

# Casa De Diamantes

## Pitch Documentation

### Quick Pitch:

Casa De Diamantes is a 2d shooter with a focus on quick and momentum-based movement, aggressive and dangerous battle arenas and exploring an interconnected world full of characters and secrets. The game loop consists of perfecting your movement options while traversing multiple diverse worlds full of traps and secrets, learning attack patterns from multiple enemies to survive complex combat puzzles, building connections with characters and earning money through completing contracts and using your hard-earned money for cosmetics, upgrades and gambling.

### Game Description:

You are playing as Steph, a former prostitute who grew up in a rough neighborhood, looking for a new career in the Casa De Diamantes.

The focus of Casa De Diamantes is the combat against multiple types of enemies. Every creature is unique with its own attack patterns and abilities. The basic zombie walker rushes you with its mechanical drill arms and forces you to always keep moving. The pyramid zombie on the other hand uses anti-gravity grenades while pushing you in to them with its force field ability. The combined synergy between all enemy types will turn gameplay into a fun combat puzzle.

Steph's movement is very advanced. She can slow time by jumping and holding the double jump. She can dolphin dive from every state and cancel anytime. Steph can use the recoil of weapons to launch herself in the air. Every single move of hers can be combined in various ways to fly through every stage if you are an experienced player.

Steph can revive herself by using the zombie virus. She can survive for 30 seconds before turning in to a zombie. In this timeframe, she must find a vaccine door to stay alive. Every revive costs 1 syringe and a portion of her maximum health so finding secrets in levels is essential. The game can also force the infection state on Steph with plague doors. This allows me to design sections, which need to be completed in a specific time frame. I can also place a syringe door in a battle arena for a guaranteed second chance.

The Casa De Diamantes is a huge casino in a post-apocalyptic world. This is one of the last safe places on earth where people come to gamble and drink their problems away. It is here where Steph will meet her first employer. He will provide Steph with first of her many contracts. Contracts can differ in many ways such as a target to eliminate or a specific item to acquire. Every contract forces you to explore the world, find secrets and open shortcuts. The contracts also lure you back to the casino to receive your reward. This leads to a satisfying act like structure. It is also here, where you can kill time with activities like blackjack or various slot machines. Credits can be traded in for cosmetics and permanent upgrades.

Characters with different ideologies and goals will cross your way during your journey. Dialog happens automatically, rather than with dialog boxes. This gives the player freedom to change the outcome of a scenario. For example, the player could shoot his way out, while the enemy is still talking. The story and dialog are not the focus of this game. But it should still be engaging and interesting to follow. Important plot points will be told through environmental story telling.