

Exosphere

Story and Gameplay

Genre:

Platformer, Roguelike, Hardcore

Story:

Our main character gets a s.o.s. signal from an unknown planet and while trying to find the source of the signal he gets trapped in a hostile environment.

- 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 he/she 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 what the game is from a gameplay and/or story perspective.)

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.

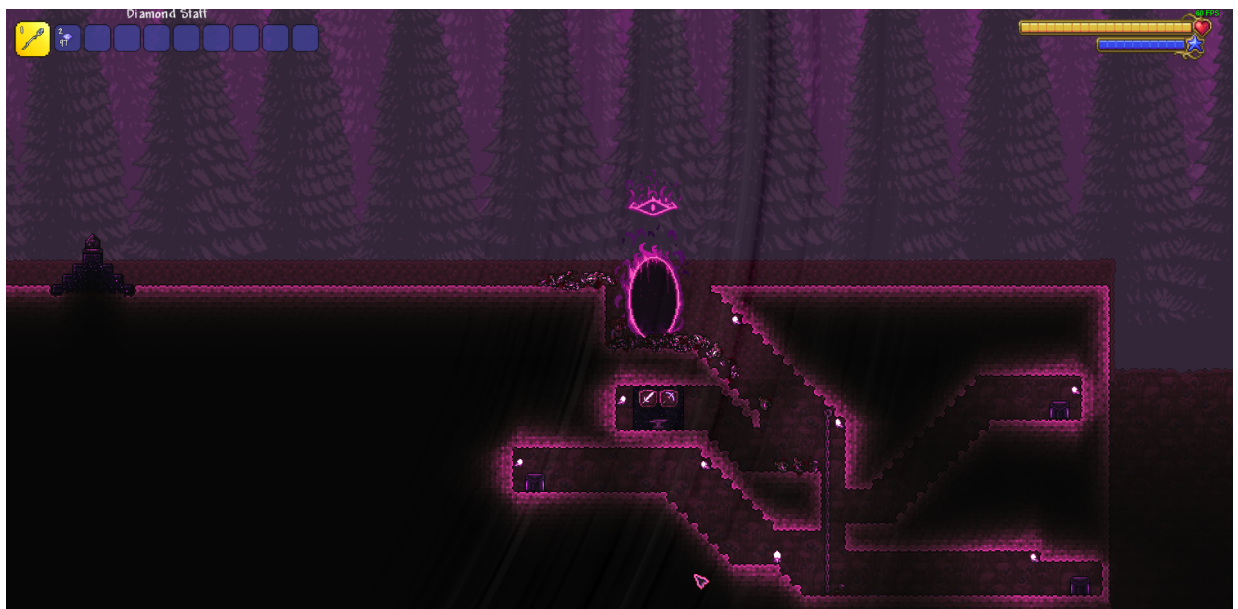
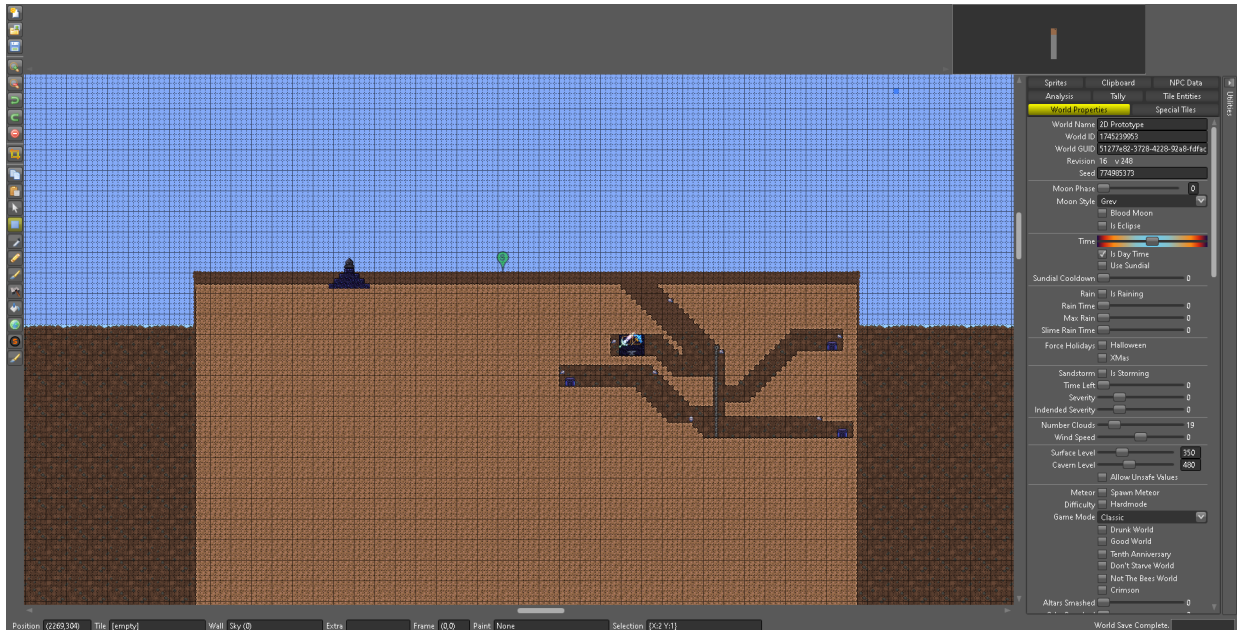
Characters and controls

