

ReBirth

Version 1.3.09152019

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Game Overview

Summary

The game is a sci fi hack and slash that takes place in a 3D environment. The player is a cybernetic test subject that was made in a lab. A sudden error caused by an unknown person breaks the player out of its containment capsule. The player doesn't know where or what he is. The game will take the player through interior environments of the facility as well as exterior landscapes. The game will have the player using combos to take down various enemies.

Genre

Action - Action is the most important element of the game.

Target Audience

Fans of games like Furi, Metal Gear Rising Revengeance, Devil May Cry. Players that like doing combo attacks on enemies and moving through waves of enemies with style and speed.

Gameplay and Mechanics

Game Elements

Third Person - Third person movement control, easy for the player to understand what's going on around them

Sci Fi - The player is on an alien planet so the color scheme and level design is otherworldly (different fauna, sky colors, buildings, and Advanced Technologies)

Mechanics

- **Sprint**
 - The player will be able sprint at high speeds and will be able to sprint until their energy runs out. Some attacks will require the player to be sprinting before they can be started.
- **Dodging**
 - The player will be able to gain a small window of immunity from dodging
- **Jumping**
 - The player will be required to jump to complete some platforming elements in the game. Jumping will also be required to continue or start certain combination attacks
- **Slashing**
 - The player will have the ability to slash enemies with a blade in the direction they are facing. Slashing enemies will be required to progress through the game.
- **Blocking**
 - The player will have the option to block enemy attacks. This gives the player an option on how they will approach a certain challenge.
- **Parrying**
 - The player will have the ability to parry oncoming attacks from enemies. This can give the player an advantage when performed correctly
- **Guard**
 - The player will be able to block certain attacks. If the player isn't careful, their guard can be broken and the player will be stunned and vulnerable to attacks
- **Combos**
 - The player will have the ability to chain attacks together in order to perform combos. Combos will produce a score and the total score will be tallied by the end of the stage

Game Economy

Resources - Health, Specials, Upgrade, Energy, Shop

Health - Player starts with a limited amount of health and when health is loss, the player must use a health pack to restore it.

Energy - Energy is slowly restored over time. Player can exchange upgrade resources to increase regeneration speeds or energy capacity

Specials - Specials can be used to pull off stronger attacks or to extend combination attacks. Player earns special energy by doing combos.

Shop - Player exchanges upgrade resources here to get upgrades for different cybernetic parts or upgrades to their core, such as Health and Energy and Specials

Story, Setting and Characters

Story

Player is a cybernetic test subject being bred in a lab. A sudden error caused by an unknown person breaks the player out of its containment capsule. The player doesn't know where or what he is. The player glances at a shouting man and unknown memories flashes before his eyes. He feels enraged and begins to fight the scientist from the lab who send out robots and their personal soldiers to subdue the player. After the battle all that's left is the familiar man, and the player begins to interrogate him. Before he can do anything more men rushes in and surrounds the player. A voice appears in his head and tells him to run and forget about the man "it's not worth your life". The player flees and the man orders a pursuit. (Replace the word player with main character's name) (Maybe change urge to kill)

Setting

An exoplanet with intelligent life and advanced technology. The planet is similar to Earth but lifeforms are different. Most of the alien civilization is centralized in a large cityscape. Outside the city, there are large open plains, forests and vast oceans.

Characters

Main Character



Enemies

CYBER Technologies

- Soldiers
 - Agile Infantry
 - Heavy infantry
- Drones
 - Airborne units that track the player

