Guião de Jogo - *Hollowback*

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*In the year 2173, the colony of Vexa-6 is attacked by the vicious Nitrium, a race of warmongering barbarians hell-bent on galactic domination. Overpowered by the invading force, the colonist attempt to break through the blockade and return to Earth but the odds are stacked up against them. Of the small military power at their disposal the SSV Hollowback leads the charge in what’s to be the toughest battle in Vexa history.*

**Genre**: Fixed Shooter

**Target Audience**: 12+

**Characters**: SSV Hollowback, Nitrium Fleet, Sinistra.

**Game Mechanics**:

SSV Hollowback : This will be the ship controlled by the player. The player takes the role of a weapon system operator onboard the SSV Hollowback in their attempt to break through the enemy blockade. The player must choose from different weapon types to takedown the different kinds of enemies. The player will be given five types of weapons each being most effective against a different enemy.

Weapons:

-Laser Blaster (Laser based gun)(Shoots in a straight line, used in enemy missiles or torpedoes);

- Missile Launcher (Missile that seek the target enemy, used for fast enemies);

-RailGun (Used to penetrate trough heavy armor);

-Particle Cannon(Hollowback's mightiest weapon, deals massive damage after a short period);

-EMP (Disables enemy weapons for a short period of time);

The player will also have to detect and evade threats such as bombs, mines and enemy fire.

The ship can suffer damage and have some weapon loss and reduced maneuvering abilities until repaired. The player has to wait until the ship auto-repairs itself.

Nitrium Fleet : Nitrium Fleet will consist of a variety of enemies. There will be four kinds of enemies.

-Accelium: Small, extremely fast enemies that shoot torpedoes;

-Batrium: Average enemies with more fire power and average size, fast moving;

-Anthracite: Hunters carrier, does not have fire power but has infinite Hunters inside;

-Battle Metaloid: Huge Dreadnaught that shoot heavy blocks of iron that deal massive damage. This unit has heavy armor and is slower than most enemies. (Metaloid for short).

Most enemies just gather around Hollowback shooting it, but the Metaloid stays away, at the edge of the screen (although mostly visible), and the player must figure out a way to take them out, efficiently and fast.

Sinistra : Flag ship of the Nitrium Fleet, twice as big as a Metaloid, almost as fast as a Accelium, with the damage of 3 combined Metaloids. This will be the final boss at the end of the stage, meaning that she will have a lot more hp than usual foes. Sinistra will be able to move really fast, but for small periods of time, making her vulnerable when her thrusters overheat or the player manages to hurt her with a heavy attack on some vital part of her, but her vulnerability only lasts a few seconds, and the player must make quick attacks or one strong one before she can counter attack, dealing punishing blows.

Kinds of attack:

-Iron Sweeper: Sinistra throws a big chunk of spiky heated iron that travels forward of her position that "grabs" the player and takes him to the edge of the screen, dealing damage on along the way;  
 -Death Path: Sinistra dashes on the edge she's more close to, from one edge to the other. She can use this dash to evade or to damage the player, if Hollowback is near the edge of the screen.

-Lava Spitter: Sinistra throws a line of small melted balls of iron in front of her, dealing medium damage.