

Exosphere



Design by:
Tim Meijvogel & Borga Iskender
For PC

Story and Gameplay

Genre:

Platformer, Roguelike, Hardcore

Setting:

A magical galaxy in a distant future, the main game takes place on an unknown planet.

Story:

At midnight a falling star crashes in the nearby forest. It leaves a huge crash site, there are small fires all over the place. The star appears to be made out of metal and sending out an sos signal. The metal object starts to open up on the inside there appears to be a dead creature. All of a sudden the smell of the object changes, it's coming from the creature. The gas is poisonous!

Inside of the town hall:

Within 1 hour heroes have been called to an emergency meeting, because of the fallen 'star'. The heroes are tasked with finding the source of this dangerous entity. One of the heroes will be chosen and teleported to the planet this creature came from. They notice they can't get back because of a magic field which is blocking the teleportation, it was a trap! The hero is now forced to find a way out by themself.

- Main character goes to an unknown location, because of an s.o.s. signal.
- Main character gets trapped at this location. (location can be an unknown planet/underground dungeon/etc.)
- The environment at this location is hostile, the main character knows they can't stay here.
- The main character tries to escape (using their abilities and/or weaponry).
- While trying to escape the main character will find chests and shops. Here the main character will be able to upgrade their abilities.
- The main character encounters a boss enemy that he/she will have to defeat, before being able to leave this location.

(List of what the game is from a gameplay and/or story perspective.)

How to win:

Get through all the levels and meet the level requirements without dying.

How to lose:

Die to an enemy or fall into the spikes/rocks.

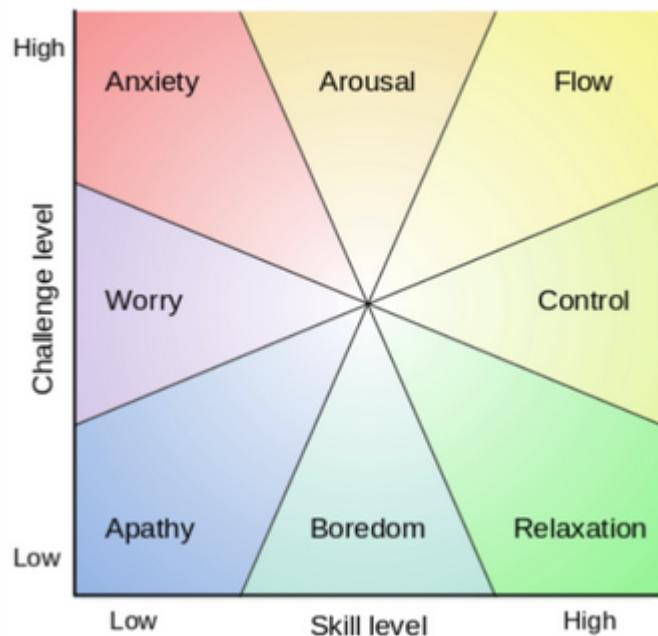
Elevator Pitch

2D hardcore platformer game where the player kills to progress and loot.

Game flow

In every playthrough there will be items the player can collect to become stronger. These items are randomly generated and the locations will differ every playthrough. This is one way for the player to get stronger. The player will also collect a currency while playing, this currency can be used at shops that are hidden on the map. This means that the player will have a different build each playthrough.

We want our game to be a hardcore game, this means that the skill required to finish the game will be higher than normal. Therefore our target audience will be hardcore gamers.