Aliens

- Bats

Lab Soldiers

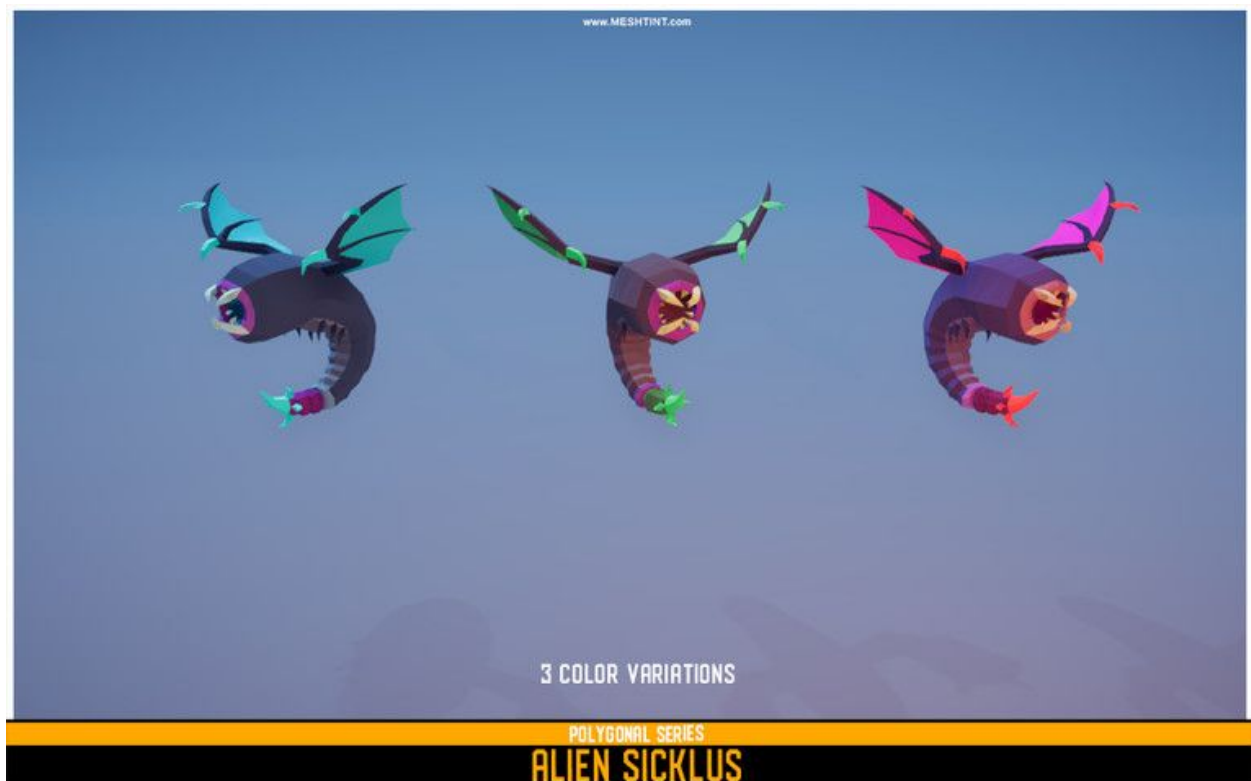
- Lab Soldiers are trying to capture the player and take them back to the lab.

There are many of them and they will stop at nothing to capture the player. They are found in all environments

Lab Soldiers Variants - Heavy versions and agile versions of them. Look AI

Drones - Drones are controlled by lab members via satellite. They can shoot at the player and work in nearly all environments.

Bats- Bats are animals of the planet. They attack all who get in their territory. They are found outside in forests and caves.



