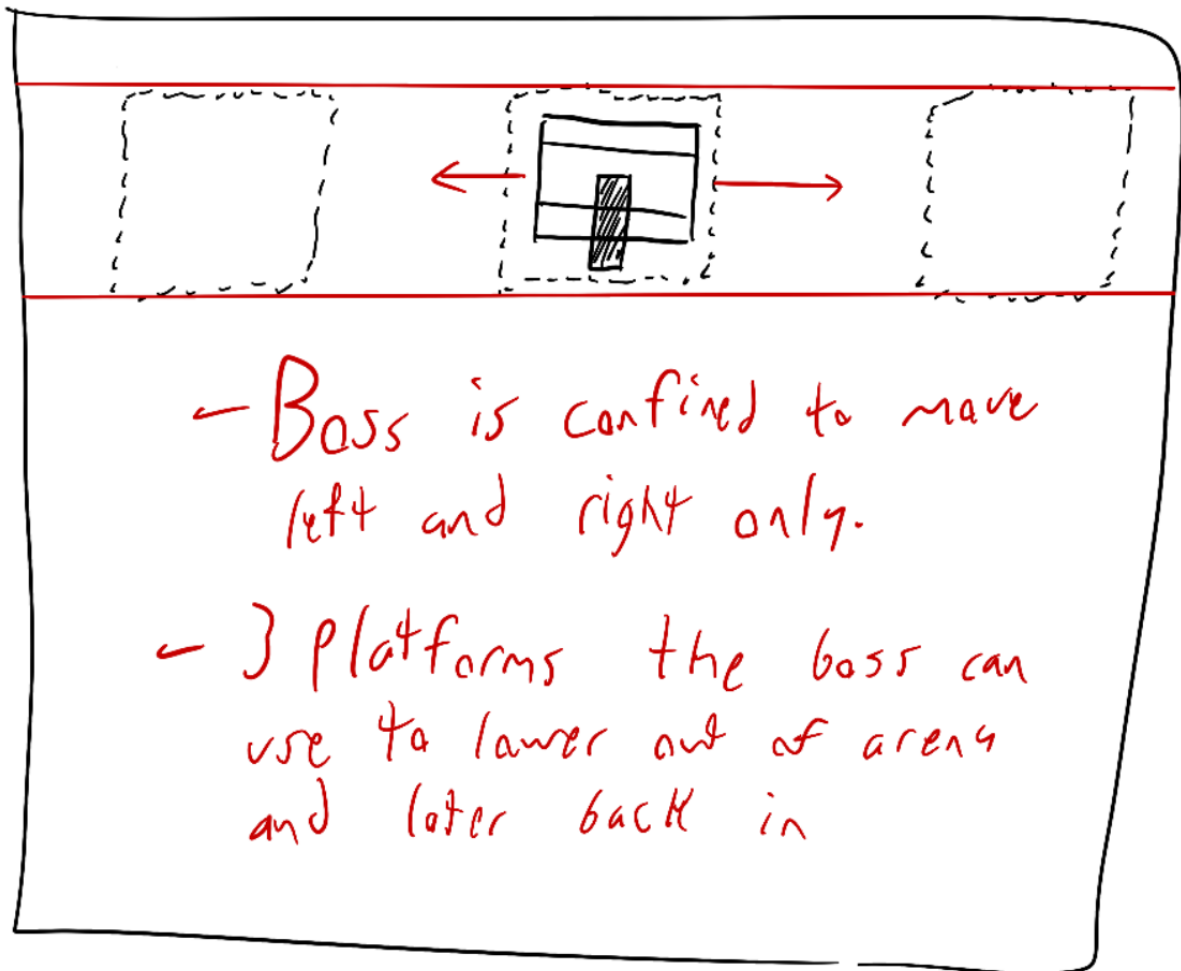
The boss can move left or right in a confined area at the top of the map.

- The player cannot go too close to the boss or the top of the arena, kind of like a bullet hell setup.

There are three large platforms that the boss can use to lower out of the arena and then raise back into the arena.

