

High Level Concept/Design:

Working Title:

TBD.

Concept Statement:

You are a discarded robot under an inventors lab where a virus runs rampant through other discarded robots. You must find your way out to confront the inventor or you'll end up like all the rest of the inventors failed projects.

Genre(s):

Rogue-like

Target Audience:

Suited for all ages, no adult humor.

Unique Selling Points:

Much like the standard rogue-like experience, except for the "swappable" nature of the game play. Change your way of approaching the game as easy as changing your equipped items.

Product Design:

Player Experience and Game POV:

The player is much like the enemies in the game. They are a robot, running from other deranged robots that are wanting to spread a virus to all other non infected robots. The player should be feeling a mixture of emotions from this circumstance. A feeling of dread from exploring the dilapidated halls of the basement areas, constantly on the lookout for patrolling robots. The player should also have a feeling of excitement to see what "upgrades" they can find and loot throughout the lab. These upgrades are what allows the player to adopt a new play style. The ability to constantly find new upgrades, or improve favorite upgrades should keep the player engaged throughout the game.

Visual and Audio Style:

TBD.

Game World Function:

The game world is primarily the lower levels of a large robotics lab, run by a single inventor. When the inventors creations fail, they are tossed down a garbage chute to the lowest level of the labs.

Monetization:

TBD.

Platform(s), Technology, and Scope (brief):

PC, 2D, LibGDX.

Detailed & Game Systems Design:**Core Loops:**

The overall loop to the game is that the player progresses through a series of levels in the lab. Each level will pose a certain kind of challenge to the player, then they must discover how to best overcome (This could be in the form of different sorts of enemies that can more easily be overcome with a particular weapon or tool).

Throughout the game, the player will freely enter and exit combat seamlessly; i.e. no transition to a combat state or screen. The state of being in combat is bound to the entities involved, not a separate state of game play.

Objectives and Progression:

The objective of the game will be given to the player upon starting a new game. This could easily be in the form of a text prompt, or more ambitiously in the form of an in engine cut-scene. At the beginning of the game, there will be an initial tutorial battle, where an enemy is very easy to defeat and give the player their first item to aid them in the rest of the intro level.

The player's long term goal is to exit the lab, by fighting their way to the surface. The player will be receiving a series of short term goals to progress through the current floor.

Game Systems:

Since this is a classic style Rogue-like, the vision system will be incorporated. This will hinder the player somewhat when navigating the levels, but add to the intense game play. Along with the limited vision of the player, Enemies will also have a cone of vision. This will allow some players to be stealthy and dodge around some unnecessary fights.

There will need to be various supporting systems for a game like this to function properly. If the individual level is to be randomized, there will need to be a system to ensure that the player is able to progress correctly.

Since the game will involve fighting our way through many enemies, a system will be needed to ensure they appropriately react to their environment. This can be as simple as, wandering around the level until they spot the player, then they will attempt to attack. Since the player will be transitioning from level to level, a controlling system will need to be in place to allow for either screen transitions or complete map transitions.

Interactivity:

The various kinds of interactions between the player and the game are typical of most

rogue-likes. The player can move throughout the world, the player can interact with items in the world.

The player can also manage an inventory, as well as manage equipped items.

Title Screen:

This is where some artistic liberties can be taken with the looks.

The title screen should mostly consist of a Start Button and a Quit Game Button.

Due to their being no Saving and Loading mechanic, this game is designed to use a single run play style.

Intro Screen:

The intro screen can be simply be a prompt about the player backstory and motivations for the journey.