Sound Design

Ambient Sounds

Level One- Alarm sounds, Computer sounds, doors opening sounds

Level Two- Nature sounds (wind blowing and animal sounds) Distant Alarm sounds

Level Three- Alarms sounds, doors opening sounds

Combat Music

Techno/ Futuristic music

Attack Sounds

Player- Slashing, movement, grunting

Enemy- Blaster sounds, shocking sounds

Levels

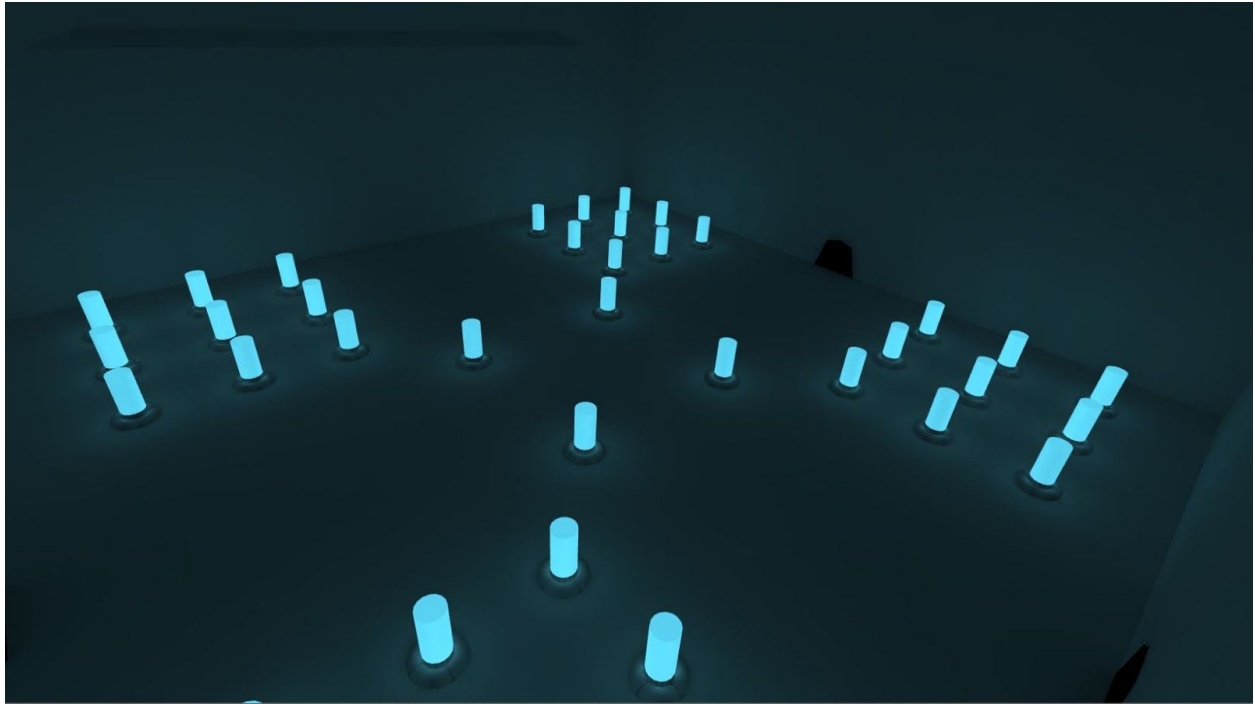
Intro Level + First Level

The Player will awake inside a laboratory and find himself confined in a pod. The player looks around and tries to move but can't. The player continues to struggle. Seconds later the lab starts flashing red and the restraints on the player are removed. The player takes this opportunity to smash the pod and breaks free. People in the lab shout and exclaim at the players escape and calls security to seize the player. [Begin simple combat tutorial] [Begin advanced combat tutorials] [Begin movement tutorials]

The player traverse the lab to find a way out, fighting waves of enemies that they encounter until reaching what seems to be the end. What stands before the exit is a boss. Player must defeat the boss in order to move on to the next level. After defeating the boss cutscenes play and the player moves to the outside.

Inside a laboratory- Player wakes up in a lab and has no idea who they are, why they are in the lab or what's going on. As the player gets up, they feel that their body isn't the same as it was before and learn that they are equipped with cybernetic enhancements. The player can jump high, run without tiring, and is impressively strong. Like a tutorial level, player learns about basic mechanics of attacking and combos. After finding a sword, the player will be ambushed by lab members and will have to fight them. This is where the player will learn about the basics of combat. Afterwards, the player will be stuck in a room and have to use some platforming

techniques and problem solving skills to escape. At the end of the level, the player will encounter their first boss fight.



Second Level

Outside - Forest, outside buildings, platforming. The player has escaped the lab and needs to figure out a plan. They decide to get some more distance between them and the lab so they run into a wooded area. The player is introduced to flying enemies and learns of different ways to take them down. Player has to take down search teams from the lab and continues to run deeper into the forest. After some platforming, the player finds a safe area to stay as nightfall approaches.

Third Level

Mixed Environment Level - The player will learn about different enemy types such as heavy and agile enemies. Going through buildings and outside environment. Trying to evade capture

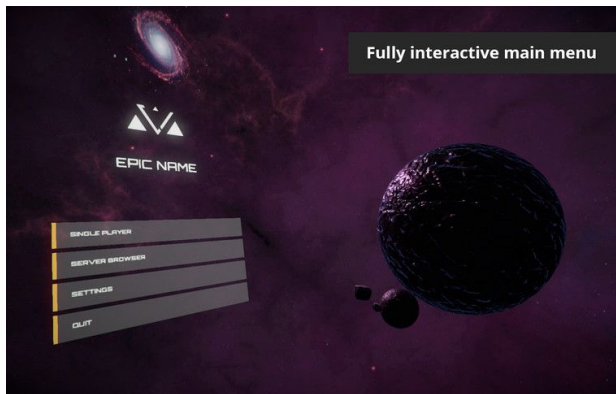
Interface

Main Menu

Main menu will have three buttons

- Continue- Continues where the player last left off
- New Game- starts a new game
- Settings- configure controls

<https://assetstore.unity.com/packages/2d/gui/sci-fi-ui-design-for-ugui-55270>



Pause Menu

Pause Menu will have three buttons

- Resume- resumes the game
- Settings- configure control
- Quit- returns player to main menu



Ingame Interface

Health Bar- top left corner of the screen

- Displays current health of the player

Special meter- under the health bar

Combo meter- under the special bar

Shop Interface

Level Clear Screen



Artificial Intelligence

Ground Enemies

Heavies - The heavy enemies will prioritize being in the frontline when in a group. By being in the front, they make it more difficult for players to get a combo going since they aren't affected by knockback that is caused from most combo starting attacks. Also by going to the front, they can give their allies a chance to retreat if needed or deal damage from a far. Their attacks are generally sluggish but can stun the player and leave them vulnerable to additional attacks. Can guard break the player. Can be distinguished from other enemies by size and color.

