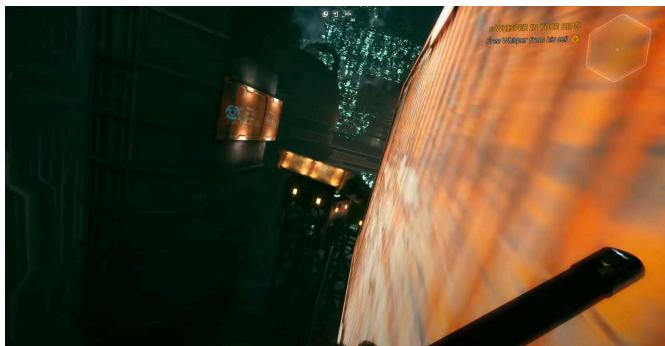


What is “Cyberserker”?

Cyberserker is a singleplayer, fast-paced, first person platformer where the player has to traverse through the levels using their varied movement skills and fighting the enemies that may stand in their way. It focuses mainly on the movement and traversal aspects, where enemies are not just a challenge to overcome, but also a tool for the player to use in their movement. The game blends concepts and is greatly inspired by other works such as *Dying Light*, *Ghostrunner* or *Titanfall 2*.

As of now, *Cyberserker* is intended to be a prototype centered on the design of mechanics and levels. Therefore, this document will mainly focus on those aspects and will leave other things such as art style and narrative less developed and/or very conceptual and highly subject to change.



Wall running in Ghostrunner



Grappling hook in Titanfall 2

Design Pillars

Skill expression	Movement	Competition
Player enjoyment will be derived from their ability to combine the different mechanics available to create their own gameplay flow	From the combat to the level layout, everything will be designed to invite constant fast-paced movement	Competition against oneself will be another defining factor. After improving their mechanics and learning the level, the player will be able to complete said level using riskier but more rewarding routes and strategies

Core gameplay & Controls

The basic movement on the ground will count with the following mechanics:

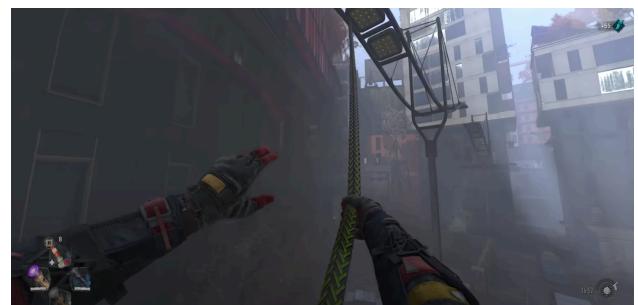
- Using **WASD** for **displacement**
 - Due to the idea of constant fast-paced movement, there's only **one (fast) movement speed**
- Using **SPACE** to **jump**
- Pressing **LEFT SHIFT** to perform a short **dash**
- Pressing **LEFT CTRL** to **crouch/slide**
 - Crouching doesn't have any stealth purpose. It simply is the slower alternative to pass under an obstacle when the slide isn't performed with enough speed

Besides the simple movement that only relates to the character, a different type of movement relates to the interaction with the environment. This other movement is comprised of the following:

- The player can **wall run** by getting near a wall and jumping against it
 - This can be performed on any wall as long as it isn't significantly tilted. It can also be jumped out off
- The player can **mantle** over the ledge of an obstacle by approaching perpendicularly against it and jumping (as long as it isn't too high)
- The player can use a **grapple** by pressing the **Right Mouse Button** while aiming at a specific point. These points are defined objects and there are three types:
 - **Direct grapple points** that will be **hooked momentarily** and will launch the player toward said point
 - **Swinging grapple points** that will be **hooked continuously** and will pivot the player around said point until they let go of the button
 - **Enemies can also be grappled** in specific situations, which will be explained in the combat section



Pulling yourself toward the grapple point in *Dying Light*



Using the grapple hook to swing in *Dying Light 2*

Combat-wise, the idea is for the player to only have an axe as a melee weapon, with the possibility of adding single-use ranged weapons for certain situations, such as a specific form of traversal. It's also important to add that all these actions will have cooldowns that will prevent the player from being able to infinitely spam them. The following should be the combat mechanics:

