Azrael: Defender of the Sky

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Summary

Elevator Pitch

In the year 2050, a **dark dimensional rift** opened into the world, unleashing the worst monsters of the demon world into Earth’s skies. 20 years later, players will control a **mech pilot** tasked with exploring the **ruined cities of earth** and doing battle with the **monsters to retake control of the skies**.

Description

* Engine: Unity
* Platform: [PC]
* Art Style: [2D- Pixel Art]

Azrael: Defender of the Sky is a **2d aerial platformer**. The character will have a **jetpack ability** with **limited fuel** which charges passively, or can be replenished in-flight by activating **fuel tanks** collected from around the map. The player also has an **arm mounted rocket launcher**, which they will use to battle the demons in the levels.

Controls will be similar to **Hollow Knight**, with in-air control, running, and a jetpack instead of jump. The player will have a projectile rocket instead of a melee.

Level design will be comparable to **Hollow Knight or Mario**: players will have to **navigate levels both horizontally and vertically** in a **non-linear level design**, avoiding hazards and battling enemies.

The game will feature a **collectibles system**, where the player must collect all **5 gold orbs** from around the map in order to unlock the win zone, where they will receive a **rainbow orb** (3 total for 3 levels/cities). This will encourage explorational play as opposed to linear play and will also force the player into combat with enemies.

The **character art** will draw inspiration from games like **Overwatch**, **mech anime**, and films like **Pacific Rim**, **Iron Man**, and **Tron**. The environment art will draw inspiration from films like **Inception** and games like **The Last of Us** and **Tomb Raider**.

Features

* **Player**
  + **Run**
  + **Jetpack** (with control during boost and control during descent). Fuel replenishes passively. **Fuel tanks** can be collected and stored to boost fuel replenishment while in-air. Fuel tank supports only 5 seconds of continues flying before landing is required.
  + **Jump**
  + 1 Weapon: **Rocket Launcher** (Unlimited ammunition, 1 second cooldown).
  + **Health meter**: player has 5 health, meaning they can take 5 hits before death. Health can be replenished by **health packs** around the map.
  + **HUD**: Hud displays orbs collected, health, and fuel remaining, as well as number of fuel tanks and health packs currently in the player’s possession.
* **Enemy Demon 1**- Bat Demon (occurrence: numerous)
  + Flies up and down along a predetermined path: player takes damage on contact.
* **Enemy Demon 2**- StormCloud Demon (occurrence: moderate)
  + Flies in a triangular flight pattern.
  + Emits **lightning bolts** from its body at 0, 90, 180, and 270 degrees from its body every 3 seconds. Player takes damage on contact with the demon or the lightning bolts.
* **Enemy Demon 3**- (occurrence: rare)
  + Patrols in a circular pattern at a fast speed, up and down at a fast speed, or left and right at a fast speed.
  + Player takes 2 damage upon contact.
* **Health Pack-**(occurrence: moderate)
  + Stores in HUD.
  + Restores player to full health.
* **Fuel Tank-** 
  + Stores in HUD.
  + Allows player to replenish fuel to full while in flight, rather than having to wait for it to replenish passively.
* **Golden Orbs-** (5 per level)
  + Collect 5 to unlock the winzone and collect the **rainbow orb.**
* **Rainbow Orbs-** (1 per level)
  + Player completes the level if they collect the rainbow orb.

Resources

Art

* Tilemap Palette for Ruined City (use the same palette for all 5 levels)
* Enemy animation demon 1 – bat demon
* Enemy animation demon 2 –stormcloud demon
* Enemy animation demon 3 – dragon demon
* Player animation
* Player rocket animation
* Player HUD
* Collectible art: orbs
* Collectible art: fuel tank
* Collectible art: health pack
* Background art for parallax: ruined city.

Sound

* Jetpack- activate, using, deactivate
* Player fire Rocket
* Player footsteps running
* Player Jump
* Demon 1 death
* Demon 2 death
* Demon 3 death
* Demon 2 electricity
* Player take damage
* Player death
* Soundtrack
* Fuel Pack Sound- Collect, Use
* Health Pack Sound- Collect, Use
* Golden Orb Sound- Collect
* Rainbow Orb Sound- Collect

Visual Reference

        