

KeySlinger

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Overview



Project scope

- Budget: \$0(Unity)
- Timeline: Goal is to finish in 3 months
 - Prototype: get game to proof of concept state
 - Est.Time: 2 weeks
 - Pre-Alpha: Core features and assets are implemented(health,score, press key to kill enemy), some art assets and sound effects, early stages of QA testing can begin
 - Est. Time: 2 ½ weeks
 - Alpha: Major and minor bug fixes, most art and animations are implemented, features are added and/ or changed based on QA feedback(additional enemies, main menu)
 - Est. Time: 3 ½ weeks
 - Beta: All features are implemented, art, sound effects and menus are about 80% complete, should be mostly bug fixing and polishing at this point
 - Est. Time 3 weeks
 - Release: Polished, majority of bugs fixed, publishing time
 - Est. Time 4 days



Elevator Pitch

Keyslinger is a quick-time game in which the player, a samurai gunslinger, slices and shoots creatures from hell and tries to get the highest score they can.



Monetization

This game is being made mainly for learning purposes so it will not be monetized. The final product will be put on Itch.io.

Story

If I were to further continue this game and turn it into a full title, this would be the story:

A retired demon hunter lives alone out in the desert. One day, a black kitten with a red upside down cross on its forehead appears in front of his home. The hunter adopts the kitten and cares for it. A few happy months go by and the kitten is suddenly kidnapped by a high-ranking demon accompanied by imps and fiends and taken to hell. After defeating the minions, the hunter follows the demon through a gateway to hell. Now the demon hunter must fight his way through the nine layers of hell to save his companion from the monstrosities hell has to offer.

Gameplay

Different enemies will come and try to attack the player, dealing damage when they make contact with him. To fight the horde, the player has two weapons, each utilising different keys on the keyboard: A sword (WASD keys), and a Gun (IJKL keys). To kill the enemy, the player has to press the correct key corresponding to the letter on the enemy(for example, the player must press W on the keyboard to kill an enemy with a W on it).

The health bar at the bottom of the screen starts at half. Whenever a player kills an enemy, they are healed a little bit. But if they hit the wrong key, they are stunned for a second and take a little bit of damage. The player dies if the health bar is depleted.

As the game progresses, the enemies will become faster, spawn more frequently, and different variations will appear(Imps, Devils, and Demons). The goal for the player is to survive as long as possible in order to achieve the highest score they can.

Core Game Mechanic #1: The 'Kill Key'

- When an enemy spawns, a letter is randomly generated (either WASD, IJKL, or some combination of the 8 letters depending on the enemy) and is spawned on the enemy
- When the player presses the corresponding key on their keyboard to the key on the enemy(the Kill Key), the enemy is killed, points are added to the player's score(see weapons for more details), and they are healed a bit
- If the player presses the wrong key, they instead are stunned and take a bit of damage

Core Game Mechanic #2: Weapons

- One of the players weapons is a katana, used by pressing the W,A,S, or D key
 - The sword has a limited range (which is shown with a circle)
 - The sword can hit multiple enemies (if 2 enemies with a Kill Key of W are within range when the player presses W, both will die)
 - More points are awarded the closer the enemy is to the player when killed
- The other weapon the player has is a revolver, used by pressing the I,J,K or L key
 - The gun can be used at any range
 - Maximum points are awarded when the player kills the closest enemy that requires the gun to kill (if there are two enemies, one with a Kill Key of I and the other with J and the I is closer to the player, the player will get the maximum amount of points from I)

Core Game Mechanic #3: Health

- When the game starts, the player starts at half health, which is indicated by the health bar at the bottom of the screen
- The bars color changes depending on how much health the player has
 - Red when low, yellow at medium, green when high, and blue when at max health
- When the player kills an enemy, they are healed a little bit
- Whenever the player hits the wrong key, they take a little bit of damage
 - Take a little bit more for missing than killing an enemy
- Whenever the player is hit by an enemy, the enemy disappears and the player takes damage
- If the health bar is depleted, the player dies and it's game over

Game elements

Characters

- Main Character: Samurai Gunslinger(Demon Hunter)
- Enemies:
 - Fiend
 - A shadow creature with red eyes
 - Quick
 - Kill Keys: WASD
 - Imp
 - A flying red creature with a pitch fork
 - Slow
 - Kill Keys: IJKL
 - Devil
 - A larger, scarier version of the Imp
 - Starts out red with kill keys:IJKL
 - Once shot, turns black and gets faster
 - Kill key changes to: WASD
 - Demon
 - A large, muscular winged creature that walks towards the player
 - Has a random combination of Kill Keys(2-3)
 - W,A,S,D,I,J,K,L

Locations

- Sandy desert

Levels / missions

- 3 spawn points, survive for as long as possible
- 6 spawn points, survive for as long as possible
- 9 spawn points, survive for as long as possible
- 15 spawn points, survive for as long as possible

Objects

- Sword radius circle(circle of death)
- Health Bar
- Streak counter
- Score

Assets

Art: Pixel art

- Desert background: sandy looking, with dunes and dead bushes
- HUD(health bar, streak counter, score)
- Main menu(start, options, how to play, quit)
- Pause Menu
- Sprites:
 - Samurai Gunslinger
 - Black bearded cowboy with black hair wrapped into a ponytail
 - Wears a cowboy hat covering his eyes, a green shirt under a brown trench coat, blue pants, and boots
 - Holds a katana in a maroon sheath and has a revolver in a holster on his left side
 - Fiend
 - A shadow creature with red eyes
 - Imp
 - A flying red creature with a pitch fork
 - Devil
 - A larger, scarier version of the Imp
 - Starts out red with kill keys:IJKL
 - Once shot, turns black and gets faster
 - Demon
 - A large, muscular winged creature that walks towards the player
- Kill Key letters on enemies
 - Red WASD
 - Black IJKL
- Circle of Death(sword radius)
 - A blue line in the shape of an oval(for a 2.5D look)



Sound

- Main Menu
- Game Music
 - Western / Japanese electro
 - Speeds up as enemies get faster
 - More instruments are added
- Sword Slice
- Gun Shot
- Devil and Demon aggro sounds
- Player hit
- Game over
- Streak milestone sound effect



Animation

- Samurai Gunslinger
 - Idle: simple down and up
 - Sword Swing: pulls out sword quickly then sheathes it
 - If no targets or misses key: sword is pulled halfway out of sheath
 - GunShot: Pulls out gun and quickly shoots it before holstering it
 - If no targets or misses key: same animation but smoke comes out of gun
 - Hit: Stunned animation(reminiscent of fighting game characters hit stun)
 - Dead: Kneels then collapses
- Circle of death
 - Looks like its moving
 - Occasional humps of blue extrude from it
- Fiend and Imp
 - Idle: moving towards the player
 - Death: Stunned look before turning into dust
 - Fiend gets cut in half
 - Imp gets bullet hole
 - Hits player
- Devil
 - Flying towards player
 - When shot
 - Turns black and looks more aggressive
 - Death: Stunned before turning to dust

- Cut in half
 - Hits player
- Demon
 - Walks towards player
 - When shot twice
 - Turns black and looks more aggressive
 - Death: Stunned before turning to dust
 - Cut in half
 - Hits player