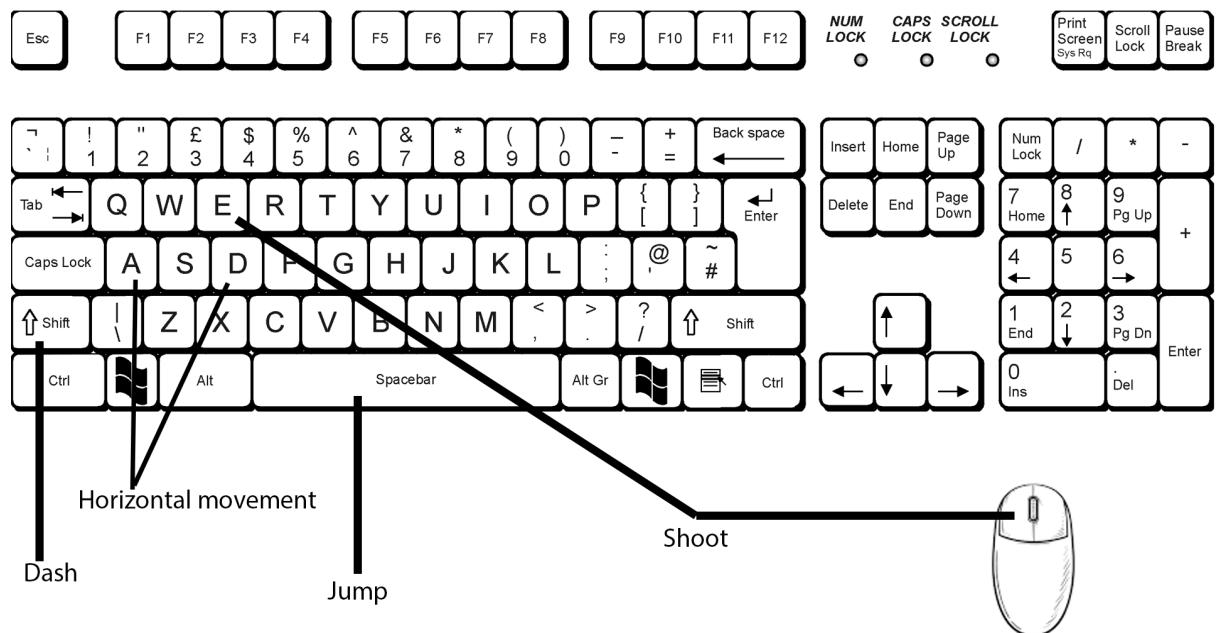


Our goal is for the players to start in the anxiety zone. The player will keep trying our level/game and progressively get better and will eventually reach the flow zone.

Characters and controls

our game will have multiple different playable characters, they will each have their own unique abilities. examples are mages, archers, elves, rogues, etc.

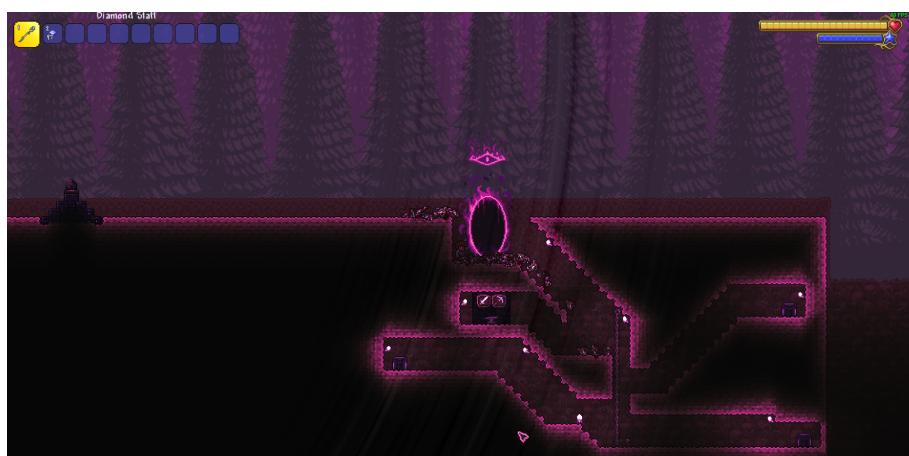
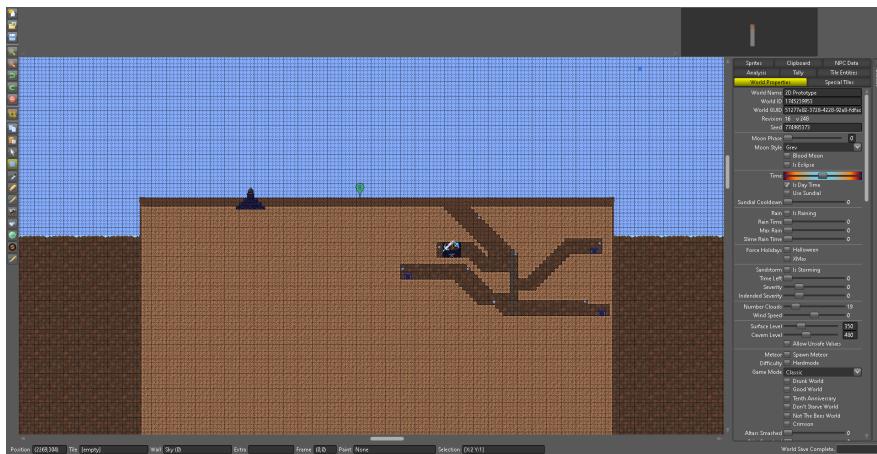
the only other characters will be the enemies, the player won't be able to interact with them. They can only kill them.



