

Games Design Document

AI-appliance Defiance

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High Concept:

- One line Introduction

Your spaceship has come alive, navigate and survive against mutated Appliances that have lived on your ship for years. These are not your regular Appliances.

- Theme / Environment / Setting

The game is set in a sci fi space station. There will be multiple different rooms and hazards which the player will need to traverse thought and navigate. There will be some main locations and side areas. As the player will start in the cryo room which would have a cool setting with some mist.

The garden is another important area, it is like a safe zone for the player to replenish their oxygen. The room itself will be brightly lit as there will also be a lot of foliage in this room. There will also be a light partial effect of leaf's falling.

Engines rooms are also another important room, when first entering it will be very misty with busted pipes everywhere. The room itself will be played out like a maze type which the player will need to navigate.

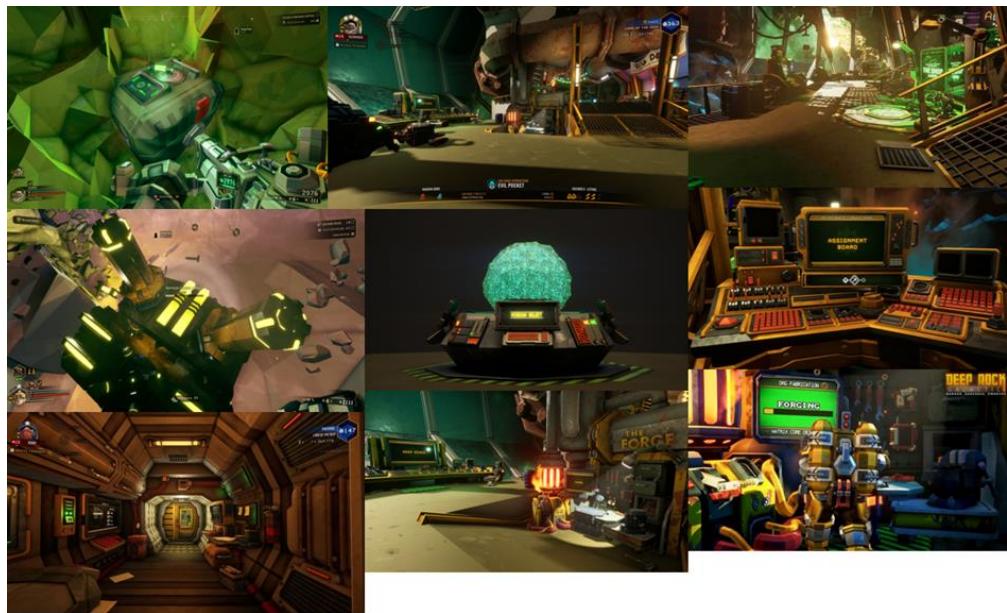
Each room will be colored differently and with its own theme, for example the gym room would be themed to look like a gym with weights and equipment.

All assets will be designed with a sci-fi theme in mind and low poly, like deep rock galactic with an overall art style like no man's sky.

Each room should be filled with assets relating to that specific room.

Deep Rock Galactic

Prop assets Style



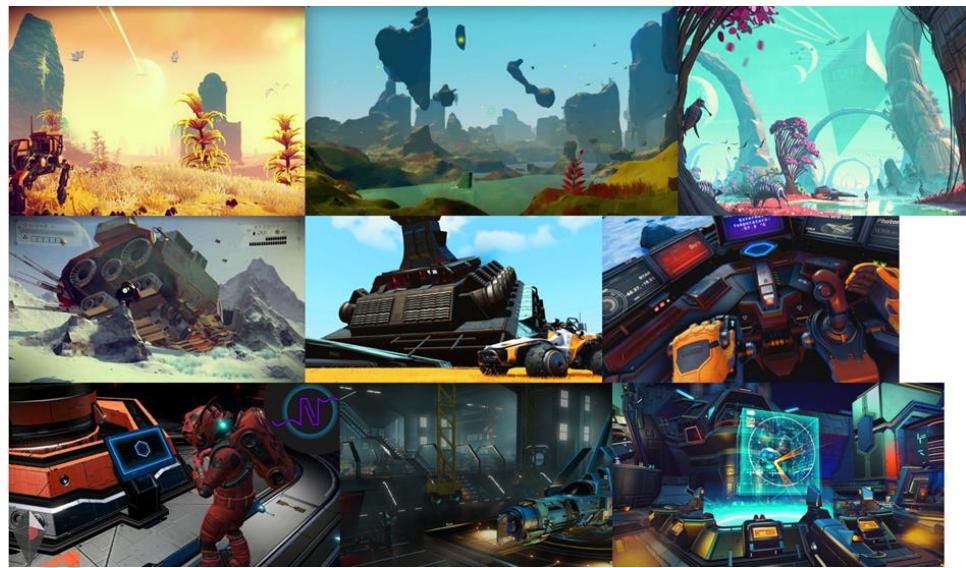
Overwatch

Stylish Guns



No Mans Sky

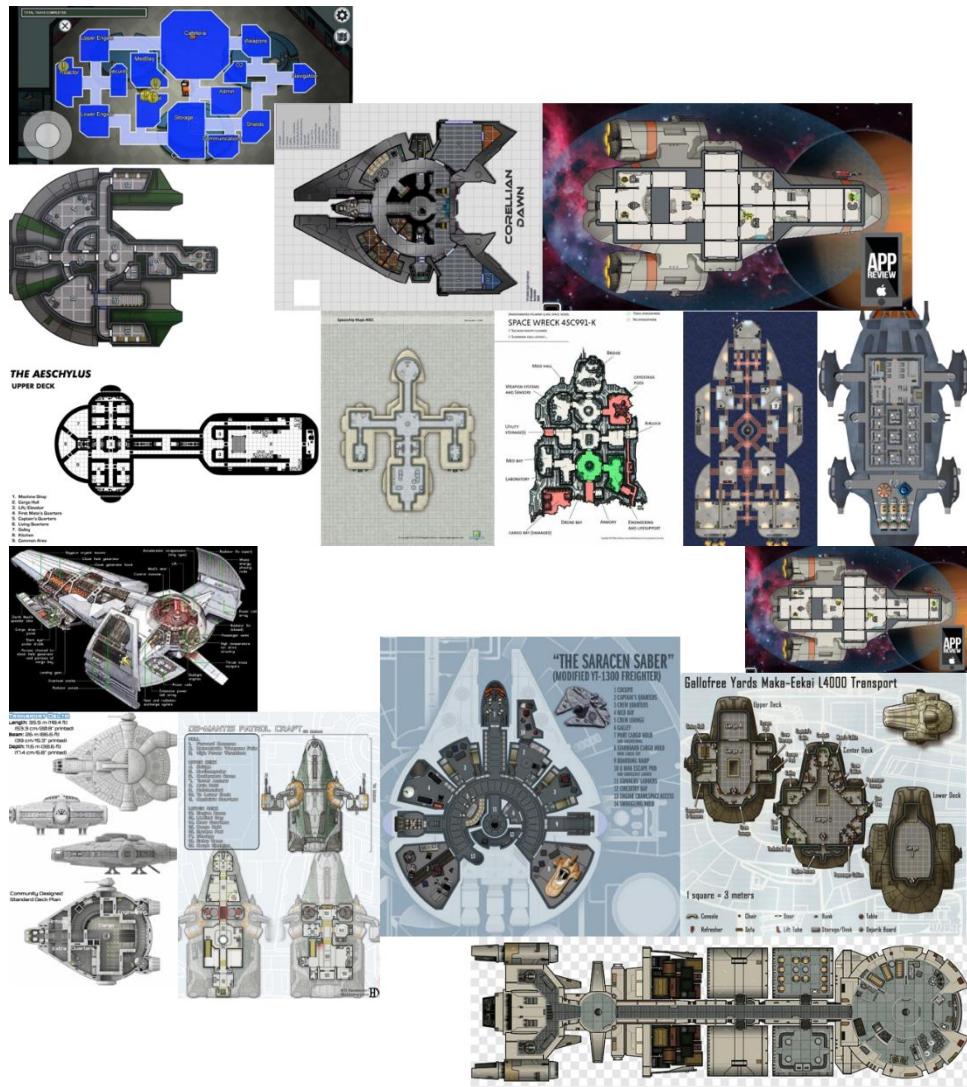
Art Style



Environment Ref



Layout Ref



- Unique Selling Point/s and Key Mechanics

Keep Track of Oxygen (fixing oxygen generators)

Pickups (Ammo and Health)

Map – Player can bring out map to show the layout of the spaceship and have an idea of where they are

Upgrade weapons (Upgrade station are scattered around the map)

Variety of Weapons (3 weapons)

Interact – Interaction mechanic

Environment Hazards

Different enemy AI

Multiple different UI elements (In game and HUD)

- Enemy Types

1. **Toaster**
2. **Henry Hoover**
3. **Coffee Machine**
4. **Freezer/Fridge**
5. **Microwave**
6. **Radio**
7. **AI Boss**

Enemies	Toaster	Henry Hoover	Coffee Machine	Freezer/Fridge	Microwave	Radio	AI Boss
Behaviour	Hops around	Wheels around	moves around	hops around	Slides around	Stationary	Walks around
	Shoots toast at player	Suck player ammo	Shoots hot coffee at player	Throws food at player	Self distracts when near player	Pushes the player back	Has multiple phases with different behaviours

- Pickups

Ammo

There would be an ammo type for each weapon

Health

Health pick-up will give the player a set amount of health when picked up

Upgrade Parts

These can be collected by eliminating enemies.

Oxygen tank

This can be collected to refill some oxygen

PickUps	Oxygen	Health	Upgrade Parts	AssaultRifle Ammo	Shotgun Ammo
Use	Refills players Oxygen meter	Regains players health	Gives player upgrade parts	Ammo to use in the Assault Rifle	Ammo to use in shotgun

- Weapon Types

Pistol

Fire Rate: Medium

Damage: Medium

Reload Time: Medium

Assault Rifle

Fire Rate: High

Damage: Medium

Reload Time: Medium

Pump Shotgun

Fire Rate: Low

Damage: Very High

Reload Time: High

Weapons	Pistol	Assult Rifle	Shotgun
Damage	M	M	H
Range	M	H	L
FireRate	M	H	M
Reload Time	H	M	L

- Player Characteristics Outline

Hawkins was sent on a research mission to the planet Nibtonia. He wakes up from his cryo sleep 2 years too early. A former Marine Veteran, who has a plethora of combat skills to survive the harsh environments of Space. He must use these skills to stay alive and reach Nibtonia.

- Target Audience

This game is focused on players who prefer a fast-paced action game like Doom Eternals set in a space environment influenced by Alien Isolation. Players who enjoy these titles will find it easier to navigate the level of this game. The core gameplay loop is influenced by games like Borderlands and Deep Rock Galactic where players must explore, collect and kill enemies to progress through the level.

- Market and Competitors

- Doom Eternals
- Alien Isolation
- Deep Rock Galactic
- Borderlands
- Apex Legends
- Dead Space

MoSCoW

Must Have:

- First Person Shooter
- Weapons
- Pickups
- Upgrades
- Oxygen Generator
- Various Enemies
- Sci-Fi Theme
- Players and Enemy Damage

Should Have:

- Multiple Upgrades
- Gravity Controls
- Spatial UI
- Fixed UI

Could Have:

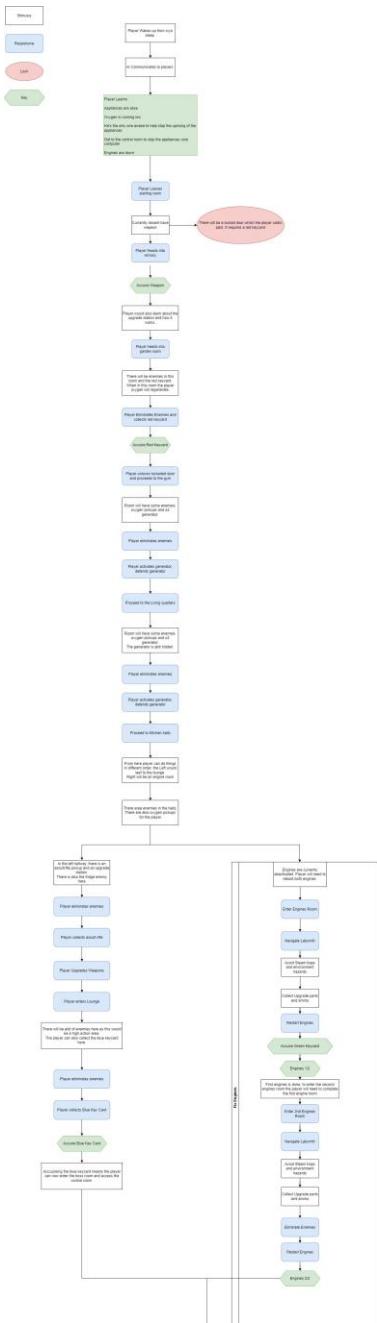
- Various enemy iterations for one enemy type

Won't Have:

- Multiplayer
- Difficulty Options

Level Design documentation:

- Goals of level & key areas



- Story (How, why, What)

You play as a space commander called Hawkins, who is on a research mission to planet Nibtonia. The voyage to this unknown planet will take 30 years but sleeping in the cryo chamber will make it feel like 12 hours. Whilst on the perilous journey to Nibtonia, you are woken up from your cryo sleep. Confused about what is going on, a voice is heard from the spaceship's speakers. The voice explains to you that you have woken up from cryo sleep 2 years too early. The voice also explains the reason as to why you have woken up early. The voice explains that the appliances on the ship have become intelligent as if they are being controlled by an external force. They begin to move and malfunction in a sinister way, they begin to reduce the quality of oxygen and sabotage the engines, you will need to fix this. To stop the menacing appliances, you must make your way to the control room where the final boss is trying to take over the spaceship's control. Defeat the boss to keep your journey to nibtonia on track.

- Focal Point

Main Areas

Cryo Chamber Room

Player Start

Control Room / Cockpit room

This is end goal of the player to reach and is where the player will give access to the AI.

Engine room - Electrical

Objective task to restart engine would be in these rooms.

Armory

In armory, player will gain their first weapon and upgrade station, player will learn how to use these here.

Garden Room/02 – Glass Dome

It is also a safe zone to replenish your oxygen and learn about the oxygen objective.

Med bay

This area player can find health packs and gain a new weapon

Air Lock

This is where the game will end with the player placing the AI chip in the air lock and send it into space.

Boss Room

This will be the boss room, will be where the player fights the final boss. When the player first enters this room the boss will not be there, only after the player goes into the control room and give full will the boss spawn.

Side Areas

Living Quarters

Kitchen - Cafeteria

Storage – Cargo Room

Lounge

Gym

- Visual Development

Tron style lighting.

Lights emitted from the environment; these can be different colors in each room. Very hazardous room can be red to indicate danger and safe rooms can be green.

Neon type lighting

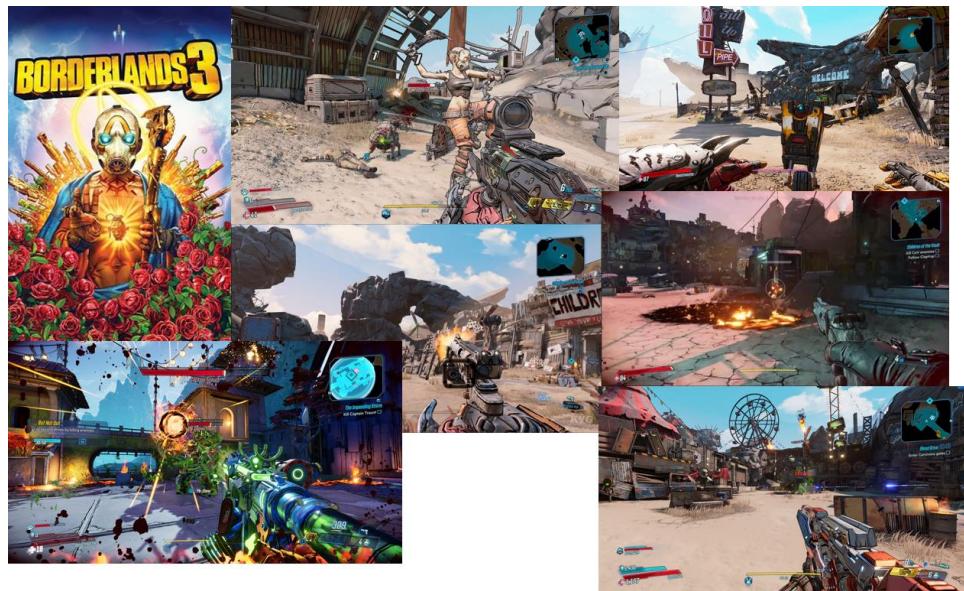
Sci-fi setting and rooms meshed with sci fi assets.

Certain rooms have more effects such as mist or falling leaves.

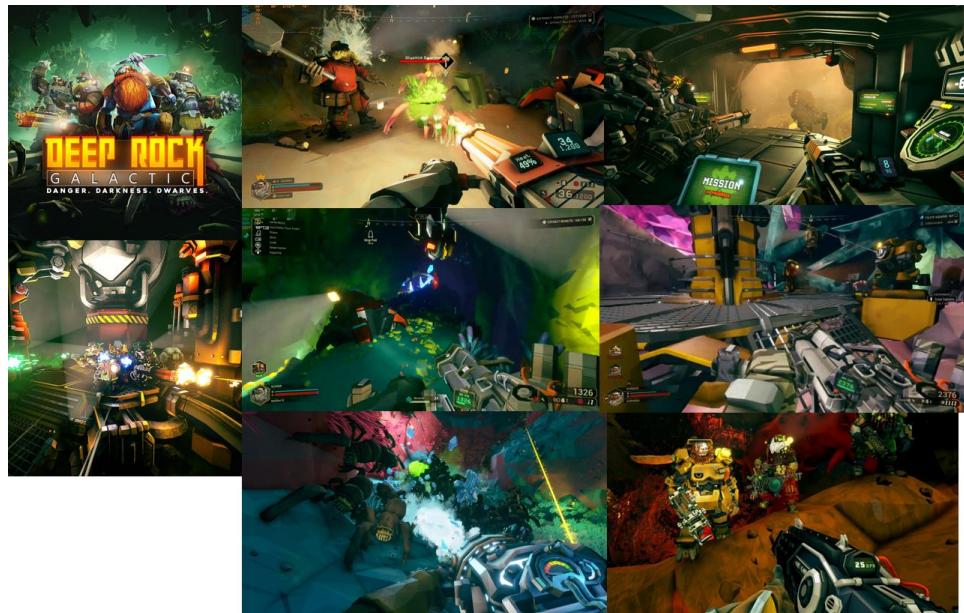


- Gameplay Influences

Core Gameplay Loops

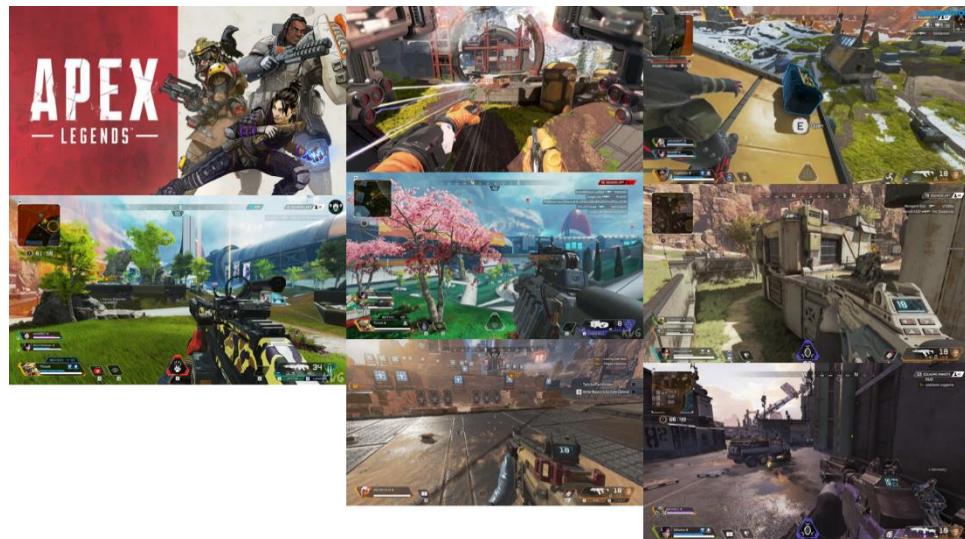


Borderlands 3 has a wide range of enemies which spawn in areas together and will attack the player when noticed. The level itself is also very large which the player can navigate and fight enemies while just exploring. When defeating enemies will give player loot such as better weapons which the player can use the progress through the game quicker.



In deep rock, with each objective more enemies spawn in and they become more difficult. There are also objectives which when activated will spawn waves and hordes of enemies which attacks the player and the objective.

Movement and Shooting



Apex: Players will be able to walk, run and crouch. Whilst running player will also be able to run

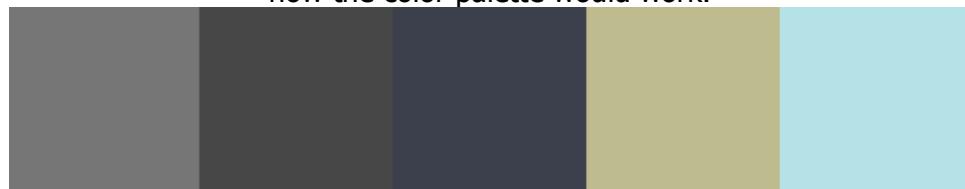
With this game, aspects outlined above would be implemented into the game. For example, with borderlands and how enemies drop loop for the player to collect, enemies in this game will drop upgrade parts which the player can use to upgrade their weapon and feel themselves progressing. We are also planning on having a range of enemies to keep the players engaged with new and unique encounters. Mixing with different things can also create unique experiences.

The objective would also be like deep rock galactic as having where when an objective is started, enemies will start to attack the player, in addition to this can also make the objective fail if it is attacked too much by the enemy.

- Color Palette



Used the Image above from alien isolation which also has a similar setting to get an idea on how the color palette would work.



As seen, most of the walls and corridors are grey and the only place colors coming out from are the lights which are placed around the level.

There is also mist in the scene above which is also able to make the light emitted come out.

- Lighting

Lighting should be different with different rooms, as with the cryo room, it should be a bit gloomy with cold mist floating around. Other will be lit up with lights from the ceiling and floor.



