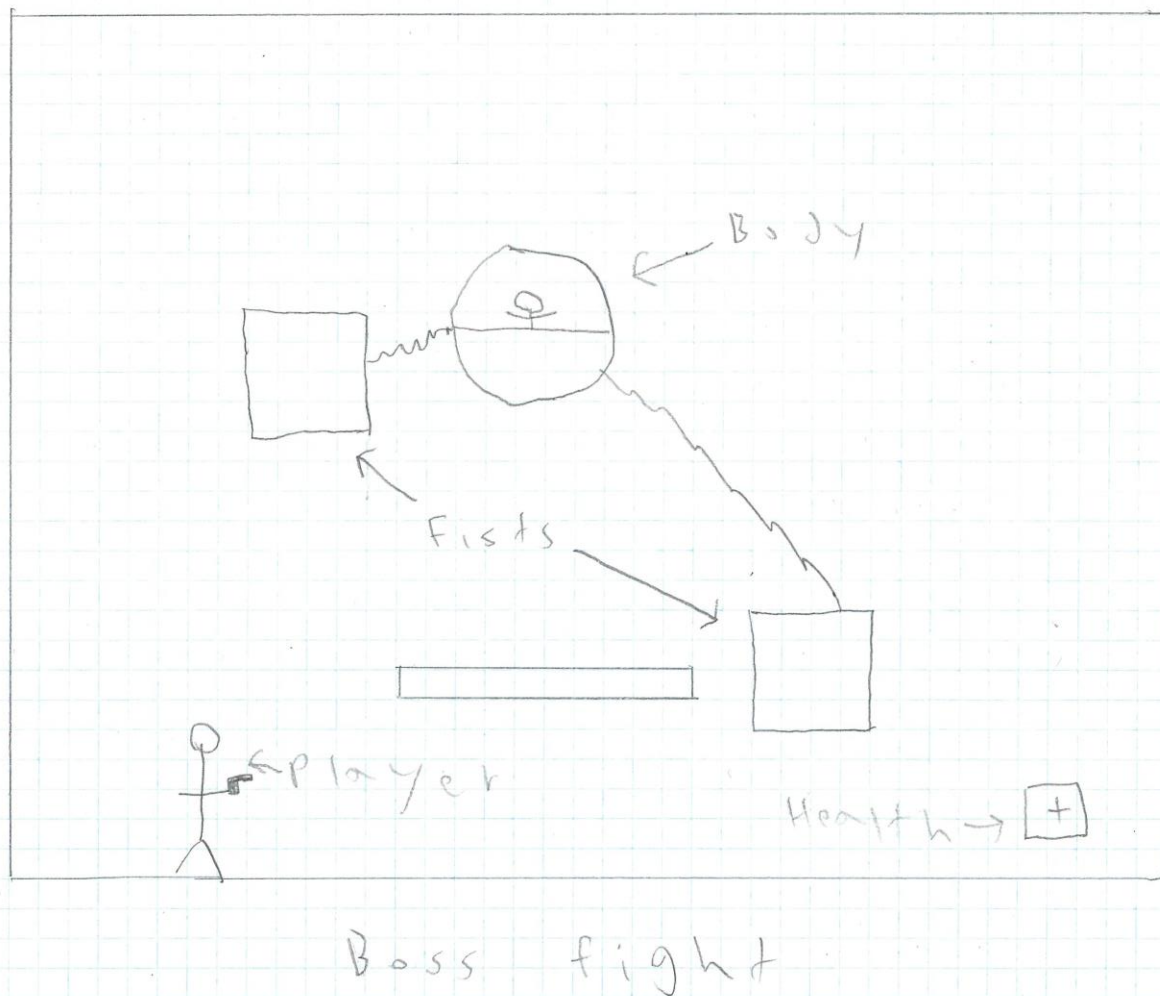


Design Document

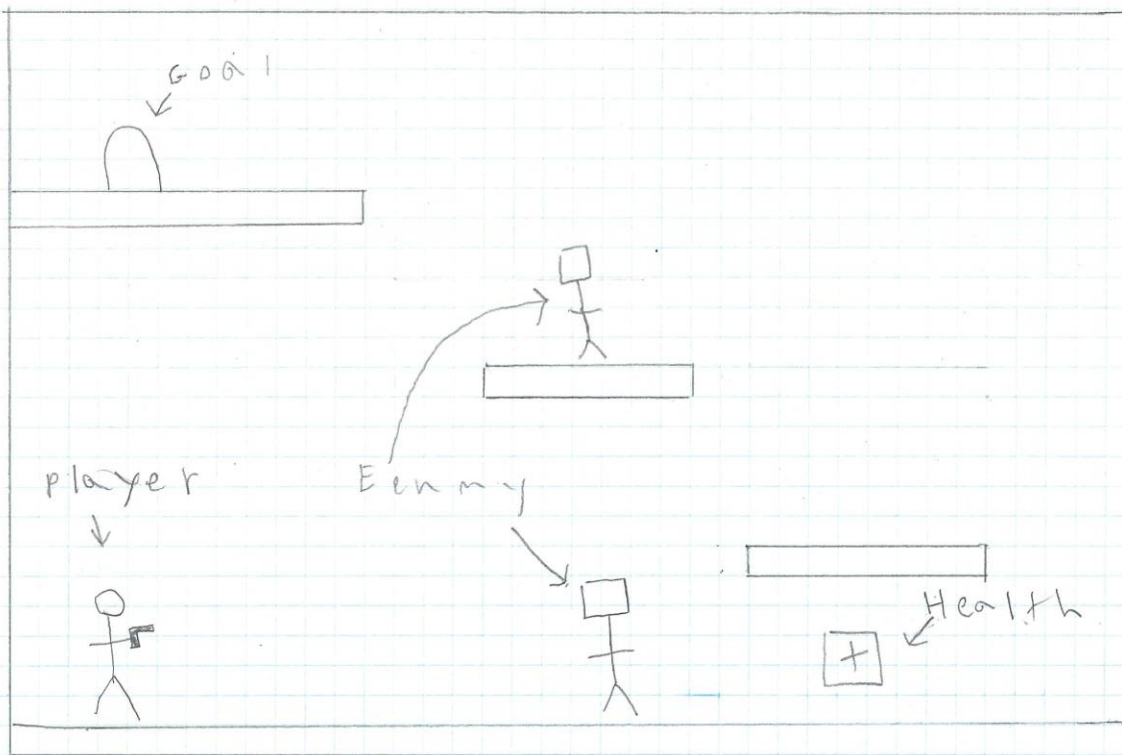
Corey Horsburgh

- Game Title: Robo Resistance Force
- Backstory: In the future the evil Dr. Zeta is trying to take over the world with his robot army. A small group of resistance fighters have taken up arms against him to fight for the freedom of the world. They will have to fight through many mechanical foes to reach the Doctor himself and put an end to his evil plan!
- Characters:
 - Playable characters (numbers subject to change):
 - Basic gunner: 3 HP, basic semi-auto gun. 3 Damage per hit.
 - Light gunner: 3 HP, weak but fast full-auto gun. 1 Damage per hit.
 - Heavy gunner: 5 HP, strong but slow semi-auto gun. Moves slightly slower. 5 Damage per hit.
 - Glass cannon (sword): 1 HP, moves fast and has 1 hit kill sword. Max damage per hit against normal enemies, 10 per hit against boss.
 - Enemy NPCs:
 - Basic gunner: 10 HP, shoots at player with slow gun
 - Advanced gunner: 15 HP, stronger version of basic
 - Shield gunner: 15 HP, has a shield the player must destroy (10 HP) or wait for an opening to attack.
 - Flying gunner: 10 HP, flies
 - Tank: 30 HP, slow and attacks with melee
 - Dr. Zeta (Boss): 150 HP, in a large robot that attacks the player using its fists. Players attack the hands or body to deal damage. Similar to something out of Mega Man for example.



- Gameplay:
