

Dieman

Overview:

I am a big fan of the martial arts movie The Raid, and it would be a dream come true to make a beat 'em game that resembles the theme of the movie, but with different characters and storyline. If you've never seen the raid, then it's your typical martial arts action movie but with a unique chaotic and natural choreography and a very interesting premise. I am thinking of making a 2D beat 'em up and platformer that tries to mimic the chaotic and fast paced flow of the movie. Although the movie is set in Indonesia and follows SWAT protagonists as they try to traverse up a residential complex. I am thinking of changing the setting to Brazil and feature the UFC legend (That never lost a round) Chael Sonnen as he fights his way from the streets of Brazil to the airport after the filming of TUF season 17 ended. I am thinking of trying to design a couple of 2D platforming levels filled with disgruntled brazilian fans and have the player play as Chael and try to traverse the level either by running through it or by taking down the enemies at each level. I am thinking of maybe putting in a couple of different fan types. Some with pistols, some who are brawlers, and others who are martial arts experts with timed moves that need to be reacted to in time. Maybe try to design two unique bosses for each level that will be a fun obstacle for the players to experience. I want to attempt and do maybe up to 3 levels as a whole and try to mix up the beat 'em up elements and platforming in each level. For control I am thinking of having the player move left and right, climb some places, slide through some other places, and attack, block, or counter the enemies.

So the general gameplay start with the player getting ambushed by brazilian MMA fans and they have to push through their way to the airport. They'll start by beating up those fans and get introduced to the combat mechanics of the game. Then we'll introduce platforming levels where the player can choose to go through a room and encounter an enemy or climb to a higher level, and maybe get the drop on the enemies from the other side. Some levels will have the player be ambushed and pushed back through the level as they go. I think that checkpoints don't make sense in this game. It'll be at the start of each level, otherwise it just doesn't fit the premise of the game, but if I figure out a way to incorporate checkpoints, then I will for sure.

The combat mechanics include 3 attack types. A kick which is a heavy attack that will either knock down regular enemies or slightly stagger stronger enemies. A punch is a light attack that does some damage, or can be blocked and countered by more advanced enemies. And a take down attack where the player can pick up regular enemies and cause damage to them and other regular enemies, or inflict high damage on heavier enemies. I think that a stamina bar and a health are what need to govern the

player's attacks and blocks and I'll try to incorporate combos into battle but I haven't really thought about how I'll be able to do that yet.

Enemies will have similar actions but each will have a unique attack sequence and memorizing those sequences will allow the player to defeat the enemies and advance through the levels.

Controls:

- Defense will be done with the right mouse click and if the player can time it well, then they'll be able to counter the enemy's attack. A normal block and a counter will both drain adrenaline, but against some bosses a counter will not deal damage, but will simply increase your stamina (Like you're getting adrenaline)
- Light attacks are with the left mouse click. Like I mentioned that these will drain the stamina bar and deal some damage to regular or blocked by stronger enemies. Holding the left mouse click will trigger the heavy kick attack and the "Q" key on the keyboard will trigger the take down attack. I'll try to figure out a way to chain these attacks, and will try to raise the stamina when chained attacks land on the enemies successfully.
- The "A" and "D" keys allow the player to move left and right, and the "W" and "S" keyboard keys will allow the player to move up and down the level. Climbing is done by going near a climbable surface and pressing the space button with an animation playing and the player going up in that level, and the same for scaling down a surface also by going near a downward surface and pressing space to go downwards. I think these are all the controls we'll need for this game.

Art Assets:

- A player's game asset with them throwing a light attack. Heavy attack, attempting a take down, climbing, going down and moving. Try to chain these sprites and match them to the player's movements. Also a slept sprite when the player gets defeated might be good to include.
- Enemy sprites will be needed doing similar actions to the players and need to include regular and boss enemies. I am thinking 4 variations to regular enemies and 7 for boss enemies 2 for each level and a final boss near the end to end things off.
- A background asset for each level. The design I have in mind is that of some corridors, a residential area that can be scaled upwards and downwards, and maybe a factory, and definitely a club or a bar would be cool. As you can notice I am trying to rip off Max Payne 3 levels, but I'll try to fit it into 2D

Audio Assets:

- Background sound is important. Depending on the environment. I am hoping to maybe try to make a sound source and have it change as the player gets closer to the source (like a radio in some levels, or a TV, or people in others.)
- A sound reflecting the player's strikes and the enemies' strikes.
- Maybe some background music playing when a player gets into combat to alert the player and keep them on their toes while in combat. Those are all that I can think of so far.

Game Flow:

The player starts a level by going into a beat em up combat with a bunch of regular enemies and a couple of heavy enemies in a beat em style, and then we transfer to a platforming level where the player can advance without going into combat by trying to explore the less obvious areas of the map, or they can go through the enemies and play a beat em up style with difficult enemies. Then the player will encounter a boss enemy and will need to figure out their sequence and try to defeat it using combos and the environment around them. The cycle continues as the player advances to the next level with harder enemies and more tricky and difficult platforming paths.

Challenging I'll for sure face trying to make this game:

- Designing the levels will be the most difficult aspect of this game. I think the combat might be challenging, but for me creating a realistic, fun, and a smart platforming environment will be really difficult to get right. It'll require some searching around for interesting buildings and places in South America and try to make it relevant to the premise of the game's story.
- I am terrible with art and audio, so it'll be hell to come up with interesting assets, but I am thinking of maybe using a pixel art, or maybe more of a silhouette since many of the characters I am including in the game are actual MMA fighters and I am terrible at making art assets.
- I think that getting the timing right will be really challenging for me. The movement of the player, the attacks of the enemies, the attack combos, the counter timing, and the platforming aspects need to flow fast with each other and need to be chaotic, and I think that'll be the most difficult part building this game.
- I might be a bit too ambitious with the features of this game, and if so then I might remove the platformer parts and try to only focus on the 2D beat 'em up aspects

and try to reflect the chaotic feeling I got watching the movie The Raid into the game through combos and fast paced enemy attack sequences