

Goofy ahh beat em up game with N51 and MERC units

Epic

Edward Raphael as the main character

**Beta test:**

A character will be placed to test the stuff in an arena. Enemies will periodically spawn and will have dialogue test options with chatter.

**Story:**

N51 is tasked with infiltrating and interfering with a rogue MERC captain and other rogue MERC units who are creating illegal weapons for themselves (Chemical, phosphorus, etc). You'll be playing as the

N51 Assassin, a melee specialist or the N51 Commando, a ranged specialist. There is a total of 5 sectors all with their own subsectors. There will be 1 (possibly 2) boss fights with an escape sequence in the end where the entire facility blows up (Yes very generic). There will be 2 Cutscenes in the start and end (Possibly more). The ending will have the player get back onto the helicopter and fly away while credits roll (Or pull a Shepard and betray the player)

**Theme:**

Serious while being somewhat comedic, the point of the game is to have fun and not be a dark souls type of difficulty game. The environment will be centred around the Madness combat series, with the characters having the madness combat style but with the mixed theme of the game "River city girls", a pixel beat em up which will have a similar style and UI to this game

**Tentative stuff:**

The cutscenes will be either voiced or have a mumble, Custom music and probably different endings depending on what character you chose

**Factions:**

Faction	Units
N51	N51 Commando N51 Assassin N51 Officer N51 Advisor N51 Pilot
MERC	MERC Recruit MERC Gunner MERC Sarge MERC Captain

**Procedure:**

The game will use pygame as a baseplate, Each level with their own separate loop and loop number which will be Saved everytime so when you go back in your level number will be saved. Same goes for bosses. (Example Sector 2 will have the number "2" in the variable. A notepad will update this

number every change of the level so when loading back in the game will read "2" in the notepad making the progress start back in sector 2)

Story will progress every time the sector number gets higher

All characters will have their own pixel sprite animations (With exceptions of the N51 officer and pilot which are mostly cutscene characters)

There will be animations for all movements(Up, down ,left ,right)

Extra features the game offers:
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Cutsce nes, Character selections, (Probably levelling up), Dialogue, different levels with boss levels, Dialogue that pauses the game, Movesets that can be changed (Moveset A, Moveset B, etc), Voice acting, pause screen, Special attack bar

Playable characters:
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N51 Commando



**Description:** N51 Commandos are the general units in the N51. Their armed with assault rifles and pretty good in everything else be it melee, unarmed or acrobatic. In this game they'll be ranged specialist only being able to used ranged weapons and being able to gun bash when necessary. The guns he uses will have an ammo meter (Either has to recharge over time, find ammo or discard the weapon all together in favour of another weapon, Still tentative) They do less damage than Assassins but are safer from fire as they can attack from range, They also have a bigger arsenal of weapons depending on what they can get their hands on

**Personality:** The more laid back of the duo, cracking jokes more often than the Assassin

N51 Assassin



**Description:** N51 Assassins are the melee specialists in the N51. Armed with Katanas and insane acrobatic skills. They excel in their job but aren't too well trained in marksmanship. In the game, They'll be also melee specialists armed with Katana's (Probably with durability so they'll have to use other weapons after some time). Their able to do combos, air attacks and just have a flashy moveset in general. They'll have more damaging attacks than their Commando counterparts but in exchange they'll have to be more up close to the enemy who will have guns (Never bring a katana to a M16 fight)

**Personality:** The serious person of the duo, gets pissed with too many jokes and often takes command of the situation

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## Enemies

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### MERC Recruit



**Description:** MERC recruits are basic cannon fodder in any beat em up game. So I'll continue this trend and also make them cannon fodder too. They only have 1 combo move and can't do air attacks but CAN launch you up. They'll get buffed a bit if there's a sarge close by

**Personality:** Overconfident, arrogant, hothead

### MERC gunner



**Description:** MERC gunners are the 1<sup>st</sup> big bad guy you'll face. They're usually armed with dual nail guns but will kick you when you get too close. What makes them hard to drop makes up for their slow movement speed. Your grandma can finish the entirety of Minecraft before these guys can finish a 100m sprint. They appear much more rarely than recruits another variant will have them wielding a sledge hammer

