

ARTIFICIAL: DESIGN DOC

Created by: Alec Sobeck, Dominick Schroer, Nick Tremblay and Spencer Gould



University of New Brunswick
MAAC3602

Table of Contents

Setting	1
Story	1
World	1
Tutorial	2
Player	4
Story	4
Health & Shield	4
Movement	5
Combat	5
Inventory	6
Dungeons	6
Dungeon Standards	6
Dungeon 1	7
Level Design	7
Enemies	9
Boss	15
Dungeon 2	16
Level Design	16
Enemies	18
Boss(NotComplete Jan.30)	
Dungeon 3(NotComplete Jan.30)	
Level Design	
Enemies	
Boss	
Final Boss(NotComplete Jan.30)	
Meta Mechanics	24
Economy	25
Balancing	25
Damage/Health Numerically	26
Design Philosophy	28

Setting

Story

Deep in the depths of space lies a small seemingly abandoned planet. Harsh desert and desolate tundra cover its body, only small specks of purple vegetation in select locations. You, a passenger aboard a large ship which you know only as The Sword, are told that your job is to seek out an alien artifact known as the "The Cube" which resides deep in the alien catacombs that lie under the planet and return it to the ship. You are then piloted it down to the surface, only to find out that its inhabited and very hostile. Your goal is to gear up and fight back, tracking down the cubes location by exploring the catacombs.

Why is this interesting?

The story is something that gives meaning to gameplay, but not forced on the player. I want to take a very FromSoftware approach to storytelling and let the player piece it together on their own, instead of flat out telling them what's going on. The exciting part for people who are about the story will be searching for that hidden meaning and discovering it for themselves. It's going to be mysterious and foreboding, a constant presence that isn't revealed until the end. The interesting parts are discovering and unraveling the mystery.

World

The world consists of a singular planet, in which there are three main alien biological and technological catacombs that the player must comb through. Each catacomb resides in a different geographical ecosystem, resulting in a different climate and architecture. These three biomes are:

- Desert
- Water/Ice
- Poison

Each catacomb has various traps and layouts, changing constantly. The enemies the player encounters are similar across the planet but because of "The Cube's" immense evolutionary power, have started to quickly adapt to the environments they live in. The catacombs are many layers thick and end in with a creature of immense power that holds a piece of "The Cube", immense due to prolonged exposure to "The Cube's" energy.

The player's main hub is the Sword, a spaceship piloted by a highly advanced, self-sufficient AI. This ship contains a rebuilding chamber, a pedestal that houses the pieces of "The Cube" and a massive door that leads to the AI and eventual final boss.

Why is this interesting?

It's interesting because it's a living, breathing world that the player can see resemblance to. As they progress in the game, the enemies and areas aren't the same everywhere, the enemies taking form in their surroundings and getting progressively more fine-tuned to their environment. They also get to see the bosses, massive creatures that have fully adapted to their catacomb and learned to thrive within it. This contrasts with the ship to give a real sense of a living world that the player gets to experience.

Tutorial

The tutorial contains two distinct parts: an "onboard" part that deals with non-combat procedures and a "on world" part, that introduces combat.

In part 1: Introduces the player to the main game mechanics on the ship using the mysterious AI.

- His mission
- Consequences of death, and how to mitigate them (locker/free stuff)
- How to go from the ship to the planet
- How to equip items

In part 2: Introduces the player to the combat system. This includes:

- How to attack
- Health and shields
- Weapons
- Enemies

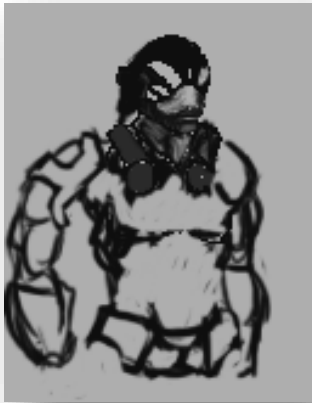
Why is this interesting?

It's transitioning between environments and it's quick. It doesn't bog down the player immediately with an insane amount of instructions but rather just teaches them as the player is presented with them. That's why the combat isn't taught until after the player has reached the planet. They don't need combat in the ship, so why teach it there.

