

Resonant Strike - Game Jam Blueprint

Tagline:

Surf the wave. Ride the energy. Master the flow.

Theme Fit:

Embodies 'Waves' through visible kinetic energy, stance-based risk-reward mechanics, and rhythmic PvE duels.

Core Gameplay Loop (1v1 PvE):

1. Enemy appears and attacks with visible wave energy.
2. Player reacts by choosing stance (W/A/S/D) and attack (I/J/K/L).
3. Wave interaction occurs: energy is absorbed, reflected, or dispersed.
4. Enemy reacts: AI can attack, parry, or redirect waves back.
5. Resolution: player or enemy overloads, then next enemy appears.
6. Repeat with increasing wave variety, speed, and enemy difficulty.

Player Stances (W/A/S/D):

- Rigid (S): Aggressive, reflects waves into enemy, high damage, takes increased damage if mistimed.
- Counter / Redirect (W): Absorbs waves for stored energy, builds resonance for counterstrike, requires timing.
- Palm / Disperse (A): Converts absorbed energy into outward waves, moderate damage, safe play.
- (Optional D): Reserved or modifier for advanced mechanics.

Player Attacks (I/J/K/L):

- I: Strike Left (Compression wave)
- J: Strike Forward / Palm (Shear wave)
- K: Strike Right (Compression wave)
- L: Counter / Redirect (Phase-inverted wave)

Enemy AI / Wave Mechanics:

- Enemies attack, parry, and redirect waves.
- Wave energy flows bidirectionally.
- Enemy types: Fast Striker, Heavy Brute, Trickster, Mini-Boss.

Visual & Audio Style:

- Low-poly fighters with clear silhouettes.
- Colored wave ripples: Red = Rigid, Blue = Counter, Green = Palm.
- Minimalist arenas with subtle wave distortions.
- Audio cues: sharp hits, deep cancels, echoing redirects.

Controls Summary:

- W/A/S/D: Switch stances
- I/J/K/L: Attack directions / counter release
- Optional: special release mapped to double-tap or space.

Month-Long Development Roadmap:

Week 1-2: Core systems - attacks, wave propagation, stances, enemy AI.

Week 3: Combat loop, visuals, audio, directional attacks, resonance meter.

Week 4: Polish & balance - tuning, multiple enemy types, final visual/audio polish, playtesting.

Design Goals:

- Simple yet skillful combat.
- Intuitive wave mechanics.
- Dynamic PvE duels with energy surfing.
- Risk-reward through stance switching.
- Rhythm-inspired, emergent energy flow combat.