Idea: 3D platforming adventure/collection game

Player Role:

* Rusty that achieves sapience and decides to strike out on his own winds up in junk yard, where he helps save the other robots from the oppressive Crusher! Along the way, will collect useful scrap to increase HP and completion, other robots to build the way to the Crusher boss battle, and find oil fountains to heal and save.

Story:

* Act 1: Show Rusty being the only one in the office(others have gone to sleep) and he must explore the room(learn basic controls). Guards appear after something is broken, player must jump out the window to escape.
* Act 2: Rusty falls into the Junkyard, and finds a fellow robot hanging off a ledge to get away from robot dogs. Rusty defeats them and saves him, and the robot explains that the Crusher is the master of the Junkyard, and all the “malfunctioning” robots are sent here to be destroyed. Rusty then goes on to save other robots, defeat the Pit Beast that has been catching falling robots in its mouth, and save more robots.
* Act 3: Rusty and his friends built a bridge with their scrap to reach the Crusher and Rusty defeats him using his newfound platforming skills and wits! The robots are safe.

Mechanics:

* Rusty will be able to walk, run, jump, hit with a hammer and kick by default. After collecting enough scrap, the player may be able to upgrade to get a double jump, a flamethrower. The player will have to use all these abilities to find as many collectibles as possible, survive obstacles and defeat bosses. Rusty will jump by extending a spring in his torso to launch his body upward, then pull his legs up behind him. The kick will move the character forward as they kick, allowing for a more mobile attack. The hammer will stop the player in their tracks as they swing downward to crush an enemy in front of them, in a wide area. This will also be the tool to smash environment objects and dislodge them from the walls. The flamethrower will slow the player and do damage in front of them. It could also burn some obstacles.
* Robot guard dogs will be the main enemies that will patrol areas on the map. The player will have to use their hammer, kick or flamethrower to defeat them as they patrol different parts of the map. They will wander their assigned area until the player gets near, then they will chase until they can catch and bite the player.
* The area where the player first enters into the junkyard (and/or the pit) will be where the primary save point and health regen point are, along with the NPC that the player will want to interact with to discuss the story(he will track the number of robots collected) and upgrade themselves(speaking with him while they have enough collectables will allow him to give the player the upgrade). This area will constitute the main hub area.
* Once all the robots have been rescued they will be able to construct a path to the final boss fight. This will allow the player to beat the game with some freedom in what order they complete it and how much completion they want.
* The Crusher battle will consist of three attacks, and the Player must use one of them against him to deal damage, and hammer attacks when he is vulnerable. The Crusher will have an attack where he attacks the player from above with his giant hands to crush the player. After he has finished this attack, his hands will rest on the ground for a moment allowing the player to hit them with a hammer. Another attack will be to open his mouth and encircle the area in front of him with his arms, then pull them in toward his mouth to try to eat Rusty. If Rusty escapes, Crusher will bite his hands and take damage. If Rusty does not escape, Rusty will take damage and be launched away if they still have HP left. For the final attack, Crusher will put his hands out and use build-in magnets to slowly pull in the player. If Rusty gets pull into the hands, Crusher can immediately go into the second attack and try to eat the player. These will not always happen in that order.

Audio:

* The player will need a sound effect for each of his animations, especially some clanking and whirring when Rusty walks, the sounds of his attacks (wind-up and slam for hammer for example) and a springing sound for his jump.
* The enemy dogs will need a running sound, a sound to play once they have begun chasing the player, and a sound for their biting attack.
* The other robots will need gibberish voice acting to play when they speak to the player, and a chime to play when they are rescued.
* The Crusher will need an evil laugh, some more gibberish voice acting(edited to sound scary), a wind-up and smashing sound for the ground slam with his hands, a grinding sound for when his hands try to scoop Rusty into his mouth as they grind against the ground, and a sound for his magnet-hands. He will also have a howling sound(or two) to play when he takes damage.
* A chime should play when scrap is collected and when bosses are defeated. There should also be a calm soundtrack for the beginning factory area, which will get excited once the player needs to escape. Another soundtrack should play for each of the other levels, along with a climactic boss battle theme for the Crusher fight.

Levels:

* The first level of the game will take place in the office of factory room in which Rusty works. Once the player takes control of Rusty, they will have to opportunity to play around the room, jumping on desks and attacking things. To end the level, Rusty will have to break the window and jump out.
* The second level will begin with a short walk with collectibles to guide the path and introduce the player. Then they will encounter 3 dogs that have another robot, the save-bot, cornered. Once the player has gotten near, the dogs will begin attacking the player and the player will have to use their newfound skills for breaking things in the office to defeat the dogs. After defeating the dogs, the save-bot will be rescued and reward the player with scrap, along with opening the door into the primary hub area. In this area, the save-bot will stand around for the player to save their game and cash in their scrap, and the first oil fountain will be in the middle of the clearing, surrounded by scrap. On either side of this hub will be the entrances to the other areas(Conveyor Belt and Pit Boss) along with a large menacing gate marking the entrance to the Crusher’s room.