Game World

Game world:

The galaxy the main characters live in is called Cosmos Redshift 7. This is a huge galaxy with a lot of unknown planets. One of the main characters is sent to one of these planets. This is where the game takes place. This planet looks very rocky and dark.



Interface

Our interface will show the amount of coins the player has collected as well as the amount of mana they have left. This will be shown in the top right corner. In the top right corner the player will be able to see their health bar. The coins will only be updated when the player gains or loses coins, the mana will only be updated when the player shoots or gets a mana orb and the health bar will only update when the player gains or loses health. A fps counter will also be shown in the bottom left corner.

It will look something like this picture, but rearranged:



Mechanics and Power-ups

Except from leveling, our game will have multiple items, each with a different stat boost for your character. For example, some items give a speed boost while others boost your health. These items will be obtained throughout the levels, they will be hidden as chests that the player can open. These chests have random locations. After every run, the currency you didn't spend will be saved in your bank. You can use this currency in the main menu to buy upgrades for your character before the start of your run. These upgrades will last 1 run.

Power-ups inside of the levels:

Inside of the levels the player can find 2 power-ups, the first is a health cross. This gives the player a small amount of health in exchange for 10 coins. The second is the mana orb. This gives the player 10 mana for each orb they have picked up.

MDA

Aesthetics

Fantasy
expression
Challenge
Submission

Dynamics

Fighting enemies by shooting (magic) projectiles.

Using movement like dashing and (double/triple) jumping to maneuver through a level.

Collecting coins/healing/mana items.

Mechanics

Movement:

The player can move left, right, up and down. Moving down will only be possible on soft platforms.

Dash:

When the player presses the shift key they will dash the way the character model is facing. This can be done mid air.

Soft platforms:

These platforms are the only ones the player can move up and down through.

Shooting:

The player can shoot magic projectiles (with the left mouse button) that'll damage enemies on collision.

Mana:

When the player shoots, they lose mana. If the player is out of mana they can no longer shoot.

Chest:

Chests have a lot of spawn points on a map, only a few chests will spawn per level. It is possible no chests will spawn in a level. The chests give the player runes(?), which will boost the player stats. These chests give our game a fantasy feel.

Artifact System:

Artifacts can be unlocked, these artifacts will able to change how the game progresses

Coins:

Coins will drop from killed enemies. They give the player points, these points can be used to buy medical crosses that are scattered across the map.

Medical Crosses:

These crosses are scattered across the map and can be bought with coins. They give the player a small amount of health back, if they are not at full HP.

Mana Orbs:

Mana orbs are scattered across the map, for the player to collect. When they are collected the player will get mana for collecting these orbs.

Abilities:

Every character has their own unique ability/abilities.

Random player spawn point:

The player has multiple spawn points on all maps, when the player loads in one of these points will be chosen. This will make sure that the same strategy won't always work, which will make the game more of a challenge.

Random portal Locations (enemy spawn point):

Enemies spawn from portals like the player spawn points, these portals will have multiple locations that it'll be able to spawn at. A couple of these locations will be chosen when the player loads in. This will make sure that the same strategy won't always work, which will make the game more of a challenge.

Baiters:

Baiters are spawn points for a boss. The baiters will activate once the player has a level clearance of 100%.

Hardcore:

The player has one life, if they die they will have to start from the beginning. There won't be any checkpoints. This makes the game challenging and makes the player submit themselves to our game.

Difficulty Levels*:**

The player can choose how hard it will be for them to finish a run.

Enemies and Bosses

Every biome has enemies specific to that biome, there will also be neutral enemies. The neutral enemies can spawn in every biome. The boss in our game will have his own minions, they will only appear during the boss battle.

Every enemy will be able to shoot at the player and deal damage on contact. They will be patrolling certain areas in a level and only shoot when they can see the player.

Fire Mage:

Lower damage, deal damage over time.

Warlock:

Fast projectile, instant damage, medium damage.

Necromancer:

Slow projectile, instant damage, high damage.

Rogue:

fast projectiles, low damage, damage over time.

Cutscenes

Intro:

The player crash lands his ship on an unknown planet. The player character gets out of the ship and the level starts.

Outro:

The player character finds the source of the s.o.s. signal they had received and made sure to destroy it. This causes the magic field to be destroyed and the player can be teleported back to their home planet.