**Personality:** Obedient, Quiet, has a low voice

### MERC Sarge



**Description:** MERC Sargeant's (Sarges) are sector leaders in MERC. Unlike other units or other beat em up games, Sarges BUFF other units nearby with a health increase and damage boost. They're armed with pistols which don't deal much damage on their own but they can do melee attacks with their pistols and are much more agile than other MERC units. Their main purpose is to buff nearby MERC units. They only appear once every sector.

**Personality:** Generic American Sargeant, strict, loud, majority of text dialogue will be in caps to convey shouting

### MERC Captain



**Description:** MERC Captains are the leaders of MERC facilities with only 1 per facility. He'll be the final boss of this game before the escape sequence with a variety of movesets and be tougher overall .He'll appear twice, once in the boss fight and once in the escape sequence. His personality will be serious but in the escape sequence will have an unserious tone possibly with the attitude of the "queen" from "deltarune" adding their potassium skit into the chase sequence

**Personality:** Generic evil genius, egotistical, narcissistic, plays dirty

Cutscene exclusives:
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### N51 Officer



**Description:** The N51 officer is a high ranking individual will be your guide throughout the game giving you basic tutorial hints and will guide you on your training mission(Tutorial) He appears in the start and escape cutscene. He doesn't appear ingame or has a pixel sprite

**Personality:** Serious when necessary, overall pretty cool

### N51 Pilot



**Description:** N51 Pilots are the aviators of the N51. He'll pilot the Blackhawk ,drop you off at your point. He'll signal you to get out and that's the only time they'll talk.

**Personality:** Really chill

### N51 Advisor



Description: Advisors aren't as highly ranked as officers but are much stricter than them. They'll tag along with you through the MERC facility on the comms while also belittling you on your success of the mission cuz you a newbie.

Personality: Really freakin strict, Belittles others, result of bad Asian parenting

### Shopkeepers x5

JOHN CENA, Donald trump(Low quality Jpgs),Harry,2 friends outside binus

Cutscene description + Getaway part
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#### Start cutscene:

The cutscene fades in to a MERC facility with the text "SOMEWHERE IN NEVADA" appearing bold red on the screen before a Blackhawk helicopter passes by shaking the camera. The camera then jumps to the helicopter outside before jumping into the inside where we come across our characters, who are looking down onto their weapon. The camera then pans to 1<sup>st</sup> person as the officer looks on us and apologizes in advance for giving us a difficult missions on our first day of the job before giving us a brief rundown while the camera jumps into different parts of the MERC facility. Right after finishing the pilot gives us a heads up of our arrival and the officer wishes us the best before being dropped on the top floor of the facility.

#### Getaway part:

We're told the helicopter can't make it in range due to AA defences being fully activated. We're told our rendezvous point and to holdout for a while as the pilot and officer come in with a jeep to us out.

Waves of MERC units will come in trying to stop our escape with a MERC sarge shouting "STOP THEM!". After holding out or taking down enough MERC units the jeep will arrive where we will meet the MERC captain again on a modified tank which goes pretty fast and this tank will chase us as we try and escape. In this we can control the jeep and machine gun to go up and down to dodge attacks from the tank. We destroy the tank by just shooting the hell out of it. Once destroyed we arrive to the heli where the end cutscene plays

#### End cutscene:

The camera shows the commando's boarding the helicopter and ascending out of the blast zone as the facility blows up and we get the credits

Shops:
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**Shops will appear at the start of every sector with their own healing items you can buy with money from dropped enemies**

Sector 1: Harry fried chicken (Fried chicken, Extra atk)

Sector 2: JOHN CENA bar

Sector 3:Donald trump salon

Sector 4: Registan's Registers(

Sector 5: Ed's Burgs (Edward Burg,

Escape sector

Total files:

