Liberators GDD

Pack Mules

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Liberator

Game Description

Liberator is a 2D Arena-styled platformer in which you and your friends take on a multitude of enemies as you delve deeper and deeper into an abandoned spacecraft. With four different classes to choose from, each with their own strengths and playstyles, our heroes brings a new experience for the player. From the standard marine equipped

Each 'stage' will have a different experience. At times, you may face slow, lumbering creatures that are capable of soaking in massive amounts of damage while still packing a strong hit. In others, you may find yourself facing massive hordes of weak critters that try to overwhelm you with sheer mass. Certain classes will excel in these changing environments - bringing a class with a flamethrower or having large area abilities will make horde environments a cinch, but will struggle against single, tanky enemies. On the other hand, snipers and single-shot classes will absolutely tear through the larger enemies but will struggle against overwhelming numbers.

With friends joining you, your experience will change dramatically as you begin to shore up the weaknesses of your class with the strengths of others. Strategies can be developed as you choose to become the front-line tank, while your friend acts as a damage dealer. Strategize different combinations of classes in each run. Bring four engineers to absolutely destroy horde-type stages, or go for a more balanced group to be able to cover any challenge that may arise.

Backstory

The Liberators. A name that is whispered amongst the black market of the Galactic empire. A brave, if not suicidal, group of scavengers who travel to undiscovered areas in space in search of abandoned spaceship to 'liberate' of their lost goods. However, no spaceship is ever truly abandoned - not with the Infested that lurk in the depths of space, always searching for another hive. There are two identifiable types of the Infested. The *Husks* - small, fast, and stupid. They are creatures that seek to overwhelm in sheer numbers - a case of quantity over quality. Then there are their leaders - Gruelers. Massive, lumbering creatures that tower over the Husks, and hide a deviously tactical mind. While these come in lesser numbers, a Grueler can take untold amounts of punishment and deal it back - so long as they can reach you. These creatures are volatile, but the Liberators have dealt with these creatures for a long time, and know their weaknesses inside and out.

Game mechanics

Controls for an XBOX ONE controller:

- **L-Stick** & **D-Pad**: Horizontal movement, (Down) passing through platforms, (Up) going through portals/doors, ladders
- **R-Stick**: Aiming the character's weapon
- **A**: Jump
- **B** & **X**: Items
- **Y**: Revive teammate
- **LT/RT**: Shoot, Basic Attack
- **LB** & **RB**: Special abilities

Classes

- Raynor (**Marine**) - A standard, easy-to-pick-up class that contains a little of everything
- Lance (**Heavy**) - A melee focused class that can absorb and deal a lot of damage.
- Red (**Engineer**) - A class focused on AoE damage, with flamethrowers and explosives
- Hawk (**Sniper**) - A class focused on dealing high amounts of damage with each shot. Uses a sniper rifle that can also pierce through enemies in a line, but has a longer reload time.

Stage Types

- **Horde** - A large amount of weak creatures (husks) that attempt to overwhelm the players with sheer numbers
- **Tank** - Slow, lumbering behemoths with massive health pools that try to close into melee distance with the player
- **Mixed** - A rare stage that combines both Horde and Tank as a challenge to ill-equipped players.
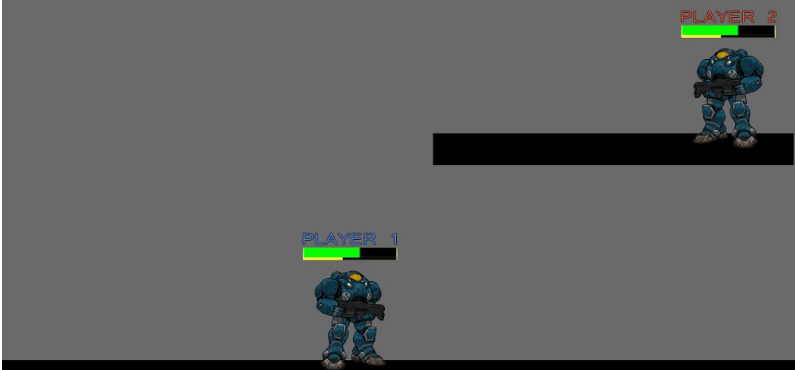
User Interface

