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| Hollow games |
| Hidden Armada |
| Locust Swarm |
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| **Hollow** |
| **1/28/2014** |

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**Executive Summary**

**High Concept:** A fast paced space shooter that’s all about destroying ships and gaining bad ass weapons.

**Genre:** Top view shooter.

**Platform:** PC, MAC, Linux.

**Minimum System Requirements:** n/a

**Key Features:**

* Over 100+ unique upgrade combinations.
* Over 10 bosses.
* 4+ unlockable ships.
* 6 crazy special weapons!
* Multiple endings.
* 5 different play modes.

**User Experience:**

**Goals:**

* Beat the story mode.
* Beat the secret “End of the All” ending.
* Beat the secret “Locust Swarm” ending.
* Unlock the declassified Singularity ships.
* Unlock Survival, by completing story mode.
* Unlock Man Mode by surviving for 5 minutes in Survival Mode.
* Get a higher score than your friends in Survival.
* Get a higher score than your friends in Man Mode.

**Interactivity**

**Game Modes:**

* **Story Mode:** Travel through each sector trying to push back the Locust and save the universe. You only have one life, die once and it’s all over. After you finish each sector you gain a weapon upgrade.
* **Survival Mode:** An onslaught of enemies awaits; the longer you play the harder it gets! Survive as long as possible and rack up as many points as you can! Compare your scores to your friends with the online leader boards!
* **Man Mode:** Survival on heroine, same rules but you start with a fully upgraded weapon. Every minute your weapon resets to something completely different. Random environmental hazards will also overlay every minute. Get ready for the ultimate, bad ass, challenge.

**Ships**

**Player Ships:**

* **Terra:**
  + Weapon: Homing +1
  + Special: Giga Blast
  + Stats:
    - Health: Medium
    - Speed: Medium
    - Shield: Medium
* **Phoenix:**
  + Weapon: Trail +1
  + Special: Delta Flame
  + Stats:
    - Health: Low
    - Speed: High
    - Shield: Medium
* **Nova:**
  + Weapon: Pierce +1
  + Special: Crushing Frost
  + Stats:
    - Health: High
    - Speed: Low
    - Shield: Medium
* **Declassified Omega:**
  + Weapon: Mutlishot +1
  + Special: Singularity
  + Stats:
    - Health: Very Low
    - Speed: High
    - Shield: High
* **Declassified Alpha:**
  + Weapon: Multiply +1
  + Special: Zankutsa (Time Freeze)
  + Stats:
    - Health: Medium
    - Speed: Low
    - Shield: High
* **Declassified Apex:**
  + Weapon: Explosive +2
  + Special: Contagion
  + Stats:
    - Health: Low
    - Speed: High
    - Shield: Low

**Enemy Ships: The Locust Hoard**

* **Swarmer Class:**
  + Behavior: Flock with other swarmers, strength in numbers.
  + Weapon: n/a
  + Stats:
    - Health: Low
    - Speed: High
    - Shield: n/a
* **Reaper Class:**
  + Behavior: Chases the player.
  + Weapon: Homing +1
  + Stats:
    - Health: Medium
    - Speed: Medium
    - Shield: n/a
* **Destroyer Class:**
  + Behavior: Chase the player
  + Weapon: Multishot +2, Homing +1
  + Stats:
    - Health: High
    - Speed: Low
    - Shield: Low
* **Reaver Class:**
  + Behavior: Flank the player, by either moving around him or by grouping up behind an asteroid, and then pierce through him with a fire trail.
  + Weapon: Trail +3
  + Stats:
    - Health: Low
    - Speed: High
    - Shield: n/a
* **Harbinger Class:**
  + Behavior: Get close to the player and circle him. While orbiting spawn Swarmers.
  + Weapon: Multishot +3, Explosive +2
  + Stats:
    - Health: High
    - Speed: Medium
    - Shield: High

