

Sun Killer (game title) concept overview

Developed for PC (playable via a browser on itch.io)

Target Age: 15 - 25

ESRB Rating: Everyone 10+

Game Summary:

You play as Pluto. The Sun killed the closest out of his five wives to Pluto, Charon, burning her in front of his eyes. Now Pluto wants to take revenge for his loss.

Firstly, Pluto goes to fight Neptune to consume his powers of water and cold, which will be highly effective against the Sun. Once this is done, on his way to the Sun, Jupiter stops him. He explains that killing the Sun will scatter all the other planets across the solar system and that he cannot allow it. Pluto fights Jupiter and after winning goes to fight with the Sun. The battle is epic and after it is finished, the Solar system explodes.

Game Outline:

The game is supposed to be an over-the-top, 3D, action, FPS, where the player kills planets using Pluto's powers (God of the Underworld and Dead, Hades). Each level is a big platform with a floor. There are no walls, instead, the background around shows the vastness of space. In that arena the player will fight planets, shooting them with energy projectiles from his hands, while simultaneously dodging their incoming attacks by using movement, jumping, or another special mechanic. Each fight will be a separate level, which the player can access via a map in the menu. Before every battle, the Sun will taunt the player (Pluto). The player must fight the planets to make progress. All rooms contain only one planet, so only Boss Fights. Every planet has its own abilities based on its aesthetics and the Greek god it is named after. The planets in this game are Neptune (named after the God of the Sea, Poseidon), Jupiter (named after the Father of Thunder, Zeus), and the Sun (God of Prophecy, Apollo).

Unique Selling Points

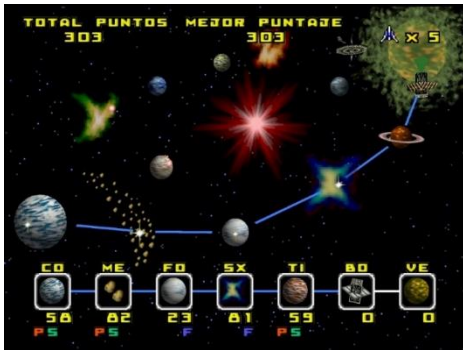
- Take Revenge!
- Bosses Only!
- Kill Planets!
- Play as Pluto.
- End life in our Solar System!

Similar Competitive Products: Star fox 64 (main menu, level map), Doom (shooting and movement), Grimoire Mana storm (primary weapon design), Solar 2 (the aspect of absorbing powers and the color palette).

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Visual references:

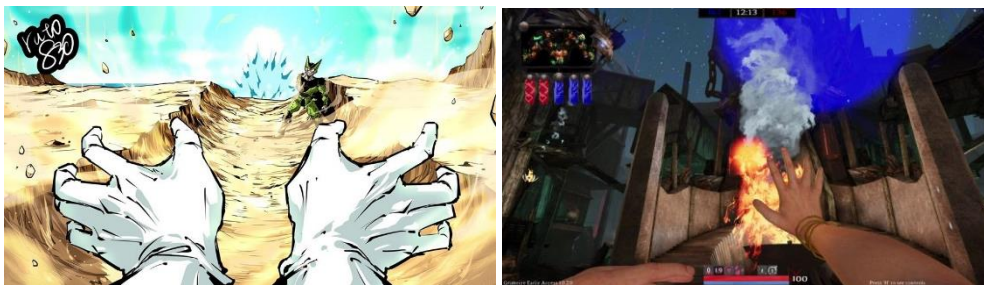
Map for the game:



Faces to the planets:

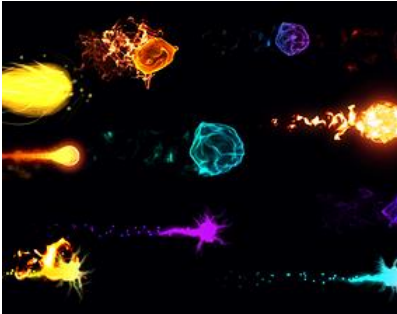


POV Pluto's hands while shooting energy projectiles:



Projectiles that Pluto (and his enemies the other planets) can shoot:

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Genre:

First person boss fight shooter

Theme:

Revenge, Mutual destruction, Injustice, Dictatorship

Mood:

