STARGRAVE GDD

IDENTITY

Classic arcade style 2D space shooter mixed with Bullet-Hell and action aspects.

SUMMARY

Various stages that have various playstyles and challenges. Also allow for a degree of player expression and style through the use of unimposing systems and abilities. In example, one type of player may play slow and precise while another may be actively jumping all over the place. It must be possible to pick up and play the game with no skill or tutorial, as was true for the old arcade-era games, but a menu option for instructions should at least be available at the title screen.

The gameplay will vary stage by stage. After the 3rd stage the Player should be presented with an overworld map that allows a choice of which node/path to go down to reach the star in each system until reaching the final star system.

KEY EXPERIENCES

Stage 1: intro
- First stage should feel like a Galaga style shooter
- First and Second encounter/target, is just a single ship against the player in order to lull the player into a sense of the game being easy while also allowing a period of time to get a feel for the controls and movement.
- Follow up with a rude awakening of multiple ships engaging the player as it unexpectedly leans into becoming more of a Bullet-Hell
- Finish up with a boss/bigger ship with different attack patterns

End of system stage

Before traveling to the next star system, the player must refill their ship's power supply using solar energy. The ship will be flown in close range to the star and have to dodge solar flares that disrupt movement systems on contact, along with other hazards such as gravity pulling the ship into the star. All while managing heat buildup and dissipation. Using Hyperspace Jump to avoid hazards will be key to survival.

Final stage

Navigating into the inner area of a Dyson-sphere star and then destroying the star.

FEATURES

Player
- Shields that regenerate over time
- Hull/Shield integrity represented as a health bar
- Ability to hyperspace Jump/Dash. (Jump should have some immunity frames, during and then briefly after)
- Ship refuel (solar)

Enemy
- Hull integrity represented as a health bar
- Evasive maneuvers
- Fires bursts of bullets with varying cooldowns
- Bigger/boss enemies have different attack patterns and are a greater threat

Gameplay types
- Galaga style: Top down view, player has forward/backward shooting. Main target is enemy ships.
- Asteroids style: Top down view, player has full 360 degrees of rotation. Main target is destructible objects.
- Sonic/race style: Side scrolling view, player is able to rotate ship weapon firing arc while flying across the screen and dodging obstacles/hazards. Certain iterations may have gravity. Levels should have special high speed boost areas where firing is disabled but jumping through obstacles (instead of dodging them) becomes possible.
- Overworld: simple choice progression map with paths

CONTROLS

Should be playable with just the keyboard or keyboard and mouse

- WASD to move, Space to fire, J and K to rotate, L to jump
- Arrow Keys to move, Z or Space to fire, X and C to rotate, V to jump
- WASD/Arrow to move, Mouse left-click to fire, Mouse right-click to jump, move the Mouse to rotate

STORY SETTING/SYNOPSIS

A hostile legion of rogue A.I. controlled drones have procured all vital resources in the galaxy, their main power source (A Dyson-sphere star) is the player's main target. The Mission is intended to disable the Dyson-sphere but it turns into destroying the star itself in a last act of courage. Initial story point kicks off with the player being spotted by a patrol unit and the player shoots their way through a blockade to take temporary refuge in an asteroid field, where the A.I. drone sensors will have trouble with detection and pursuit.

TARGET AUDIENCES

All ages: Sci-Fi fans, Bullet-Hell players, Arcade players

ART STYLE

- Cell shaded 2D (objects, projectiles, characters)
- Painterly (background/scene layers)

ART ASSETS

- Player ship
- Player shield
- Enemy ship (basic)
- Enemy ship (boss)
- Dyson-sphere star (intact)
- Dyson-sphere star (destroyed)
- Star (normal)
- Solar Flares (arcing projectiles)
- Power ReFill Status UI
- Overworld map Nodes
- Mission Commander Portrait
- A.I. control Portrait

SOUND/MUSIC

Player Sounds

- Weapons fire
- Weapons fire type 2
- Hyperspace jump
- Jump-is-ready sound
- Shield charge full
- Shields depleted
- Health low
- Object collision
- Health damage sustained
- Warp drive entry/exit
- Ship destruction

Enemy Sounds

- Weapon fire
- Weapon fire type 2
- Damage sustained
- Warp drive entry/exit

Other sounds

- Asteroid destruction
- Asteroid collision
- Debris(Metal) destruction
- Debris(Metal) collision
- Star destruction
- Menu option selection/movement
- Menu option activation

Music

- Title music
- Game over music
- Victory music
- Background Soundtrack