Dark Shot

Game Concept: This is a VR archery simulation set in a sci-fi theme with wave based enemies attacking the player in an arcade like shooter.

Objectives: We are striving to create a thematically rich and polished experience. Our focus will be on that of game feel and flow rather than content or expandability. We want to create a VR experience that does not necessarily feel exactly like real life archery, but something that enables the player to feel like an action movie badass. (i.e. CoD vs Real modern warfare)

Mechanics: The primary mechanics will involve control over the player’s bow and arrow. Arrows deal varying amounts of damage based on bow tension but will deal additional damage on critical strike. We want to create a fun, engaging, and attractive experience using smooth polished archery mechanics that reward quick decision making and precision. The design of the game is still in its early phases of scoping, but design wise there is quite a bit already planned:

Equipment Concepts:

* Cluster bomb/ explosive arrow: an explosive means of dealing AoE damage to enemies with a single arrow.
* Trip wire: activating this changes the current arrow to the first of the trip wire nodes. The second arrow creates a gate of electric energy between the two nodes that damages and CC’s enemies that pass in-between.
* Gravity well: this arrow will create a gravity field upon collision that will attract any nearby enemies to it via a large AoE gravity field.
* Corrosive arrow: [stretch] deals percent health DoT damage that slows the opponent immensely. (This is primarily for dealing with tankier opponents, so we don’t have any plans to develop this concept yet)

Special Ability Concepts:

* EMP charge: detonate a small EMP from your current location that will temporarily disable all technology in the area for a given time. (This includes the players abilities for now…)
* Search and Destroy: your targeting systems seek out all enemies in the arena and gives the player positional markers that reveal enemies. Damage steroid granted for the duration.
* Sound of silence: [stretch] implants release a special adrenaline into the player, appearing to slow down time around them. This also gives the player’s arrows a special overcharge that lets them travel faster than usual as the player can control it with heightened senses.

Attunement (occurs passively):

* Conqueror: at maximum bow tension, your bow will expand to hold 2 additional arrows that are copies of your currently loaded arrow. This includes equipment arrows.
* Powerhouse: charging an arrow to max tension causes your bow to temporarily become a gauss rifle capable of launching high velocity arrows. These arrows are so powerful that they pierce through enemies and deal bonus damage.
* Sharpshooter: all cooldowns on abilities and equipment are reduced. Critical strikes deal bonus damage.

These skills, equipment, and attunements should offer each player a customizable playstyle that will not only cater to how they want to play, but it should also offer a significant amount of replayability.

For combat interactions, we want to keep the player locked to the middle of an arena in a survival scenario fighting waves of enemy hordes.

Enemy Concepts:

* Standard zombie: this enemy is a melee humanoid that will approach the player’s direction slowly. After getting within range, they will proceed to bash the player with physical blunt damage.
* Ninja: this enemy is tailored to be hard to hit and highly responsive. We want to create a semi-frustrating enemy that is equally rewarding when pinned down. This enemy is highly effective in close quarters combat.
* Tank: this is a classic bulky big bodied brobot that rampages through the battlefield, blocking for its fellow robots while absorbing lots of damage. While it is difficult to bring down, this is a rare enemy to encounter in the game.
* Drone: this enemy is small and difficult to pin down. It also flies, giving it a vertical plain to avoid the player’s arrows. These drones will be ranged and fire a variety of projectiles at the player from afar.

HUD: minimalistic and futuristic are the keywords to describe how we want our UI to be experienced.

Environments: our current plans for environments only deal with inner cityscapes that are semi futuristic. We will evaluate how many environments we can afford to create as we go. Our goal for environments is to “digitally construct and deconstruct objects in the scenery to simulate a battle dome with multitude of possibilities for terrain.