Vengeful, Loneliness

Setting:

Outer space arena, our solar system

How to win: Beat all three bosses without dying

How to lose: Die to one of the bosses

Mechanics:

- Jumping with the spacebar
- Walk with the WASD-keys
- Dash: shift
- Shooting: left mouse button
- Player has limited health
- Selecting new boss: Clicking on the map
- (Easy mode) Player can heal 5 times, to heal must stand still
- (Normal Mode) no healing
- When the player beats a boss, they can choose a new one from the map
- When the player dies to a boss they can retry (easy) or must start over from the start (normal)
- Bosses have weak spots that do extra damage

Core game loop:

Cutscene - Boss – Growth – New boss

Battles

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At the start of each battle there will play a small cutscene in third person view with Pluto and the sun in it. Each planet has a health bar and when it depletes, the planet explodes, and Pluto absorbs its "powers" with a cutscene as a medium. The planets can be damaged constantly by repeated shooting (one projectile every second), but could be shot at weak points, which are only available at different phases of the fight (e.g. hurricanes that expose the surface, magnetic storms, heated regions). Pluto must dodge enemy projectiles or beams (for example by jumping or dashing), as they are deadly and that is difficult to manage while firing simultaneously, so the player must learn to position itself cleverly to outflank the enemies, where the weak spots sometimes are.

Every boss fight takes more time than the previous one and is increasingly more challenging

Menu/Stage Selection

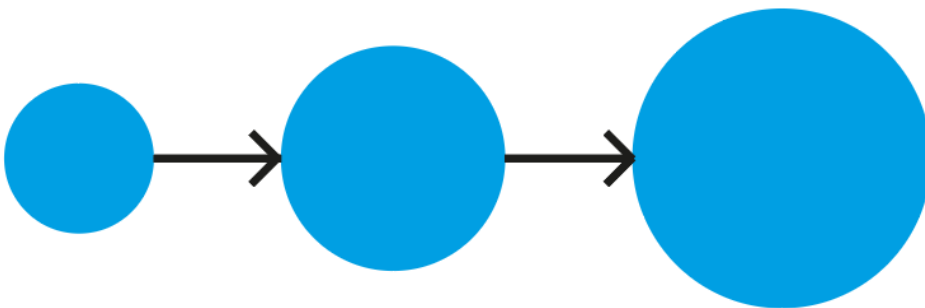
The menu always has a set starting point, and you follow the road map of the planets until you reach the sun. The sun will always be at the top taunting and laughing at the player. Going to the top makes the player get a feeling of progression and success. Once you reach defeat the certain planet/boss you can always go back to this fight to do it again/look at the stage.

Cutscenes

Before starting a fight on the menu there will be a cutscene (or textbox with dialog). These cutscenes will feature the sun taunting and laughing at Pluto contributing to the bullying/injustice the sun is doing to Pluto. Before the fight itself starts a certain planet will also have a form of dialog (or during the fight). When you defeat one of the bosses there will also be a small cutscene (or textbox with dialog) with either a planet exploding or Pluto talking back to the sun (or both). These cutscenes will need to make clear that the sun is the big "boss" trying to dictate and bully the other planets.

Player Character: Main character is Pluto, who is trying to hunt down the Sun for killing his favorite wife Charon. Pluto is in a blind rage the whole game; the bosses attempt to talk him down do not work. By default, Pluto's projectiles are skulls (God of the underworld connection)

Pluto growth



Neptune: afterwards, Pluto can also shoot Neptune's projectile (ice spike)

Jupiter: afterwards, Pluto can shoot lightning as a projectile

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Bosses

Neptune:

- throws a trident made of ice
- wave around him that needs to be jumped,
- AOE ice hail
- Shoots ice spikes/comets
- When you get hit you get slowed
- Slippery floor(ice)
- Tries to sympathize with Pluto, near low health begs Pluto to stop

Jupiter:

- Creates thunderstorms that launch projectiles at Pluto. The thunderstorms attack separately.
- Thunderstorms are telegraphed on the ground before they hit.
- Shoots lightning
- Phase two at 50%hp: starts jumping at Pluto (also telegraphed)
- Tries to talk Pluto down during the fight

Sun:

- Shoots regular fireballs but fires an additional big fireball when hit.
- Shoots ring of fire around itself you must jump over.
- Solar flare that temporarily blinds you when hit.
- Phase one shoots less frequently. At half hp the fire rate increases and at 5% it starts panicking and tries to self-destruct (starts growing), there is a small timer you must beat him before he kills both of you.
- Taunts Pluto constantly

Fight Area

The flight arena is a colosseum-like area, where you got a center plane (in a round shape). Around the area, there is a boundary (like with asteroids or something). The boss moves around the area the same as the player. After the game is finished you can revisit the arenas, but the background is a destroyed solar system.