Screen Layout

CHARACTER SELECT

MARINE ◄ ►	MARINE ◄ ►	MARINE ◄ ►	
PLAYER 1	PLAYER 2	PLAYER 3	SLOT AVAILABLE

LIVES: 3　　　　STAGE: 3　　　　ENEMIES: 6

PLAYER 2

PLAYER 1

PLAYER 1

OPTIONS

VIDEO

FPS: 60

AUDIO

BGM: 100

SFX: 100

▶ CONTROLS

BACK

CONTROLS

PAUSE

SHOOT
SPECIAL # 1

LT   RT

SHOOT
SPECIAL # 2

REVIVE

ITEM # 2

ITEM # 1

JUMP

MOVEMENT

MOVEMENT

MOVEMENT

AIMING
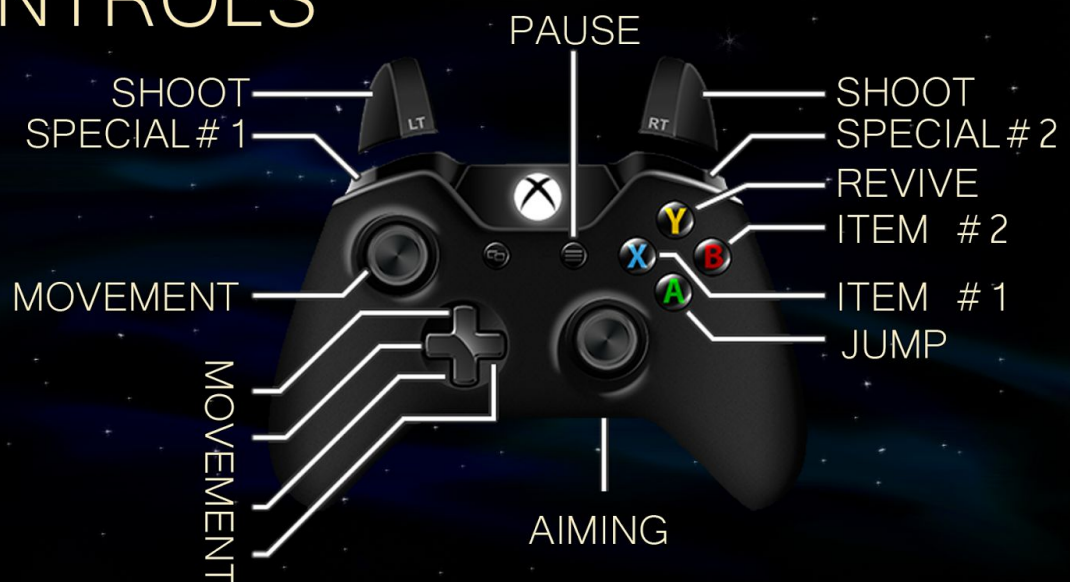
LEADERBOARDS

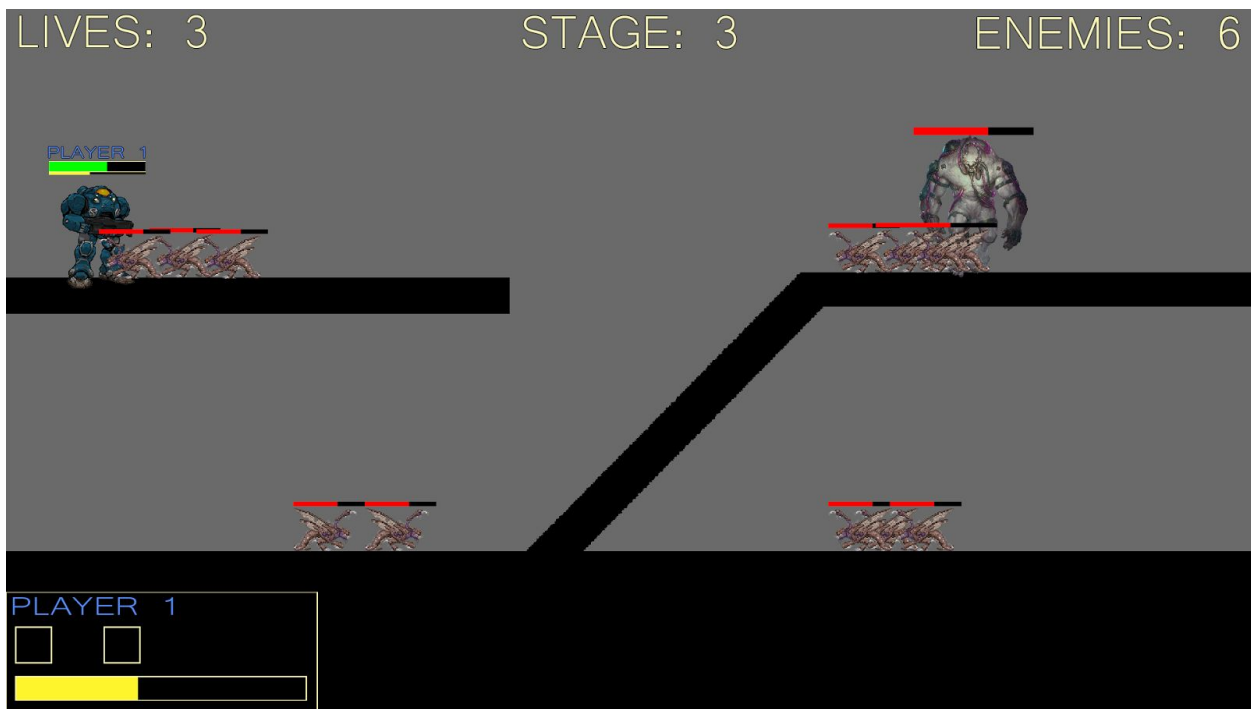| #	NAME	STAGE	#	NAME	STAGE
1.	PLAYER	10	6.	PLAYER	5
2.	PLAYER	9	7.	PLAYER	4
3.	PLAYER	8	8.	PLAYER	3
4.	PLAYER	7	9.	PLAYER	2
5.	PLAYER	6	10.	PLAYER	1