- This will be used for some of the boss's attacks as mentioned later

Movement

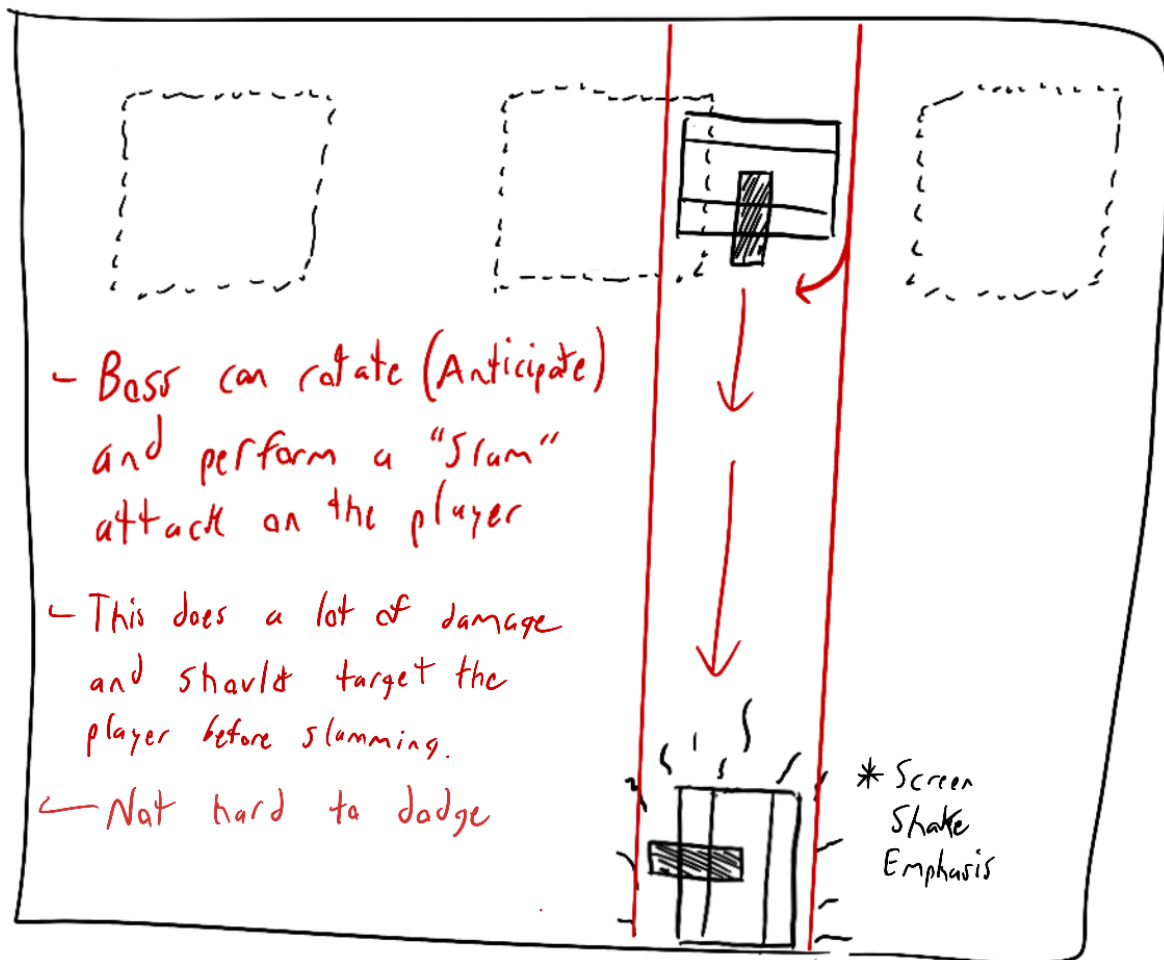


Charge Attack

The boss has a charge attack, allowing it to exit the confined area in a straight, vertical path and slam into the player or anything beneath it.

- This attack will be anticipated by the boss turning 90 degrees to orient itself downwards.
- The slam will have the boss accelerate rapidly and will destroy just about anything in its path.
- Because this is such a dangerous attack, the boss will move quickly, leave a trail of 'sparks' and be followed by screen shake and a slow return to the top.