Player

Story

Name: J



(Concept Art)

Bioengineered to be as perfect as possible, J is the tenth iteration in a program created to design the perfect organic being. His job, as explained broadly in the “Story” section, is to search for the pieces of “The Cube” and bring it to the native AI that resides on The Sword.

Health

Increases as you progress through the planets. Starts off low to incentivize learning the shield mechanic. Small health packs appear at the beginning of each dungeon depth, to help a little bit. But other than that, health packs are unreliable and using the shield is a far more sustainable strategy.

Shield

A toggleable ability that's always present. Allows you to take damage without harm to your health pool.

- Mechanics
 - Active:
 - Can't attack while it's active,
 - Drains its own health slowly.
 - Taking damage reduces its health for that damage
 - INSERT DIAGRAM
 - Recharges when not in use

- When broken:
 - By taking damage that depletes its total health sets it on delay then starts to regenerating
 - Taking massive damage delays it longer
 - Taking immense damage sets it on a huge delay
- Can't take health damage at all when blocking with a shield, no matter how much damage you absorb. Even if the shield absorbs more than it has health.
- Visuals
 - When active, covers player with a blue circle
 - When broken, it pops off with an animation
 - More broken it is, the larger the popping off animation.
 - INSERT DIAGRAM

Movement

- Walks around, can't jump.
- Standard movement.
- Feels smooth, stops slightly after the input ceases depending on speed of travel, a little delay as possible to his movement. He's dodging gunfire.
- He moves fast regularly, increasing his speed the more you move to left stick to the edge of the controller.
 - Technical:
 - Dual Stick movement. One stick moves him, the other allows him to pick a direction to shoot.
 - On PC, just use WASD for movement and the mouse for shooting direction.

Combat

- He can shoot independently of moving, thanks to the dual stick.
- He has no recoil to shooting regular weapons. Bigger weapons might have knock back.
- He has infinite ammo, but must reload. This takes away the problem that Borderlands has in which you must put yourself in danger to get ammo. When he reloads, a bar appears on the player and slowly fills as the player reloads.
- INSERT DIAGRAM

Inventory

- Locker:
 - Safe that holds backup weapons and shields. Always accessible. Think of a cloud service that holds physical items.
 - Can always switch out weapons on pickup.
 - Also, holds shield generators, so you can view your shields stats and abilities.



(Inventory Concept)

Dungeons

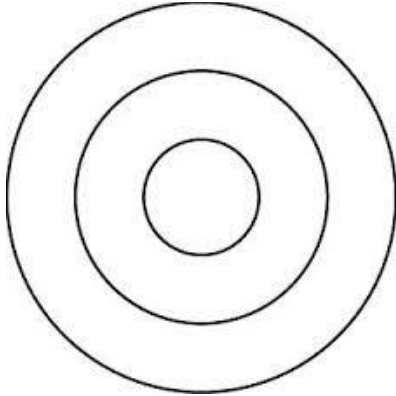
Level Standards

- Each dungeon consists of a finite number of floors, determined before the dungeon is entered.
- The floor numbering corresponds to the depth in the dungeon, so floor #1 is at depth 1, floor #2 is at depth 2, and so on. As the depth increases, the difficulty will scale up.
- Each floor has a starting/entrance room, and an exit room. The starting room contains a teleporter back to the hub ship. The exit room contains a teleporter back to the hub ship, or down to the next level in the dungeon.
- The final floor of a dungeon has a boss. This boss guards/drops good loot, a map to the next zone, and a piece of "The Cube". There will also be a teleporter out of the dungeon somewhere near the boss.

Enemy Standards

- **Shadows:** Under each enemy is a shadow that communicates difficulty

- **Weapons:** They don't reload. Most enemies won't just spam damage out though, they will have basic pausing when they fire. Ex. Fire three bullets then a small pause. (Bursts)
- **Drops:** Drop weapons based on their status as an enemy. (Size and strength) Weak weapons
- **Movement:** Don't pause to attack unless specified. Turn speed is same as the main characters unless specified.
- **Distance:** Runs on a basic three circle system. Long, medium, and short.



Long: These enemies want to stay at a long range from the player, and don't like close range encounters.

Medium: These enemies want to stay a small distance away from the player.

Short: These enemies want to get all up in the player's business and f*ck them up.

Boss Standards

- When they get to a certain health point, they don't change to much in mechanics but they require better play.
- Boss specific weapon that scales damage for a little bit. Very low drop rate.
- They have three main mechanics: Movement, Attack, Weak Point.