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For example:

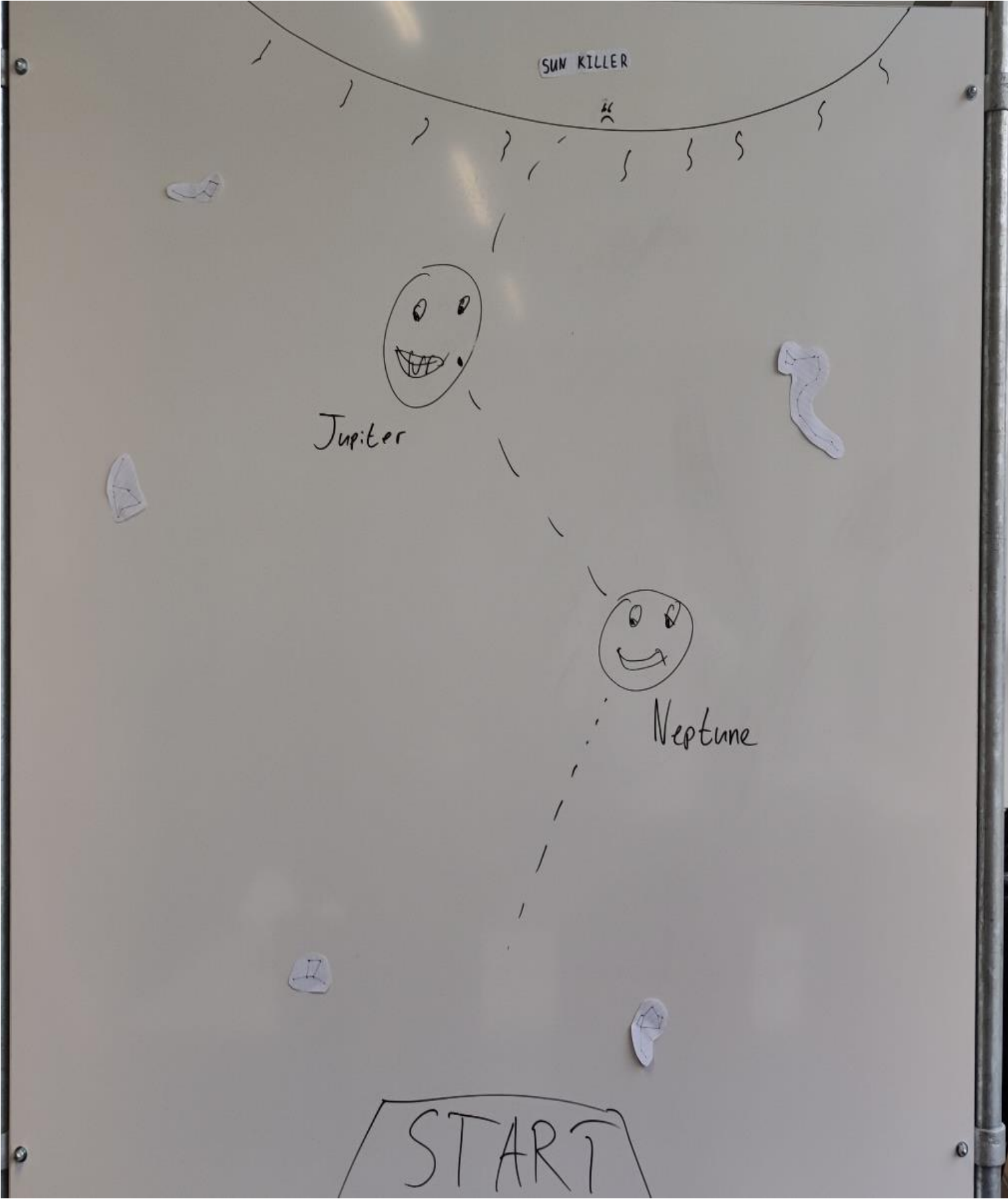


