Glitched Mayhem Publishing

Developer

Screamycat

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# Introduction

Hey!

Good to see you checking in! My love for games has grown strong over the years. Approximately 7 years ago, I opened up my first game engine and have been programming ever since. Fast forward to today, and now I create websites to promote my biggest game idea thus far. A roguelite where the user never gets the feeling that she or he has experienced everything that the game has to offer. A roguelite that never stops on giving.

Glitched Mayhem is a roguelite with a high focus on replay ability, where new challenges and experiences never end. This project draws heavy inspiration from popular roguelites/roguelikes such as Risk of Rain 2, The Binding of Isaac, Hades, Cult of the Lamb, Journey of the Prairie King, and Undertale. Despite these influences, Glitched Mayhem strives to be original by connecting many elements cohesively without overwhelming the player. Elements like skill tree, powerups, card-selection, timed difficulty, achievements unlocks, stat building, economy, multiplayer and of course elements of the roguelite genre that keeps the play loop feel refreshing.

Currently, Glitched Mayhem follows a story that indulges the player in a fun time on an old arcade machine that is supposedly out of order. As the player progresses, more glitches and artifacts appear, making the game seem increasingly broken. The final boss reveals that the player is causing the game's demise. Upon defeating the last boss, the game crashes, reboots, and you are back at the beginning in true roguelite fashion.

The game's release is planned for a soft launch in Q1 2025, with a full release closer to Q2 2025 on PC and all consoles as an action-roguelite. The game is in a state where the controls could be converted to touch controls, though there are no plans for this at the moment. A big selling point is that multiplayer (couch play) will be available at launch, with plans to expand multiplayer features in the future. Now! Enough reading for a while, let me show you what this project is all about!

# Gameplay

### First impression

Like in most games when you open the game for the first time you have close to nothing to start of with. Altough looking at your HUD you will see that you have icons with numbers next to them that represents your stats. For an example an axe next to a 1.0 that indicates that you currently have one attack damage. Since this is a stat building game, meaning that you actively are trying to increase whatever stat that your building towards, you will see a bunch of other stats that are at their minimums.

This game is a bit unusual in the way that the menu screen that you are greeted with whenever you open the game or finishing a run is not controlled by UI, and is rather controlled by the player moving around. Controlling the player is much similar to The binding of isaac, where on keyboard you move with WASD and shoot with the arrow keys, if you are using a controller these are controlled with both joysticks. Much like in The binding of isaac you can only shoot in confined direction although the difference here is that you can shoot in 8 directions around you instead of 4.You will see things such as “stations” that for now is locked and cannot be interacted with, you will also see buttons with labels such as “Start”, attacking these buttons wear them down and for the third attack it crumbles and activates in which this case for the Start button activates a gate to begin your first run. These stations can be unlocked in various ways which we will go into detail later, but as of now there are four stations on the menu screen as well as a room to enable multiplayer which we also will be covering later. The Menu screen is the home and source to all things that permanently makes you stronger before entering a new run and will keep expanding functionalities in coming updates and so fourth.

### A Run

Upon entering the said gate your first run now begins and you are faced your first challenge, to defeat all the enemies within a given time displayed on your HUD. Looking at your HUD you will also notice that underneath the moving bar that displays how much time has passed on the stage another bar visualized with a skull is moving very slowly, this bar is the difficulty bar and works similar to Risk of Rain 2’s difficulty bar in that, the more time you take to defeat stages or bosses the scaling gets harder and harder. Scaling affects things as which enemies appear, the chances of them being an elite, as well as their health and a bunch of more things. Going back to the gameplay, you have probably got some hang of the controls from the menu screen and find yourself moving around and shooting the enemies. The enemies that spawns usally spawns outside the screen and walks into the room on open areas. It is also at this point you will notice that the camera and view of the game is static and will mostly always be.