



MIND ABDUCTION

10-page design document



Story and gameplay

The game will be split between 5 stages:

1. Laboratory

This is where the game starts. In this stage the protagonist awakens to their unique ability, the mind abduction, to be able to take over enemy bodies. Upon doing so they decide to leave their own body behind as it is strapped to a surgery bed with their skull split open. In this new body the protagonist gets access to a ship map, and they decide in order to escape, they must make their way to the hangar.

2. Make way to control room

The protagonist finds out that the Hangar door is locked and can only be unlocked at the Control room. To get to the control room our protagonist makes their way through many hallways and corridors while subsequently dealing with enemy units.

3. Control room

The protagonist arrives at the control room. However, to input the command to open the hangar, a certain level of authorization is required. The protagonist begins their hunt to find the commander to obtain their authorization key.

4. Make way to hangar

Once the door has been opened, the protagonist continues their way to the hangar. However, at this point the whole ship has been alerted to their escape and enemy units are on high alert. The protagonist should be making use of the environment, weapon choices, and Mind Abduction ability to get through the stage.

5. Hangar

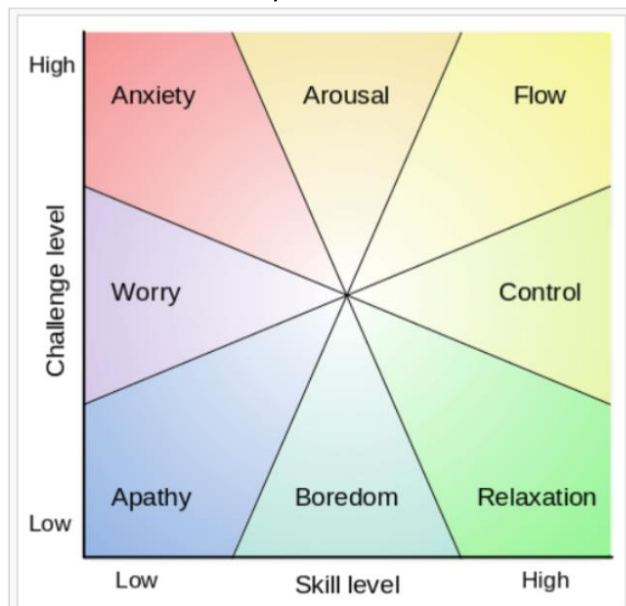
This is the final stage of the game. The only thing standing in between the protagonist and their escape ship is a special armoured enemy unit, the final boss of the game. The special armour shields the wearer from any attempt of mind abductions. The protagonist must face against the boss to escape.

Flow

As the protagonist makes their way through the stages, objectives will be achieved.

Upon clearing an objective, the player is awarded with Ability Points (AP) that can be used to unlock certain upgrades and power-ups. The players themselves need to make wise choices in which upgrade they feel will best help them go forward.

This creates a feeling of progression and makes the player stronger and therefore they can clear harder levels. The first levels will have fewer and less strong enemies and the last will have lots of hard enemies. This way there is a balance between skill progression and difficulty of the game.



Characters and controls



Movement

W = Move forwards
S = Move backwards
A = Move to left
D = Move to right
Spacebar = Jump