- Asset List

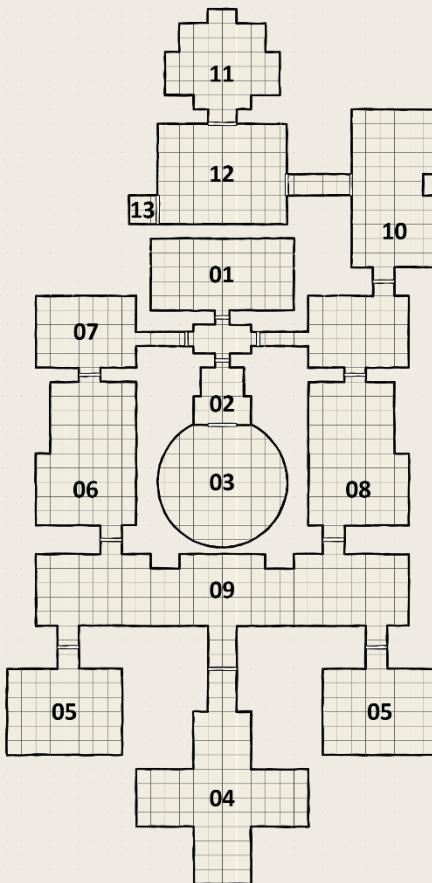
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Level Design Plans

- Focal Point Location

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
- 09: Kitchen
- 10: Cargo Room
- 11: Cockpit / Control
- 12: Boss Room
- 13: Airlock



- Focal Point Outlines

Cryo Chamber Room

Player Start. The level starts in this area, it is where the player will start the tutorial section of the level, being introduced to basic movement controls and interactions.

Armory

In the Armory, the player will get their first weapon of the game, a pistol. They will also be introduced to the upgrade station and how it work.

Garden Room/02 – Glass Dome

It is also a safe zone to replenish your oxygen as it will refill automatically as long as the player is with in the room. However there will be enemies in there when you first enter the room

Engine room - Electrical

Objective task to restart engine would be in these rooms. There are 2 engines rooms and in each the player can restart the engines, however it is hidden in a labyrinth type room.

Lounge

This is an important area as this location contains the keycard, this means that the player will need to explore and clear this area to be able to access the whole level. There will also be some enemies in this area is a big area. It would be a high activity area

Control Room / Cockpit room

This is end goal of the player to reach and is where the player will give access to the AI. There is not any action in this room and is mainly story focused.

Air Lock

This is where the game will end with the player placing the AI chip in the air lock and send it into space. After AI chip is sent into space, the level will finish.

Boss Room

The boss's room will be filled with enemies when the player first enters it. The heated floor pads will not be activated yet either. Only after the player has given access to the AI and finds out that the AI is evil is when the AI boss appears in the Boss Room.

Side Areas

Kitchen - Cafeteria

This area links to the lounge and has enemies in this area. It will also be where the player first encounters the fridge. Therea will also be a new weapon here and an upgrade station.

Storage – Cargo Room

This room connects to the final room area and contains an upgrade station to prepare the player.

Living Quarters

This room contains the second generator the player will encounter and a low number of enemies.

Med bay

This area player will acquire a new weapon and battle a lot more enemies.

Gym

One of the first rooms the player encounters and where the first generator will be located.

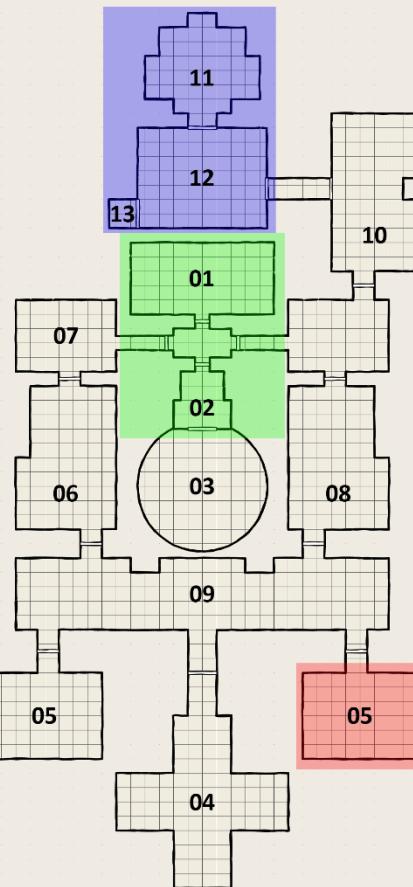
Story Element Locations

Rooms

- 01: Cryo Room
- 02: Armory
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- 07: Gym
- 08: Medbay
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Story Locations

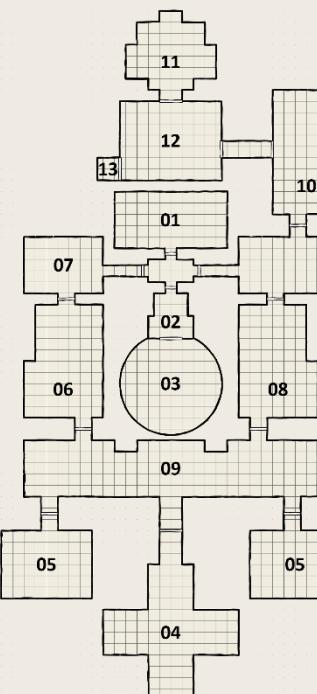
- 1: The first room is the Cryo room where the player wakes up. They receive an explanation from the AI which talks through everything that has happened up to them waking up, which then sets up the game and all the objectives that need to be achieved.
- 2: When the player gets to the Right Engine Room, they will get a green key card that unlocks the Med Bay which in turn allows the player to progress through the game.
- 3: Once the player has access to the boss fight, they will learn that the AI is evil and will have to balance fighting the boss in phases with other standard enemies spawning. Once complete the player can retrieve the AI's chip before throwing it out the airlock, located close by.



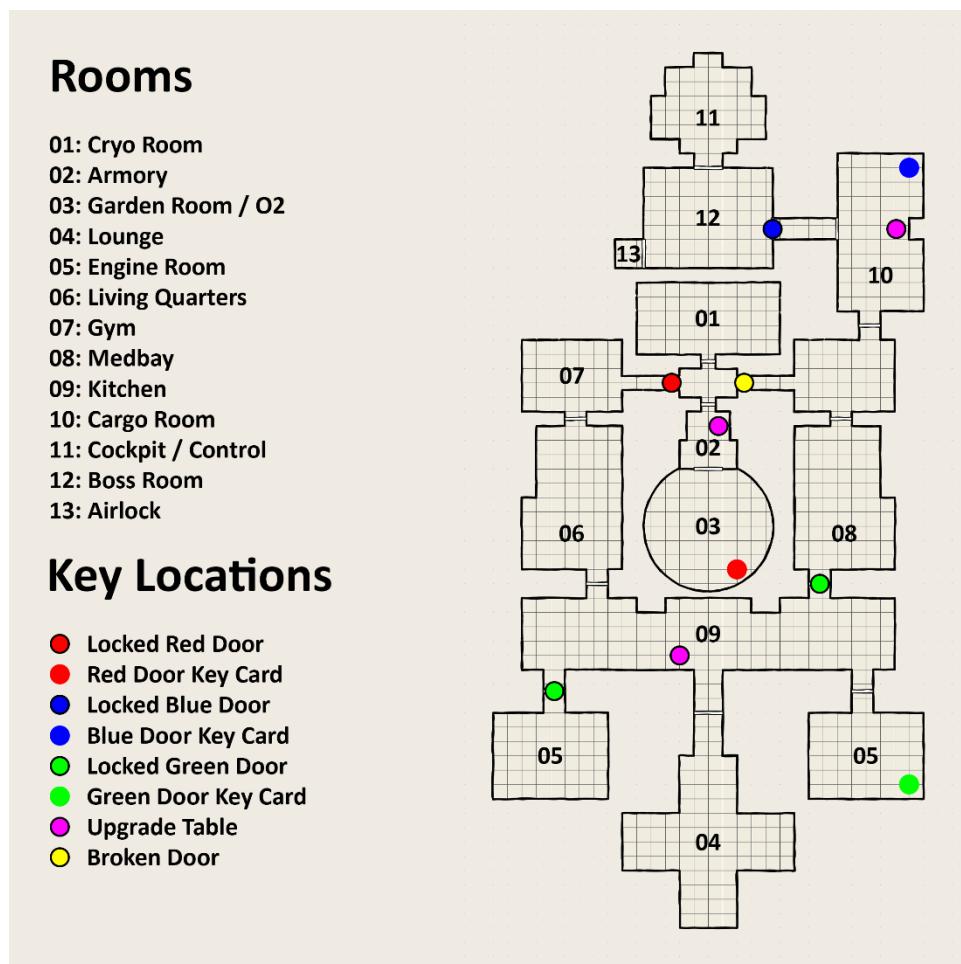
Room Locations

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
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Door Locations



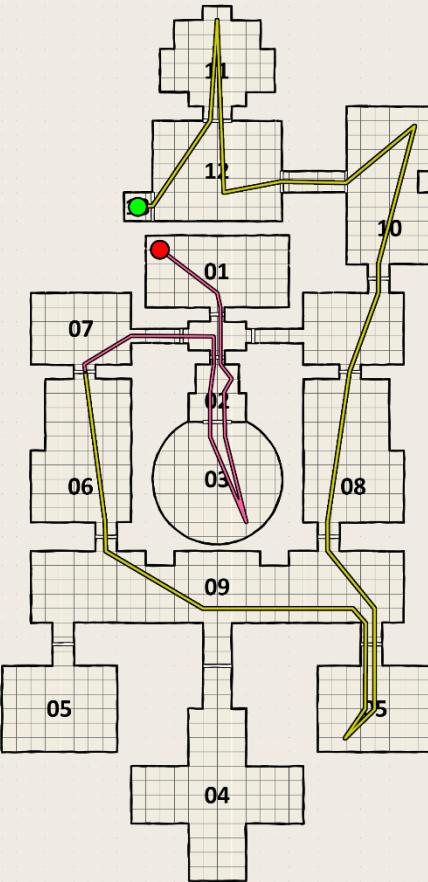
Start / End Locations with the Critical Path

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
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- 11: Cockpit / Control
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Critical Path

- Start
- End
- Tutorial
- Main Gameplay



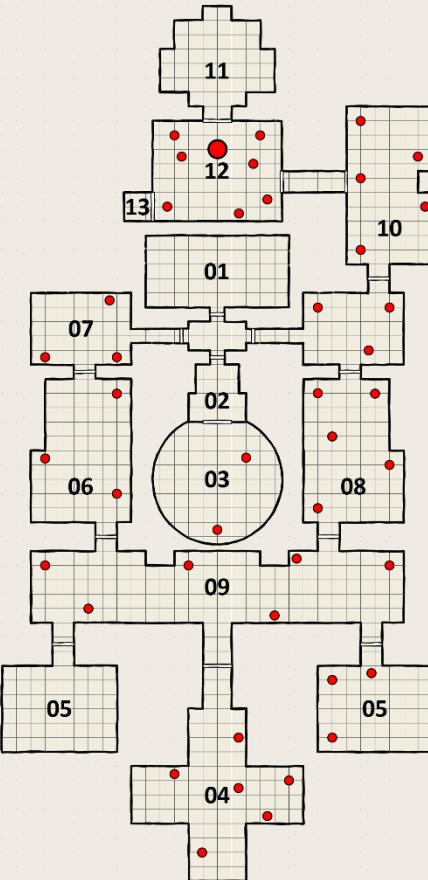
Enemy Locations

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
- 09: Kitchen
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Enemy Placement

● Enemies



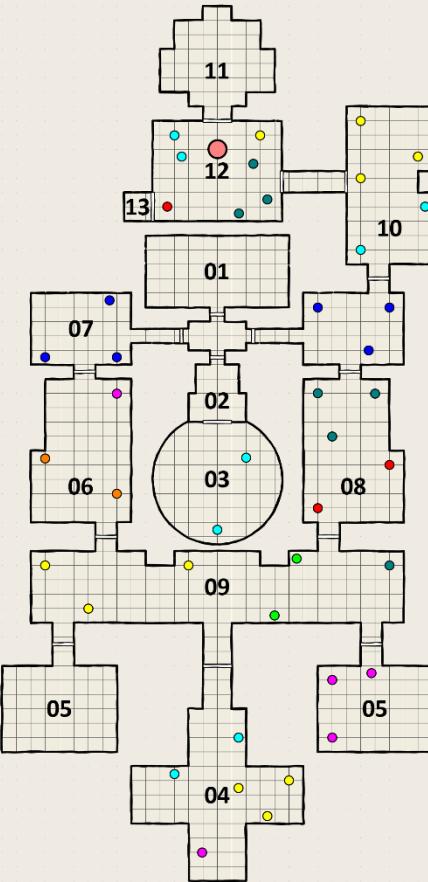
Enemy Placement with Types

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
- 09: Kitchen
- 10: Cargo Room
- 11: Cockpit / Control
- 12: Boss Room
- 13: Airlock

Enemy Placement

- Toaster
- Hoover
- Coffee Machine
- Fridge / Freezer
- Light
- Radio
- Washing Machine
- Weighing Scale
- AI Boss



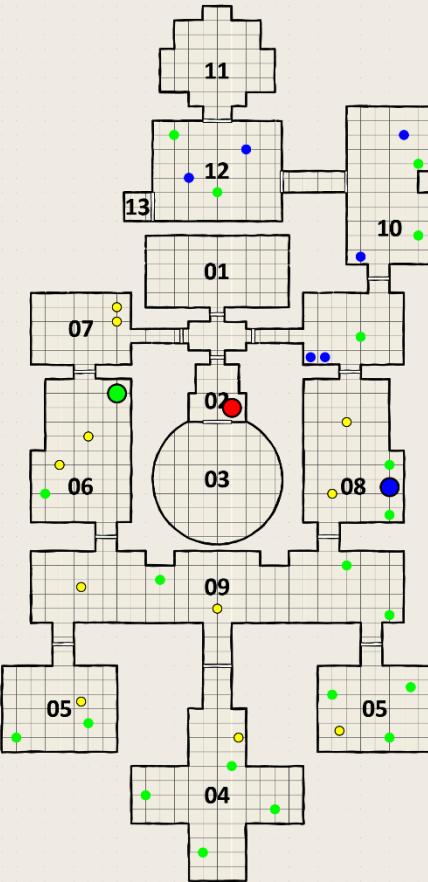
Pickup Locations with Weapon Locations

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
- 09: Kitchen
- 10: Cargo Room
- 11: Cockpit / Control
- 12: Boss Room
- 13: Airlock

Pickups

- Pistol
- Shotgun
- Shotgun Ammo
- Assault Rifle
- Assault Rifle Ammo
- Oxygen



Level Flow and Beat Map

Rooms

01: Cryo Room – Starting Room. The player is introduced to the game and their movement controls.

02: Armory – Once the player enters the armory, they will get their first weapon which will be a pistol pickup. They also learn about the upgrade system.

03: Garden Room – This room will replenish the players oxygen level. The player will also face some enemies in there. Whilst having to pick up the red key card.

04: Gym – There is a generator for the player to activate as they won't be able to leave the room until they have done so. There will also be standard level enemies to fight.

05: Living Quarters: There will be some enemies in there along with pickups for ammo and an assault rifle. There will also be a generator which the player will have to activate.

06: Kitchen: This is a long room which connects to other rooms as well. There will be multiple types of enemies the player will encounter along the way. There is also an upgrade table in here.

06A: Engine Room – Will contain an engine switch which the player will have to navigate through damaging smoke to activate. Generator activation stops the smoke.

06B: Engine Room – Will contain an engine switch which the player will have to navigate through damaging smoke and enemies to activate. Generator activation stops the smoke. Will also contain the green key card.

07: Lounge - This is a large room with a lot of enemies. It also contains a generator.

08: Medbay – This room contains some enemies and ammo drops whilst also containing the shotgun pickup.

09: Side Room – This is a smaller room with a selection of enemies.

10: Cargo Room – This is a large but tightly packed room which is full of enemies and will also include an upgrade table and blue key card.

11: Boss Room – Upon entering the boss room the player will have to defeat all lower and larger enemies before getting access to the cockpit.

12: Cockpit – Here the player will be able to install anti-virus into the ships computers, ejecting the evil AI chip.

13: Airlock – Once the player has the AI chip, they will need to traverse to the airlock in order to throw the chip out and end the game.

01	02	03	04	05	06	06A	06B	07	08	09	10	11	12	13
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Quest Design

How the quests will work

Start:

Cryo Room

- Player wakes up in the cryo room in a cryo chamber
- An Ai voice will explain what has happened whilst the player was asleep
- The player will then begin the main quest: **Getting to the cockpit/control room to give access to the Ai voice to turn off the appliances. As far as the player knows the Ai voice is trying to help them turn off all the appliances that have gained intelligence.**
- Player will begin to make their way to the armoury for the first time to get their weapon.
- As the player does this, they will need to keep an eye on their oxygen levels

Armoury Room:

- After the cryo room, the player will go to the armoury to get a weapon
- When the player goes to the **armoury for the first time** there will be a pistol weapon pickup.
- There will also be a upgrade station for the player to upgrade their weapons.
- The Player will need to pick up the pistol which will open the armoury door in to the O2 room.

O2 Room:

- This is the botanic room, where the player will automatically replenish their Oxygen levels due to the vast variety of natural plants.
- In this room the player will be able to find a red key card which is used to unlock doors in the game.

Gym

- The Gym will hold a generator which will need to be fixed to allow the doors to open.
- When fixing this generator enemies will spawn so protecting the generator is a must.

O2 Generators:

- Whilst the player is playing the level, their oxygen levels will begin to deplete.
- The player must **fix oxygen generators** to keep their oxygen levels up.

- If the player is out of oxygen, then the **players health will begin to reduce, and their will go blury**.
- The player must **interact with the oxygen generators** and begin fixing them.
- As they do this, waves of enemies will begin to spawn.
- The players must defend the generators until they have finished fixing.
- Once fixed, an **amount of oxygen** will be given to the player and the **rate of oxygen depleting will decrease**.
- There will be generators scattered around the map which the player will need to find and fix.

Engine Room Task

- When the player goes to **the armoury for the first time**, the AI voice will explain that they must restart both engines to get things back to normal.
- They must restart the engine. There are two engine rooms.
- In each engine room, the player will need to navigate through a labyrinth type maze and avoid environment hazards.
- In the engine room the player will find a switch to restart the engine which will turn off all the hazards in the room.
- The Green key card will be in the right hand-side engine room, this is used to open the doors near this area.

Lounge Room:

- The player will need to go to the lounge to **get the key card** so they can unlock the doors for the cockpit/control room.
- In there will also be a lot of enemies the player can eliminate

Boss Room:

- When the player arrives at the boss room, **they will need to fight the boss**.
- The player will need to **watch out for the heated pads**.
- After the boss has been defeated the player can enter the control room.

Cockpit/Control Room:

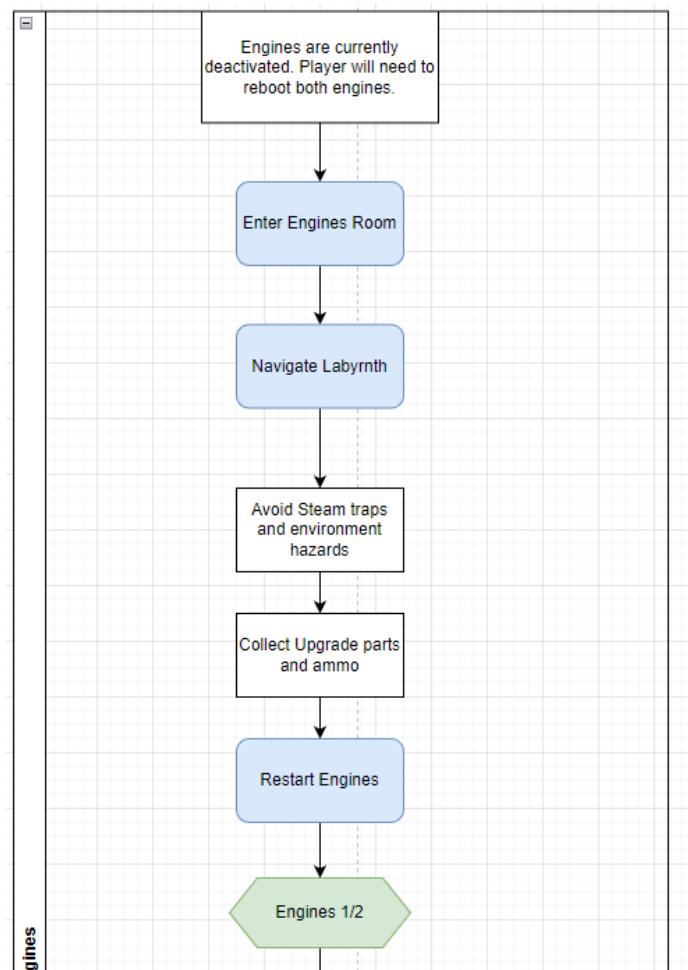
- To access the cockpit/control room the player will need to defeat the AI boss
- After so the player will enter the room and install an anti-virus into the system.
- This will also lead to the AI chip popping out
- From here the player can collect the AI Chip

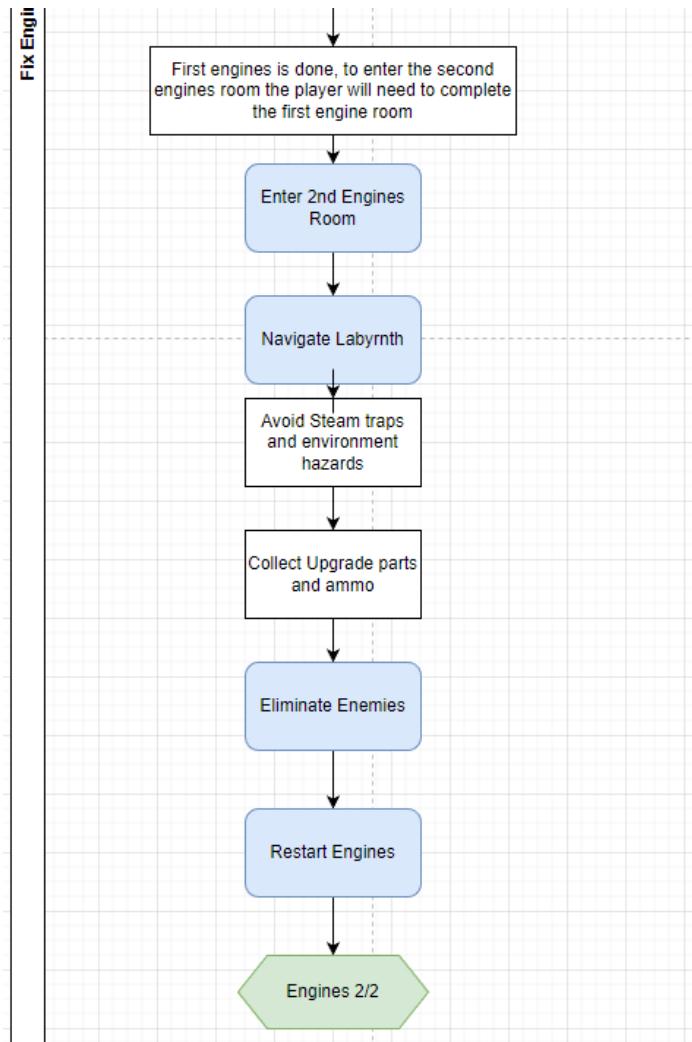
Air Lock:

- The player must enter **the air lock and throw the chip out**.
- A **cut scene will play** showing the chip being thrown out.
- End credits will play.