Slam Attack

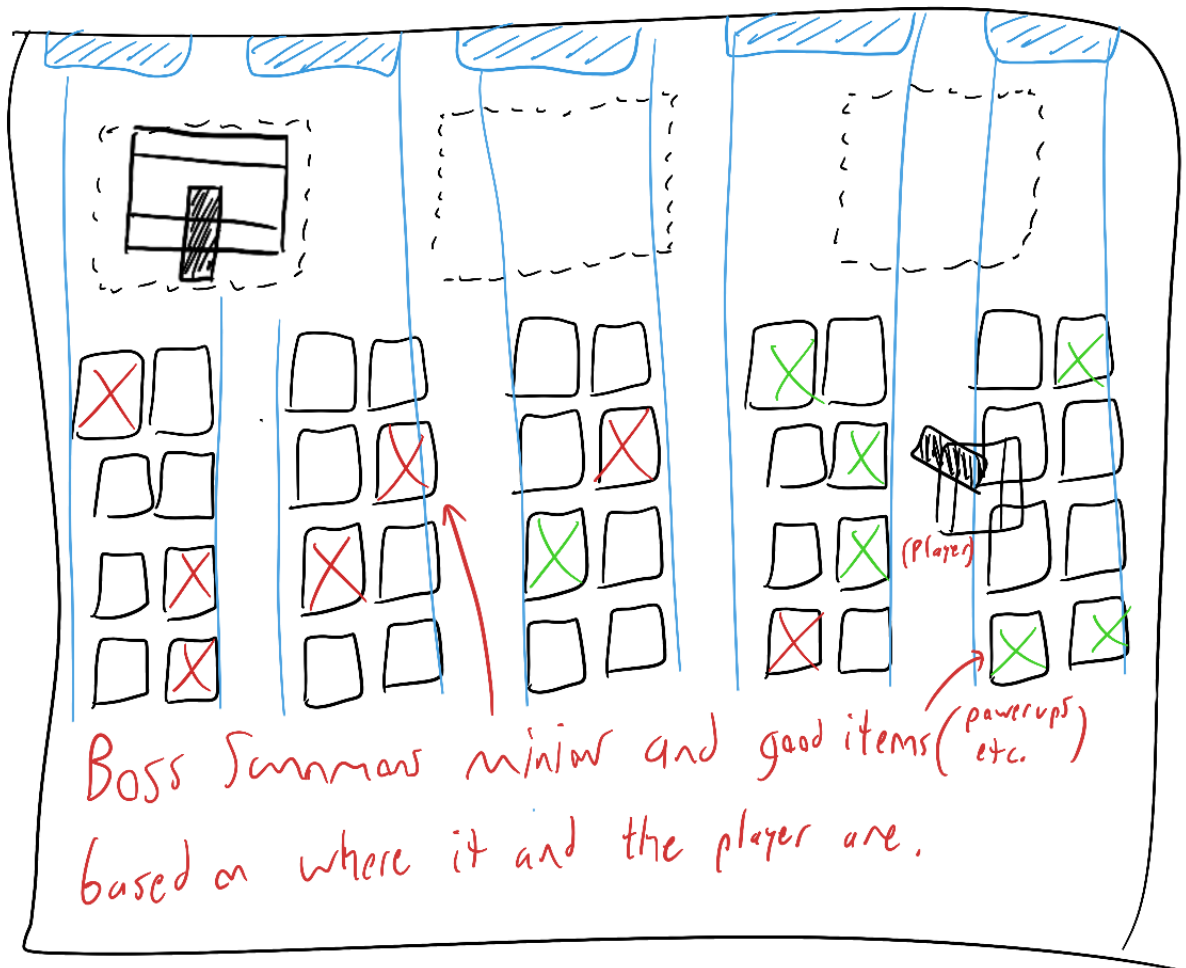


Summoning

The boss will have a special attack that uses the blue 'energy cells' at the top of the map to activate a set of platforms on the map. These platforms can spawn anything from minion tanks to powerups.

- The platform will lower into a fog-like area (to hide instantiation of objects) and then raise back up with the summoned object
- Depending on where the boss is, it will summon minions near it and powerups further away, encouraging the player to run away quickly to survive the barrage of attacks from the minions.