The player has a choice between multiple different characters, each with their own mechanics. The characters will be unlocked throughout the game.

Main Game Concepts

The player will engage a 2D hardcore platformer game where he kills to progress and loot. The game is divided into multiple levels.

Game World



Interface

Our interface will show



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.

MDA

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.~~

Soft platforms:

These platforms are the only ones the player can move up and down through. These 3 mechanics help give our game a fast paced feeling. When the player is able to move quickly through our level with the help of dashing and soft platforms

Shooting:

The player can shoot magic projectiles that'll damage enemies on collision. We will use magic projectiles, this helps with giving our game a fantasy feeling.

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 be able to change how the game progresses

Abilities:

Every character has their own unique ability/abilities. These 4 mechanics, chests that give runes and currency, casting spells and character specific abilities will make our player feel like they are in another world/reality.

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.

Aesthetics

Fantasy
expression
Challenge
Submission

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

Cutscenes and Bonus Materials

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. The player character then steals the ship that belonged to the final boss and flies off into space.

Mechanic priorities:

movement

shooting

enemie spawn portals

hardcore

baiters

mana

soft platforms

chests

making spawns and items random

Pitch:

aesthetics:

Setting:

a distant future in space, the main game takes place on an unknown planet.

genre:

2d hardcore platform shooter

mood:

Magic circle: space magic caster/archer/etc. trying to make his way through an unknown hostile place to get to an s.o.s. signal.

rules: 2d, mana, dashing, no fall damage, runes buff you, leveling

story:

Our main character gets a s.o.s. signal from an unknown planet and while trying to find the source of the signal they get trapped in a hostile environment. Now they have no choice but to find the source of the signal, as it might be their only way to escape. But what they don't know is the dangers that lie ahead.

Characters:

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 (for now) will be the enemies, the player won't be able to interact with them. They can only kill them.

Game world:

The galaxy the main character was traveling through is called Cosmos Redshift 7, our main character finds an unknown planet in this galaxy. The game takes place on this unknown planet. This planet looks very tropical and has dungeons/temples in its forests.

Flow:

We want our game to be a hardcore game, this means that the skill required to finish the game will be higher than normal. To Make it fun for players that might not have the skill needed to finish our game, we will add difficulty levels. These difficulty levels will change the amount of enemies spawned, the damage they deal and the hp they have. for example: a portal that would spawn 20 enemies on normal difficulty, would spawn 10 on easy difficulty. A standard enemy that takes 3 hits to kill on normal difficulty, would take 2 on easy difficulty.

(think back to cuphead who had to add a easy difficulty because people were complaining the game was too hard)