**Boss Ships: The Harvesters**

* **Lazor:**
  + Behavior: Move towards the player while firing 4 lasers, in a plus sign, that destroy asteroids and damage the player.
  + Weapon: Laser
  + Stats:
    - Health: High
    - Speed: Medium
    - Shield: High
* **Fire/Ice Bringer:**
  + Behavior: Boosts forward in a Z pattern leaving behind a fiery trail or an icy trail.
  + Weapon: Trail +2, Trail +3
  + Stats:
    - Health: High
    - Speed: High
    - Shield: Low
* **The Teleporter:**
  + Behavior: Teleports three times in a row, after each successful warp he fires homing rockets 360 degrees around his landing location.
  + Weapon: Homing +2, Explosive +2, Multishot +3
  + Stats:
    - Health: Medium
    - Speed: High
    - Shield: Low
* **Energy Link:**
  + Behavior: Has 4 energy pods located far away from him that give him power. He is invulnerable while he is linked to the energy pods. After you destroy all four you can actually damage him. Lightning links.
  + Weapon: Homing +1, Multishot +3
  + Stats:
    - Health: High
    - Speed: Low
    - Shield: INV
* **Locust Sun:**
  + Behavior: Pulls in asteroids and debris that are close by making them orbit it, creating a shield. It also leaves a trail of fire wherever it moves, and changes phase every 1/3 of its health. During its first phase it fires large fire balls at the player which leave behind a trail of fire. Second phase it fires two fire balls. It’s final phase it fires 360 projectiles while shooting the fire balls.
  + Weapon: Multishot +3, Explosive +3, Trail +3, Homing +3
  + Stats:
    - Health: Very High
    - Speed: High
    - Shield: n/a
* **The Void:**
  + Behavior: Acts similarly to the Locust Sun but fires smaller purple shadow balls instead that have a black hole effect, and are fired at a faster rate. The shadow balls leave behind a shadow trail, which slows and harms the player. Also, while he has a full shield of debris, he can decide to blast it all away at the player. His 360 projectile attack happens faster and does more damage, causing mini singularities where it hits.
  + Weapon: Multishot +4, Explosive +5, Trail +4, Homing +3
  + Stats:
    - Health: Very High
    - Speed: High
    - Shield: n/a

**World**

**Sectors:** Sectors can essentially be thought of as levels. You travel to one and then complete whatever you need to then move on; choosing one of the sectors it’s linked with to go to next. The completion criteria ranges from destroy X number of enemies, kill a boss, do either of those within a time limit, etc.

**Zones:**

* **Asteroid Field:** The most basic battlefield, covered in asteroids with enemies hiding inside.
* **Abandoned Battlefield:** Asteroids and broken ship parts are scattered around.
* **Imminent Supernova:** A planet is about to implode! You must complete the area within 5 minutes or you will be caught in the blast and destroyed with it!
* **End of All:** The end of the universe. The ultimate challenge. Unlock all ships and then beat the game to enter.

**Hazards:**

* **Acid Field:** Area is filled with acid clouds causing constant damage to your ship. The only way to be safe from it is to go to safe zones, which are scattered around the field.
* **Black Holes:** Black holes are scattered around the area. If you come close to one it will start pulling you towards it. If you happen to hit it’s center you start taking massive damage.
* **Comets:** Similar to asteroids but take more shots to destroy and leave behind an icy trail.
* **Meteors:** Similar to asteroids but take more shots to destroy and leave behind a fiery trail.

**Weapons**

**Homing:**

* **Level 1:** Projectile rotates towards its target slowly.
* **Level 2:** Projectile rotates towards its target.
* **Level 3:** Projectile rotates towards its target quickly!

**Multishot:**

* **Level 1:** Fire two projectiles at once.
* **Level 2:** Fire three projectiles at once.
* **Level 3:** Fire four projectiles at once.

**Explosive:**

* **Level 1:** Bullets have a 30% chance to explode, causing 1.2x more damage.
* **Level 2:** Bullets have a 40% chance to explode, causing 1.5x more damage.
* **Level 3:** Bullets have a 50% chance to explode, causing 2.0x more damage.

**Trail:**

* **Level 1:** Leave behind a smoky trail that destroys missiles.
* **Level 2:** Leave behind an icy trail that destroys missiles and slows enemies.
* **Level 3:** Leave behind a fiery trail that destroys missiles and damages enemies.

**Piercing:**

* **Level 1:** Projectile pierces through 1 enemy.
* **Level 2:** Projectile pierces through 2 enemies.
* **Level 3:** Projectile pierces through 3 enemies.

**Multiply:**

* **Level 1:** When the projectile hits an enemy it splits into 2 bullets.
* **Level 2:** When the projectile hits an enemy it splits into 3 bullets.
* **Level 3:** When the projectile hits an enemy it splits into 4 bullets.

**Specials**

**Giga Blast:** Player fires an enormous laser in their current aiming direction, time slows a bit when they do this for both aiming and enemy movement.

**Delta Flame:** Fire trail shoots to the left and right of the player as they dash forward, swiftly; causing massive damage to any enemy they touch.

**Crushing Frost:** A huge frost trail shoots in a circular area around the player freezing any enemy it touches. Then the player fires many piercing ice crystals in a 360 fashion, dealing massive damage to any enemy frozen.

**Singularity:** A black hole forms around the player in a wide area sucking in any enemies it touches. If an enemy touches the center of the black hole it takes massive damage. At the end of the black holes life a supernova happens and deals even more damage!

**Zankutsa (Time Freeze):** The player freezes time for all enemies, for 10 seconds, allow them to swiftly move around the battlefield killing off any enemy they choose.

**Contagion:** The player becomes invincible for a short period of time and starts glowing black. If the player comes near any enemy during this time they will become “infected”, an infected enemy becomes immobile. After the player goes back to normal all infected enemies explode, dealing massive damage.