CREDITS

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UI Flow Diagram
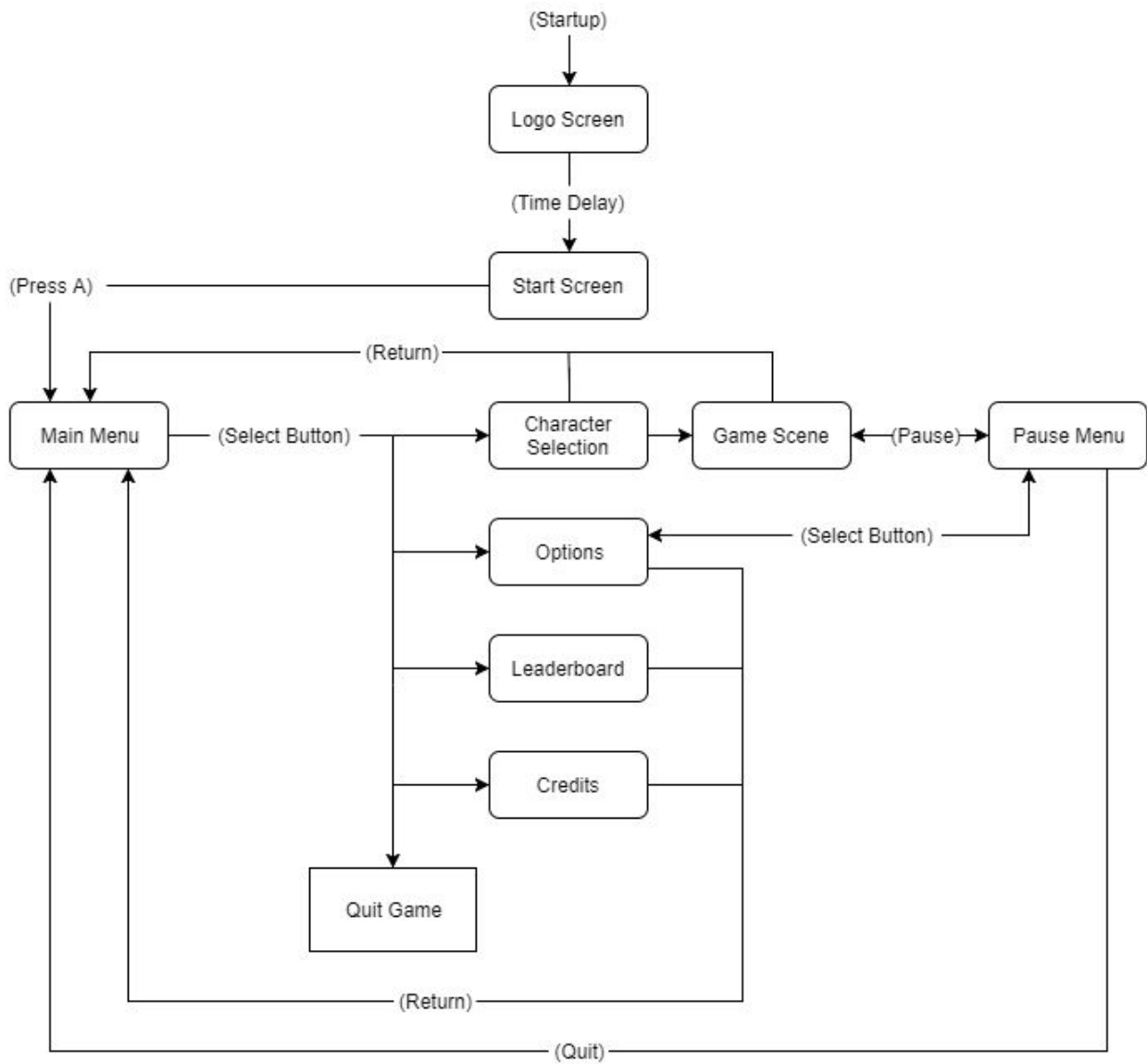
Initial Sketches

Additional Topics

Husk concept based on:

Grueler concept based on:

Marine concept based on:

Heavy concept based on:

Engineer concept based on:

Sniper concept based on:

Spaceship environment concept based on: