AstralSaints — Technical Implementation Plan (v0)

1)

Universe Shift & Boss Progression (Revised)

\

Phase 1 – Constellation Era (Lv. 1–4)

- • Bosses: From the 12 Golden Constellations pool (Pegasus, Leo, Scorpio, etc.).
- • Bright, orderly starfield; straightforward AI.

\

Phase 2 – Universe Collision (Lv. 5)

- • **Visual Shift:** Starfield shatters, colors distort, alien rifts appear.
- • **Boss: Bahamut** — first extra-realm foe. Multi-phase battle.
- • **Drop:** "Bahamut Core" — described only as a *rare, powerful relic*. No direct hint it's summonable, but veteran players will feel the Final Fantasy nod.
- • **Gameplay Impact Now:** None — stored in inventory or "Relics" tab.

\

Phase 3 – Post-Collision Realms (Lv. 6–25)

- • Bosses: Anubis, Ouroboros Prime, Chronos, plus other high-power myth/cosmic designs.
- • Wave AI unpredictability ramps; environmental hazards introduced.
- • Players acquire other mysterious "Cores" from major bosses without explanation.

\

Phase 4 – Revelation Era (Lv. 30+)

- • Cutscene/story beat reveals: *"They were never ships… they were living titans, tamed for war."*
- • First **Taming Event** appears, tied to Bahamut if the player still has the Core.
- • Boss-ships become a rare unlock path.

This way:

- • **Bahamut drop at Level 5** plants the seed without breaking the surprise.
- • The actual **taming/summon mechanic** is a *long-term* goal — only unveiled after a big commitment to the game.

\

If you want, I can also work **small "Relic Collection" UI hooks** into the HUD so even in early phases players can *see* that they're slowly gathering something important without knowing the payoff. That would make the eventual reveal at Lv. 30+ way more impactful.

\

Do you want me to add that Relic UI idea now?

Universe Shift & Boss Progression (Revised)

\

Phase 1 – Constellation Era (Lv. 1–4)

  • Bosses: From the 12 Golden Constellations pool (Pegasus, Leo, Scorpio, etc.).
  • Bright, orderly starfield; straightforward AI.

\

Phase 2 – Universe Collision (Lv. 5)

  • **Visual Shift:** Starfield shatters, colors distort, alien rifts appear.
  • **Boss: Bahamut** — first extra-realm foe. Multi-phase battle.
  • **Drop:** "Bahamut Core" — described only as a *rare, powerful relic*. No direct hint it's summonable, but veteran players will feel the Final Fantasy nod.
  • **Gameplay Impact Now:** None — stored in inventory or "Relics" tab.

\

Phase 3 – Post-Collision Realms (Lv. 6–25)

  • Bosses: Anubis, Ouroboros Prime, Chronos, plus other high-power myth/cosmic designs.
  • Wave AI unpredictability ramps; environmental hazards introduced.
  • Players acquire other mysterious "Cores" from major bosses without explanation.

\

Phase 4 – Revelation Era (Lv. 30+)

  • Cutscene/story beat reveals: *"They were never ships... they were living titans, tamed for war."*
  • First **Taming Event** appears, tied to Bahamut if the player still has the Core.
  • Boss-ships become a rare unlock path.

This way:

  • **Bahamut drop at Level 5** plants the seed without breaking the surprise.
  • The actual **taming/summon mechanic** is a *long-term* goal — only unveiled after a big commitment to the game.

\

If you want, I can also work **small "Relic Collection" UI hooks** into the HUD so even in early phases players can *see* that they're slowly gathering something important without knowing the payoff. That would make the eventual reveal at Lv. 30+ way more impactful.

\

Do you want me to add that Relic UI idea now?Core Architecture

- **Engine:** Phaser 3 for core game loop, physics, and rendering.
- **Art Pipeline:** 2D sprite-based, with bdragon1727 assets from itch.io as primary source. Ships, weapons, enemies expanded via curated high-quality asset packs.
- **Cross-platform Target:** Web (desktop + mobile), with potential future ports to desktop clients via Electron.

2) Game Systems Implementation

- **Game Modes:** Normal, Endless, Story as defined in Structure & Mechanics.
- **Ship System:** 5 starter ships (Pegasus, Dragon, Phoenix, Andromeda, Cygnus), with evolution stages, hidden special form triggers.
- **Boss System:** 12 Golden Constellations for first arc, post-arc universe shift bosses including crossover or thematic additions (e.g., Bahamut).
- **Skill Tree:** Four branches — Power, Tactics, Survival, Resources — implemented via JSON-driven upgrade definitions.
- **Drop System:** Power-ups, control effects, special form points, temporary buffs.

3) UI & HUD

- **HUD Elements:** Health, armor, energy, weapon indicators, special form meter, combo multiplier, score, timers.
- **Menus:** Dashboard, Ship Selector, Universe Map, Shop, Profile.
- **Tutorial/Pop-up Hints:** Contextual hints for evolutions, special forms, and advanced mechanics.

4) Technical Assets & Art Integration

- **Asset Sources:** bdragon1727 (primary), curated secondary sources for missing ship/enemy designs.
- **Sprite Sheets:** Optimized for web delivery, atlases generated via TexturePacker.
- **Effects:** Particle systems for weapons, evolutions, special form activations.

5) Infrastructure & Tooling

- **Version Control:** GitHub repository.
- **Build Pipeline:** Vite for dev server and build, CI/CD for deployment.
- **Branching Model:** Lightweight feature branching; no dedicated QA/DevOps split at v0.
- **Hosting:** Static hosting (Netlify/Vercel) for initial web deployment.

6) Networking & Leaderboards

- **Backend:** Lightweight Node.js/Express API for leaderboards, events, and player data.
- **Database:** MongoDB Atlas for player stats and progression.

• **Auth:** Email/password with JWT sessions.

7) Sound & Music

• **Implementation:** Web Audio API with Howler.js.
• **Assets:** Curated library + commissioned original music for thematic arcs.

8) Roadmap Notes

• This is v0 — mechanics, systems, and pipelines are noted but not finalized.
• Industry-standard best practices applied for scalability; edge cases will be handled in later iterations.

Universe Shift & Boss Progression (Revised)

\ \ \

For the **difficulty tiers** in the Astral Saints theme, I suggest:

1. **Stardust** — Entry level, learning phase.
2. **Nebula** — Intermediate, more complex patterns.
3. **Supernova** — Advanced, high-speed and hectic.
4. **Event Horizon** — Extreme, near-impossible mastery.

\

For the **Boss roster details** (12 Golden Constellations theme, Saint Seiya inspired but originalized):

1. Aries — The Ram of Light
2. Taurus — The Celestial Bull
3. Gemini — The Twin Phantoms
4. Cancer — The Moonlit Crab
5. Leo — The Solar Lion
6. Virgo — The Divine Maiden
7. Libra — The Cosmic Scales
8. Scorpio — The Void Scorpion
9. Sagittarius — The Star Archer
10. Capricorn — The Eternal Goat
11. Aquarius — The Water Bearer of the Deep
12. Pisces — The Twin Fins of Infinity

\

Phase 1 – Constellation Era (Lv. 1–4)

• Bosses: From the 12 Golden Constellations pool (Pegasus, Leo, Scorpio, etc.).
• Bright, orderly starfield; straightforward AI.

\

Phase 2 – Universe Collision (Lv. 5)

Perfect — I'll note it as:

\

One-time in-game pop-up after Level 4 clear:

"The stars shift. It is no longer about our realm. Universes collide."

Plays alongside the visual/musical overhaul to reinforce the transition.

\

Do you want me to also have a **short ambient animation** in the background at that moment — like galaxies overlapping, cosmic rifts opening — so even speedrunners who skip text still *feel* the change?

- **Visual Shift:** Starfield shatters, colors distort, alien rifts appear.
- **Boss: Bahamut** — first extra-realm foe. Multi-phase battle.
- **Drop:** "Bahamut Core" — described only as a *rare, powerful relic*. No direct hint it's summonable, but veteran players will feel the Final Fantasy nod.
- **Gameplay Impact Now:** None — stored in inventory or "Relics" tab.

\

Phase 3 – Post-Collision Realms (Lv. 6–25)

- Bosses: Anubis, Ouroboros Prime, Chronos, plus other high-power myth/cosmic designs.
- Wave AI unpredictability ramps; environmental hazards introduced.
- Players acquire other mysterious "Cores" from major bosses without explanation.

\

Phase 4 – Revelation Era (Lv. 30+)

- Cutscene/story beat reveals: *"They were never ships… they were living titans, tamed for war."*
- First **Taming Event** appears, tied to Bahamut if the player still has the Core.
- Boss-ships become a rare unlock path.

This way:

- **Bahamut drop at Level 5** plants the seed without breaking the surprise.
- The actual **taming/summon mechanic** is a *long-term* goal — only unveiled after a big commitment to the game.

\

If you want, I can also work **small "Relic Collection" UI hooks** into the HUD so even in early phases players can *see*that they're slowly gathering something important without knowing the payoff. That would make the eventual reveal at Lv. 30+ way more impactful.

Got it — here are three other *post-shift, universe-colliding* boss suggestions that carry the same "legendary" weight without relying solely on Final Fantasy:

1. **Anubis** – The Egyptian god of the dead.

2. Tall, ominous jackal-headed figure with cosmic armor.

3. Could manipulate shadows, time pauses, or underworld portals.

4. Recognizable from myth but open for creative reimagining.

5. **Ouroboros Prime** – A massive serpent/dragon encircling the entire battlefield.

6. Inspired by the infinity serpent symbol.

7. Could coil around the play area, constrict movement, and bite through space itself.

8. Not tied to one franchise but steeped in cosmic lore.

9. **Chronos** – The personification of time.

10. Old but impossibly powerful cosmic entity.

11. Could rewind, fast-forward, or freeze gameplay segments mid-fight.
12. Allows us to create unique fight phases where enemy patterns suddenly reverse.

\

If we slot Bahamut as the first "universe collision" boss, these could follow in later nodes to keep raising the stakes.

\

Do you want me to also map out **where in the level/boss progression the universe shift and Bahamut appear** so it's locked into the structure?