End

Restart Engine





Start Generators for O2

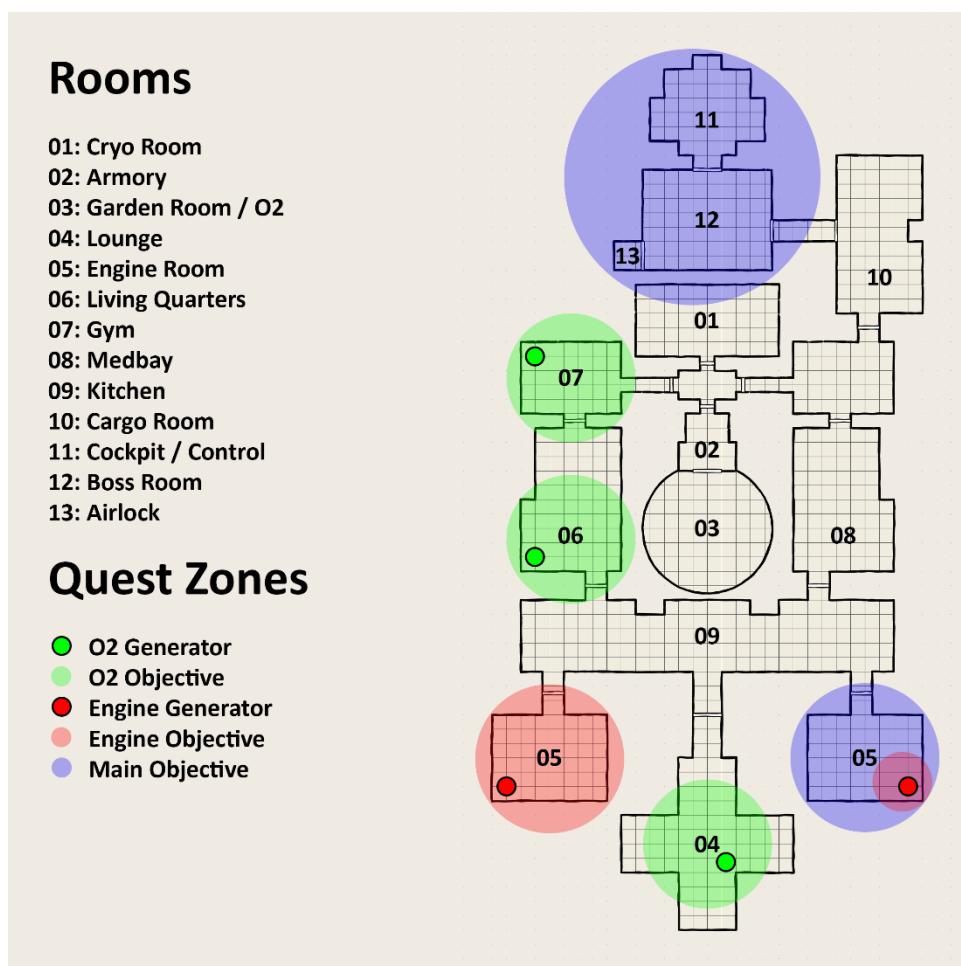


**Press E to switch
Engine Generator On**

**Damaging Steam Inside
The Engine Room
Will Turn Off**

When the player interacts with the engine, the damaging steam will be turned off allowing the player to leave the engine room without taking damage from the steam. The player can either interact with the engine first so that they can explore the engine room first or explore engine room first and then carefully traverse the environment.

Quest Zones

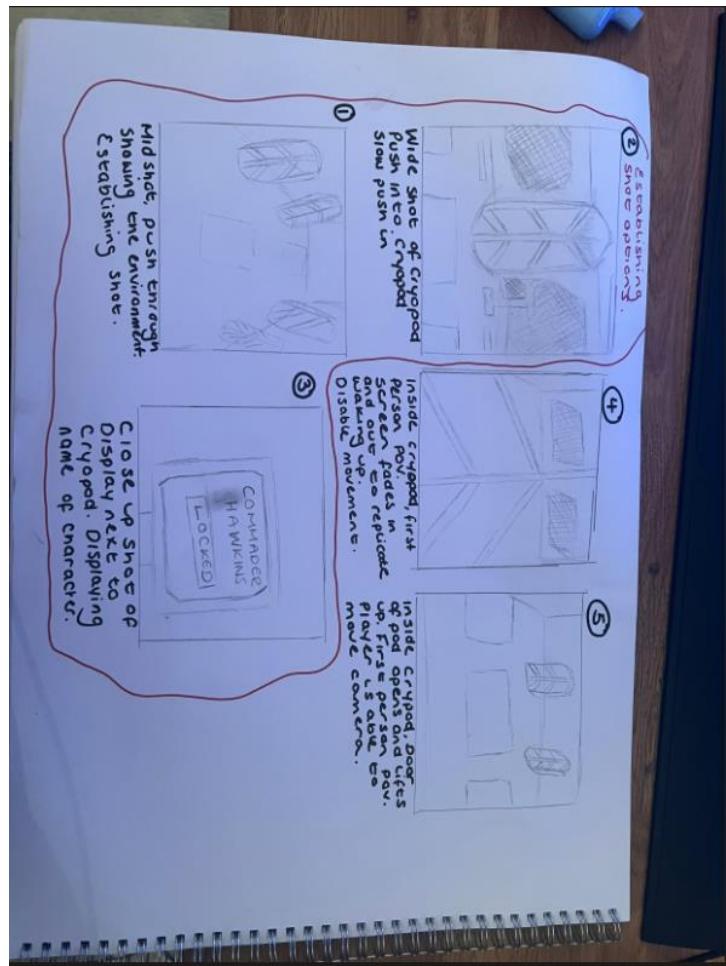


Scripted Sequence documentation:

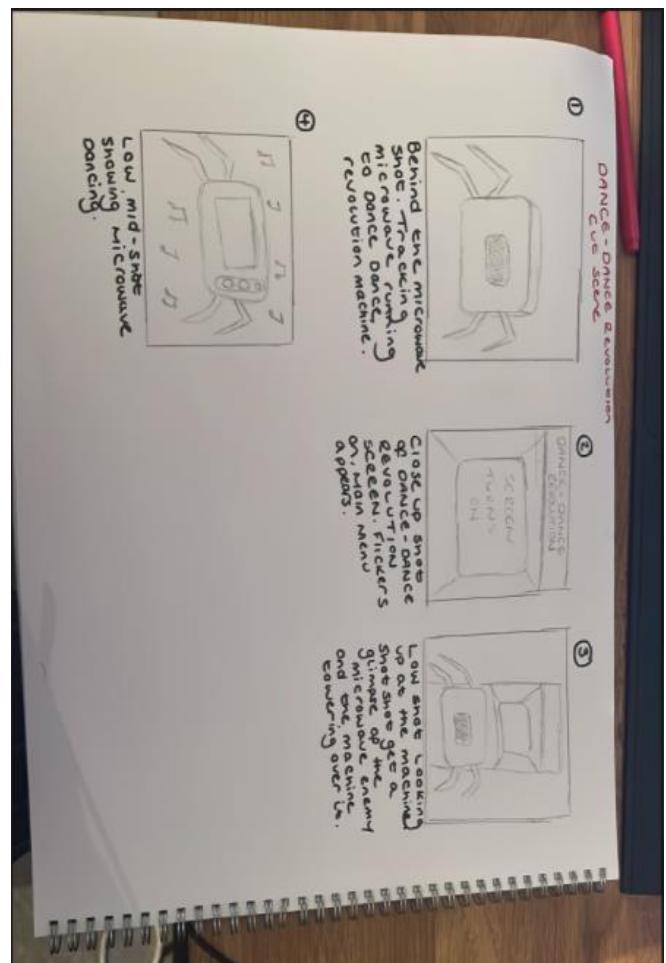
- Camera Shots and Timing

Storyboard when player wakes up at the beginning of the level with the player waking up from cryo sleep.

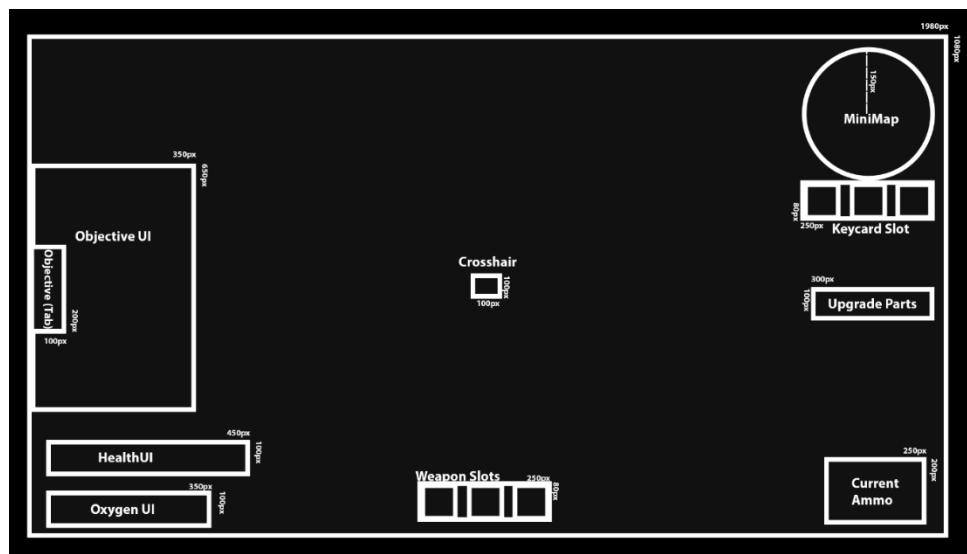
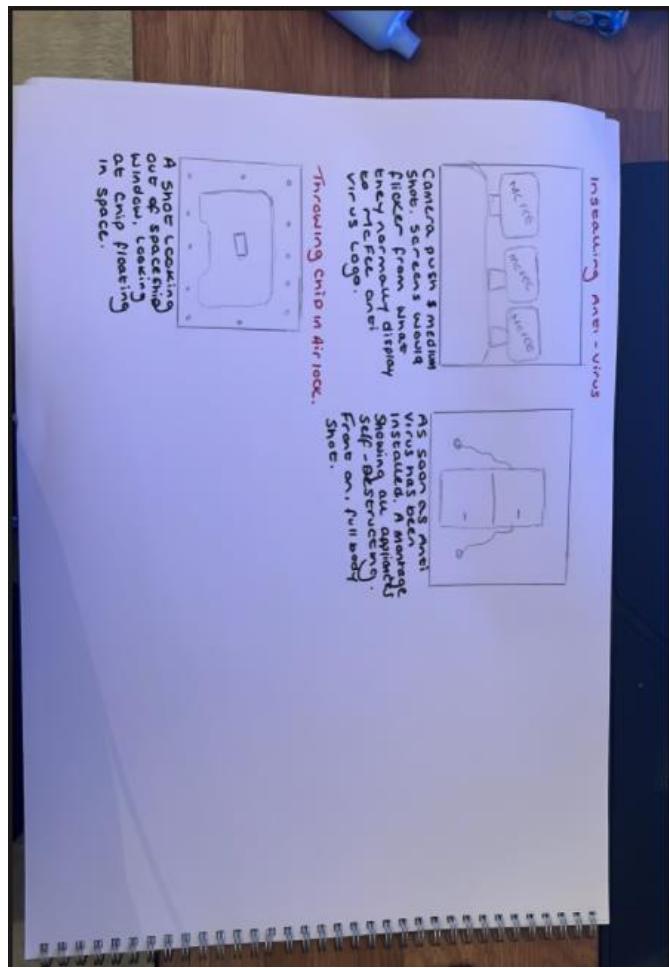
Starting Cut Scene:

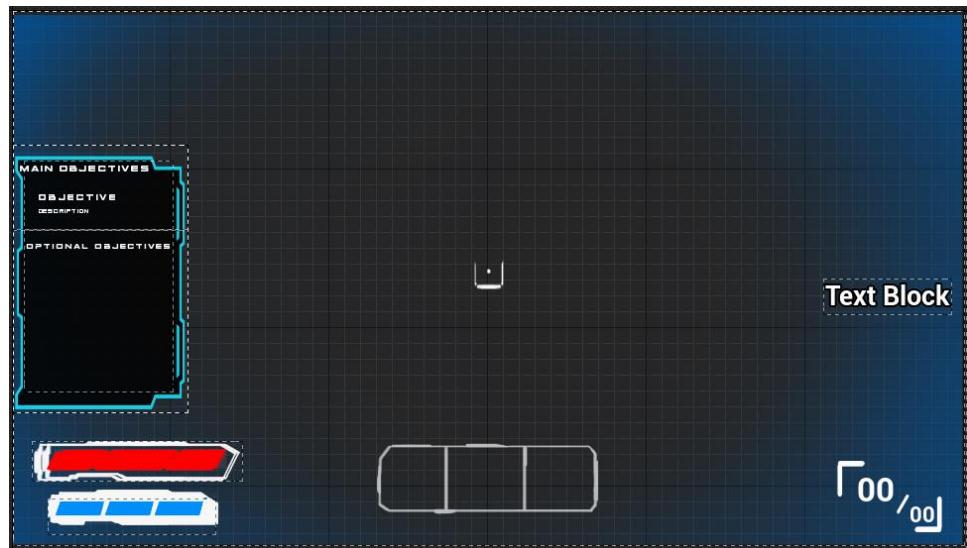


Dance Dance Revolution Cut Scene:



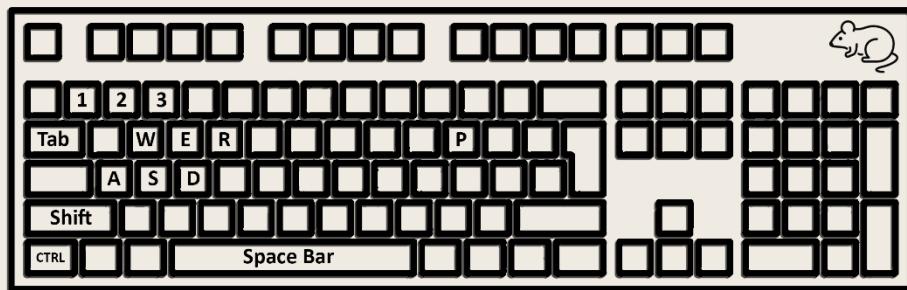
McFee Antivirus and Air Lock End Cut Scene:



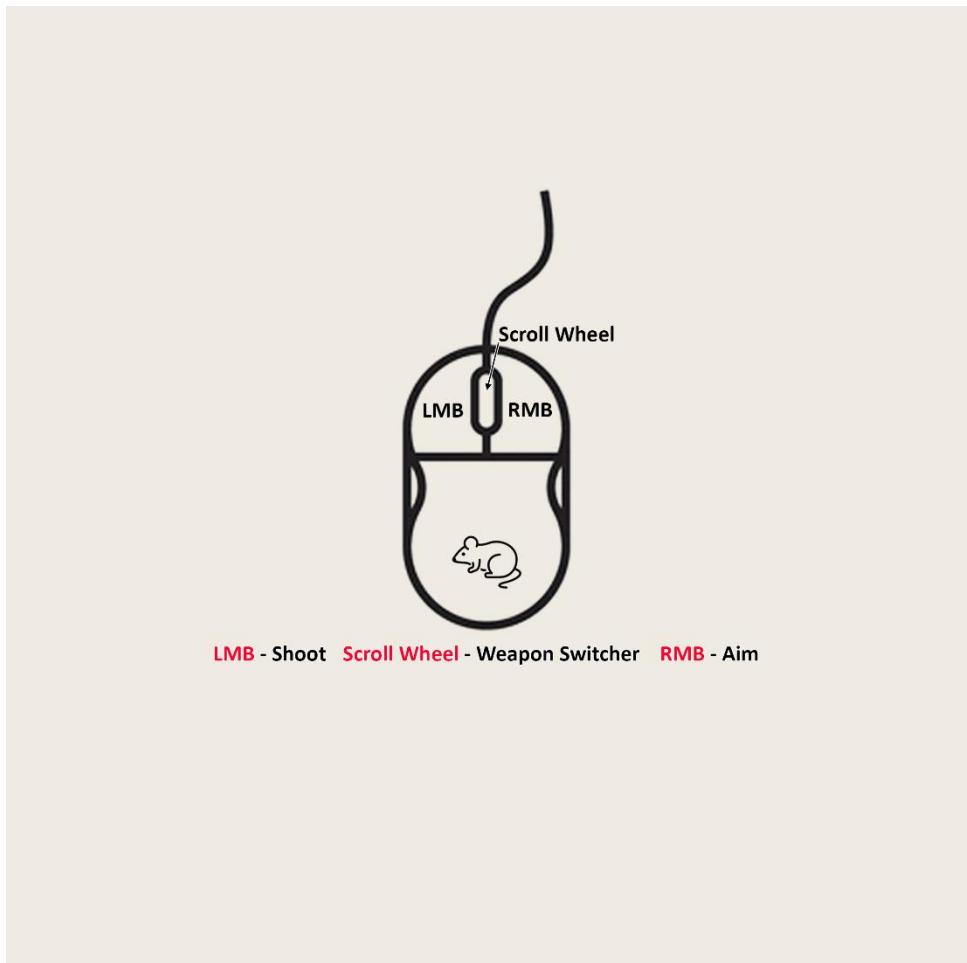


Player Characters, Controls and Abilities

- Player Controls and Map



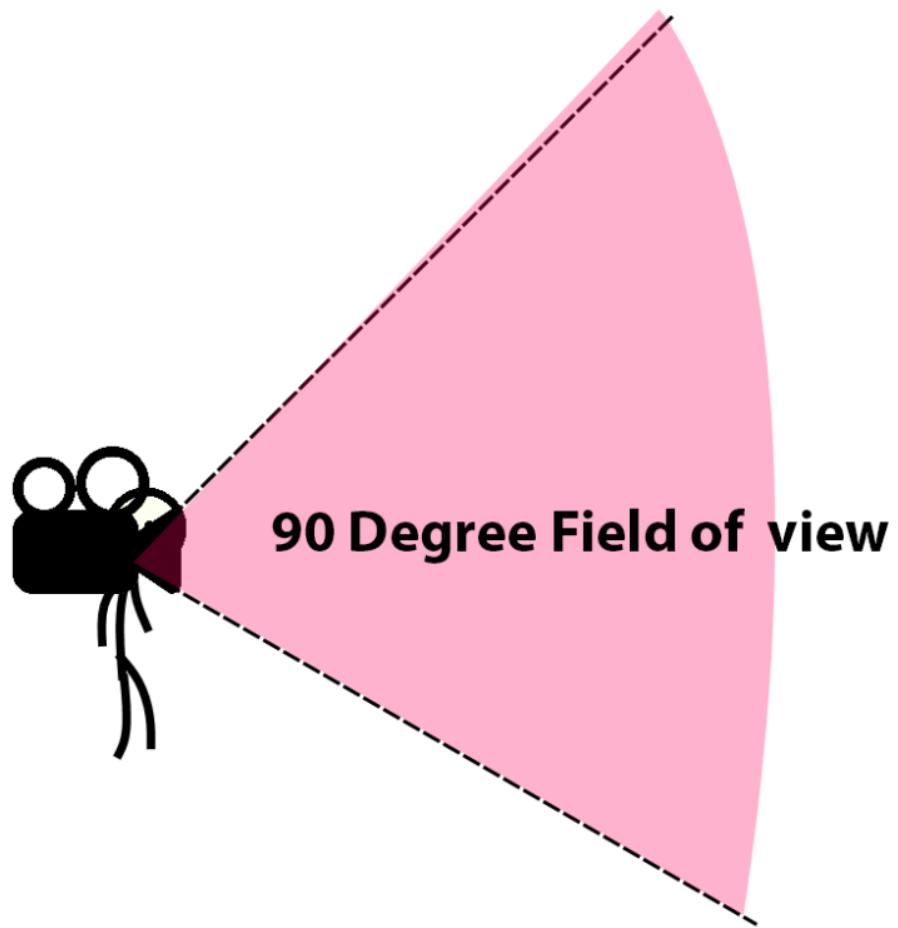
1 - 2 - 3 - Weapon Switch W - A - S - D - Movement Space Bar - Jump Tab - Objectives
Shift - Sprint CTRL - Crouch E - Interact R - Reload P - Pause



LMB - Shoot Scroll Wheel - Weapon Switcher RMB - Aim

- Player Camera

1st person camera which will follow the players' POV. Players should be able to see their forearms with a weapon in hand. This is like first person shooters like Call of Duty, Doom and Destiny.