Change movement

Shift = Run
Ctrl = Crouch

Interaction

E = mind abduct enemy / mind release enemy
F = Interact with environment

Guns

R = Forced weapon cooldown

Menu

Esc = Open menu

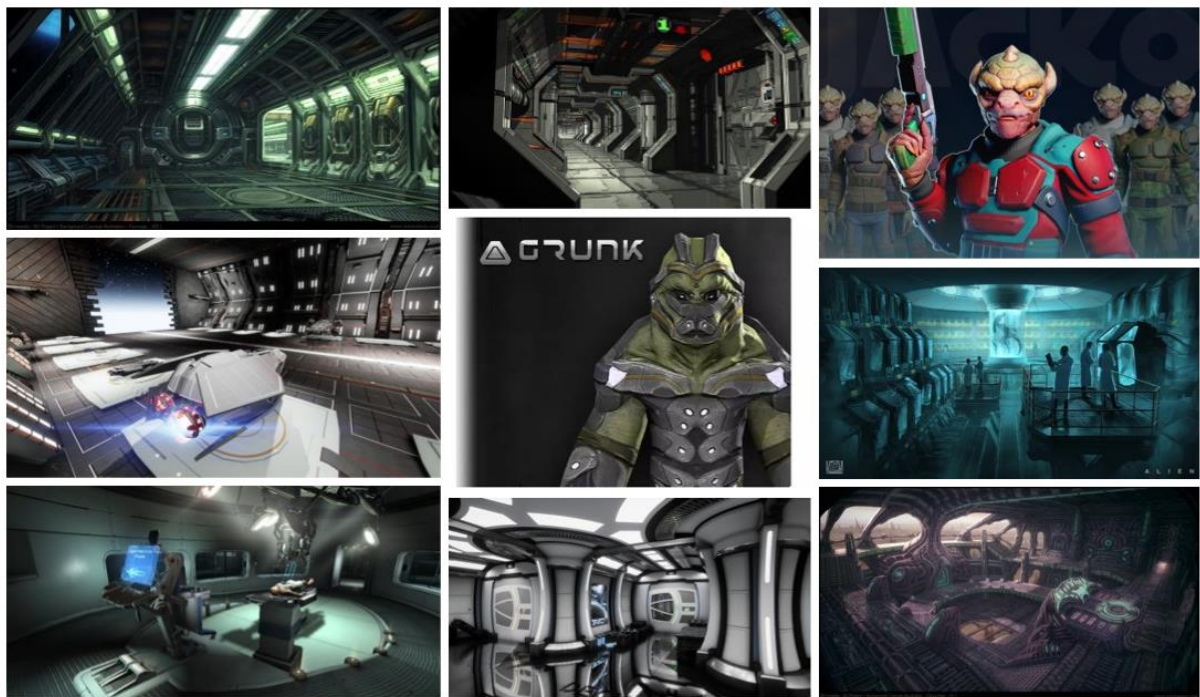
Main gameplay concept

The main gameplay will be a fast-paced first-person shooter style of play. The sequence of play is broken up between 5 different stages that will be able to be selected through a stage selection screen. Stages can only be selected if the previous stage has been beaten before, with exception to stage 1.

To beat a stage, the player makes use of the Mind Abduction ability, the laser guns that the enemy possesses, and exploding barrels in the environment to make it to the end. Upon clearing the stage, the player will see how many objectives they've cleared in the stage, rewarding them with a one-time reward of AP (more on this in section Mechanics and power-ups) for every respective objective they have cleared.

Players can choose to replay a stage they have already beaten to try and get the reward they have missed out on before.

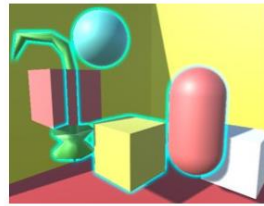
Game world



The game will have a light stylized art style. While enemy units are humanoid by design, they are still alien and do not quite have the realistic proportions of humans.

The setting is an operating spaceship which means that it will be generally well lit. Think of a ship in the star trek universe except it is operated by a malicious alien race.

Interface



Top left: Abilities are unlocked through a point system.

Top middle: Interactable objects/entities have an outline.

Top right: Generalized interface of what the UI could look like. The green hearts indicating the orb's health while the red bar in the bottom left is the amount of health left in the current body. Bottom right indicates level of overheating, with 30/30 being overheated.

Bottom left: Outlined objects/entities have a specific color outline to help quickly identify their purpose. For example, enemies have a red outline, stage objectives have a yellow/gold one

Bottom middle: Symbols used should be minimalistic to not distract the player too much from the gameplay but still convey its meaning. For example, a health upgrade should always have a small medical cross symbol on it.

Bottom right: Enemy units should have an outline after they have been seen. This is so the player can still hide behind some cover but not lose track of where the enemy is. This is only meant for after the player has made contact with the enemy.

Mechanics and power-ups

- Orb movement
Players can move around in orb form.
- Invincibility frames upon taking damage as an orb
After being shot as an orb, the player temporarily becomes invulnerable to help them obtain a new body quickly.
- Rapid decay when in orb mode
Challenge
Players cannot stay in orb mode indefinitely. After every 5 seconds the player will take damage to their orb health, killing them after 15 seconds. Within this time the player should find another enemy unit to mind abduct.
- Mind abduction
Fantasy
This is the player's special ability to be able to take over other bodies. Players can also choose to willingly leave a body before it dies by using the same skill
- No healing
Challenge
As the player is constantly taking over other bodies, there will be no healing items available in the overworld.
- Exploding barrels
Discovery
The stages contain barrels filled with hazardous chemicals that explode when shot. Players should keep an eye open for them as they can be used to help kill multiple enemies at the same time.
- Overheating
Challenge
As all weapons usable by the player are laser weapons, there are no bullets. Players can shoot as much as they can, if the weapon isn't overheating. Once a weapon starts overheating the weapon will temporarily be unable to shoot, until it cools down. Players can however push R in order to force the weapon to cooldown a bit. This will not cooldown the weapon fully, but a small part of it
- Shoot
This is the standard way the player can damage enemy units.
- Aim
This is to give the players a degree of control of where they are shooting

- Sprint
Allows to player to move faster.
- Crouch
Allows the player to get closer to the ground, making it easier to hide behind surfaces.
- Jump
Allows the player to jump.

