

# Core Gameplay and Mechanics

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## Summary

Fast paced first person gameplay, both melee and shooting, where a player is put under a time limit given the task of killing a set number of enemies. Different weapons with different attacks and abilities are unlocked on threshold rounds for use in future runs.

Alongside the more action-oriented gameplay in the various levels, there will be a secondary social sim type environment where players are able to interact with the characters that will become their weapons. These characters will give the player objectives that they can work towards completing during the game's core gameplay that will allow for them to unlock new weapons and potentially secrets.

## Objectives

- Kill enemies in open levels on a timer.
- Use fast paced and advanced movement mechanics to traverse the environments and avoid death.
- Kill the required number of enemies before a timer ends.
- Unlock new weapons.
- Unlock new levels.
- Find secrets.
- Complete NPC given objectives.

## Challenges

- Increasing enemy difficulty with round progression.
- Varied enemy types each posing different challenges. E.g.:
  - Ranged enemies.
  - Basic melee enemies.
  - Strong tank enemies.
- Traversing the landscapes.
- Discovering all enemy types.
- Finding secrets paths.

## Core Mechanics

### Primary mechanics

- Fast paced movement.
- Killing enemies with differing animations and abilities.
- Using weapons with differing stats and animations
  - Each weapon has a primary attack and a secondary attack.
  - Primary attack does simple damage.
  - Secondary attack is unique per weapon.

## Secondary mechanics

- Exploring open environments.
- Moving at high speeds.
- Social hub and accompanying dialogue.

## Game Progression

### Level to level

The game follows a linear progression in terms of the way its levels are unlocked where upon certain milestones being reached in one level unlocks the next.

### Weapons

- Player weapons are unlocked in similar fashions to new levels.
- Upon the completion of certain milestones, new weapons are unlocked.
- Unlocking certain weapons allows for new mobility and potentially new traversal methods.

### Levels

- Each round a certain number of enemies of a certain difficulty spawn, the round ending when these enemies are dead.
- At the end of a round players are given the option to upgrade one of their stats.
- Each round increases the number of spawned enemies, changes spawned enemy types, increases difficulty of enemies, or does all of these things.
- Levels may also contain secrets that can be discovered once certain conditions are met.

### Player goals

- See how long survival is possible.
- Unlock all weapons.
- Discover all secrets.