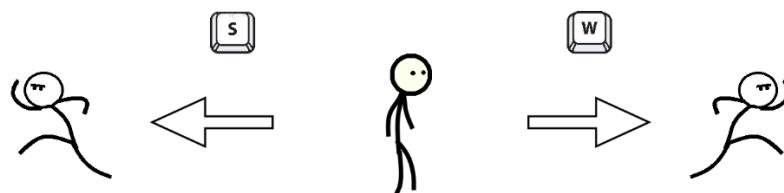


- Character/s background

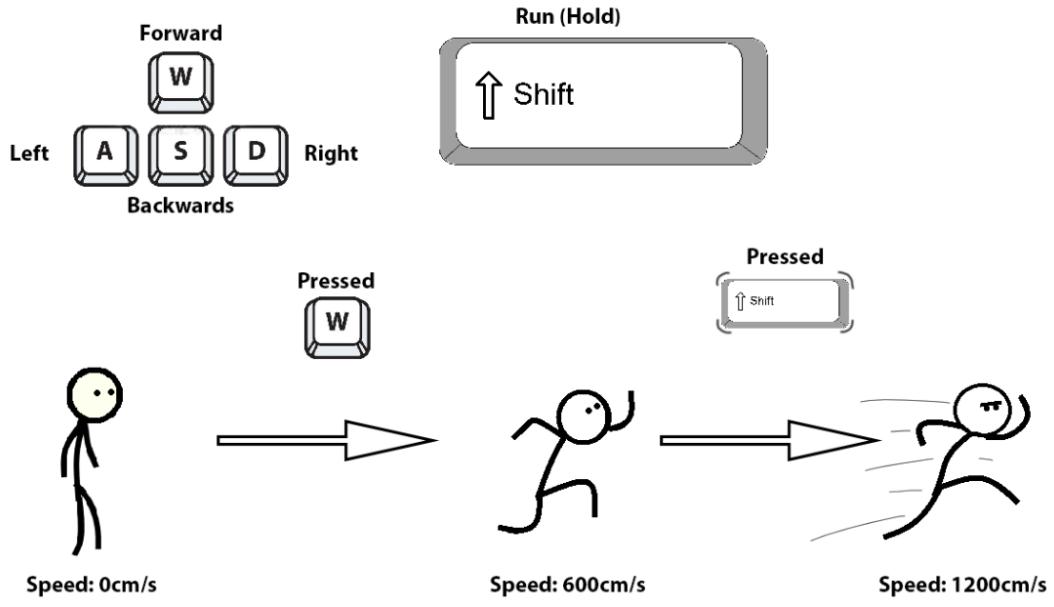
Hawkins, the main protagonist is a former Marine who is a natural gun handler. His years of experience allows him to be a professional when handling a weapon. He has been sent on a research mission to Nibtonia. Hawkins is athletic and strong yet very ambitious.

- Character/s Mechanics

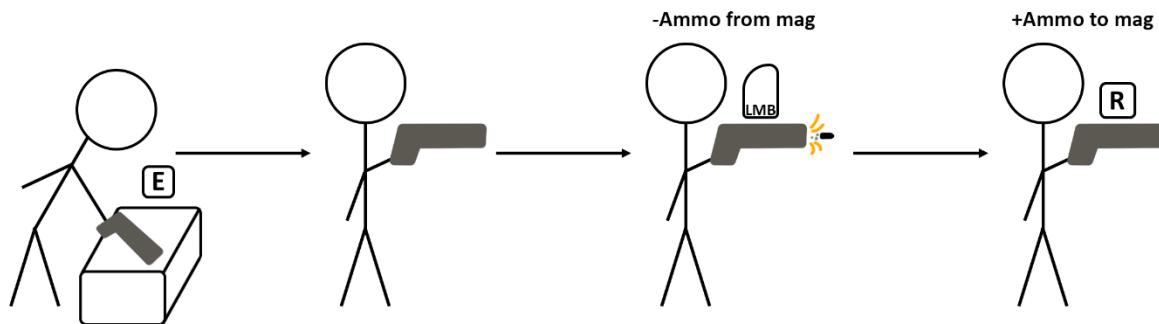
Walking



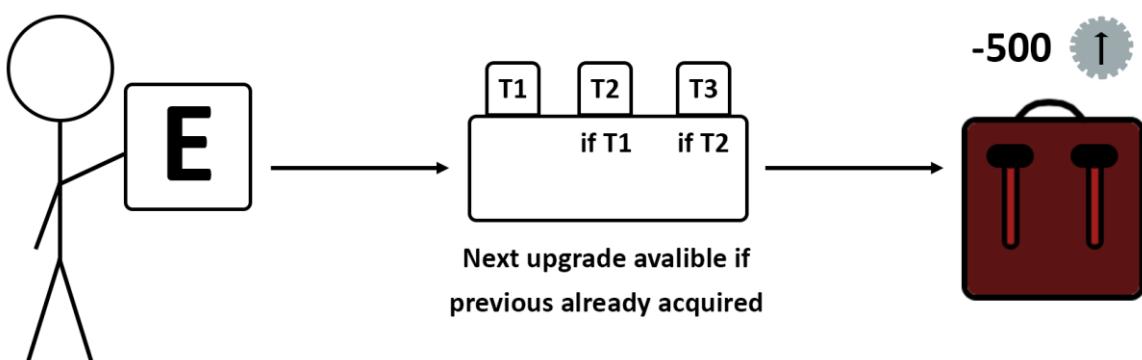
Run



Shooting

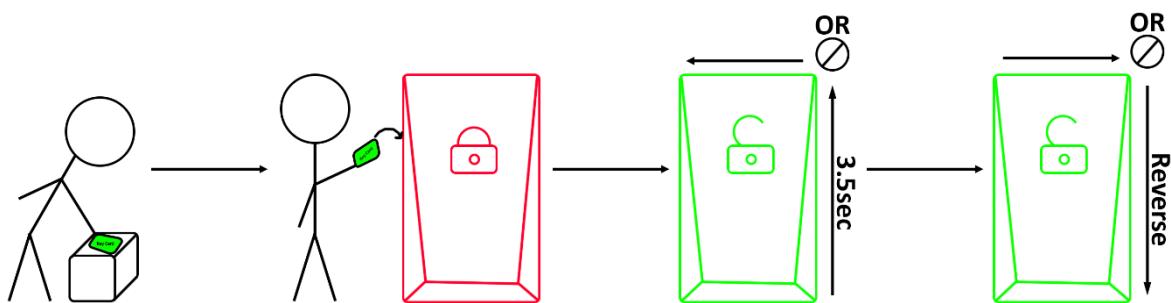
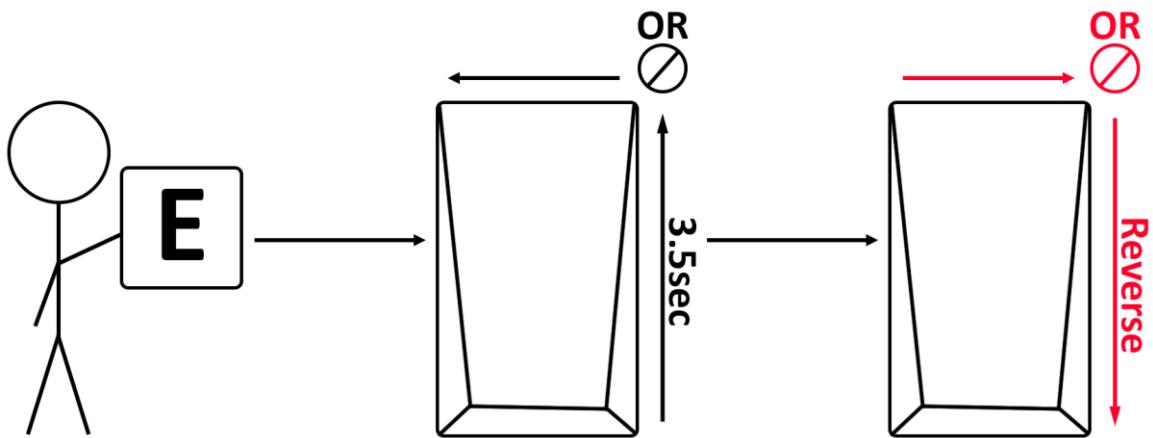


Upgrading weapons

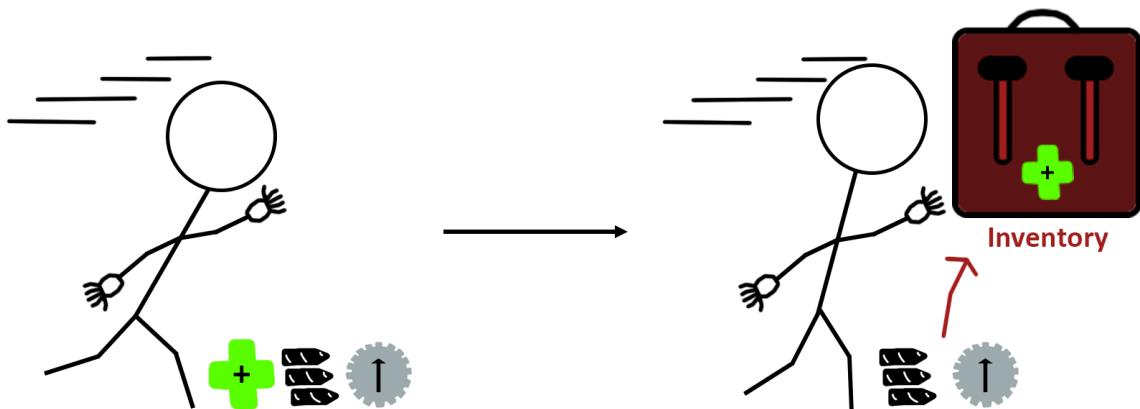


The player presses E to interact with the upgrade table. A UI to upgrade your weapons appears on screen allowing you to choose what to upgrade. Clicking on an upgrade removes a set amount of upgrade parts from your inventory.

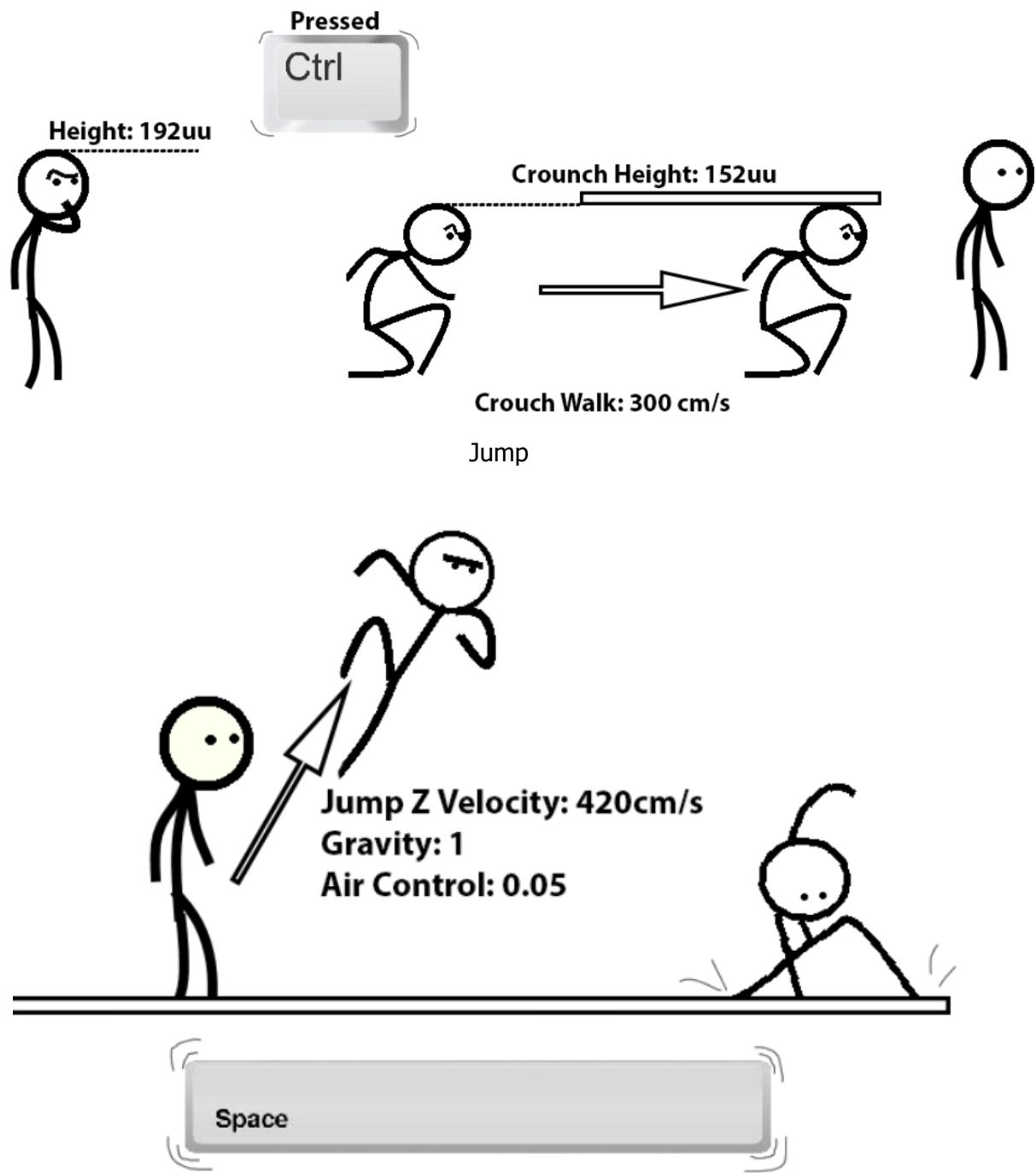
Interacting with environment (E to Interact)



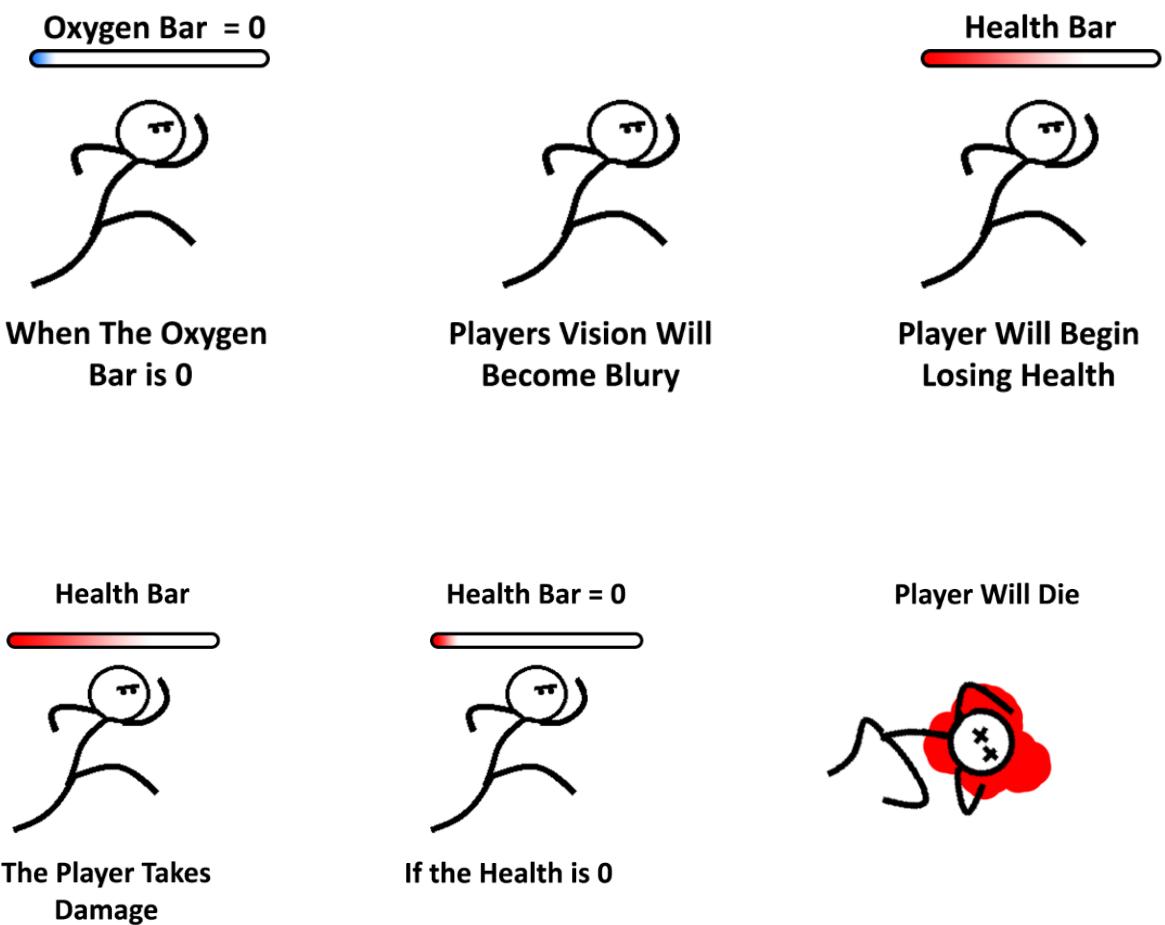
Picking up pickups (Run over to pick up)



Crouch Mechanics



- Character/s statistics
Starts with 100 Health but their oxygen will be decreased from the start of the game. It will be up to the player to restore oxygen generators to provide themselves with oxygen.

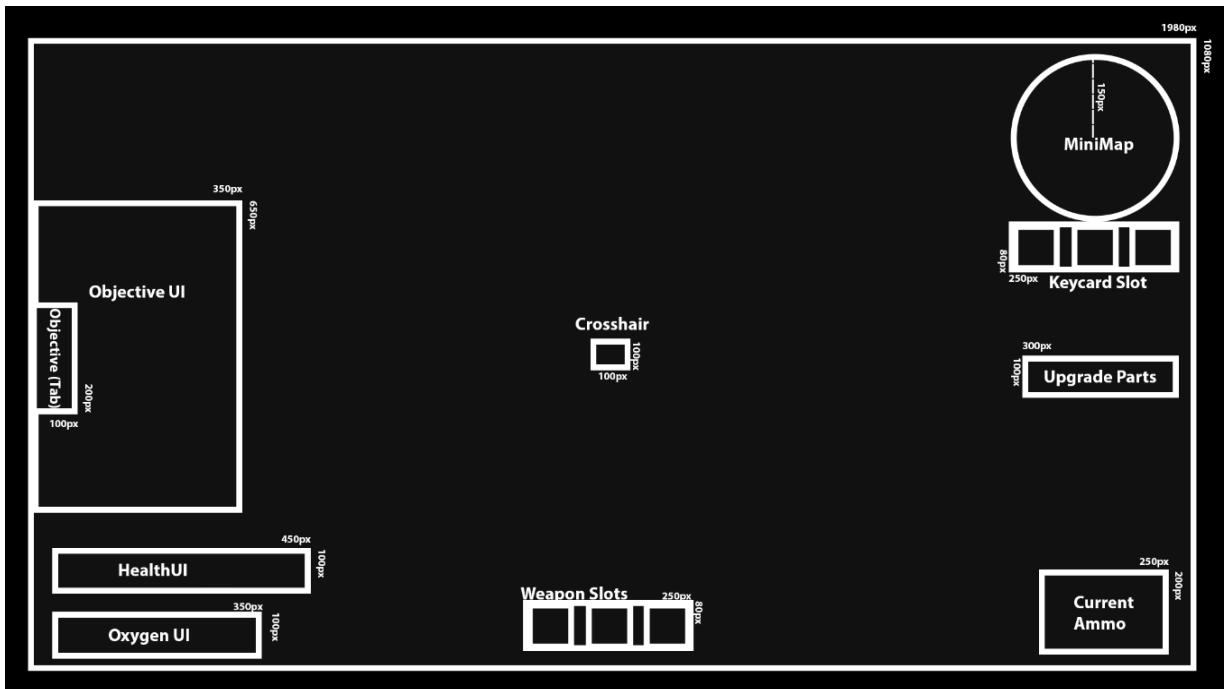


- Character/s Weapon Loadout

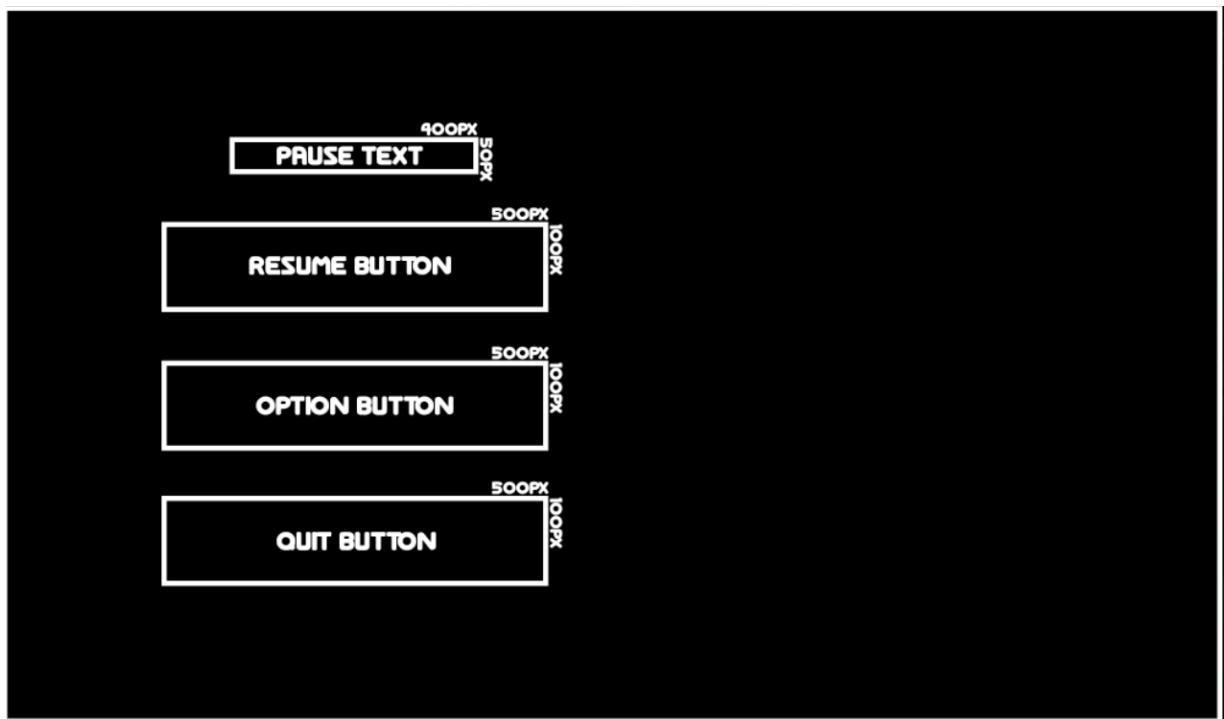
The player will begin with no weapons forcing them to run away from the enemies in the beginning sections. They will then pick up weapons as they traverse through the level.