- The player can **swing their axe** by pressing the **Left Mouse Button**. Besides the common function of dealing damage, it will also act as the way to interact with things such as buttons, doors or panels. This has the intention of both preventing bloating the controls and also enhancing the *berserker* aspect of the game
- The player can **deflect projectiles** thrown at them **by swinging at them** at the right time. If a projectile is deflected, he will get launched to wherever the player is looking, so a projectile from an enemy can be used to hit a different enemy or object. If an enemy is hit, a special interaction becomes available:
 - Hitting an enemy with a deflected projectile will mark him as a **direct grapple point**, allowing the player to grapple toward it.
- The player can **throw their axe** by pressing the **F Key**. Besides dealing damage, if the axe hits an enemy or a spot intended for this specific purpose, the player will be able to quickly dash toward said spot by pressing the same key, picking up the axe and dealing extra damage as they arrive
 - If the axe is thrown against any other surface that isn't one of these designated objects, the player will either need to walk over the axe to recover it or wait a few seconds until it spawns back into their hands
- The player can kick enemies by pressing the **V Key**. Kicking an enemy will push him away from the player and toward where the camera is aiming. The faster the player is moving when the kick is delivered, the further away the enemy will be launched

As it can be inferred from all these mechanics, they can be combined between them to create different forms of movement. For example, if the player is against a particularly resilient enemy, they could:

- deflect a projectile against the enemy -> throw the axe against him -> recast throw to dash toward him -> kick him away as they arrive -> use the deflected projectile as a grappling point -> slash the enemy as they arrive to finish it off -> keep moving with the momentum of the grapple

This set of actions allow an experienced player to close a gap, kill an enemy and continue moving in one swift motion. However, a more novice player can still defeat this enemy by dashing to dodge his attacks and using less complex combinations to attack (such as throwing -> dashing -> swinging).

Level Design & Pacing

The general layout of the game will consist of several separate enclosed rooms that contain enemies. These rooms, although enclosed, will have a somewhat open approach, where the player will be to make decisions as to which paths to take in order to defeat the enemies while traversing around the room.

Examples of this can be things like:

- A room that is fragmented in several smaller areas, such as platforms or rooftops connected between each other, where the player can choose in which order to tackle each of those smaller areas and the direction to approach them from
- A room where jumpads, grappling hooks and walls are abundant, allowing the player to fight the enemies in a variety of ways by combining all the different movement and combat mechanics, inviting skill expression

All these rooms will be connected by sets of corridors where traversal and platforming are the focus. Enemies could be present in these corridors, but instead of being a challenge to defeat, as mentioned at the beginning of this document, they will act as more of a tool for the player to use their abilities on in order to traverse through the corridor.

Despite the fact that these corridors won't have the open design approach that the rooms will have, they will count with slightly different ways to be traversed through, depending on player skill and the risk they are willing to take.

For example, a specific corridor with two parallel walls and an enemy at the end could be traversed by simply wall-running and jumping between the parallel walls to avoid the enemy's projectiles. However, under a higher risk, the player could try to deflect a projectile back at the enemy while wall-running, so that enemy can then be used as a point for the grappling hook and the wall-running section can be bypassed.

Visual Design & Aesthetics

The general idea about the game should be to combine two opposing but similar aesthetics. The world will be permeated by the futuristic, utopian and lightly-colored *cyberprep* aesthetic. However, when it comes to the character the player controls, an enraged berserker, his design is characterized by the maximalist and excessive *cyberpunk* aesthetic. This not only affects the character, but also extends from him to the environment around.

Due to the rage consuming the berserker; objects, surfaces and people that can be interacted with will be warped in his view, appearing as having a *cyberpunk* aesthetic like his. This will make them stand out against the *cyberprep* environment, which in turn will help lead the player in their traversal through the level.



Similar idea to *Mirror's Edge*, where the red colored environment stands out over the white, guiding the player

Cyberprep	Cyberpunk

Both these styles share enough to be cohesive when put together, but have enough differences so that when one is put in a localized place, it stands out among an environment of the other style.

Narrative

The overall concept for the narrative will revolve around the berserker being an escaped military experiment.

Although the *cyberprep* aesthetic tends to be characterized by a utopic future with no world-controlling megacorporations, the world of *Cyberserker* has these types of organizations acting from the shadows and puppeteering the supposedly good and just administration. The character controlled by the player exists as a military experiment by one of these corporations; modified with implants and enhancing substances, they've made him a bloodthirsty *cyberpsycho* with the sole purpose of acting as a weapon to be sicced at rival corporations.

The game will begin with the berserker taking on one of his missions, where he is tasked with laying waste to an important complex where a rival company runs part of their business. After this and throughout the span of the game, the berserker could keep spiraling down in his *cyberpsychosis* until reaching a breaking point, where he would turn on his masters to take revenge against those that made him into a murderous monster.



Cyberpsycho from *Cyberpunk 2077*. Characterized by abundant implants that deteriorates their minds, making them go berserk

Objective Audience

The game is intended for an audience looking for high adrenaline experiences with a focus on movement and platforming. The difficulty won't make it a "hardcore" experience, but it should be far from "casual". This will define levels and challenges are design, focusing on the fun aspect of combat and movement but making it difficult enough to invite the player to use their whole kit to overcome said challenges.