Dungeon 1: Vardus

"A hot, barren wasteland"

Level Design

Emphasis on larger rooms with more space to move. Fits the more barren theme of the world and give the player some extra breathing room to learn the game mechanics.

Rooms

- **Small Rooms:** Connections to the bigger rooms, creating a more organic feel. I want at least one small room in between large rooms. Not too many smalls rooms in a row. Maximum two.
- **Medium rooms:** Can be used interchangeably with small rooms for the first dungeon.
- **Large rooms:** Most of the dungeons makeup.

Room Placement

- Large rooms are going to make up the bulk of this dungeons layers.
- Each large room will be connected to another by at least one small room.
- There should be no more than two small rooms on a row before another large room.
- There is one pair of large rooms that have no small room connectors.

Enemy Placement

- Small enemies will be plentiful in the large rooms, but spread out. They are consistently in all types of rooms.
- Medium enemies will be placed in small groups, only in the large rooms and medium rooms towards the end of the layer.
- Brute/Golems are only aloud to spawn alone (Can't spawn as a pair or group) and go in the medium rooms. One must be placed in the exit room and have some extra enemies in later depths.

Depth Escalation

- This dungeon has 5 depths
 - Depth 1:
 - Enemies: Only small enemies and traps
 - Overall Size: Small
 - Depth 2:
 - Enemies: Mostly larger groups of small enemies and traps. Last room introduces medium enemies
 - Overall Size: Regular
 - Depth 3:
 - Enemies: Mostly larger groups of small enemies and traps. Medium enemies show up in big rooms with groups of smaller enemies
 - Overall Size: Regular
 - Depth 4:
 - Enemies: Same as depth three, introduces the death pits (pit falls that instantly kill the player. Room specific)

- Overall Size: Regular
- Depth 5:
 - Enemies: Like depth 4. Medium rooms can have brute/golems in them.
 - Overall Size: Large
 - Leads to the boss room.

Traps

- Stall trap:
 - Size: One floor tile
 - Effect: Catches the player and stops them from moving for 5sec
 - Damage: None
 - Spawns: Any room
- Spike floor:
 - Size: 4 floor tile
 - Effect: Does decent damage as the player passes over.
 - Damage: Medium, can be avoided by shielding
 - Spawns: Medium and big rooms
- Indiana Jones Rockfall(Optional):
 - Size: 4 floor tile
 - Effect: Rolls from a wall across to the opposing wall and comes back. Slow
 - Damage: high, can be avoided by shielding
 - Spawns: Big rooms
- Pit floor:
 - Size: Room specific
 - Effect: Instant kills the player if they fall in it. Maybe spawns them at the beginning of the depth.
 - Damage: ^^^^^^^^^^^^^^^^^^
 - Spawns: Room specific.

Enemies

Small Alien *(Name Pending...)*

Story

Weak enemies, these are the first larvae of the cube. They have not fully take form and serve only to strengthen themselves and grow.

Type: Weak

Distance: Medium

Health: 40

Damage: 10 per bullet (3 bullets per attack sequence)

Aesthetic: Work in progress. Going along with the theme of biotech, most likely cyborgs slimes.

How the enemy will attack

They have a small pistol that fires at a semi-automatic rate. The projectiles they fire will be on the faster side but do weak damage to offset their quick speed. They don't have a melee.

Audio: Small laser sound.

How they will move

They move slow, waddling around. By waddling i mean that they sway from side to side a bit when they walk. They back up from the player when he gets closer to them. Move slower than the player.

Audio: small, light footstep sounds.

Range of attacks

Their weapons don't have damage fall off, they can hit the player for full damage from any range. When the bullets hit the walls, they go away. See distance for more info.

Strengths

Numbers are their strength.

Weaknesses

Don't can burst down the hero's health. Don't deal enough damage to hurts the player substantially. They are just weak. Very basic.

Abilities (StretchGoal)

Later, there may be more versions of them. Like a kamikaze version, when they die they explode, so on and so forth. As of right now, the basic Dungeon I versions have no abilities.

Death

When they die, by regular bullets, they fall over in the opposite direction that they were shot from. Have a very small chance to drop a weapon.