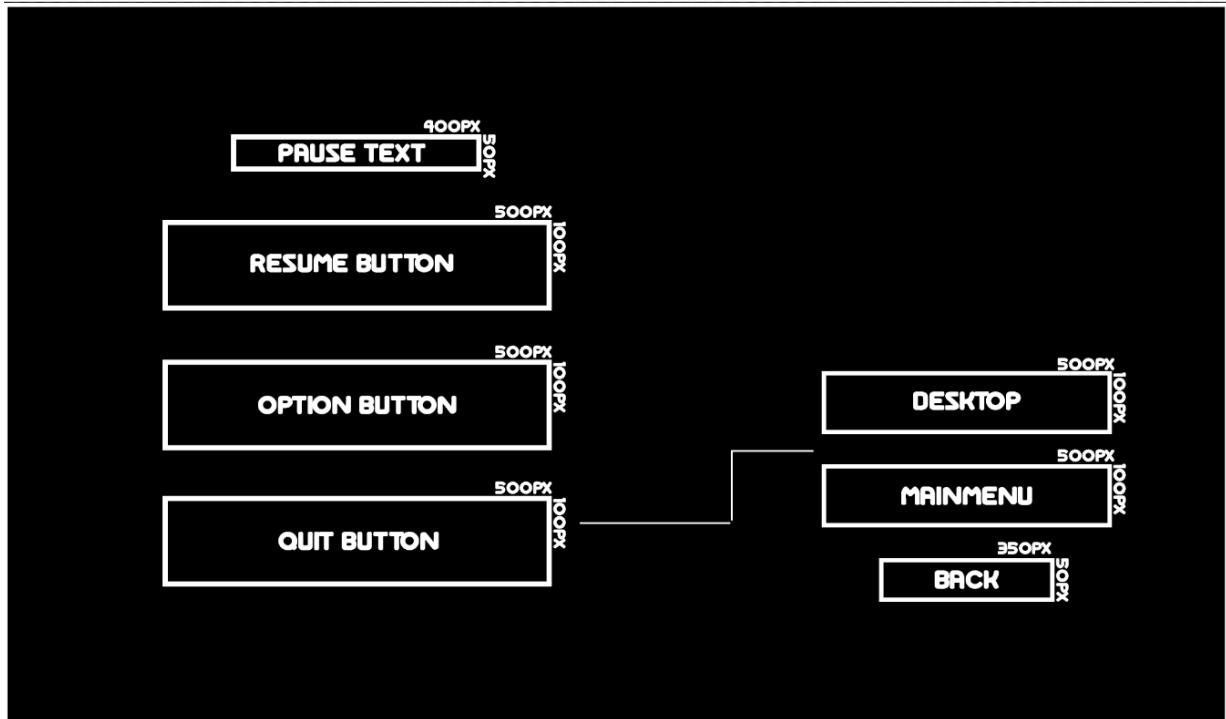
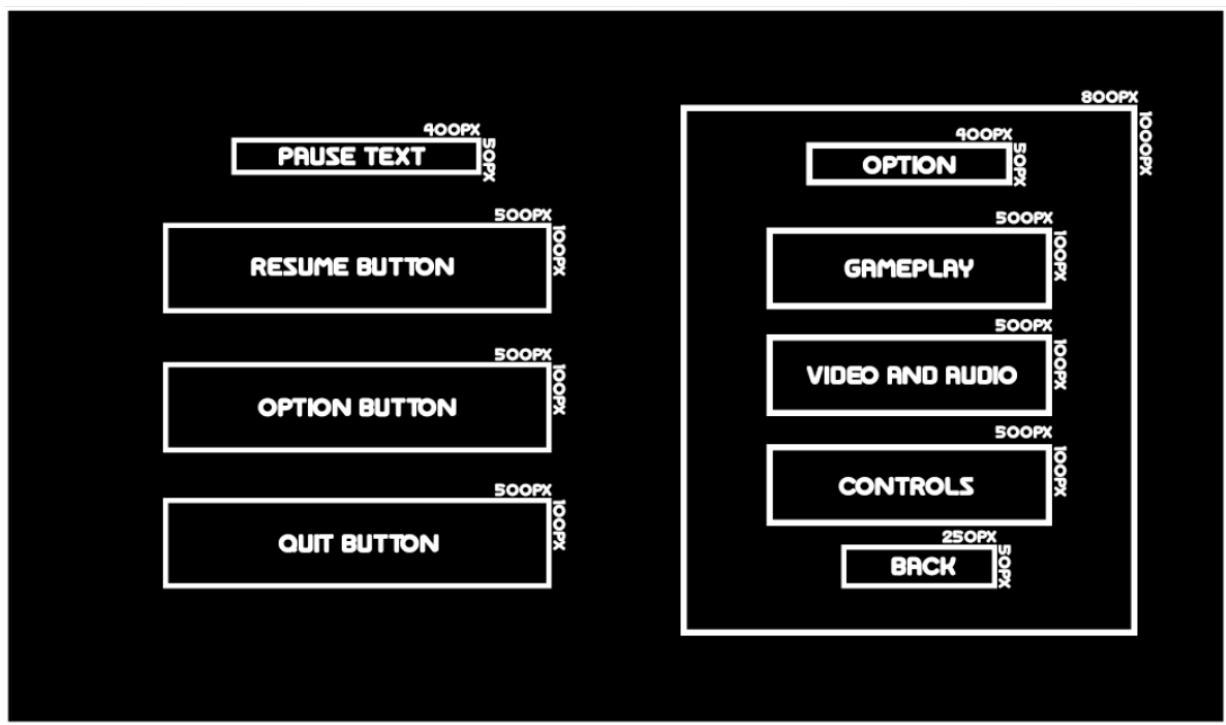
UI

HUD



Pause





Weapons and Pickups

Oxygen Pickup



Health Pickup



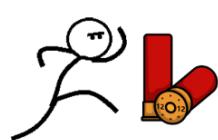
Ammo

Shotgun Ammo

Player Finds Ammo Pickup



Player Walks Over Pickup



Ammo is Added



+5 Shells

Assault Rifle Ammo

Player Finds Ammo Pickup



Player Walks Over Pickup



Ammo is Added



+30 Bullets

Upgrade Parts Pickup

Player Finds Upgrade Parts



Player Walks Over Pickup



Upgrade Parts Are Added



+3 Parts

Weapon - Pistol

Base Weapon Stats

- Single Fire weapon (One bullet at a time)
- Fire Rate - Slow
- Bullet Drop - None
- Requires Pistol Ammo
- 15 Bullets in one Magazine
- Range: 20 Metres
- Amount of Bullets Per enemies:
 - Small enemies - 3 Bullets
 - Medium Enemies - 5 Bullets
 - Large Enemies - 7 Bullets



Weapon - Shotgun

Base Weapon Stats

- Single Fire Weapon (One Shell at a time)
- Fire rate - Fast (Pump Shotgun Speed)
- Bullet Drop - None
- Requires Shotgun Shells
- 5 Shells in the shotgun before reloading
- Range - 7 Metres
- Amount of Shells Per Enemies:
 - Small Enemies - 2 Shells
 - Medium Enemies - 3 Shells
 - Large Enemies - 4 Shells



Weapon - Assault Rifle

Base Weapon Stats

- Rapid Fire (Multiple shots)
- Fire rate - Fast (Automatic Rifle Speed)
- Bullet Drop - None
- Requires Assault Rifle Ammo
- 30 Bullets in a magazine
- Range - 25 metres
- Amount of Bullets Per Enemies:
 - Small Enemies: 4 Bullets
 - Medium Enemies: 6 bullets
 - Large Enemies: 10 Bullets



Game Conditions

- How do you win?

The main objective is to find and beat the main boss who is trying to take over the ship. The boss will have multiple phases so the player must defeat each phase in order to defeat the boss.

- How do you lose?

The player is playing against the clock. If the player runs out of time that means that the enemy AI has taken over the ship and has gained control of the ship.

- Can you die?

There are two ways that the player can die. The player can die from taking too much damage and the player can die from running out of oxygen.

Rewards and Progress

- Achievements based on player type such as collector, explorer, killer.

Explorer

This would be for the player that explore all areas of the map, as currently to finish the game the player does not have to go into every room, however going into every room and clearing them would be for the Explorer type player

Collector

This would be for the player that decided to collect every pickup and collectables. Not all pick-ups are required to finish the game, apart from some keycards, therefore the player that goes everywhere and decides to collect every collectible would be given to the collector.

Killer

Killer would be the player that shows no mercy to the enemies and eliminates all of them. There are enemies which wouldn't be in the critical path of the player. However, if the player goes out of their way to eliminate enemies, they would be rewarded with the killer.

- Upgrades such as character / weapon enhancements / unlocks.

Upgraded Weapon Stats

- Weapons Stats will stay the same apart from the following stats:

Pistol Upgrades: All upgrades can be done 5 times

Upgrades will happen in increments: - Upgrade 1: 4 Parts - Upgrade 2: 6 Parts - Upgrade 3: 8 Parts - Upgrade 4: 10 Parts - Upgrade 5: 15 Parts	Upgradeable Stats: - Damage Upgrade - Clip Size Upgrade - Accuracy Upgrade
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STATS ARE SUBJECTED TO CHANGE DURING TESTING

Weapon Upgrades Stats

- Weapons Stats will stay the same apart from the following stats:

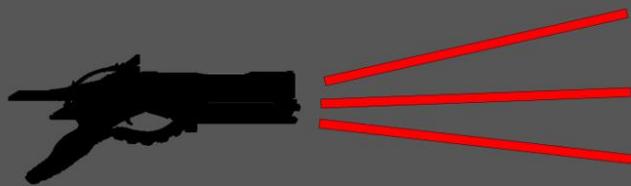
Shotgun Upgrades: All upgrades can be done 5 times

Upgrades will happen in increments:

- Upgrade 1: 4 Parts
- Upgrade 2: 6 Parts
- Upgrade 3: 8 Parts
- Upgrade 4: 10 Parts
- Upgrade 5: 15 Parts

Upgradeable Stats:

- Damage Upgrade
- Clip Size Upgrade
- Ammo Capacity Upgrade
- Accuracy Upgrade



STATS ARE SUBJECTED TO CHANGE

Upgrade Weapon Stats

Weapons Stats will stay the same apart from the following stats:

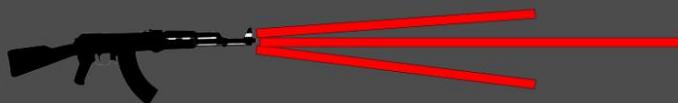
Assault Rifle Upgrades: All upgrades can be done 5 times

Upgrades will happen in increments:

- Upgrade 1: 4 Parts
- Upgrade 2: 6 Parts
- Upgrade 3: 8 Parts
- Upgrade 4: 10 Parts
- Upgrade 5: 15 Parts

Upgradeable Stats:

- Damage Upgrade
- Fire Rate Upgrade
- Clip Size Upgrade
- Ammo Capacity Upgrade
- Accuracy Upgarde



STATS ARE SUBJECTED TO CHANGE DURING TESTING

- Key Drops / Usage

Enemy Drops:

Always drops upgrade parts

Sometimes:

Ammo Pickup – Gains ammo to weapon

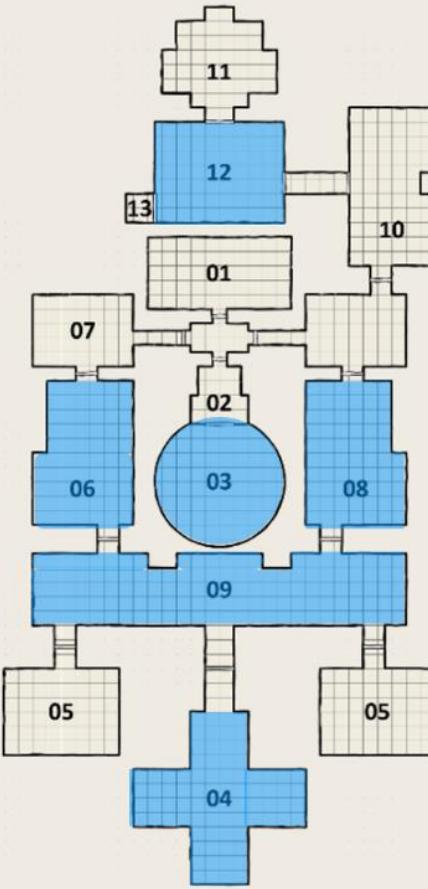
Health Pickup – Regains players health

Oxygen Pickup – Regains some of players oxygen levels

- Choke Points

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
- 09: Kitchen
- 10: Cargo Room
- 11: Cockpit / Control
- 12: Boss Room
- 13: Airlock

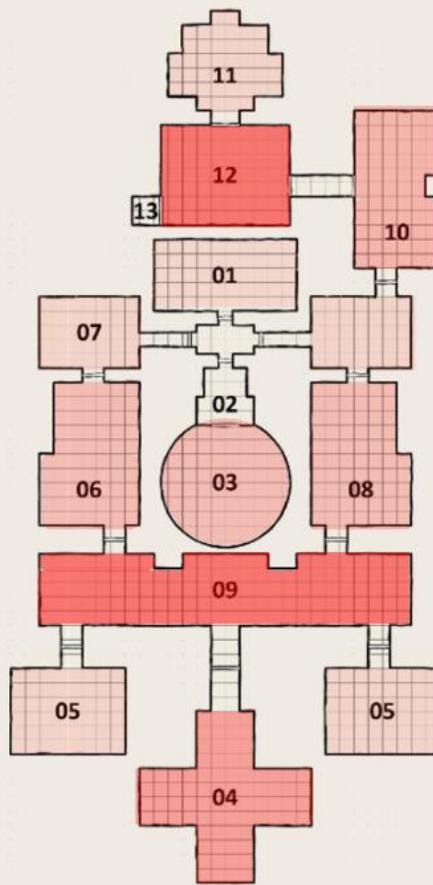


- Enemy Density

Rooms

- 01: Cryo Room
- 02: Armory
- 03: Garden Room / O2
- 04: Lounge
- 05: Engine Room
- 06: Living Quarters
- 07: Gym
- 08: Medbay
- 09: Kitchen
- 10: Cargo Room
- 11: Cockpit / Control
- 12: Boss Room
- 13: Airlock

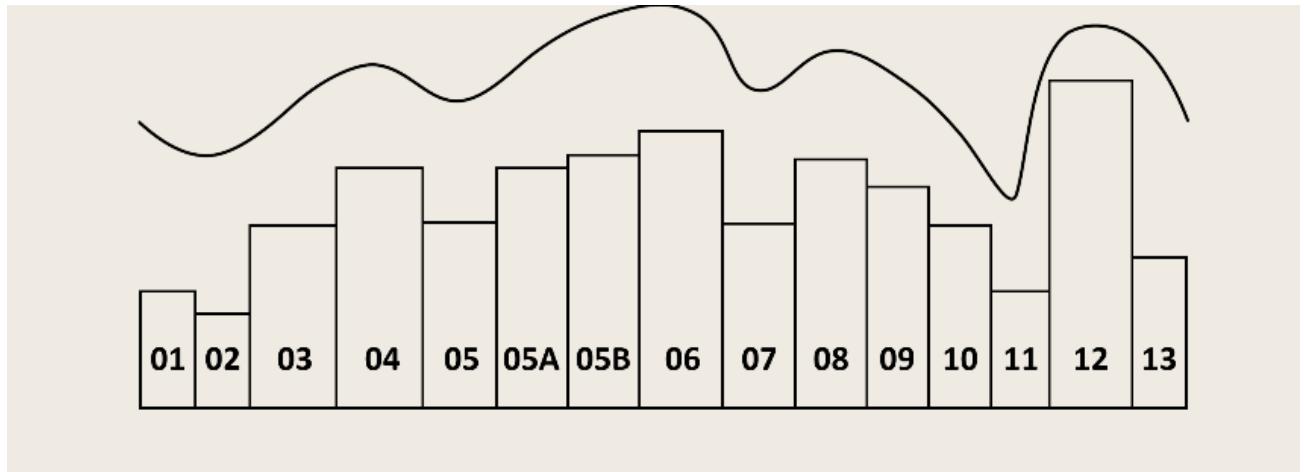
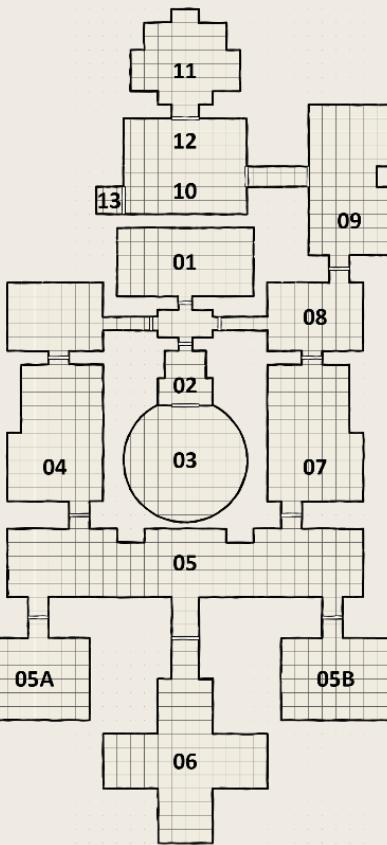
Density Scale



- Level Pacing with use of environment, enemies and pickups

Rooms

- 01: Cryo Room - Starting Room. The player is introduced to the game and is chased from this section by a toaster.
- 02: Armory - Once the player is chased into the armoury they will get their first weapon which will be a pistol pickup.
- 03: Garden Room / O2 - This room will replenish the players oxygen level. The player will also face some enemies in there.
- 04: Living Quarters - There will be some enemies in there along with pickups for ammo. There will also be a generator which the player will have to activate.
- 05: Kitchen - This is a long room which connects to other rooms as well. There will be multiple types of enemies the player will encounter along the way.
- 05A - Will contain enemies along with a side objective of getting the engines running. This task upon start will spawn even more enemies into the game.
- 05B - Will be the same as the previous room except it will also contain an assault rifle pickup.
- 06: Lounge - This is a large room with a lot of enemies and the key card pickup.
- 07: Medbay - This room contains some enemies and ammo drops.
- 08: Side Room - This room has more enemies and another generator which will activate another wave of enemies once initiated.
- 09: Cargo Room - This is a large but tightly packed room which is full of enemies and will also include a shotgun pickup.
- 10: Boss Room - The Boss will not be activated the first time they enter the room, instead there will be some lower level enemies to deal with.
- 11: Cockpit / Control - There are no enemies in this room, as the room is designed to be story focused. This is where the AI gains complete control of the ship.
- 12: Boss Room - The player will once again enter the boss room, except this time there is a boss that will have been activated upon the AI gaining need to traverse to the Airlock and place the chip complete access. The player will have to defeat the boss in phases that increase in difficulty. The player will also have to locate the AI Chip.
- 13: Airlock - Once the player has the chip, they will need to traverse to the Airlock and place the chip inside which will send it into space and end the game.



Enemy Design

Toaster:

Toaster

Health: 100hp

Speed: 350cm/s

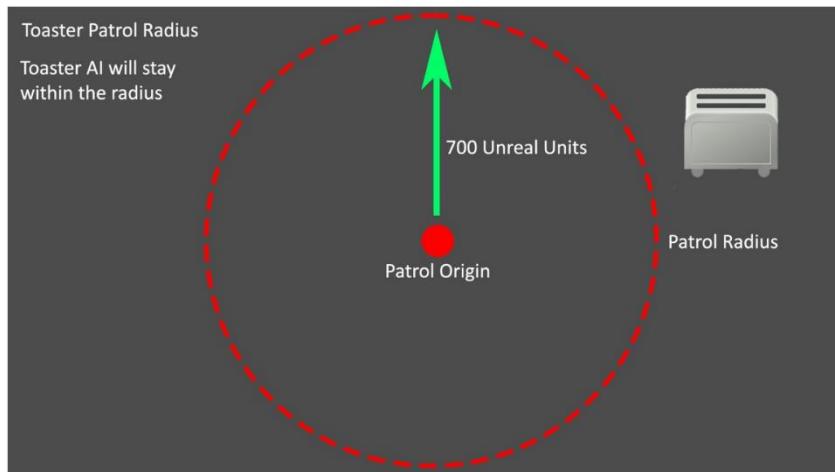
Damage Dealt: -15hp

Patrol Radius: 700Unreal Units

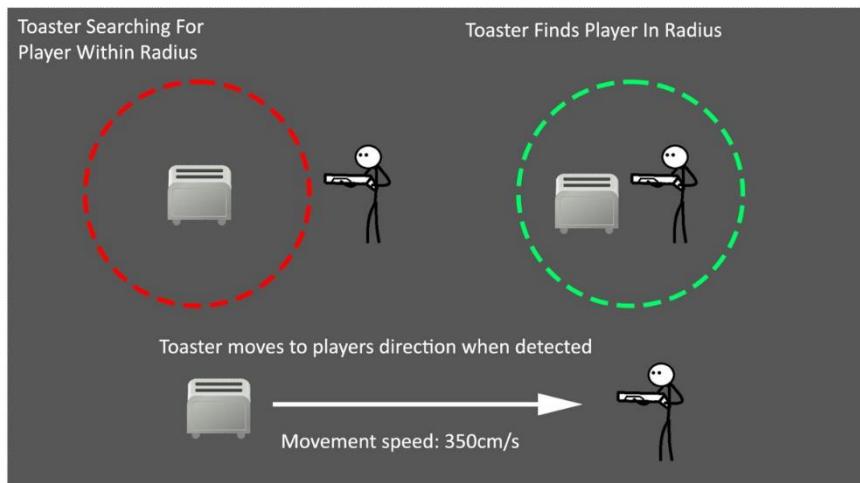
Stays stationary until the player is within the radius.
If the player is within the radius, the Toaster
will start moving towards the player attempting
to deal damage with projectiles. If the player
steps out of the radius, the Toaster will stay
at the players last known location within the radius.



