

# Robot Game:

## A 2D survival challenge

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# Introduction



**Angry Robots** is a 2D action-survival game made with Godot 4 and GDScript. Players fight through 5 stages against corrupted AI robots, collecting Core Data orbs while dodging three enemy types: basic mobs, tracking hunters, and phasing ghosts.

# Game Overview

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# Game Concept and Inspiration

The game is inspired by Dodge the Creeps! and Vampire Survivors. Players navigate a robot through increasingly dangerous stages, collecting orbs while avoiding corrupted enemies. The focus is on strategic resource management, dodging patterns, and smart upgrades.





# Staging System and Risk Elements

Players collect orbs while dodging corrupted robots across 5 stages. A speed boost ability and weapon system aid survival. Between stages, players spend collected gears at Clanker's shop for upgrades: health, speed, armor shields, and weapon enhancements for the final Glitch King boss battle.

# Storyline: The Corrupted World

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The world is governed by a supercomputer called The Central Core.

A malicious AI known as The Glitch King has infected the system, turning peaceful service robots into corrupted hostiles.

The player is one of the last uninfected units, equipped with emergency survival protocols.

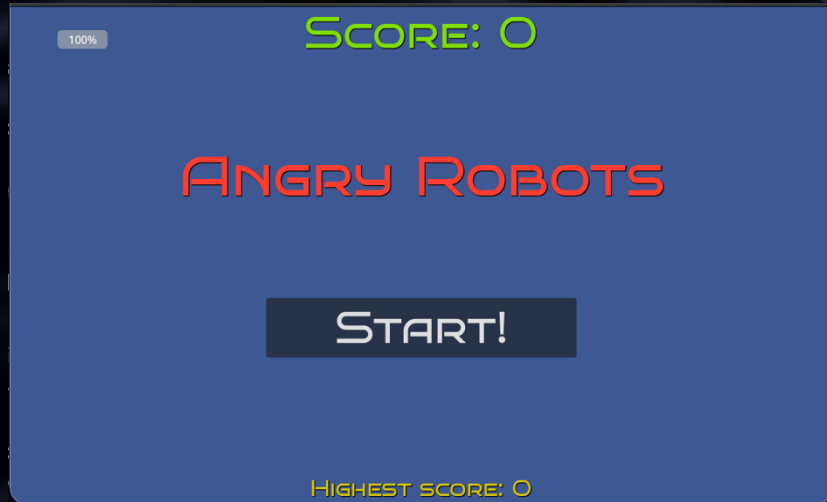
**Mission:** Collect Core Data fragments to patch system subroutines and access deeper corrupted sectors. With help from Clanker, a neutral scrap dealer, upgrade your defenses and firepower.

**Ultimate Goal:** Penetrate the final corrupted layer and delete the Glitch King to restore the network.

# Game Structure and UI

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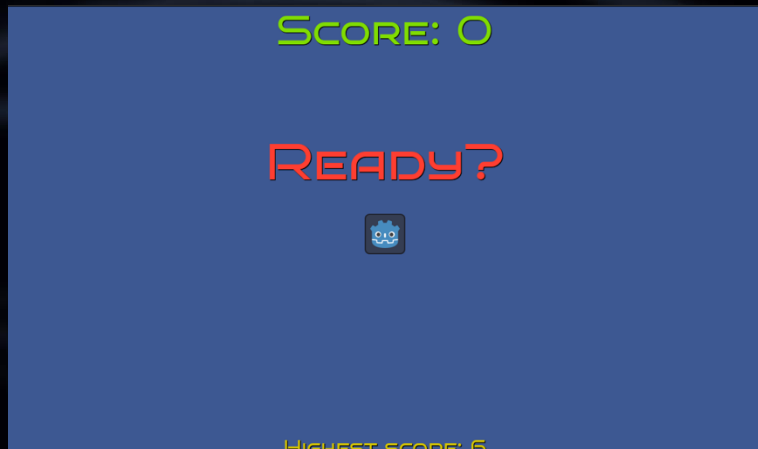
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# Main Menu Features

The main menu shows the game title *Angry Robots*, current and highest scores, and a **Start** button. It serves as the entry point, letting players begin a new game or track their best performance.





# Ready Screen and Player Control

Upon starting, the *Ready?* screen appears briefly, showing the player character.

Movement is controlled using WASD or Arrow keys. The Space key activates a speed boost, essential for attacking enemies or escaping danger.

# Level 1: The Outer Firewall

**Story:** You enter the Outer Firewall, the system's first defense layer. The corruption is new here, and smaller red service bots have turned hostile.

## Gameplay Features:

- Learn basic movement and boosting
- Face basic red corrupted robots with simple movement patterns
- Collect 5 Core Data orbs while dodging enemies

## Objective:

- Collect all 5 orbs to patch the first subsystem
- Meet Clanker the shopkeeper to purchase your first upgrades and advance to Level 2



Mob



Orbs

# Level 2: The Broken Subroutine District

**Story:** You descend deeper into the network where the Glitch King's influence is stronger. Blue tracker robots hunt you relentlessly, following your movements before wandering off.

## **Gameplay Features:**

- Face red corrupted robots alongside new green tracker enemies
- Trackers chase you for a few seconds before losing interest

- More gears spawn to help fund crucial upgrades

## **Objective:**

- Collect 10 Core Data orbs to progress
- Visit Clanker's shop to upgrade health, speed, or buy armor
- Each patch weakens the Glitch King's control



# Level 3: The Ghost Protocol Layer

**Story:** You penetrate a corrupted memory sector where fragmented ghost units phase in and out of reality. The Glitch King's influence distorts the very fabric of the system.

## **Gameplay Features:**

- Red tracker enemies continue hunting you
- Ghosts can only damage you when fully visible

## **Objective:**

- Gather 12 orbs to stabilize the Ghost Protocol Layer
- Each patch brings you closer to the Glitch King's core





# Level 4: The Convergence Zone

**Story:** You reach the final corrupted sector before the Glitch King's core. All infected robot types converge here in a desperate defense. The system's integrity is at its breaking point.

## Gameplay Features:

- Face all three enemy types simultaneously: red basic mobs, blue trackers, and phasing ghosts
- Collect 15 Core Data orbs while managing multiple threat types
- Most chaotic and dangerous combat yet

## Objective:

- Gather 15 orbs to unlock the path to the Glitch King
- Visit Clanker one final time - he gifts you a basic weapon
- Optional: Upgrade weapon to Heavy Cannon for double damage
- Prepare for the final battle as you get taken to the Glitch King's domain



# Level 5: Glitch Boss

**Story:** This is the final, chaotic sector before the Glitch King's core. All infected robot types—Basic Mobs, Trackers, and Phasing Ghosts—converge here for a desperate, simultaneous defense. System integrity is failing.

## **Gameplay Features:**

- You get a gun to defeat the boss with
- The boss can spawn other mobs to distract and kill you
- The boss has weak points that you can attack for more damage

## **Objective:**

- Kill the Boss



# Game Over and Score Management

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GAME OVER

If hit unboosted by enemies, the game ends. The character disappears, enemies exit the screen, and scoring stops. All your gears and orbs collected get reset. The game then returns to the main menu, ready for another round.

# Conclusions

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Angry Robot Game delivers a fast-paced, strategic journey of evolution and restoration. Players quickly upgrade their fragile unit using collected Gears to counter escalating enemy threats (Mobs, Trackers, Ghosts). The challenge culminates in the Convergence Zone (Level 5) before the final confrontation with the Glitch King. Victory restores the System Core, saving Clanker, and naming the player the System Savior.



# Thank You

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