Audio: an obnoxious death sound, either loud and drawn out or funny, like a funny "AHHHHHHHHhhh....."

Why is this enemy fun to fight?

These would be more of the comedy enemies. Because they're easy to kill, the fun won't be the challenge of them, but more of how they die or act. They act in a horde of funny and awkward enemies.

Medium Alien *(Name Pending...)*

Story

Smart and fluid warriors, the Cube created these to help make the army's more varied and adaptable. Their distinct fighting styles only illustrate that further.

Type: Medium strength

Distance: Long/Short

Health

- Swords: 200
- Rifle: 150

Damage

- Swords: 75 per swipe
- Rifle: 20 per bullet (5 bullets per attack sequence)

Aesthetic

Like the Captains or Vandals from Destiny. Tall and lanky with a cape. Decently balanced hitbox to their size.



How the enemy will attack

There will be two distinct versions of the enemy. One that wields a sword and one that uses a Rifle.

Sword

The sword version will attack with fast paced sword swings, going from the right to left, then back.

Audio: a slice sound that ends in a high pitch.

Rifle

Fire a long burst of average speed projectiles that if all connect on the player will deal a moderate amount of damage. They get flustered if the player is close to them and won't attack as often or focus more on running away.

Audio: a strong bullet sound that repeats over the burst.

How they will move

Each version will have a distinct movement style. Speed is at the same as the player. Swords can move a little faster, encourages "Kill them now"

Sword

Will be highly aggressive, moving quickly towards the player in a straight line, moving to swipe at the player. They will sway from side to side a bit as they move. *(Optional: Once they get within close enough range to the player, they will do a small dash slice attack, moving forward at a quicker rate and attacking at the same time.)*

Audio: A light stepping noise as they walk.

Rifle

Hang back and pop shots from a distance, either putting some other enemies in front to take the brunt of the damage and/or jumping behind cover when taking too much damage.

Audio: A light stepping noise as they walk. A grunt when the jump behind cover.

Range of attacks

Swords by nature have to be right next to the thing they want to attack, so close range for that. As for the Rifle, they can be primarily longer range. See distance for more info.

Strengths

They two forms combo well together, allowing for great synergy between mixed groups.

Weaknesses

They both have their distinct weaknesses. The sword versions are significantly vulnerable if the player can keep them at long range. While the Rifle versions can be take out very easily by getting close to them and dealing burst damage.

Abilities (StretchGoal): Swords may have a small dash attack once in range, to close the distance. While the Rifle versions may have a dash attack for avoiding damage from a range.

Death

When they die, by regular bullets, they fall over in the opposite direction that they were shot from. They have a small chance to drop a weapon.

Audio: Deeper more gurgling death sound.

Why is this enemy fun to fight?

Because of the two forms, they take more strategy to fight and reward smart play. Just shooting randomly at the rifle version won't work if they can out damage you from afar, and if you can out damage them, then the swords are going to be a problem for as they are going to distract you from the longer ranges of the Rifle. Overall, they reward careful play.

Heavy Alien *(Name Pending...)*

Story

These enemies are large and hulking tanks of the battlefield, created to specifically protect and reinforce the front lines. They have evolved faster given their increased organic to robotics ratio and allowed the cube to fashion them new strengths.

Type: High strength

Distance: Short with a long-ranged ability

Health: 500

Damage: See "How the enemy will attack"

Aesthetic: Large with massive arms and a stone body.



(this is ice but you get the idea)
(*Insert actual art here*)

How the enemy will attack

- They swing their large arms for a heavy melee that hits the player. **Deals 100 damage**
- They can also slam the ground with knocks the player back, dealing damage (*Optional: More damage if they hit a wall*). **Deals 50 damage**
- Their last attack is a boulder throw. A medium speed projectile that does A LOT of damage. **Deals 150 damage**

Audio: Big heavy sounds with a lot of oomph. Earthy tones.

How they will move

Slow but with a lot of weight. They walk on two legs but are hunched over. (Like above). Pause to attack, and wind up a lot for the slam. Turn speed is slow.

Audio: Heavy sounds.

Range of attacks

Short range except if they are at long range, they can throw a boulder.

Strengths

Heavy damage output and a lot of health.

Weaknesses

Very slow. Can't turn fast and have long windup to their attacks.

Abilities

Their boulder throws and slams are their two more unique abilities. Explained above.