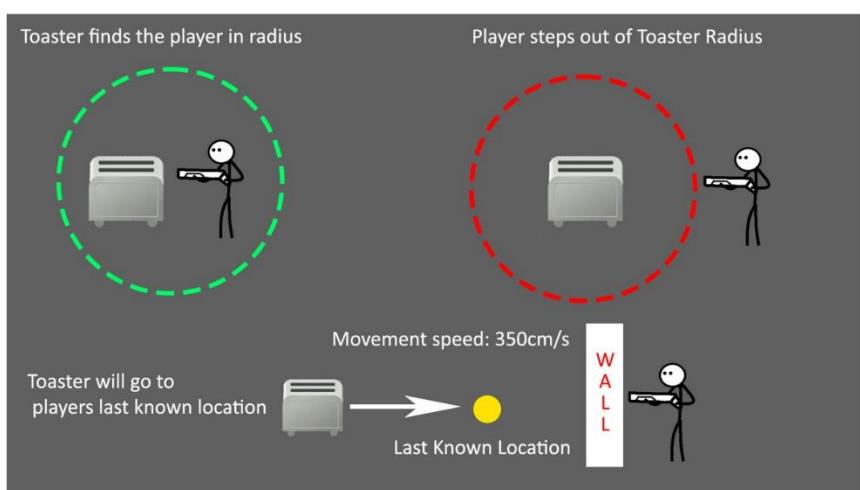
Toaster – Patrol Radius



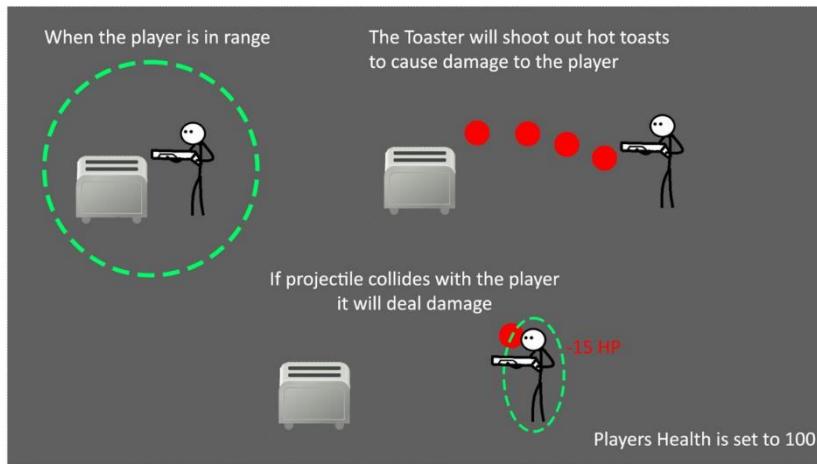
Toaster – Player Detection



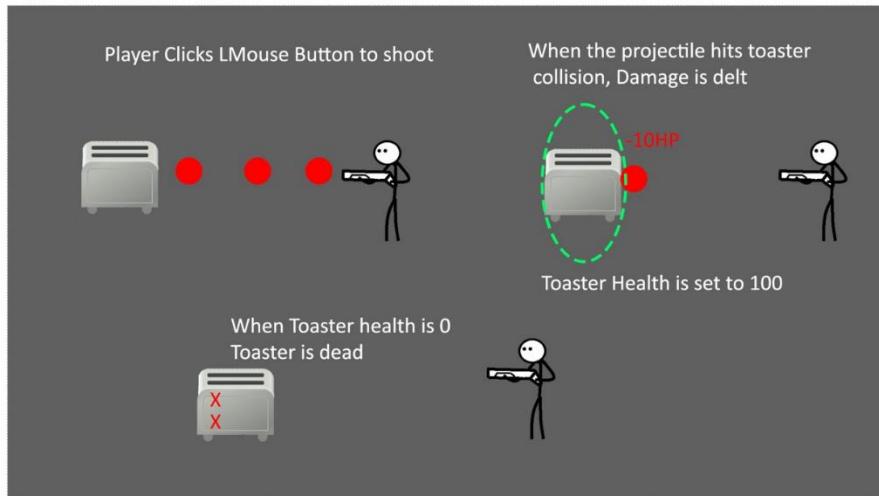
Toaster – Last Known Position



Toaster Dealing Damage



Toaster – Taking Damage



Henry Hoover:

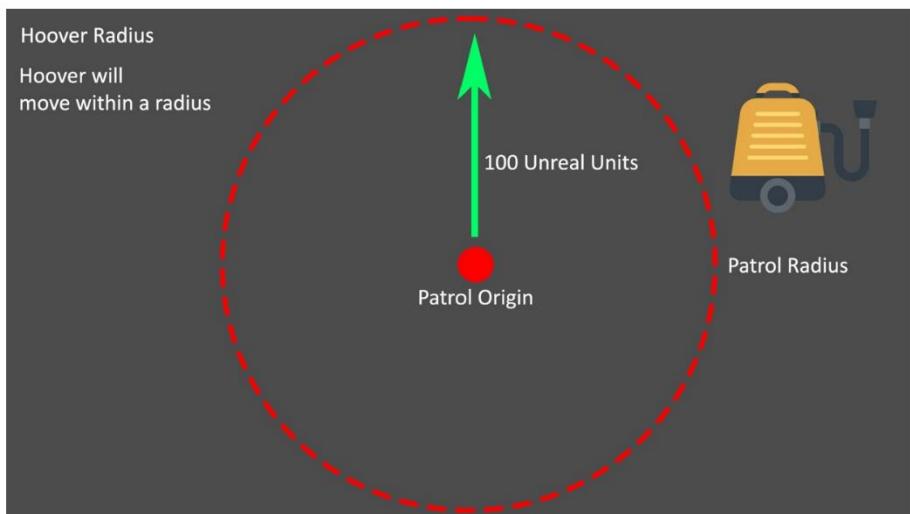
Hoover

Health: 100hp
Speed: 250cm/s
Ammo Taken: -5%p/s
Patrol Radius: 100Unreal Units

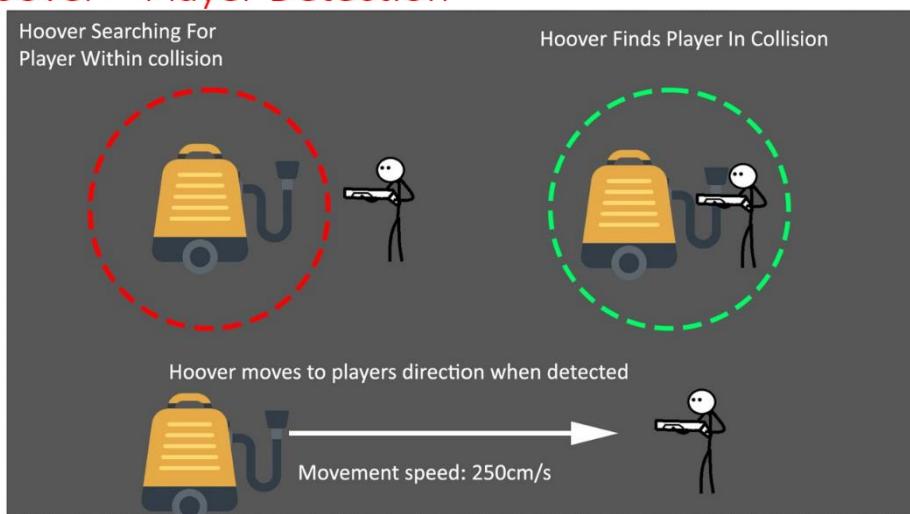


Stays stationary until the player is within the radius.
If the player is within the radius, the Hoover will start moving towards the player attempting to deplete their ammo count. If the player steps out of the radius, the Hoover will stay at the players last known location within the radius.

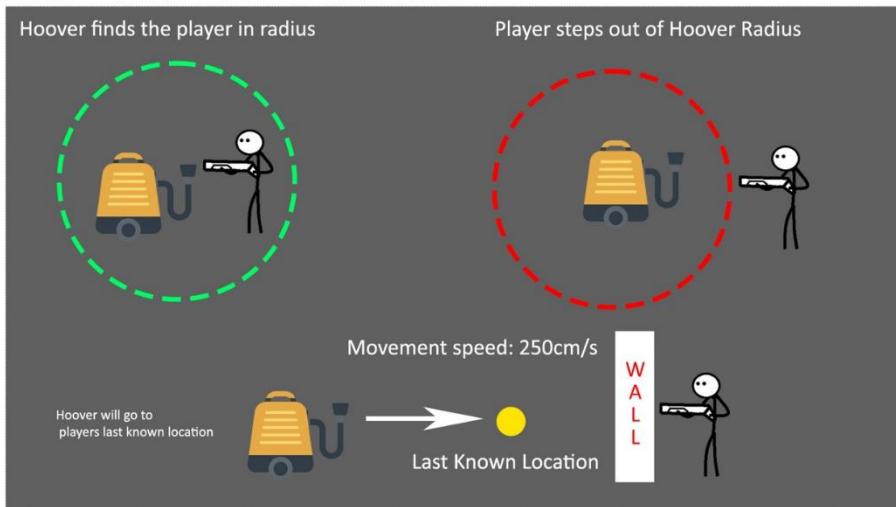
Hoover – Patrol Radius



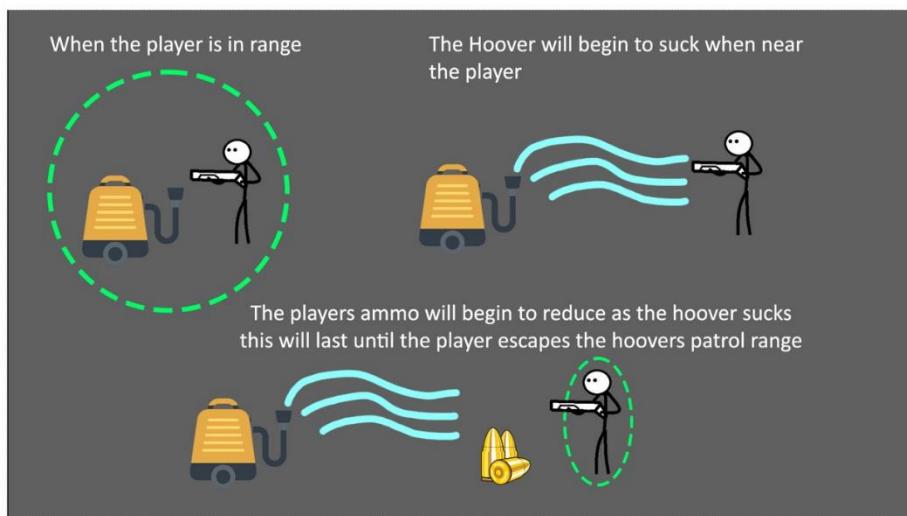
Hoover – Player Detection



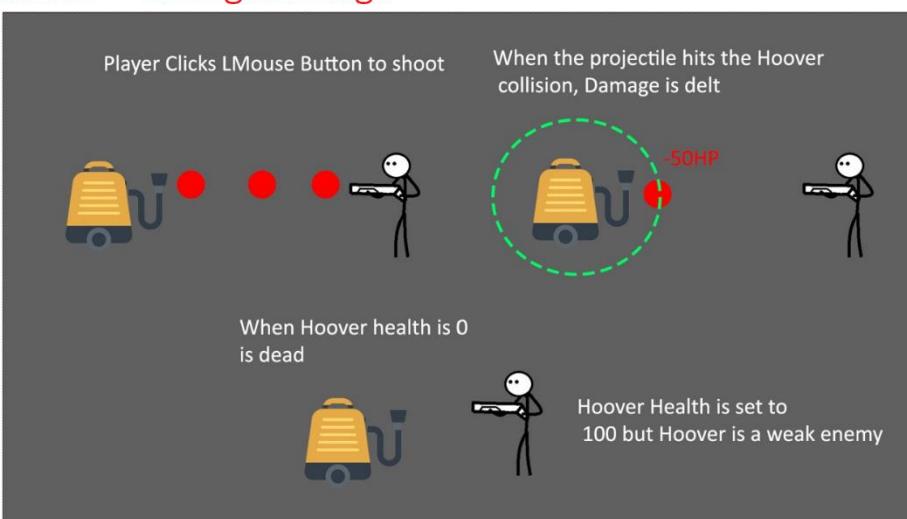
Hoover – Last Known Position



Hoover – Stealing Ammo



Hoover – Taking Damage



Coffee Machine:

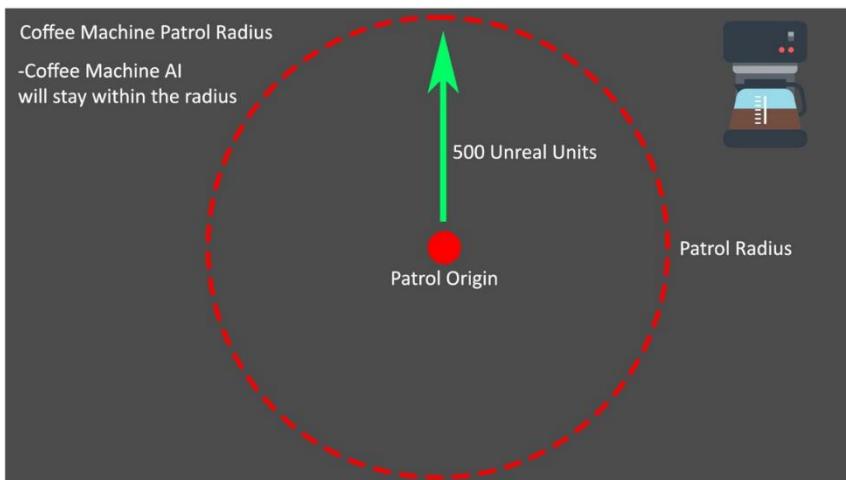
Coffee Machine

Health: 100hp
Speed: 300cm/s
Damage Dealt: 10hp
Patrol Radius: 500Unreal Units

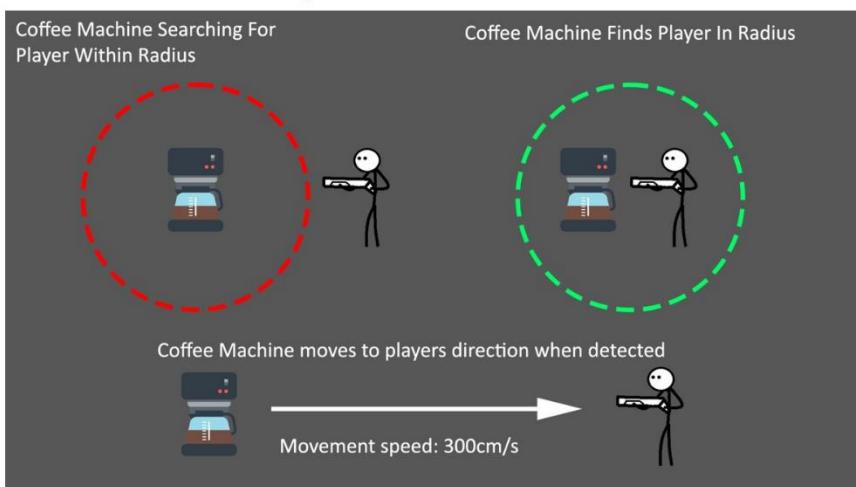
Patrols within a set radius of 500 Unreal Units. If the player is within the radius, the Coffee Machine will start moving towards the player attempting to deal damage. If the player steps out of the radius, the Coffee Machine will stay at the players last known location within the radius.



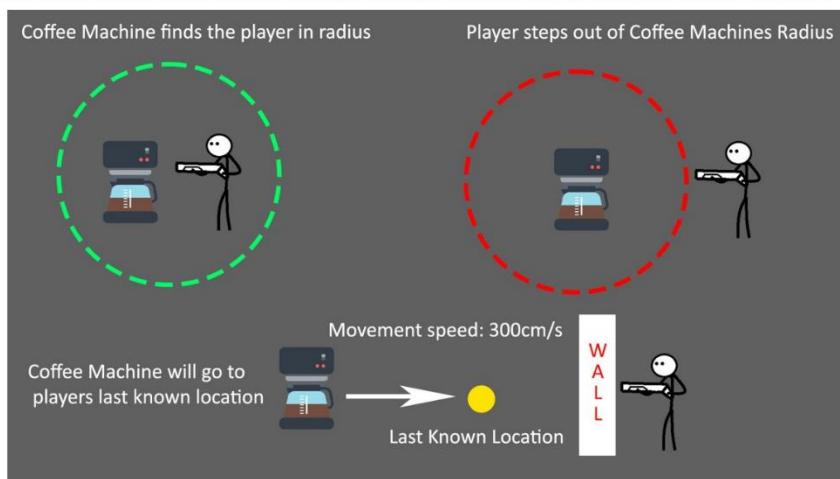
Coffee Machine – Patrol Radius



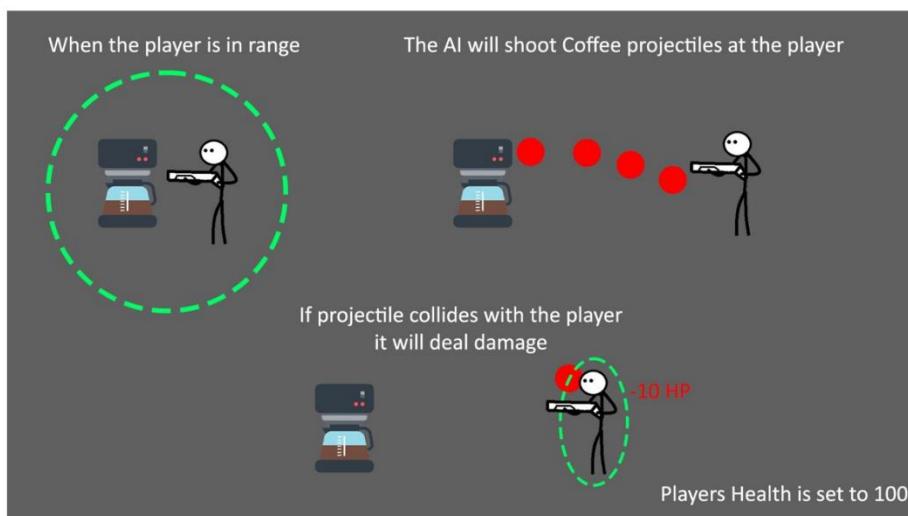
Coffee Machine – Player Detection



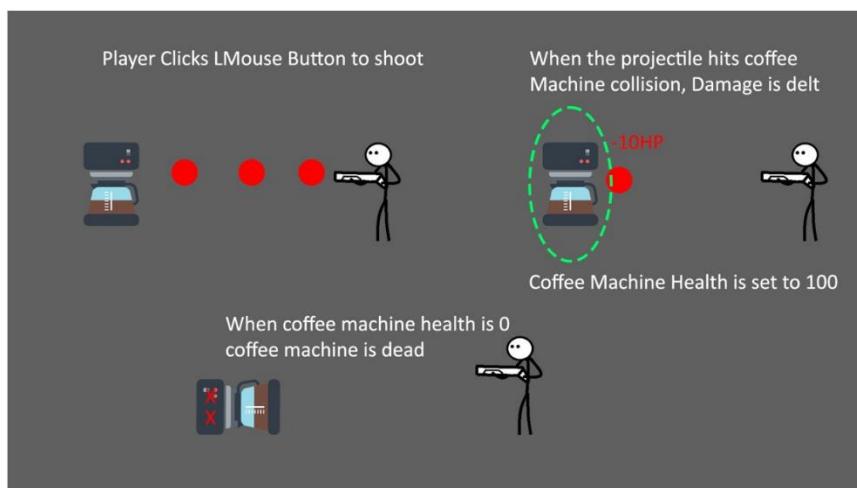
Coffee Machine – Last Known Location



Coffee Machine – Dealing Damage

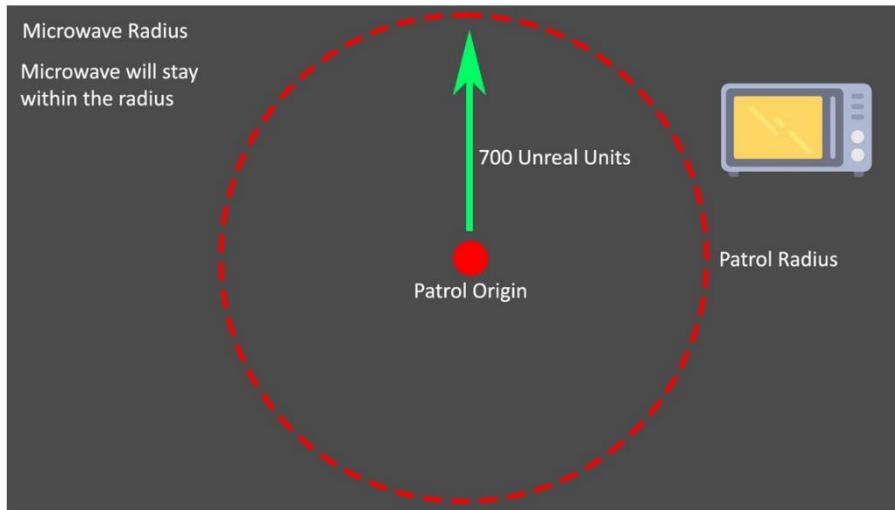


Coffee Machine – Taking Damage

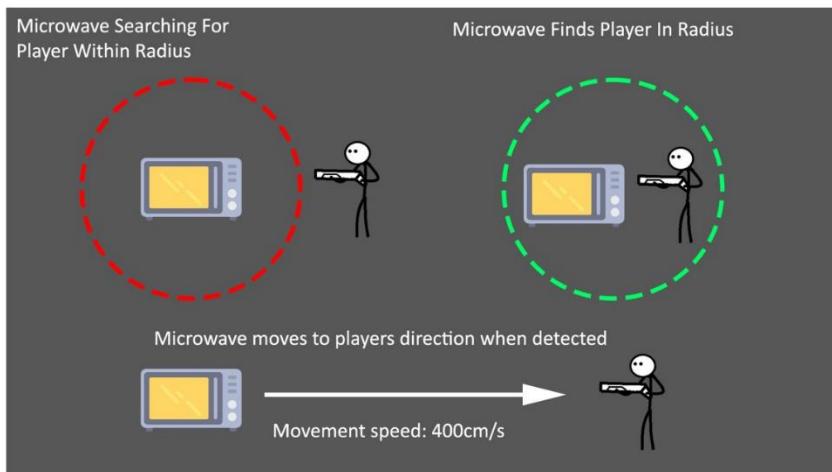


Microwave:

