Ravagers Retreat

The nightmare flares up!

The nights are long and bitterly cold. More so high on Apalachian foot hills. Very few people would be as brave and foolish to camp out in the middle of winter, with such extreme and unforgiving weather conditions. But you have always been attracted to the harshest of climes, and overcoming the worst conditions that Nature can throw at you, has been your single biggest passion.

You are watching a spectacular meteor shower, when all of a sudden you see the biggest and brightest sky object you have ever witnessed! This thing is huge, and if it is a meteor, you are certain it will be the end of humankind. But this monstrous object slows down and the light it emanates starts pulsing in more subtle hues.

Player Weapons and Tools

Slinger is the basic go-to weapon but like all weapons in this world is limited.

Caltrops is a far more nuanced and strategic weapon which can be assembled for a larger variety of materials. Must be placed like landmines. More useful against the infantry type of enemies.

Nail grenade is a outdoor crafted made from some explosives and nails of all kinds. Be careful not to launch this to close by. This weapon is useful to stun a group of alien combatants.

A ranged weapon that will be available from the start, is a homecrafted kevlar and graphene composite crossbow with up to 3x times the range of commercial ones. The bolts are very scarce though, and can be reclaimed successfully quite often.

Strategic

Avalanche. This game mechanism is fairly exotic and requires that the player will have gathered some unique items. This is a mid to late game attack mechanism.

Firestarter. This is an incendiary area effect that will cause a concussive explosion and dislodge pieces of fire shrapnel that will set the immediate area around the explosion on fire. The fire will do light to medium harm to most beings. Also a great added possible benefit is the brief smokescreen that it will cause during the first few seconds after it being activated.

??? Add more strategic super weapons

Enemy types

The mainstay of the enemy Ravagers will consist of lightly armoured but fast light infantry units consisting of robotic spiders and bipedal squad leaders. The spiders are plentiful and although not as dangerous can very suddenly overwhelm the player should they coordinate in large packs. The squad leader type has better arnaments than the spiders, and very often direct them to certain locations and coordinate their efforts.

There is also much bigger lumberjack and digger type workhorse robots, that seems to have some organic components to them. Both these types are hulking bipedal types, with the main differentiator being their appendages that are specialised for their roles.

The enemy will have mobile military bases from which their local command and control operations are managed from. These local bases are generally quite well defended but if destroyed can cause much disarray to the enemy forces in the locality of such a destroyed base.

Game play and mechanics

The overall game strategy is stealth. As the acquisition of new weapons is very limited, the player will face unbeatable odds should the Ravagers hone on the player location and launch an enormous attack force.

The player will have difficulty to obtain better weapons and the ammo the player has, will be need to be replenished quite often. Scavenging for materials, to create ammo will be an important task that the player will engage in, unless the player decides to play a very stealthy game. Where the enemy does come into contact with the player, the response will be determined by the frequency of earlier contact and the overall threat the player is deemed to pose.

The player will also scavenge for raw materials from which better weapons, to a limited extent, and ammo can be crafted from. Destroying a local enemy military base is a risky undertaking, but in some game scenarios, this tactic, may give an advantage.

Game world and map

There will be 5 generated map levels. Only 3 levels will be playable, which means 2 levels will be unused. The method is thus, one fixed starting level, the 2nd level has a choice between 2 maps, and likewise for level 3.

Thus far the plan is to dynamically create seamless tiles from a template master tileset, on which randomisation of features and some specific image filters will be applied to. Also a Python tool will be provided to generate tileable aka seamless tiles from the workset of tiles from the previous workflow. The same randomisation will also be used for the trees, shrubs and other vegetation that will be used in the levels. The goal of this approach is to have a much more varied and interesting game world, because of the blended and more varied tiling employed.

Organisation and Administration

Trello will be used as a more immediate and up-to-date accessible management tool. This document is a working document to keep track of all activites and decisions reached in the period up to the document update. It is planned to have at least 5 updates on this document in the Scream jam period, which is 10 to 20 April 2020.

APRIL 2020

W	Mon	Tue	Wed	Thu	Fri	Sat	Sun
14			1	2	3	4	5
15	6	7	8	9	**10**	11	12
16	13	14	15	16	17	18	19
17	**20**	21	22	23	24	25	26
18	27	28	29	30			