Death

When they die, by regular bullets, they fall forward (in the direction they were facing) and smash into the ground, hard. Drop a decent item and maybe a good item.

Audio: Low deep moan.

Why is this enemy fun to fight?

They are extremely dangerous and hard to kill, requiring a good foresight to avoid their attacks and a strategy as they are rarely fully alone. They must be kept at a distance, as they do a lot of close range

damage, but their boulder throws can easily kill you. They are satisfying to fight because they are challenging.

Story

These enemies are large and hulking tanks of the battlefield, created to specifically protect and reinforce the front lines. They have evolved faster given their increased organic to robotics ratio and allowed the cube to fashion them new strengths.

Boss

Azar, The Unbreakable

Story

Azar is a precursor to the old race who created the cube. When his race scattered among the stars after a cataclysmic event on the planet, he took a piece of the cube and hid away. Due to his long exposure to the Cube, he grew and adapted so perfectly to his surroundings, that he became almost one with them.



Health: 2000

Phase switch: 40% health left.

Damage: See "Attack"

Aesthetic:

- Giant stone statue (Tech mixed with Stone)
- Only the torso can be seen i.e. no legs
- Has a massive core in his chest
- Pieces of stone float around him (*Optional*)

Music:

- Low, with low booming sounds

- Examples:
 - [Cabal Stomp](#)
 - [Dust Giants](#)

Phase 1

Movement

- Disassembles and floats in a cloud of statue parts to the four sides of the room.
- His attacks are slow

Attack:

- Attacks by slamming the ground with its fists. **Deals 125 damage**
- Attacks slow the player for a couple seconds by creating an earthquake (or Marsquake :)) **Slows for 2s**
- If the player is too far away to get hit, his core will become invulnerable and he will move to get closer to the player.

Weak Point

- After he raises his hands, his chest core is exposed.

Phase 2

- His body looks visibly cracked.
- He pulls the walls in, Making the room smaller
- This makes it harder to avoid his attacks and creates a larger sense of urgency.
- He also attacks slightly faster

Weapon: Azar's Will

Type: Assault rifle

Magazine size: Large

Damage: Moderate

Effect: Slows enemies by making tiny earthquakes around the player.

Dungeon 2: Teriss

"Northern, unforgiving glacial shelf"

Level Design

Emphasis on medium rooms with less space to move and narrow corridors. Lots of variety in the room shapes with more internal walls and corners. More balance between the room sizes.

A new effect will be added called **Frostbite**. When this is active, after a meter is filled up, the player will have a speed debuff, slowing down movement and reload speeds.

Rooms

- **Small Rooms:** Long winding tunnels with intermediately paced medium rooms.
- **Medium rooms:** Can be used interchangeably with small rooms.
- **Large rooms:** Not as many as dungeon 1 but as explained above, more balanced.

Room Placement

- Medium rooms make up the bulk of this dungeon
- Each large room will be connected to another by at least one small room or medium room.
- Balance between the room placements. If there is a long corridor of small rooms, end it in a large room to balance it out.

Enemy Placement

- Small enemies will be plentiful in the large rooms, but spread out. They are consistently in all types of rooms.
- Medium enemies will be placed in small groups, but can now be present in all room types
- Brute/Golems are only aloud to spawn alone (Can't spawn as a pair or group) and go in the medium and large rooms. One must be placed in the exit room and have some extra enemies in later depths.

Depth Escalation

- This dungeon has 5 depths
 - Depth 1:
 - Enemies: Only small enemies and traps.
 - Overall Size: Small
 - Depth 2:
 - Enemies: Mostly larger groups of small enemies and traps. Last room introduces medium enemies
 - Overall Size: Regular
 - Depth 3:
 - Enemies: Mostly larger groups of small enemies and traps. Medium enemies show up in big rooms with groups of smaller enemies
 - Overall Size: Regular
 - Depth 4:
 - Enemies: Same as depth three, introduces the death pits (pit falls that instantly kill the player. Room specific)
 - Overall Size: Regular

- Depth 5:
 - Enemies: Like depth 4. Medium and large rooms can have brute/golems in them.
 - Overall Size: Large
- Depth 6:
 - Enemies: Like depth 5. Heavier spawn rates
 - Overall Size: Large
 - Leads to the boss room.