Platform Summoning

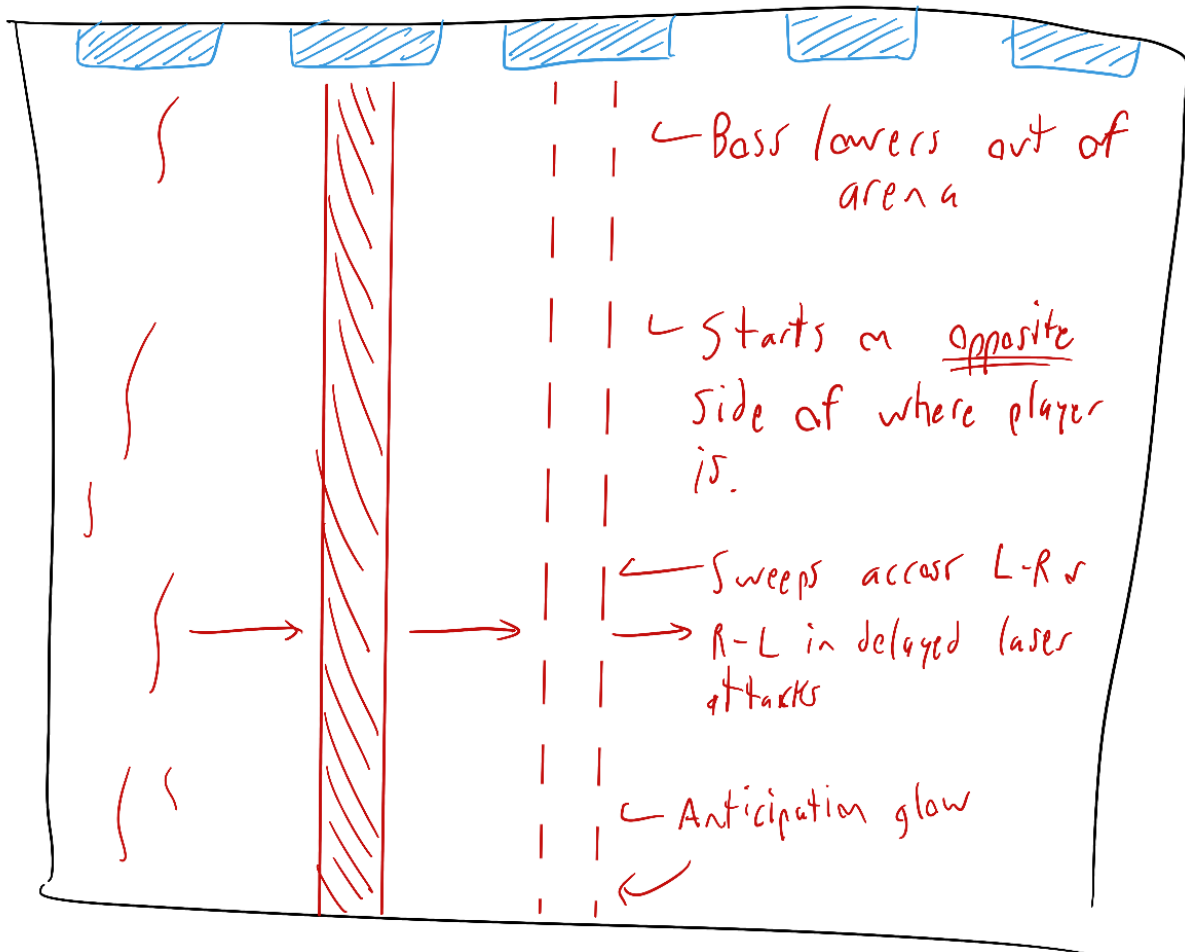


Laser attack

The blue 'energy cells' at the top of the map are also a form of attack for the boss. This will be anticipated by the boss leaving the arena and the energy cells starting to glow. One by one, each energy cell will have a red targeting effect followed by a powerful laser shot downwards.

- To compensate the surprise, the lasers will start at the furthest point from the player and continue either left or right through each cell.
- The energy cells at the top can be shot by the player to weaken or stop the laser attack from that individual one. Otherwise the player will have to have quick reflexes to avoid getting damaged.

Laser Attack



The Story of the Boss Battle

What is It? Build Up and Intro / Reveal

- Fade into the arena from title screen
- Player rolls into arena from bottom
- Red warning lights flash around the arena
- Center boss platform lowers and then raises with the boss
- Energy Cells start to glow ever so slightly

Basic Attacks / How to Defeat

- The player is given control over their tank
- Boss moves left and right and can shoot at player
- Player learns to shoot at boss to damage it
- The boss will also occasionally use its charge attack
- On player misses, the energy cells behind the boss might be shown to be attackable
- After 10% of boss health taken...

Escalation - New Attacks and Complications

- Player loses control temporarily (cut-scene?)
- Boss lowers out of arena
- Energy Cells charge and become active
- Player regains control
- Energy cell attacks introduced (Laser Attack and Platform Summoning)
- Boss moves in and out of platforms often
- After 75% of boss health taken

Midpoint - Emotional Turning Point - Raise Stakes

- Boss temporarily becomes invulnerable
- Visual effects to show power rerouting around the arena towards energy cells
- Some Health Increase drops are raised out of the floor near the back

It's On - Boss has full range of attacks and goes wild

- Boss enraged (new appearance?) and heals back up to 50%?
- Energy Cells become supercharged
- Boss uses all attacks and sometimes mixes multiple together

Kill Sequence - Defeated, Moment of glory, and then end

- Boss is now disabled and can no longer attack (1% health remaining)
- Player can deal the final blow and kill the boss
- End, player leaves arena, fade to win screen