Agile - Agile enemies are fast moving and extremely lightweight, it is easy to start combos on them. The player may overestimate them at first, but agile enemies usually come in a pack and can easily overwhelm the player if they are not careful. Agile enemies will prioritize getting a few attacks in on the player and then quickly retreating and letting someone else attack. Their attacks cannot break a players guard but chip damage is dealt.

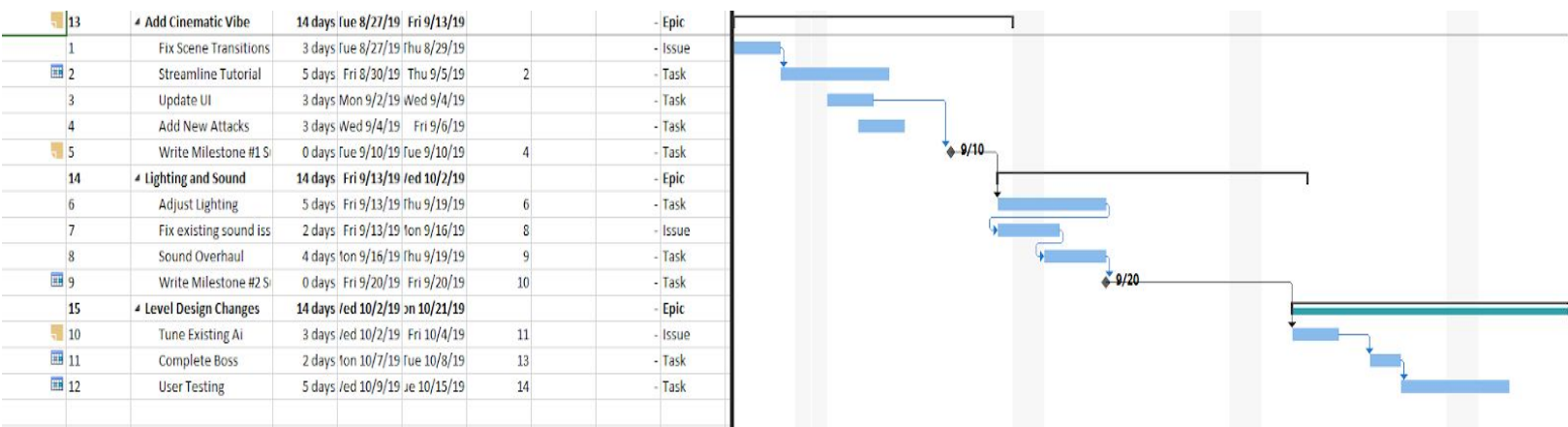
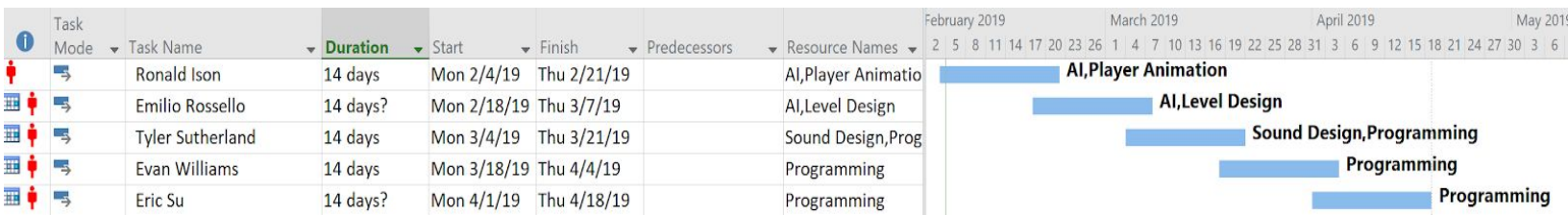
Normal - Normal enemies have average stats. They are between Heavies and Agile enemies. Normal enemies can gain attributes but they always start off as just normal.