Traps

- Ice spike trap:
 - Size: One floor tile
 - Effect: Spears out of the ground to deal damage
 - Damage: 50
 - Spawns: Any room
- Ice floor:
 - Size: 4x4 floor tile
 - Effect: Does no damage but slows movement and makes it sluggish.
 - Damage: None
 - Spawns: Medium and big rooms
- Ice draft columns
 - Size: On the wall, one tile
 - Effect: Pushes the player and can freeze them for 10 seconds if they stay in it too long.
 - Damage: None
 - Spawns: Big rooms
- Pit floor:
 - Size: Room specific
 - Effect: Instant kills the player if they fall in it. Maybe spawns them at the beginning of the depth.
 - Damage: ^^^^^^^^^^^^^^^^^^
 - Spawns: Room specific.

Enemies

Small Alien *(Name Pending...)*

Story

Weak enemies, these are the first larvae of the cube. They have not fully take form and serve only to strengthen themselves and grow.

Type: Weak

Distance: Close

Health: 50

Damage: 15 per swipe (2 bullets per attack sequence), 20 AoE damage.

Aesthetic: Work in progress. Going along with the theme of biotech, most likely cyborgs slimes. Ice based.

How the enemy will attack

- They have melee attack only that does decent damage if not shielded against. They swipe their hands to stab with an icicle attached to their arms.
- They explode when killed, dealing a small amount of AoE damage. Also, deals a little Frostbite.

Audio: Small swipe sound.

How they will move

They move slow, waddling around. By waddling I mean that they sway from side to side a bit when they walk. They walk towards the player, slightly faster than the other versions.

Audio: small, light footstep sounds.

Range of attacks

Close range only. Includes explosion.

Strengths

Numbers are their strength. If taken out near the player, there AoE damage is hard to avoid.

Weaknesses

Must be a short range and can't chase the player well. Gives the player a distinct range advantage.

Death

When they die, by regular bullets, they fall over in the opposite direction that they were shot from. Have a very small chance to drop a weapon. They then explode after a second delay.

Audio: an obnoxious death sound, either loud and drawn out or funny, like a funny "AAAAAAAAHHHH.....", ending in a icicle crashing/ glass breaking noise for the explosion.

Why is this enemy fun to fight?

These would be more of the comedy enemies. Because they're easy to kill, the fun won't be the challenge of them, but more of how they die or act. They act in a horde of funny and awkward enemies. Also, seeing them explode from a distance only enhances this feeling.

Medium Alien *(Name Pending...)*

Story

Smart and fluid warriors, the Cube created these to help make the army's more varied and adaptable. Their distinct fighting styles only illustrate that further.

Type: Medium strength

Distance: Long/Short

Health

- Swords: 200
- Rifle: 150

Damage

- Swords: 75 per swipe
- Rifle: 20 per bullet (5 bullets per attack sequence)

Aesthetic

Like the Captains or Vandals from Destiny. Tall and lanky with a cape. Decently balanced hitbox to their size.



How the enemy will attack

There will be two distinct versions of the enemy. One that wields a sword and one that uses a Rifle.

Sword

The sword version will attack with fast paced sword swings, going from the right to left, then back. Their sword now slows the player a little more, because Frostbite.

Audio: a slice sound that ends in a high pitch.

Rifle

Fire a long burst of average speed projectiles that if all connect on the player will deal a moderate amount of damage. They get flustered if the player is close to them and won't attack as often or focus more on running away. Their bullets now deal a Frostbite effect.

Audio: a strong bullet sound that repeats over the burst.

How they will move

Each version will have a distinct movement style. Speed is at the same as the player. Swords can move a little faster, encourages "Kill them now"

Sword

Will be highly aggressive, moving quickly towards the player in a straight line, moving to swipe at the player. They will sway from side to side a bit as they move. *(Optional: Once they get within close enough range to the player, they will do a small dash slice attack, moving forward at a quicker rate and attacking at the same time.)*

Audio: A light stepping noise as they walk.

Rifle

Hang back and pop shots from a distance, either putting some other enemies in front to take the brunt of the damage and/or jumping behind cover when taking too much damage.

Audio: A light stepping noise as they walk. A grunt when the jump behind cover.

Range of attacks

Swords by nature must be right next to the thing they want to attack, so close range for that. As for the Rifle, they can be primarily longer range. See distance for more info.

