GDD Bevy Survivor

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1 Introduction

2 Enemies

What are the key features of enemies, and how do they differ from each other?

- Movement: How does the enemy type move?

- Damage: How does the enemy type deal damage?

- Health: How much health does the enemy type have?

- Resistance: Is the enemy type resistant to something?

Each enemy type should make the player behave differently to defeat it.For each enemy type, let's ask ourselves: How does the player defeat this enemy type, and how is it different from the other types?

The following subsections describe the different types of enemies.

2.1 Walker

The Walker enemy is the typical "filler" enemy and has these features.

- Movement: Walks slower than the player in their direction.

- Damage: Deals damage on collision with the player.

- Health: Moderate amount of health. This type should be cannon fodder.

- Resistance: No specific resistances.

These enemies should make the player feel a basic level of threat and keep them moving.

2.2 Sprinter

The Sprinter enemy is a special type of enemy, which is not as common as the Walker type.

- Movement: Keeps distance from the player and then sprints toward them.

- Damage: Deals damage on collision with the player and knocks them back.

- Health: Moderate amount of health.

- Resistance: Becomes "unstoppable" while sprinting.

The player needs to actively dodge this enemy's charge, which may interrupt their planned path and force them to take a new one.

2.3   Jumper

The Jumper enemy is a special type of enemy, which is not as common as the Walker type.

- Movement: Keeps distance from the player and jumps toward them.

- Damage: Deals damage on impact and creates a zone with a special effect
  (e.g., slow, poison, fire, etc.).

- Health: Should feel tanky.

- Resistance: No specific resistances.

The player needs to move out of the indicated landing area and avoid stepping into it again. This may lead to tricky situations where the player must choose between walking into the puddle or into approaching enemies.

2.4   Shooter

The Shooter enemy is a special type of enemy, which is not as common as the Walker type.

- Movement: Keeps distance from the player.

- Damage: Deals damage if its projectile hits the player.

- Health: Should feel squishy.

- Resistance: No specific resistances.

The player needs to track the shots of these enemies, forcing them to watch the whole screen and not just the nearest enemies.

2.5   Swarm

The Swarm enemies are a group of smaller enemies.

- Movement: Moves as a group from one side of the screen to the other.

- Damage: Deals damage on collision with the player.

- Health: Individual swarm enemies are very squishy.

- Resistance: Very easy to knock back.

An incoming swarm of enemies flying quickly toward the player may create an "oh no" moment, keeping the gameplay dynamic and less predictable. This concept feels like a harder version of Vampire Survivor.

2.6   Discussion

Enemies of the same type can still have different stats, such as movement speed, damage, health, and special shots or effects. Each enemy type probably needs its own systems for movement, abilities, and damage interactions.

How do we want to spawn enemies, and how do we handle different waves? Do we want special enemies like elites or bosses? What rewards should the player get for defeating them?

3 Spells

What are the key features of spells, and how do they differ from each other?

- Targeting: Where does the spell go?

- Range: Melee or ranged.

- Cooldown: How often does the spell trigger?

- Scaling: Improvements when leveled.

- Status Effects: Stun, slow, DoT, knockback, confusion, or charm.

Each spell type should make the player behave differently to use it effectively. For each spell type, let's ask ourselves: How does this spell shape the player's movement and strategy, and how is it different from the other types?

The following subsections describe the different types of spells.

3.1 Scale

Common spell.

- Targeting: Fires in one of several possible directions.

- Range: Ranged.

- Cooldown: Frequent.

- Scaling: To be determined.

- Status Effects: Knockback.
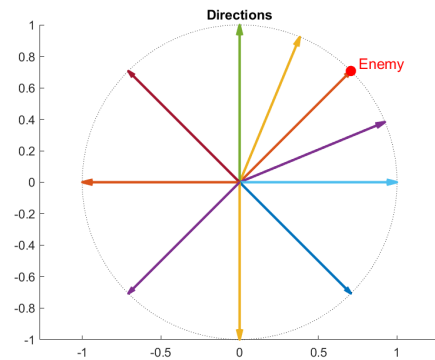
This spell probably needs piercing, scattering into more projectiles, or bouncing to feel impactful.

3.2 Fireball

Common spell.

- Targeting: Seeks the nearest enemy and explodes.

- Range: Ranged.

- Cooldown: Frequent.

- Scaling: Increases damage and explosion radius.

- Status Effects: Knockback and DoT to all enemies in the explosion radius.

3.3 Magic Missile

Common spell.

- Targeting: Seeks the nearest enemy.

- Range: Ranged.

- Cooldown: Frequent.

- Scaling: Increases damage and fires additional missiles (each targeting a different enemy).

- Status Effects: Small knockback.

3.4 Lightning

Common spell.

- Targeting: Strikes the nearest enemy and chains to others.

- Range: Ranged.

- Cooldown: Frequent.

- Scaling: Increases damage and the number of bounces.

- Status Effects: Chance to stun enemies.

3.5 Celestial Orbs

Common spell.

- Targeting: Creates orbs that hover around the player.

- Range: Mid-range.

- Cooldown: Once (or do they vanish over time?).

- Scaling: Increases damage and the number of orbs.

- Status Effects: Knockback.

3.6 Discussion

Each spell likely requires its own systems for shooting, collision detection, and dealing damage. How do spells level up? Do we want spells to combine with each other?