Arm-ageddon

The power is in your hands

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By Team "High 5"

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Game Overview

In Arm-ageddon, players take control of a robot with detachable arms. They must survive an onslaught of enemies in a large, arena-like map, collecting various arms to use as weapons as they search for the P1N Key, which opens the door to beat the level.

Arm-ageddon's genres include: 2D, Platformer, Wave Survival, Shoot-em-up. The target audience of the game is anyone who enjoys platformers with shooting mechanics. Similar games on the market include older classics like Contra and Mega Man, as well as newer games like Super Crate Box and Cuphead.

The start of Arm-ageddon will have players start off powerless, with no arms. They will find an arm close-by, which will give them unique abilities as a way of fighting off foes. Players will then need to travel around the map, fighting off enemies along the way in order to collect additional arms and search for the P1N Key. When players find it, they must then carry it back to a door near the start of the level to win.

The game takes place in a post-apocalyptic setting, and thus has a slightly dark feeling to it. That being said, the game aims to not take itself seriously with a heavy emphasis on puns, undercutting the dark atmosphere a bit.

Gameplay

The objective of Arm-ageddon is to search the level for the P1N Key, pick it up once found, and take it back to the start while surviving hoards of foes.

Game Flow:

1. The player starts off in the level with no arms
2. The player finds arms to use in combat and is able to defend against foes
3. The player searches the level for the P1N Key
4. The player finds the P1N Key and picks it up after removing all equipped arms.
5. The player must return to the start of the level
6. The player exits the level and wins.

Play Flow:

The player fights enemies using arms, then finds new arms to replace the ones they lost as they search for the P1N Key.

Mechanics

Rules

Basic Mechanics

Players can move left and right, and jump. Players also have access to a "headbutt" move that deals low damage to enemies and knocks them back.

Arms

Players can hold two arms at once, and can switch between them with the press of a button. They can use a button to throw their arm, which makes it explode, and can also use its ability. Each arm has its own unique ability, although most are used for combat. When the player is hit by an enemy, the arm loses integrity. The arm also loses integrity when its ability is used. When an arm has no integrity, it is destroyed. If players have an empty slot for an arm, they can pick up new ones they find throughout the map.

We plan to add more arms as time allows, but at the very minimum we will include the following four arms:

	Hand-and-a-Half Sword	Melee. Attacks quickly.
	Claw Hammer	Melee. Attacks slowly, but does higher damage.
	Hand Cannon	Ranged. Attacks slowly, but fires a powerful shot.
	Carpal Gunnel	Ranged. Fires low-damage bullets at a very high rate.

Enemies

At certain intervals, enemies spawn to attack the player. These enemies see the player from any distance and move towards them. There are multiple kinds of enemies that attack the player in different ways.

We plan to add additional enemies as time allows, but at the very minimum we will include the following two enemies:

Melee Enemy	An enemy that attacks in melee range
Ranged Enemy	An enemy that attacks with projectiles.

P1N Key

As they travel through the map, players may find the P1N Key. They can pick it up if they have no arms and carry it. It has integrity like other arms do, but takes up both slots and has no ability. It is also placed down when dropped instead of destroyed. When the player takes the P1N Key to the door at the start of the level, they win, but if the P1N Key is destroyed, they lose.

Core Integrity

When the player takes damage with no arms, they lose a point of core integrity. After taking 3 hits to the core, they die and must retry.

Physics

The game is a side scroller, thus gravity applies on the Y axis, pulling the player and enemies downwards. Players and enemies have collision with the walls and floors of the level.

List of Interactable Objects:

- Walls
- Floors
- Player
- Enemies
- Arm Pickups
- P1N Key
- Door

Actions

- Horizontal Movement
- Jump
- Headbutt
- Swap Arms
- Activate Arm Ability
- Pick up Arm/ P1N Key
- Drop/Throw Arm/P1N Key
- Open Door

Combat

B.E.A.R. uses different arm abilities for combat. Which includes melee weapons, and ranged weapons. Melee weapons have to make physical contact with the enemy, and ranged weapons fire projectiles that deal damage to enemies. The more B.E.A.R. uses the small-arms (get it?), the more damaged they become. When the arms are destroyed, B.E.A.R. must find a new one or risk (not having a helping hand) taking damage and losing the game. Like B.E.A.R., some enemies can attack with melee weapons and some can attack with ranged weapons. Enemies are also affected by gravity, and jump along the platforms to fight B.E.A.R.