Strengths

They two forms combo well together, allowing for great cooperation between mixed groups.

Weaknesses

They both have their distinct weaknesses. The sword versions are significantly vulnerable if the player can keep them at long range. While the Rifle versions can be take out very easily by getting close to them and dealing burst damage.

Abilities (StretchGoal): Swords may have a small dash attack once in range, to close the distance. While the Rifle versions may have a dash attack for avoiding damage from a range.

Death

When they die, by regular bullets, they fall over in the opposite direction that they were shot from. They have a small chance to drop a weapon.

Audio: Deeper more gurgling death sound.

Why is this enemy fun to fight?

Because of the two forms, they take more strategy to fight and reward smart play. Just shooting randomly at the rifle version won't work if they can out damage you from afar, and if you can out damage them, then the swords are going to be a problem for as they are going to distract you from the longer ranges of the Rifle. Overall, they reward careful play. The addition of the Frostbite mechanic only enhances this need.

Heavy Alien *(Name Pending...)*

Story

These enemies are large and hulking tanks of the battlefield, created to specifically protect and reinforce the front lines. They have evolved faster given their increased organic to robotics ratio and allowed the cube to fashion them new strengths.

Type: High strength

Distance: Short with a long-ranged ability

Health: 500

Damage: See "How the enemy will attack"

Aesthetic: Large with massive arms and a stone body.



(Insert actual art here)

How the enemy will attack

- They swing their large arms for a heavy melee that hits the player. **Deals 100 damage**
- They can also slam the ground with knocks the player back, dealing damage (*Optional: More damage if they hit a wall*). **Deals 50 damage**
- Their last attack is an ice breath. A damage over time attack that hits in large cone in front of them and deals heavy Frostbite. They don't move when attacking. **Deals 150 damage over 7 seconds**

Audio: Big heavy sounds with a lot of oomph. Earthy tones.

How they will move

Slow but with a lot of weight. They walk on two legs but are hunched over. (Like above). Pause to attack, and wind up a lot for the slam. Turn speed is slow.

Audio: Heavy sounds.

Range of attacks

Short range except for the breath attack, which is a medium ranged attack.

Strengths

Heavy damage output and a lot of health. If the player is frostbitten, they can quickly dispatch the player.

Weaknesses

Very slow. Can't turn fast and have long windup to their attacks.

Abilities

Their ice breath and slams are there two more unique abilities. Explained above.

Death

When they die, by regular bullets, they fall forward (in the direction they were facing) and smash into the ground, hard. Drop a decent item and maybe a good item.

Audio: Low deep moan.

Why is this enemy fun to fight?

They are extremely dangerous and hard to kill, requiring a good foresight to avoid their attacks and a strategy as they are rarely fully alone. They must be kept at a distance, as they do a lot of close range damage, but their boulder throws can easily kill you. They are satisfying to fight because they are challenging.

Meta Mechanics

Economy

This includes the loot, player health and shields and Death.

Health

Increases as you progress through the planets. Starts off low to incentivize learning the shield mechanic. Small health packs appear at the beginning of each dungeon depth, to help a little bit. But other than that, health packs are unreliable and using the shield is a far more sustainable strategy.

Shield

A toggleable ability that's always present. Allows you to take damage without harm to your health pool.

- Mechanics
 - Active:
 - Can't attack while it's active,
 - Drains its own health slowly.
 - Taking damage reduces its health for that damage
 - Recharges when not in use
 - When broken:
 - By taking damage that depletes its total health sets it on delay then starts to regenerating
 - Taking massive damage delays it longer
 - Taking immense damage sets it on a huge delay
 - Can't take health damage at all when blocking with a shield, no matter how much damage you absorb. Even if the shield absorbs more than it has health.
- Loot:

- Different versions that operate on several stats.
 - Fast: Lower health, so they can't take much burst damage but the recharge fast and have lower delays when broken.
 - Medium: A bit between fast and Slow.
 - Slow: large health pool, but slower recharge speeds and longer delays when broken.

Death

- Death spawns you at the ship, forcing you to enter the beginning of the dungeon again.
- When you die, the game takes the currently held weapon and trashes it. The secondary weapon replaces it on spawn.