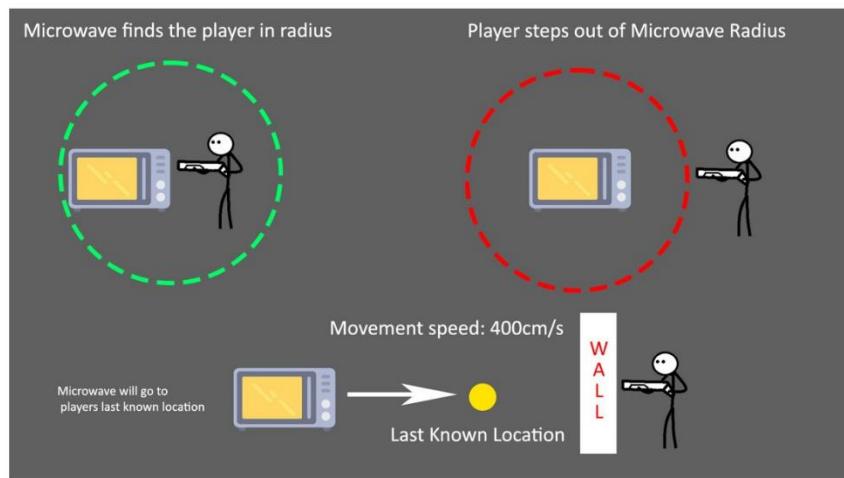
Microwave – Patrol Radius



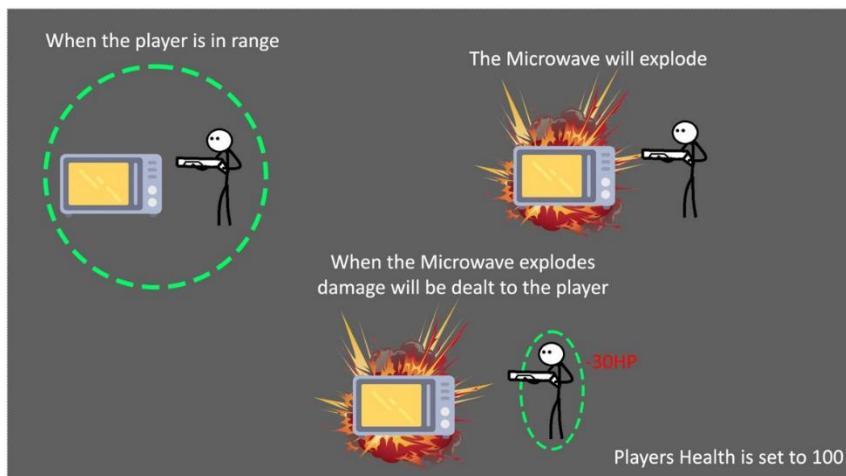
Microwave – Player Detection



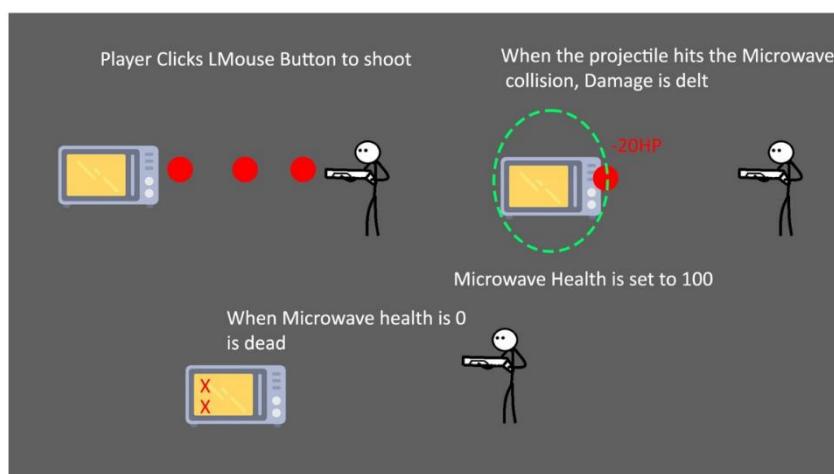
Microwave – Last Know Position



Microwave – Dealing Damage



Microwave – Taking Damage



Iron (The one for clothes):

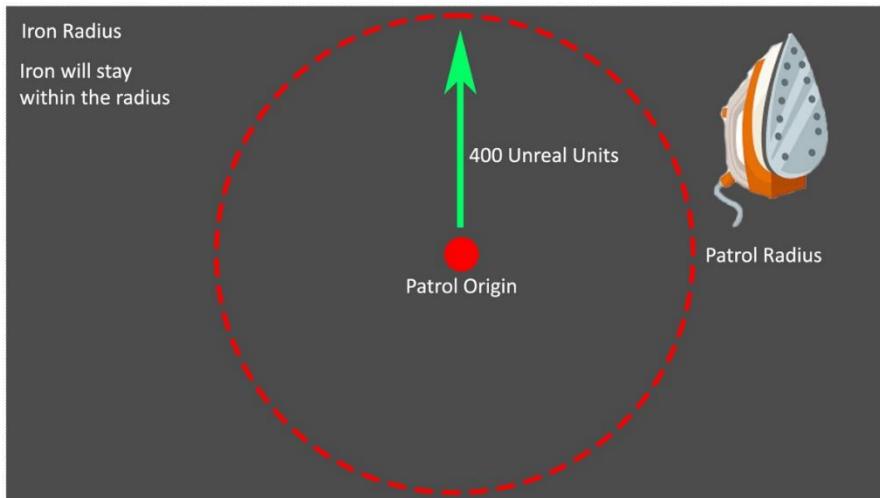
Iron

Health: 100hp
Speed: 400cm/s
Damage Dealt: -20hp
Patrol Radius: 400Unreal Units

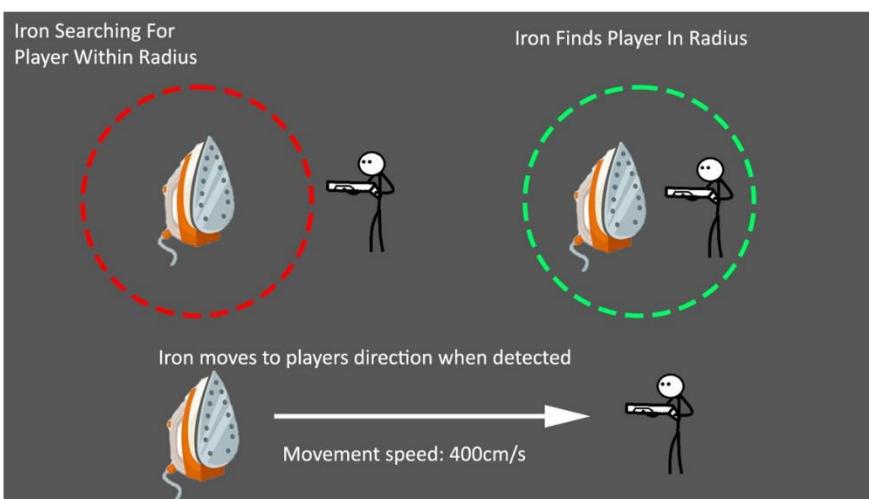
Stays stationary until the player is within the radius.
If the player is within the radius, the Iron will start moving towards the player attempting to deal damage with a spray. If the player steps out of the radius, the Iron will stay at the players last known location within the radius.



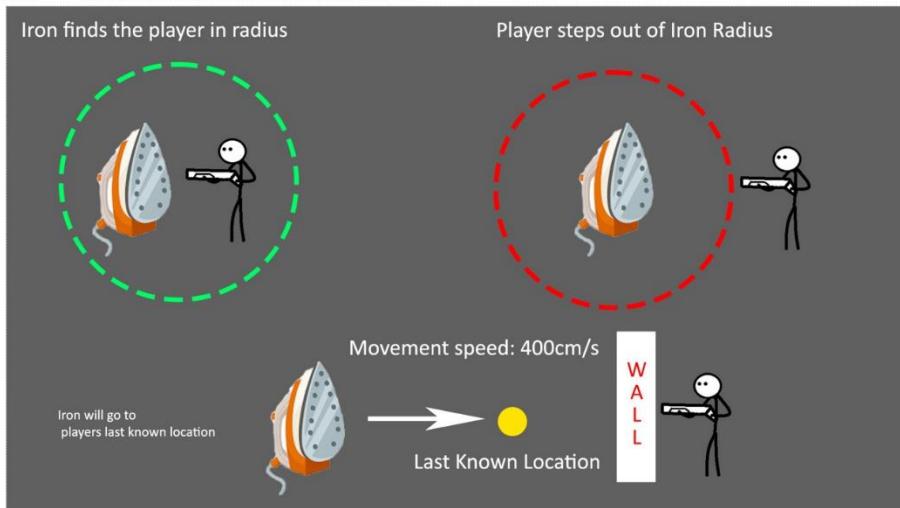
Iron – Patrol Radius



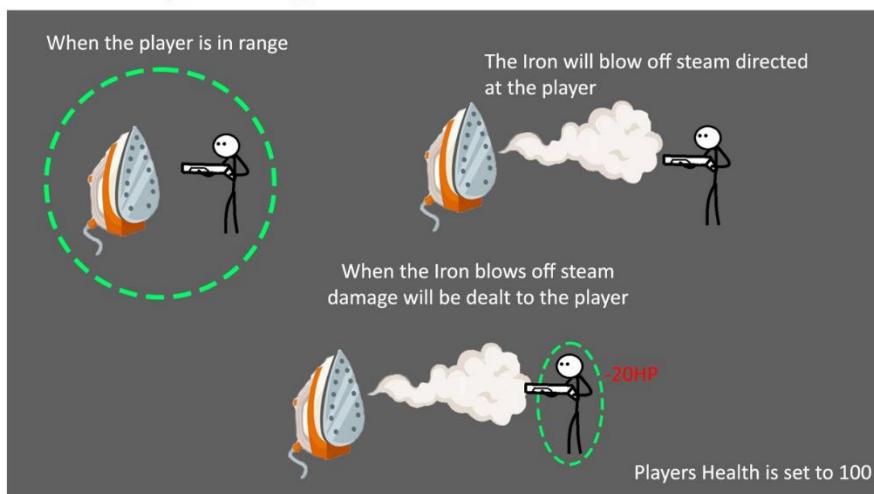
Iron – Player Detection



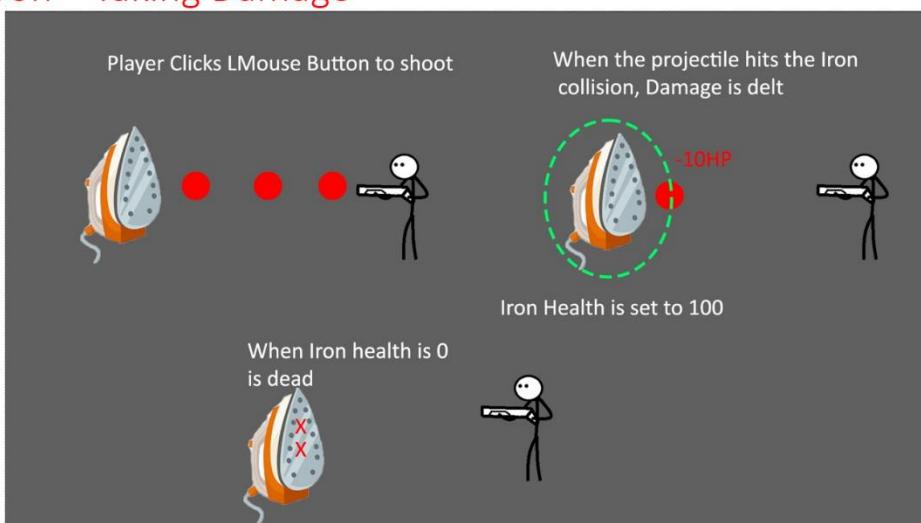
Iron – Last Known Position



Iron – Dealing Damage



Iron – Taking Damage



Radio:

Radio

Health: 100hp

Speed: N/A

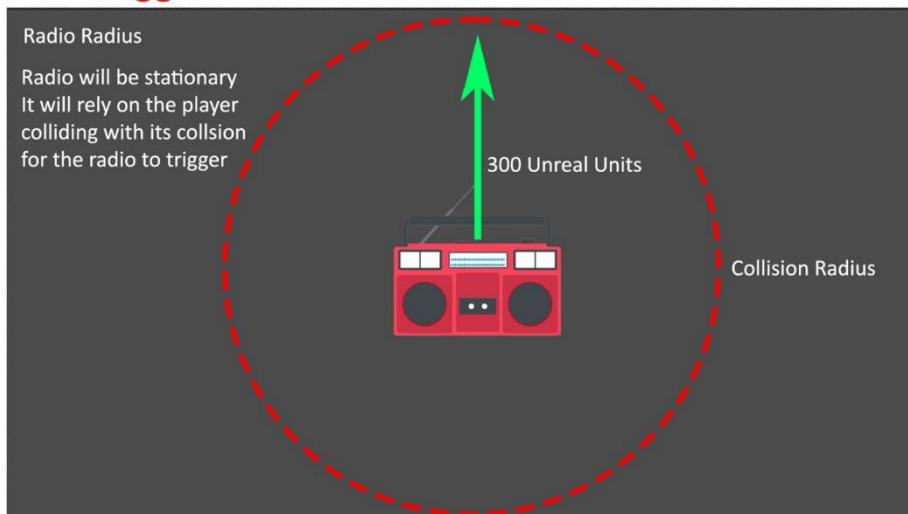
Damage Dealt: -5hp

Pulse Radius: 50Unreal Units

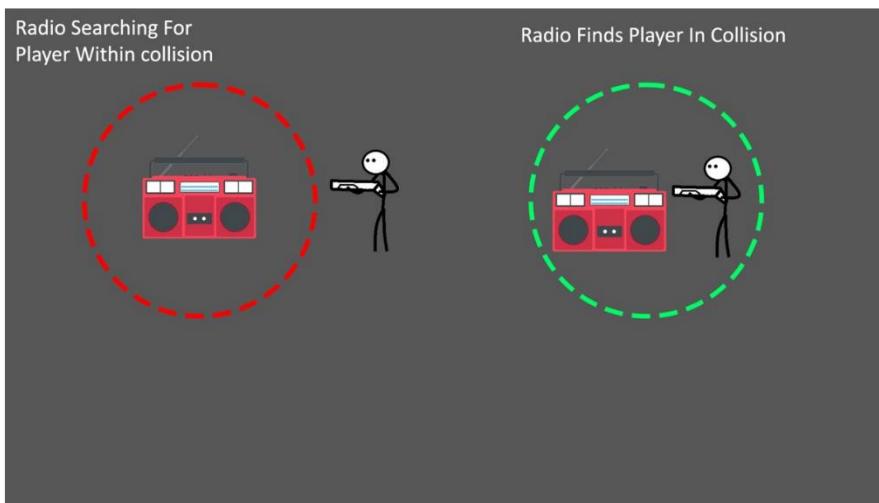
Stays stationary until the player is within the radius.
If the player is within the radius, the Radio will start sending pulse waves towards the player attempting to deal damage whilst knocking the player back. If the player steps out of the radius, the Radio searches for the player again.



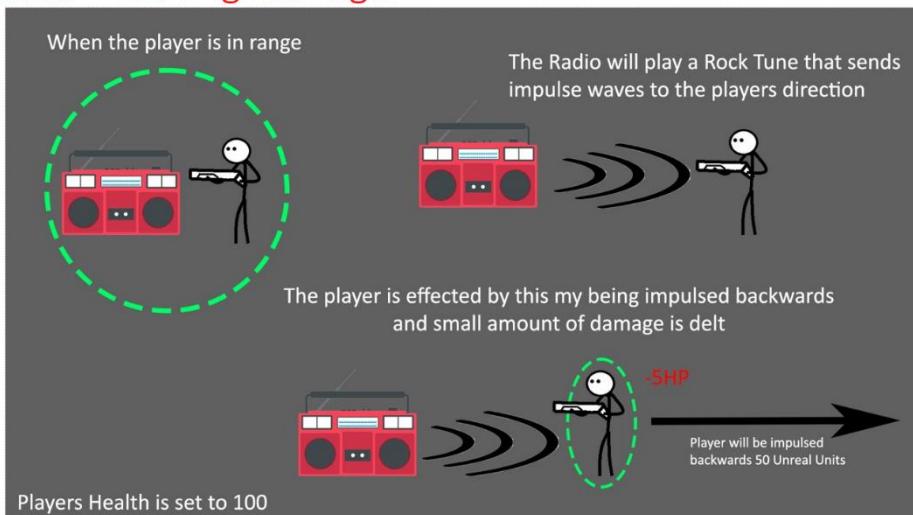
Radio- Trigger



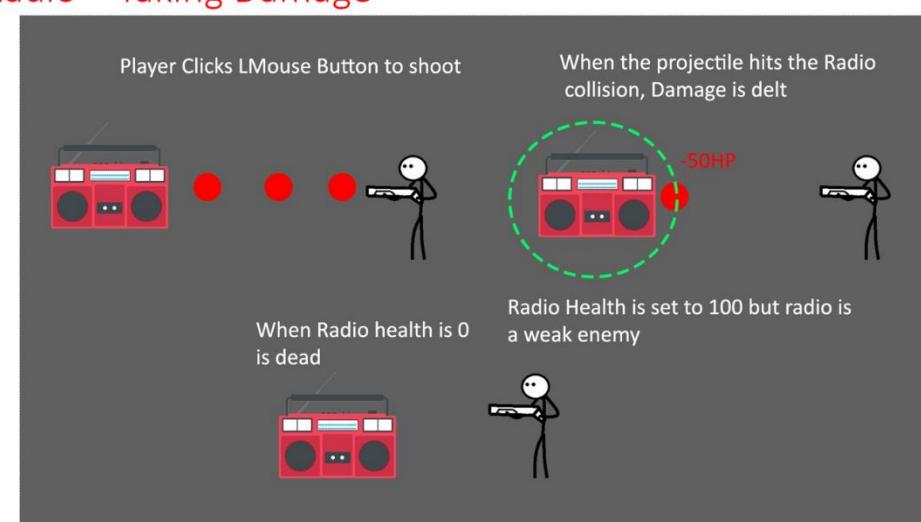
Radio – Collision Detection



Radio – Dealing Damage



Radio – Taking Damage



Light enemy:

Light

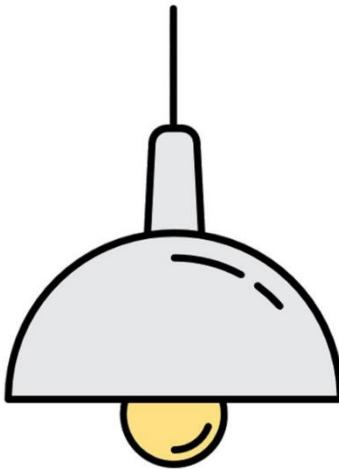
Health: N/A

Speed: N/A

Damage Dealt: -15hp

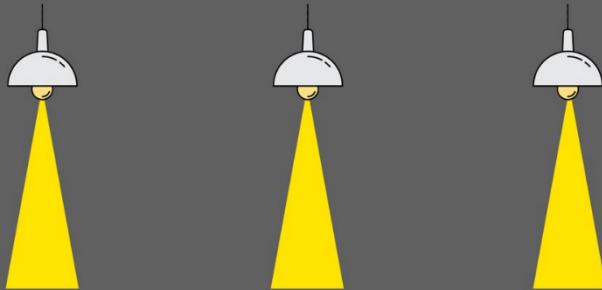
Patrol Radius: 100Unreal Units

Stays stationary until the player is within the radius. If the player is within the radius, the Light will deal damage with projectiles. If the player steps out of the radius, the Light will search for the player again.