Flying Enemies

Drones - The drones will occasionally shoot at the player. Their shots can't be parried or reflected so players will have to use a jumping attack to take care of them or use their own range attack to defeat them. Drones typically die in one hit.

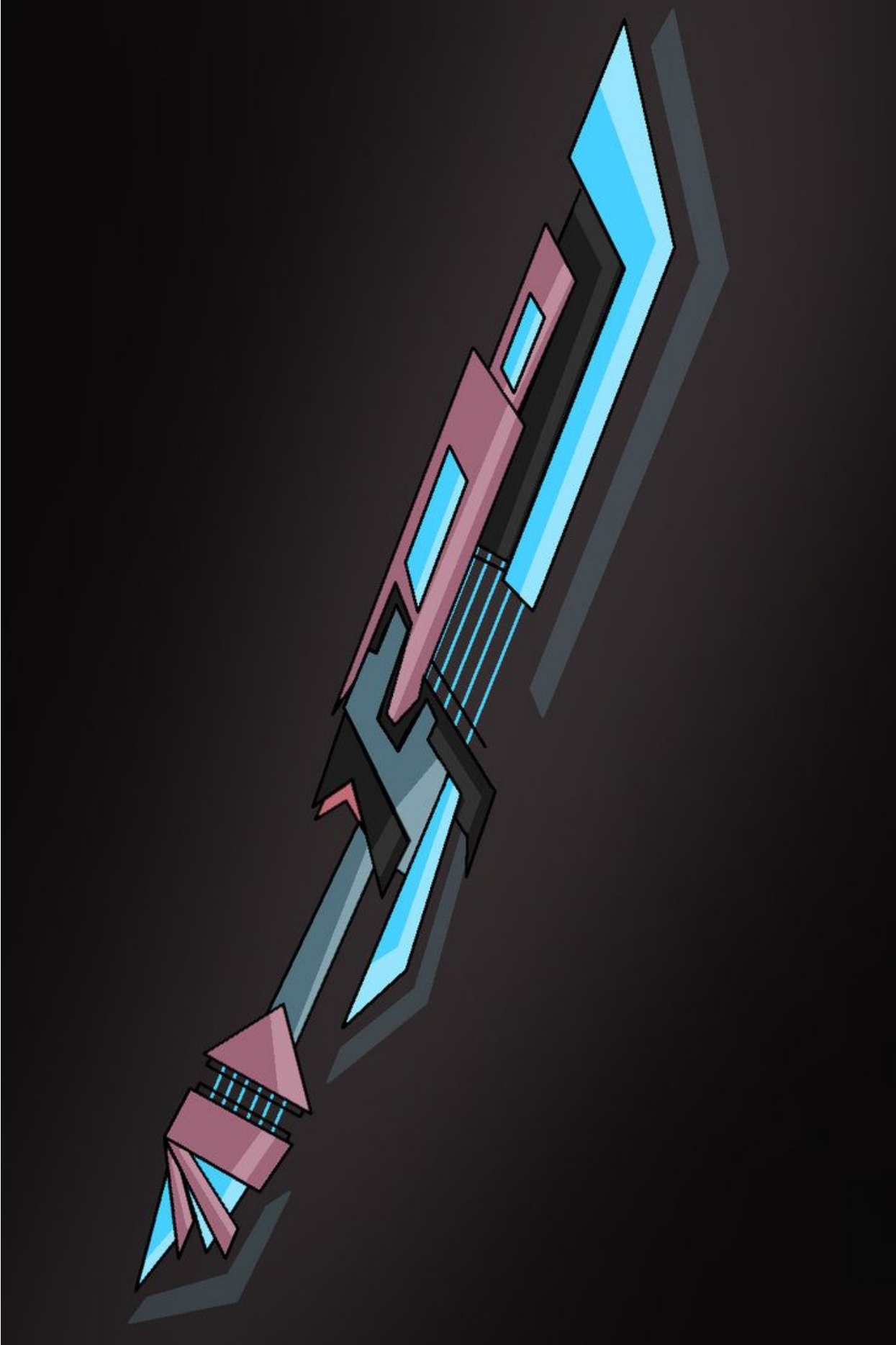
Bats - The bats spit onto the ground, their spit slows down the player and the player's jump height and run speed is reduced while in it. The spit goes away after a few seconds. Bats make it so other enemies have a better chance at attacking the player. If multiple bats are around, only one will spit and the other will dive attack on the player.

Project Plan



Art / Assets Inspiration







a.