Screen Flow
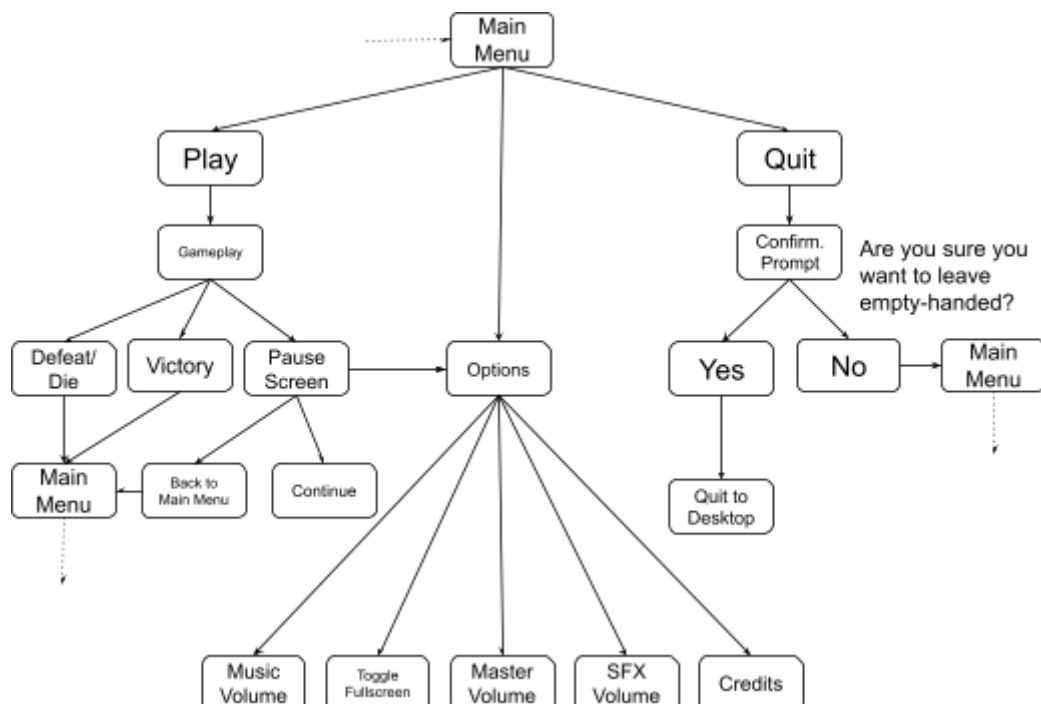
- Main Menu
  - Play
    - Gameplay
      - Pause Screen
        - Continue
        - Options
        - Back to Title
      - Victory ->Main Menu
      - Defeat/Die ->Main Menu
  - Options
    - SFX Volume
    - Music Volume
    - Master Volume

Story and Narrative

After the world has been destroyed by a nuclear war nothing remains except the evil robot soldiers and the mutant creatures transformed by the toxic waste. In this harsh world B.E.A.R. must get a handle on the situation and fight through an army of enemies to find the P1N Key, which allows him to open the door to the last bastion of Albuquerque New Mexico – the armory.
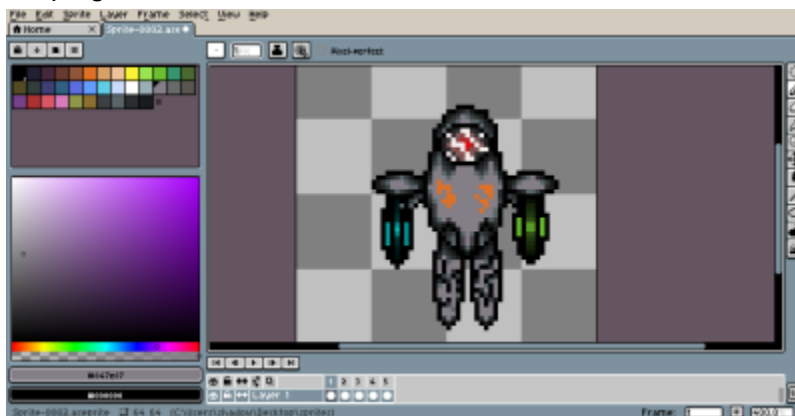
Game World

