

# Superpunk

By Why Not Studios

**Genre:** Sci-Fi

**Art Style:** Dystopian

## Game Story:

With humans fighting morality, they found inhumane ways to turn themselves into rotting God-wannabes. Blinded by ignorance and pride, the Order unknowingly created The Resistance, a group of people that disagree with living an artificial life. Sebal was one of its founders, and in The Resistance's Headquarters, Salem was born and raised. Till the Order grew conscious of the schemes The Resistance were plotting and took Sebal away, in their unforgiving cells. And her son, as collateral damage, gains the abilities of the other side.

With 5 years in the Order's cell, Sebal finds a way to break through and fight her way to meet Salem at the Resistance's old Headquarters. With Salem's abilities, he finds a way to interfere with the radio waves connecting with the earpiece forcefully implemented in his mother's eardrum, giving her instructions on any dangers and upcoming threats throughout her escape to the Headquarters.

Both cut a long way in hopes of reuniting in their home and regaining back their reign they once had to end the Order once and for all.

## Overview:

Step into the boots of **Sebal**, a skilled resistance fighter escaping from the Order's high-security prison. This **fast-paced run 'n gun** game blends intense shooting action with precision platforming as players battle through heavily guarded cities, industrial wastelands, and underground hideouts.

Sebal isn't alone—her son, **Salem**, uses his unnatural abilities to tap into the Order's radio signals, feeding her real-time intel. Players must listen to Salem's warnings to detect enemy ambushes, disable security systems, and uncover hidden paths.

### **Chapter 01:**

Sebal first escapes from the Order's prison building. On her way out, she faces a bunch of Cybs trying to stop her. Her mission is to defeat all these enemies and leave no trace.

### **Chapter 02:**

Salem connects to his mom's earpiece and gets her live location, but she tells him it's too dangerous to meet now and it's better to meet at the Headquarters

### **Chapter 03:**

We went back to Sebel. After her struggle to get out, she must find her way to the Headquarters, but before she does, she must find the serum that boots up the engine in the HQ, retrieving it is not that easy. (idk that sounds shit tbh)

#### **Chapter 04:**

After following his mother's instructions Salem finds his way to the HQ to find his mother there, reuniting together, however, their content doesn't last long when they find the General of the Order waiting for them inside, combining their powers, they force a way to defeat their threat.

#### **Game Mechanics:**

- Sebal (Character 1) starts with no weapon except for a knife that upgrades in her next level. Characters interchange between two characters, picking between the mother or son. They cannot, however, unlock Salem unless they finish their first level.
- Each character has 3 tries, difficulty increments with each level. There is a possibility for a two player option in Chapter 04. There is a power up gained in Salem's level where he can restore a life or gain a life
- Player Capabilities and Controls

Movement: Run and Jump

Shooting: Throwing Knives at first upgrades gun after (more TBD)

Special Power: (TBD)

## **Power-up Management**

### **Ghost Cloak**

- **Effect:** Grants invisibility for a short time.

- **Implementation:**
  - Add an **invisibility** script that toggles the player's **MeshRenderer** and **Collider** to `false` during the effect duration.
  - Optionally, create a **Particle System** for a subtle shimmer or distortion effect around the character.
  - To deactivate invisibility, just use a **timer** that resets the visibility after a set time.

## Speed Boost

- **Description:** Temporarily increases the player's movement speed.
- **Implementation:** Use a timer to increase the character's movement speed for a set duration. You can simply scale the player's velocity or apply an additive speed modifier. Use particle effects like glowing lines or speed trails to signify activation.

## EMP Blast

- **Description:** Disables enemy electronics (e.g., turrets, drones) for a short period.
- **Implementation:** When triggered, it can send a pulse that disables enemies' abilities or movement temporarily. This can be done by disabling their scripts or applying a debuff.

## Invisibility Cloak

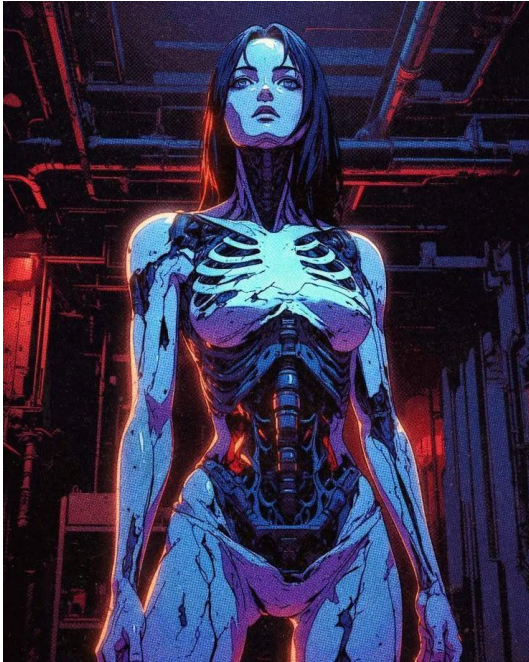
- **Description:** Makes the player invisible to enemies for a short period.
- **Implementation:** When activated, the player becomes invisible by disabling their renderer and optionally adding a faint effect like a heat distortion shimmer. Enemies cannot see the player during this time.

## Game Controls (Arcade controls) :

Input	Laptop	Arcade
Move Right	D	Stick to the right

Move Left	A	Stick to the left
Jump	W/Space bar	Stick up
Crouch	S	Stick down
Shoot	Mouse left click	A
Special Power	V	X

## Game References:



**Development Team:**

Dou elfaqar Benazzouz – Game Designer

Noor Noaman – Game Programmer

Bulut Görgeç – Game Designer



Notes:

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