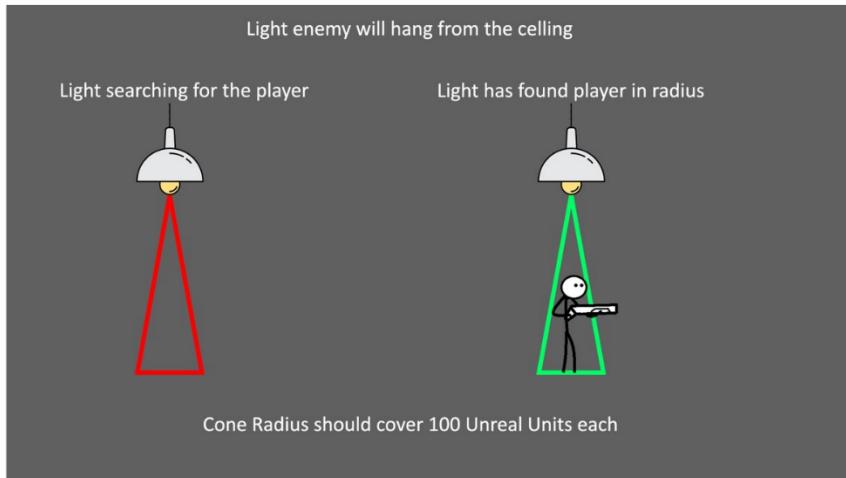
Electric Light – Patrol Radius

Light enemy will hang from the ceiling

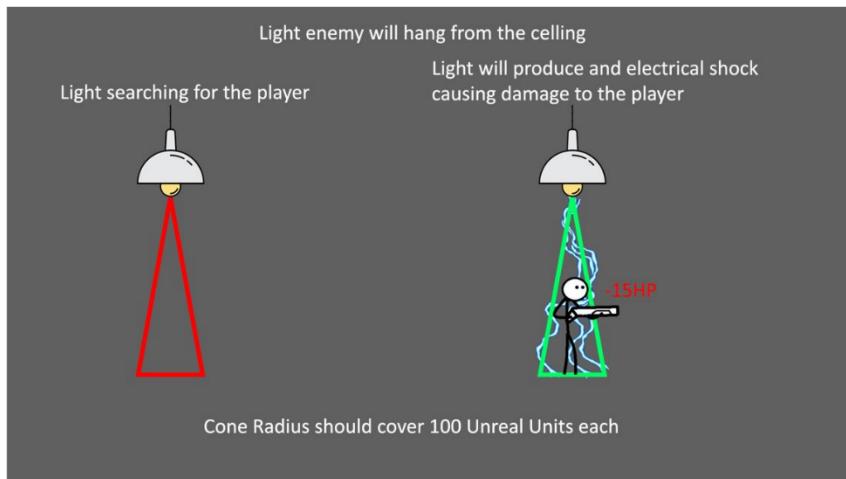


Cone Radius should cover 100 Unreal Units each

Electric Light – Player Detection



Electric Light-Dealing Damage



Washing machine:

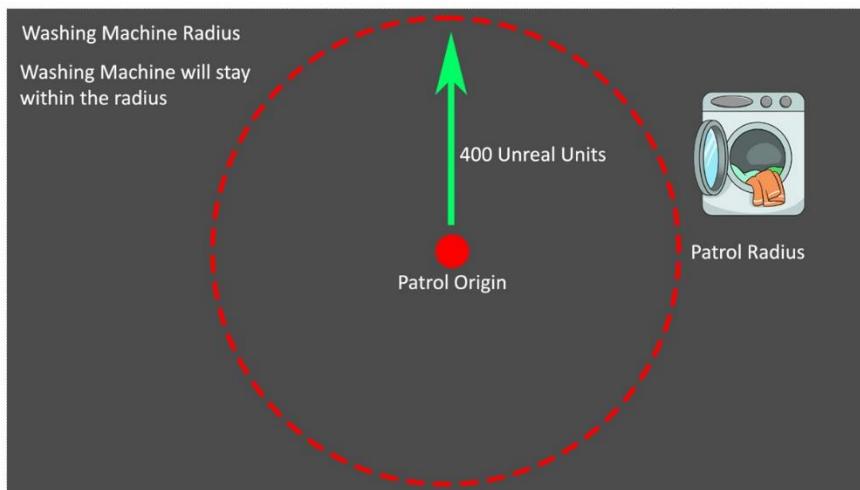
Washing Machine

Health: 100hp
Speed: 100cm/s
Damage Delt: -5hp
Patrol Radius: 400Unreal Units

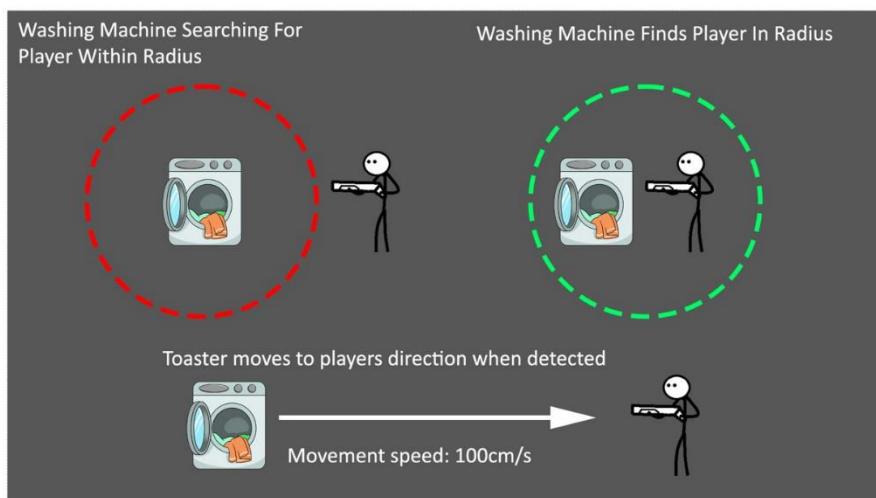
Stays stationary until the player is within the radius.
If the player is within the radius, the Washing Machine will start moving towards the player attempting to deal damage with a spray. If the player steps out of the radius, the Washing Machine will stay at the players last known location within the radius.



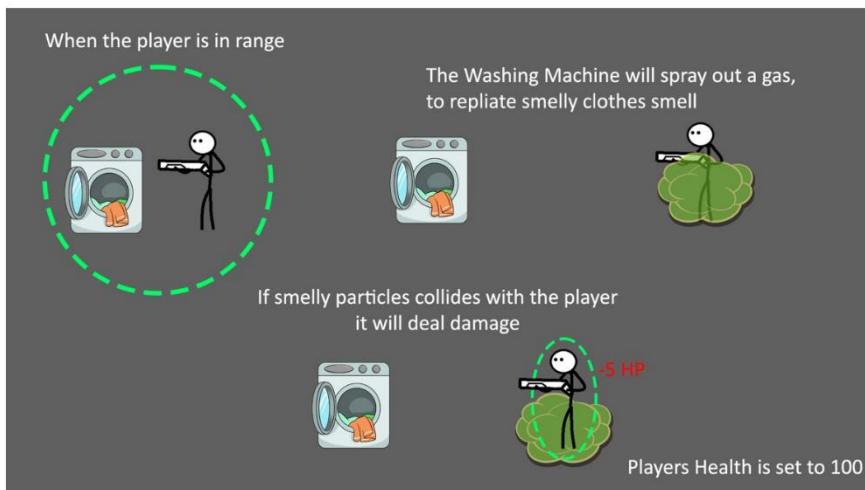
Washing Machine – Patrol Radius



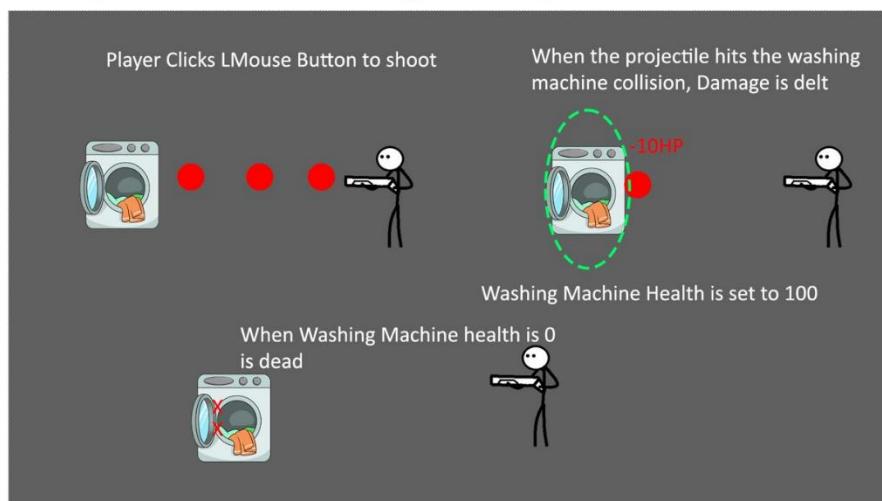
Washing Machine – Player Detection



Washing Machine – Dealing Damage



Washing Machine – Taking Damage



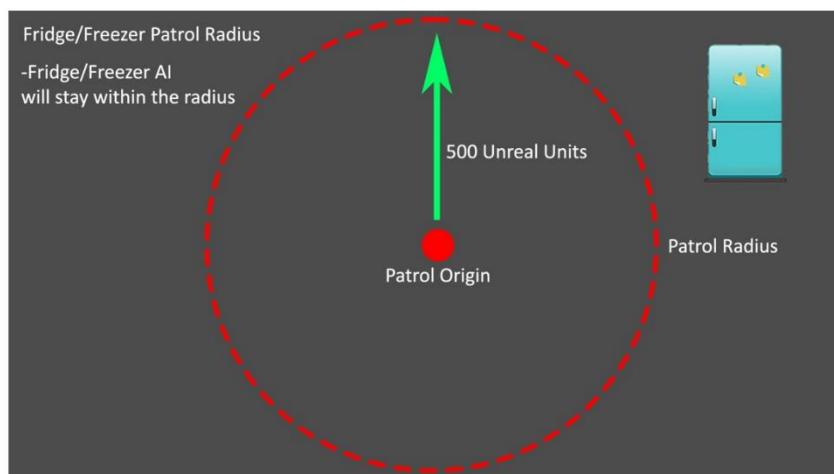
Freezer/Fridge:

Fridge / Freezer

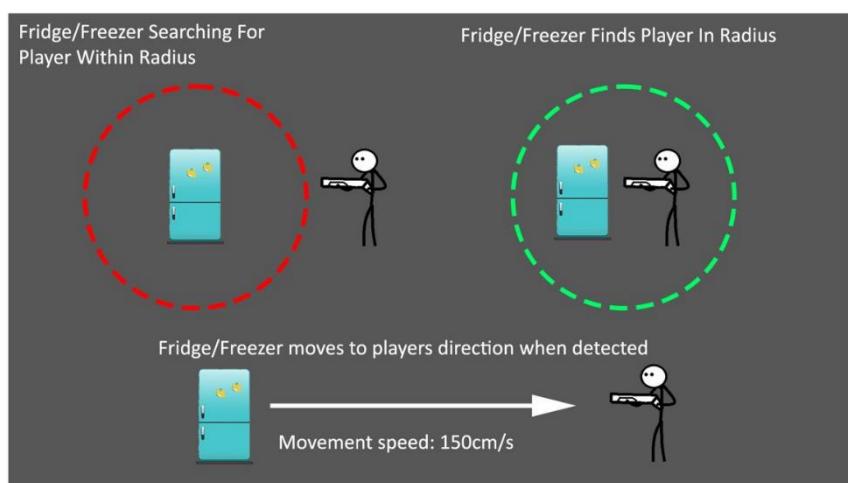
Health: 100hp
Speed: 150cm/s
Damage Delt: -20hp
Patrol Radius: 500Unreal Units

Stays stationairy until the player is within the radius.
If the player is within the radius, the Fridge / Freezer will start moving towards the player attempting to deal damage with projectiles. If the player steps out of the radius, the Fridge / Freezer will stay at the players last know location within the radius.

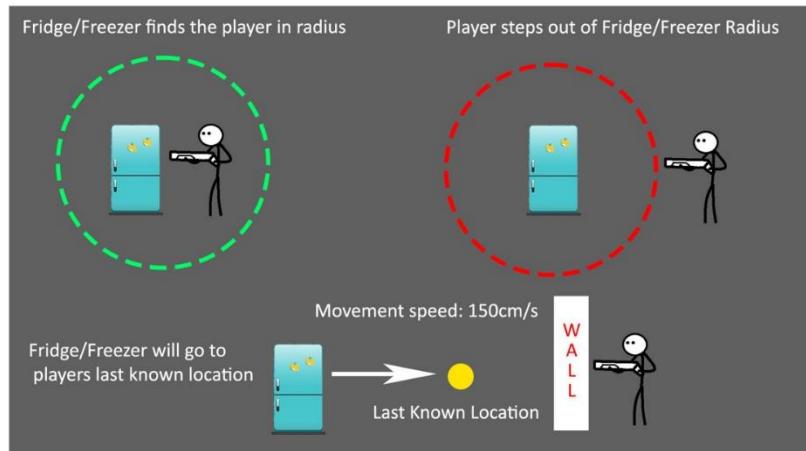
Fridge Freezer – Patrol Radius



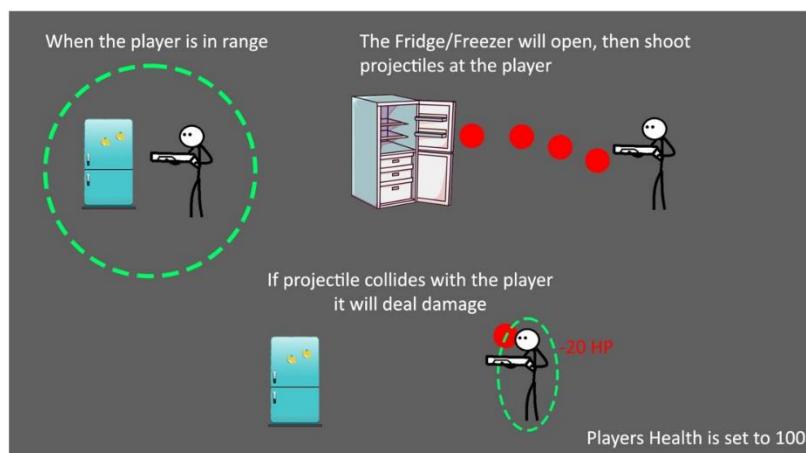
Fridge/Freezer – Player Detection



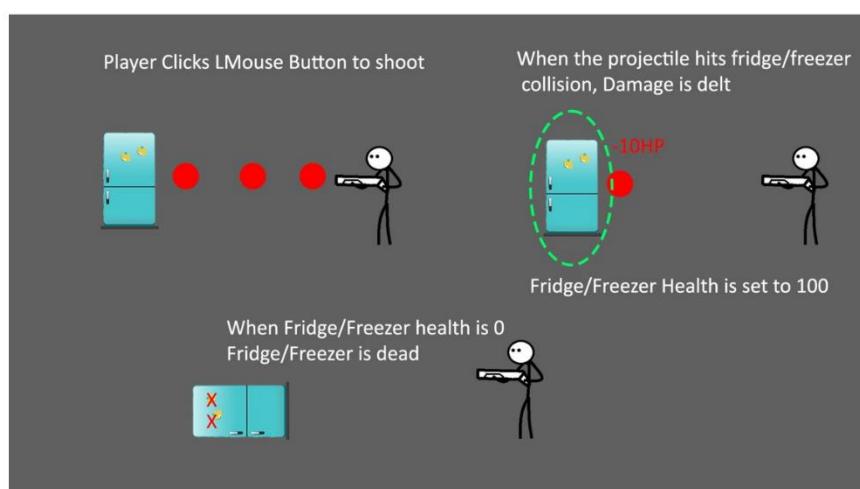
Fridge/Freezer – Last Known Position



Fridge/Freezer – Dealing Damage



Fridge/Freezer – Taking Damage



Weighing scale:

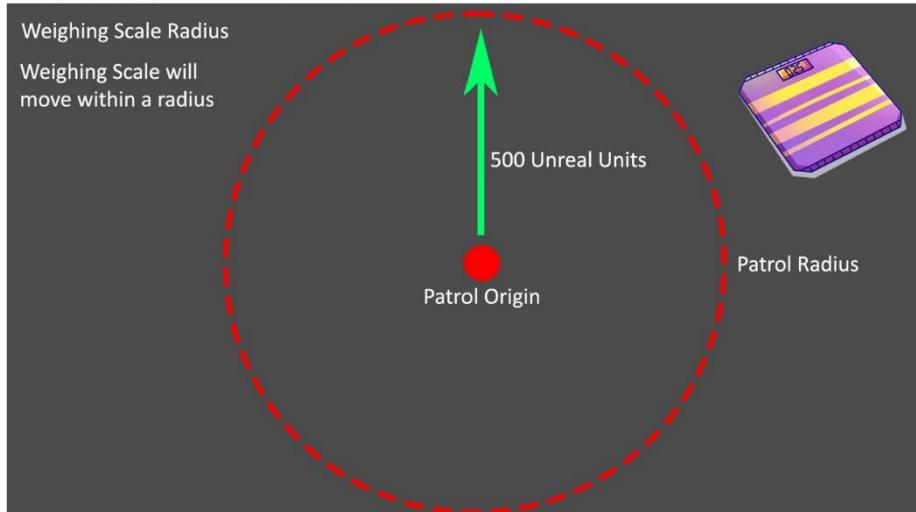
Weighing Scales

Health: 100hp
Speed: 400cm/s
Damage Dealt: -10hp
Patrol Radius: 500Unreal Units

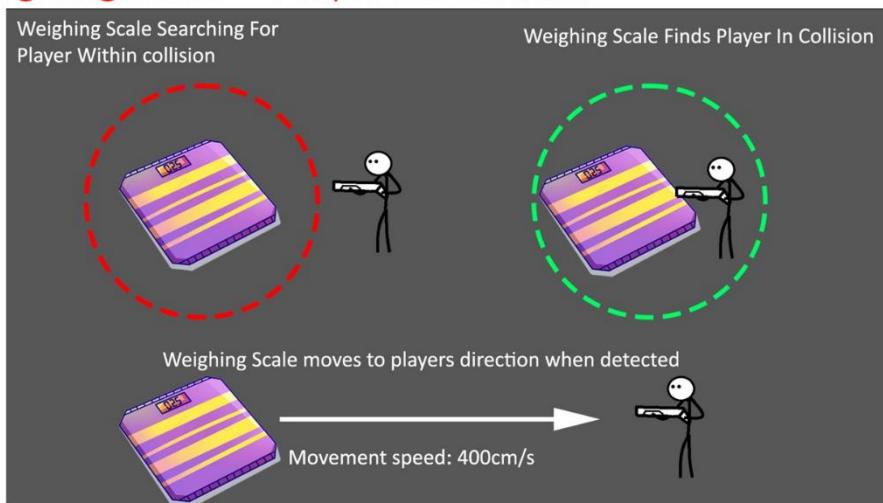
Stays stationary until the player is within the radius.
If the player is within the radius, the Scales will start moving towards the player attempting to explode upon impact. If the player steps out of the radius, the Scales will stay at the players last known location within the radius.



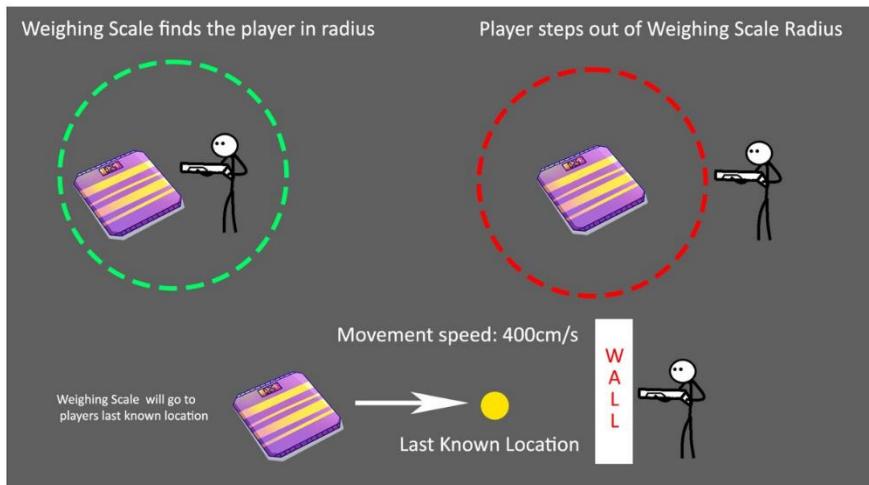
Weighing Scale- Radius



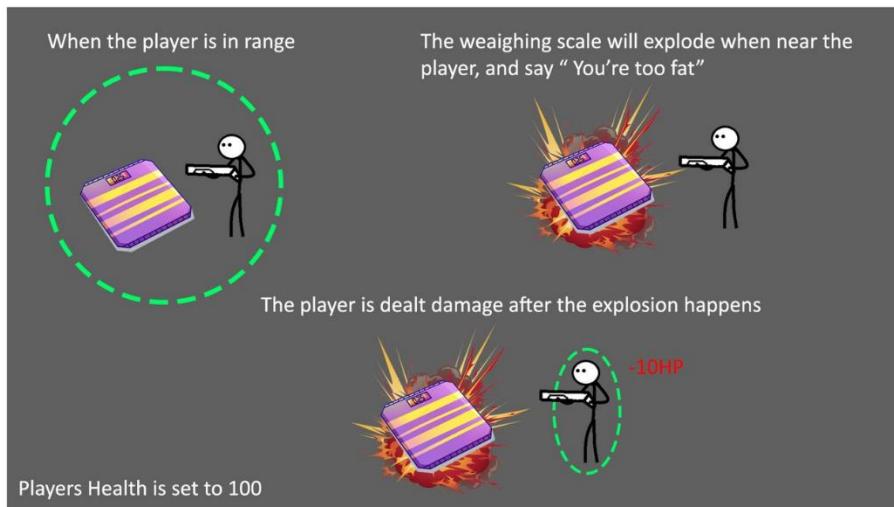
Weighing Scale – Player Detection



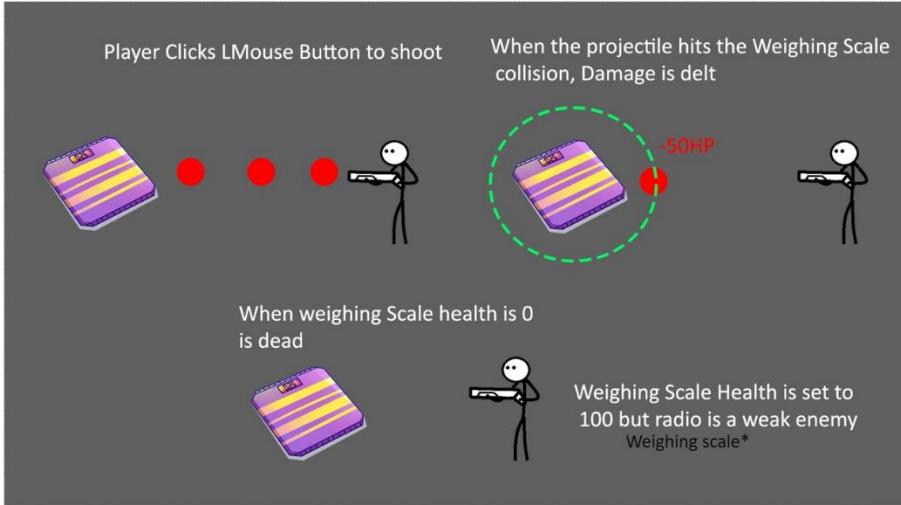
Weighing Scale – Last Known Position



Weighing Scale – Dealing Damage



Weighing Scale – Taking Damage



AI Boss:

Combination al all appliances

Parts Reward:10000 Health:3500, Speed:0, Max Acceleration:0, Jump Velocity:(no jump 0), Damage: Ice Cubes 15, Steam is going to make him "dizzy", Hot Floor 10 damage per second, Sound wave, going to make him "nauseous", Weapon Cooldown: Ice Cube 6 seconds, Hot Floor 25seconds, Steam 30 seconds, sound wave 20 seconds Range: ice cube attack:50000uu, Steam:30000uu

THE BOSS

The Boss will combine 4 of the abilities from the other enemies and upgrade them to a bigger level.

1:it will shoot ice from multiple angles.

2:it will smoke out steam from the ventilations making the character dizzy. (every 30 seconds) (Estimated health: 1000-1250)

3.it will shoot a circular high pitch radio frequency every 20 seconds that will nauseate the player

4. every 25 seconds the floor will heat up and the character will have to stand on platforms that will be available during that abilities duration

Origins of the abilities:

- 1:ice cube shooting from the fridge
- 2:the steam ability of the iron
- 3:sound wave ability of the radio
- 4:basically the floor is lava, similar to coffee machine's spillage

1, floor is lava +
2 projectile shooting +
3 steam coming from the room -
4 sucking the player in -
5. Emp wave -

(basically attacks amped up for the last boss)

(the boss isn't gonna be that big)

(the ones with “-” on them are the pickable mechanics depending on how things go)

-Changed