# Cybersurgency

A Pixel Horror Game

## Concept

You’re the last survivor of a space colony. Your *SOUL* framework has been corrupted and a mysterious virus has infected you. It’s evolving and will continue to evolve until it turns you into a flesh slave. Waking up you find yourself trapped in a room with damaged framework. Along with the others who have turned into slaves to the machine.  
You’ll scavenge, upgrade, fight; survive. Until you can activate the distress beacon

## The Core

### Controls and UI

The game will be an RTS style game where you control one character.

Right Clicking will allow you to do actions for your player and if there’s no objects to interact with your player will go to the clicked spot

Space will cancel any and all actions

Mouse Scroll and the minus and plus buttons will zoom in and out

Z will hide or show the UI around the player containing two buttons and Progress. Rest and Code.

X will switch your Code action UI, it can show your Protection (Armor) or your anti-virus progress

### Weight

The player has a set amount of weight that they could

### Actions

**Rest:** Resting will allow you to regain stamina over time. You cannot commit any other action while resting, committing an action will cancel Rest.

**Patch Framework:** Patching your framework is like repairing your armor. Without your armor the virus will attack your health.

**Data Mine:** Finding terminals inside the space colony will allow you to data mine for credit. Credit will allow you to upgrade you Code Speed and Code Power.

**Attack:** Attacking is a last resort action due to scarce weapons and ammo. The player character will attack on their own

### Enemies

**Virus**: An internal enemy that’s objective is to turn you into a slave. This is your primary enemy but not the only enemy.   
  
Logic

* Is the player using stamina?
  + Is the player using stamina to build up protection?
  + Is the player attacking the virus?
* Is the player data mining a lot?
  + How fast can they code?
* How often does the player rest?
  + Do they rest enough to attack when they’re resting and can’t do much?
* How aggressive is the player being against the virus?
  + Are they ignoring their protection?
  + How much protection do they have?
  + How much of an anti-virus do they have finished?

**Nomocres:** These are those who have been turned into slaves. They’re fast, but burn out quickly and die. They are lethal enemies, but if you can get them to chase after you, they won’t last long. Depending on who they were in life they may last longer than others when aggroed. If they leave the chase then they will cooldown.

*Method:*

A progress bar will be hidden from the player and will fill up as they chase you. If it hits the max value it will then start damaging the enemy.

They will share a universal character core script

The AI will have two functions, Follow and Random Movements

### Resource Management

**Stamina:** You’ll only have so much stamina until you have to rest. As the virus progresses it can limit your stamina and possibly shut you down.

**Protection:** Your framework protection is heavily important. Without protection you lose. You can