The game takes place in a post-apocalyptic cityscape that's crumbling.　Very few plants are around, and those that are are dying.　The game takes place entirely in this one area.

Characters

Bionic Experimental Arm Recycler (B.E.A.R.)

The main character
A robot in a post apocalyptic world trying to survive.　B.E.A.R. was made to give the humans a "helping hand"

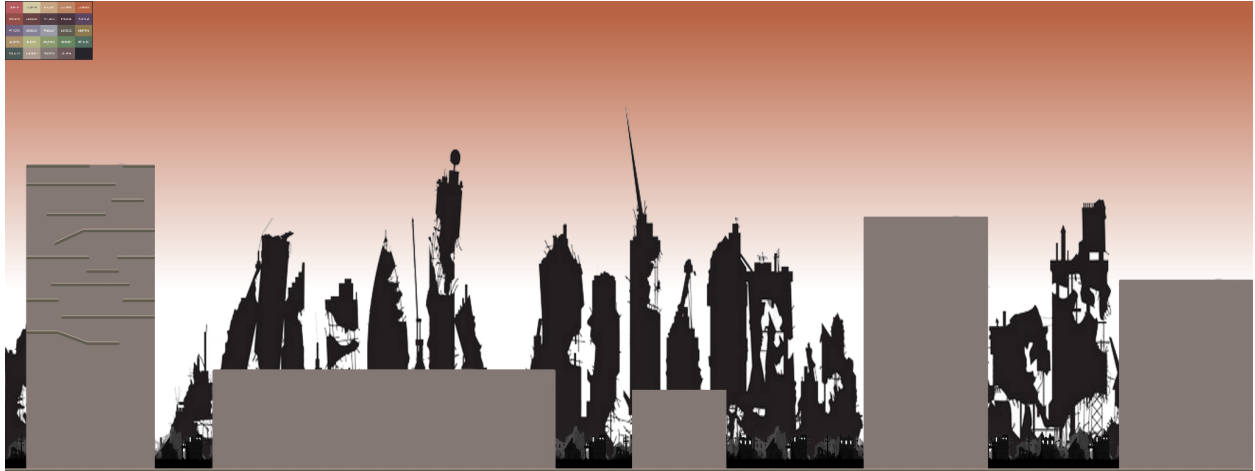B.E.A.R has a bulky, powerful appearance, with curved edges.
B.E.A.R. Has the ability to swap out his arms for new ones with different effects.
The main character
Does not like enemy robots because they want to kill him.

Levels

The game takes place in a single, large level, built to look like a run-down city.

Interface

Visual System

Below is a mockup of the HUD, it shows the arms of the player, their integrities, and a score (Will appear in the dark middle section). When the player has no arms the glass bulbs appear, indicating extra hits the player can take before death.

The overall menu style has a skeuomorphic design that looks like robot parts.
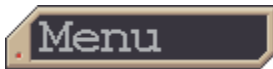
The game has a camera that follows the character.

Controls

Action	Keyboard	Controller
Horizontal Movement	A/D, Left/Right	Left Stick, Dpad
Jump	W, Up	Bottom Face Button
Headbutt	Space	Right Face Button
Aim	Mouse	Right Stick
Swap Arms	RMB	Right/Left Bumper
Activate Arm Ability	LMB	Right/Left Trigger
Pick up arm/ P1N Key	E, F	Left Face Button
Drop/Throw Arm/P1N Key	Q	Top Face Button

The game's visual style will be pixel art, with a muted, dry looking palette.

The game's audio, like its visuals, have a retro style, with chiptune music and bleepy sound effects.

The game's controls will be listed on the main menu.