Loot

- Gets progressively stronger in both Dungeon depth progression and planet progression. Jumping in strength when planets change.
- Color shadow and gun shadow indicates strength
- New gun types are revealed as the planets progress.
- Boss specific weapons can scale.

Currency/Shops

- Not currently in the plan. Putting it here for reference.

Balancing

- Level/Power: modifier in the code that affects everything. Flat amplifier that increases damage and health of enemies. Allows for specific control over the numeric and stats.
- Environment: Levels get harsher with enemy placements and combinations.
- Enemies (Dungeon to Dungeon)
 - More complex
- Dungeons get harder every time both in overall planet progression and depth
- Rooms must be cleared.
- Rooms combinations are sometimes fixed to ease the level balancing.
- Health items at the beginning of each depth is a little more forgiving to the player.

Numbers

Characters				
------------	--	--	--	--

Object	Health	Damage	Attack 1	Attack 2
Player	150(see Shields)	See Guns	N/A	N/A
Small Enemy	40	10 per bullet (3 bullets per attack sequence)	N/A	N/A
Medium Enemy(Sword)	200	75 per swipe	N/A	N/A
Medium Enemy(Rifle)	150	20 per bullet (5 bullets per attack sequence)	N/A	N/A
Heavy Enemy	500	100 per swipe	50(Ground slam)	150(Boulder throw)
Azar, The Unbreakable	2000	125 per hit	N/A	N/A
Dungeon 2				
Small Enemy	50	15 Frostbite per swipe (2 Swipes per attack)	20 Frostbite (Death explosion)	N/A
Medium Enemy(Sword)	200	75(50 Frostbite) per swipe	N/A	N/A
Medium Enemy(Rifle)	150	20(25 frostbite) per bullet (5 bullets per attack sequence)	N/A	N/A
Heavy Enemy	500	100 per swipe	50(Ground slam)	150(100 Frostbite) over 7 seconds (Ice Breath)

Shields					
Object	Health	Recharge Rate(per sec)	Recharge delay	Recharge delay Broken	Recharge delay heavily broken
Fast	100	15	1s	5s	10s
Medium	150	15	1.5s	6s	12s
Heavy	200	15	2s	7s	14s

Guns(Modifiers)	
Object	Effect
Rail	Goes through enemies
Plasma	Applies a burn damage(DoT)
Scatter	Spreads damage, fire 5 bullets at once
Explosive	Deals AoE damage

Guns(Types)					
Object	Damage(per bullet)	Rate of fire(RoundsPerSecond)	DPS(DamagePerSecond)	Magazine size	Reload Time
Pistols	5	5	25	20	3s
Auto Rifles	6	4	24	35	4s
Heavy Rifles	13	2	26	16	5s
Sniper Rifles	45	0.75	45	10	7s
Swords	50	1	75	20	2s
Charge Rifles	35	One second Charge time	35	15	3s

Traps		
Object	Effect	Damage(Per second)
Stall trap	Freezes player in place	N/A
Spike Floor	Hits player with damage as they walk on it.	20
Indiana Rock Roll	Hits player with a rock	100
Pit Fall	Kills the player	200 (Cant be shielded against)
Dungeon 2		
Ice spike trap	Spears the out of the ground to deal damage	50
Ice Floor	Slows movement and makes it sluggish	N/A
Ice Draft Columns	Pushes player and can freeze them if they stay it to long	N/A Freezes for 10s
Pit Fall	Kills the player	200 (Can't be shielded against)

Effects		
Object	Effect	Resistance health
Frostbite	Slows the player's movement and reload	100

Design Philosophies

Pillars

1. BioTech
2. World feels chaotic
3. Player's world is manufactured
4. World revolves around the cube (Figuratively)

Genre

- Sci-fi
- Action/Adventure
- Loot based
- Single Player

Why is our game fun?

Our game is fun because it has a mysterious and intriguing world, challenging gameplay, and interesting combat. ***Artificial*** combines the fun of a dungeon crawler and the exploration of a constant and ever changing experience, with an intricate and unique flow.

The world flows together, each enemy fitting into its overall arch and story, allowing for a cohesive feel. The combat livens up the traditional dungeon crawler gameplay by increasing its pace and intensity and the shield allows for a level of mastery for player that push their own limits.

Overall, ***Artificial*** is an experience. New and interesting, and ready to be explored.