 - Mechanics: Action platformer, move, jump, shoot/melee. Characters can attack while jumping and perform a double jump. Different characters will have different weapons and abilities/attributes to make them distinct. Some will be faster but have less health while others slower but with more. Health restoring items can be found in some places within levels.
 - Controls: Buttons or pad to move left and right, buttons to attack and jump. Characters with guns can shoot straight ahead or up and down by holding the appropriate directions and pressing attack. Sword can only attack in front of them at close range but make up for it with power and mobility.

- Flow: Go through levels and defeat enemies along the way. The goal that lets you progress to the next level will not open until all the enemies in a level are defeated. Levels are self contained and simply go from one to the next once you finish one.
- Rules: Characters have set amount of health, take damage from enemies. Set number of lives before a game over. Game over sends you back to the start. Enemies have more health than the players to account for the players being much stronger than the enemies, so they can still pose a challenge. Enemies will be in set positions in levels and placed in ways to challenge the player.
- Victory conditions: Defeat all the enemies in a level and reach the goal to complete the level. Defeat the final boss at the last level (Dr. Zeta) to beat the game.
- Basic level concept



Basic Level Concept

- Game world: Science fictional world with a slight cyberpunk look. Environments would be urban and futuristic.
- Bonus material: Multiple playable characters that play differently to encourage multiple playthroughs.