Basic level reward

Every stage has 3 main objectives, which consists of the following:

- First objective is always clear the stage
- Second objective is to defeat x number of enemies (to be decided per stage)
- Third objective is to have killed all enemy units on the stage

Additionally, every stage has 1 bonus objective. The objective itself is unique to every stage.

In summary, every stage will have a total of 4 objectives.

Upon clearing an objective, the player will be rewarded with an Ability Point (AP) which can be used to unlock upgrades. Upgrades can be obtained in the upgrade window.

Start with
LV 1 PC
LV 1 AM

	1	2	3
HP			
enemy control	medium	heavy	
ORB movement			
Refined space	medium		
Health gain on takeover			
less cooldown	medium	heavy	heavy

medium
heavy

Enemies and bosses

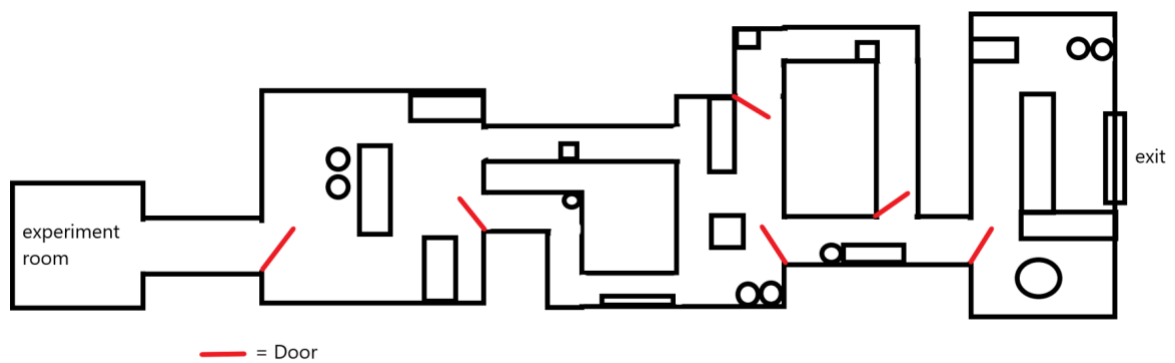
Enemies

Enemy type	Stats	Weapon types	Mind Abductable
Light	Low base HP High movement speed	Laser handgun Laser sniper	Yes
Medium	Average base HP Moderate movement speed	Laser Assault Rifles (LAR)	Yes, requires level 2 Mind Abduction
Large	High base HP Slow movement speed	Heavy laser gun	Yes, requires level 3 Mind Abduction
Special Armor (Final boss)	Very High base HP Moderate movement speed	Laser gatling gun Grenade launcher	No

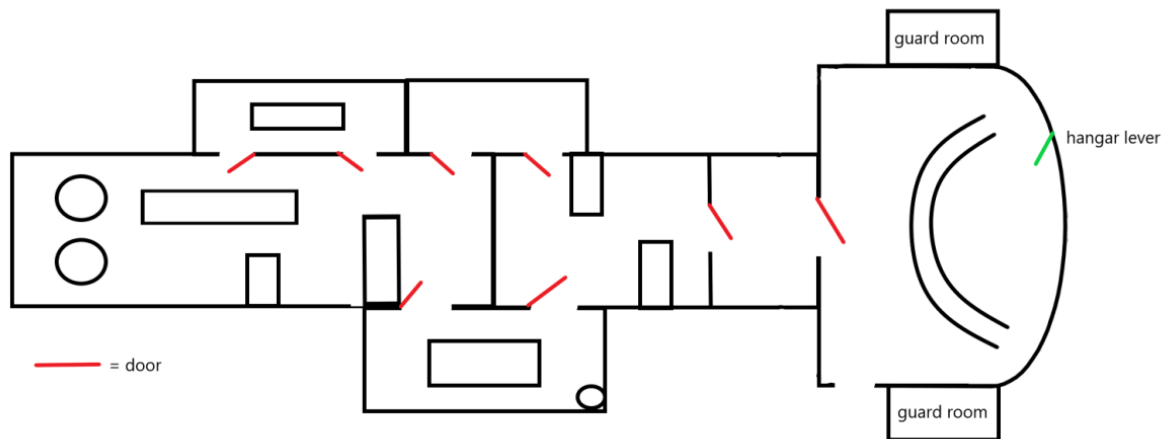
Stages

Below are a few images of what some of the stages could look like

Stage 1: Laboratory



Stage 3: Get to the Control Room



Cutscenes

- Opening scene with the escape of the laboratory
- Scene showing the hangar door opening after pulling the level in the control room
- Hangar scene with an introduction to the final boss enemy
- Escape scene