Music	5 Sectors, 1 shop, 2 boss(Boss and chase) , 2 Cutscenes
Sprites(Characters)	N51 Commando, N51 Assassin, MERC recruit, MERC gunner, MERC Sarge, MERC Captain
Sprites(Background)	3 sectors, 10 subsectors, 1 boss sector, 1 escape sector
Sprites(Weapons)	Katana, AR-15, Nailguns, Revolvers, Sledge hammer,
Sprites(Foods)	9(3 generic items with 1 unique item in every shop)
Cutscenes	2 video files

Movesets:

N51 commado

(Infiltration style, Rambo style)

N51 Assasin

(Agile style, Forceful style)

Cutscene script:

**Tutorial**

Officer: Good afternoon, Commando let's begin some basic training to get you warmed up

Officer: Use your W A S D keys to move around, Excellent

Officer: Press the space bar to jump, Nice

Officer: Use the E key to use your weapon, Great

Officer: Now, Take down these grunts

Officer: Alright, seems you handled the basic training better than the others

Officer: Meet me in the Helipad for your first assignment.

### **Start**

“SOMEWHERE IN NEVADA”

\*Camera jumps to the helicopter and then the commando\*

Commando: Damn what a sight, wonder what the guys back home are doin-

Officer: Recruit.

\*Commando looks at the officer\*

Advisor: This the guy who's gonna stop the MERCS? \*Guh\* We're done for

Officer: Let me introduce you to the Advisor. He'll be assisting you in the infiltration of the MERC facility.

Advisor: Bet he'll screw it up before it even begins

Officer: At ease Advisor, recruit, I apologize in advance for this rapid operation but you by far have the most potential out of all our Commandos. The advisor will give you a rundown of the operation

Advisor: There's a MERC facility with rogue MERC units creating illegal weaponry for themselves. The Captain runs this operation and he must be taken down. He'll be located near the core of the facility where then you will plant bombs on the reactor which is also near the core. Exfil will be assigned once you finish your task. I'll assist you through the radio with the officer.

Pilot: Sir, were approaching the drop zone

Officer: That's your cue, the stability of Nevada lays on your shoulders.

Commando: Understood sir.

### **Sector 1 chatter**

Advisor: You guys do you hear me?

Commando: Loud and clear here

Advisor: Don't get all comfy, your in the comms room of a MERC station. Your current task is to get out from the lobby.

Commando: And fight through all these guys?

Advisor: These guys won't hesitate to fight you so I'd recommend not fighting them

Assassin: What'll we do after that?

Advisor: I'll update you once you get out. Copy

Assassin: Copy that

### **Sector 2 chatter:**

Commando: Woah, who would've guessed the entire city was MERC controlled

Advisor: Great you guys got out alive, Now you gotta make it to the checkpoint across that bridge.  
From there you'll arrive to the tower and I'll re-update you.

Commando: Think we can buy something on the way?

Assassin: In our gear? I bet they'll close down the shop before we make it in

Advisor: MERC citizens deal with this on quite a regular basis so you 2 won't really bother them`

Commando: Sweet

### **Random chatter**

Commando: Y'know man this place could really use some decorating

Assassin: I guess it could use some spicing up

Commando: Wonder if all these actions will haunt me in the future

Assassin: Don't know, don't care, we have a job to do

Commando: Sometimes I don't know if you even have any morals man

Assassin: What good would morals be if your job is doing covert operations all the time?

Commando: fair point

### **Escape**

Commando: Holy crap is that-



Captain: You think I'm done with you?! I'm gonna turn you inside out with these mi-

(Gunfire hits the helicopter)

Captain: GAH!

Officer: COMMANDOS OVER HERE!

Officer: Facilities boutta blow, The helicopter is landing a kilometer away from and we're gonna rendezvous with it for now arm the gun and get that helicopter away from us!

Captain: Oh what a happy family to get NUKED INTO OBLIVION!

Officer: There! An opening!

Officer: SHOOT IT!!!!

Officer: He's vulnerable take it down!!

Captain: Stupid AAHW tech never working!

Captain: Dag nab Damnit!

**End**