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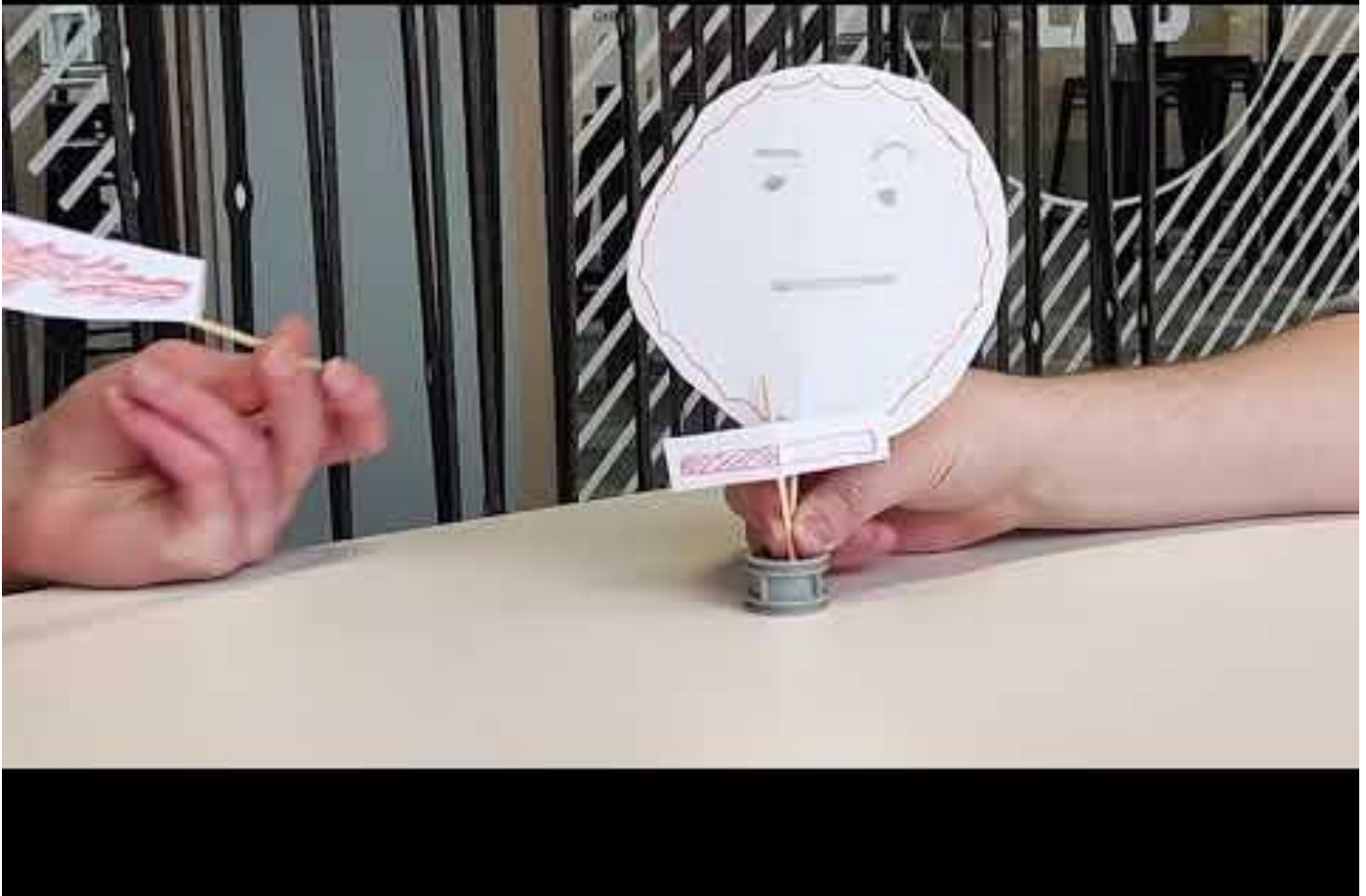
Projectiles for Pluto and Sun



Lo-fi prototype

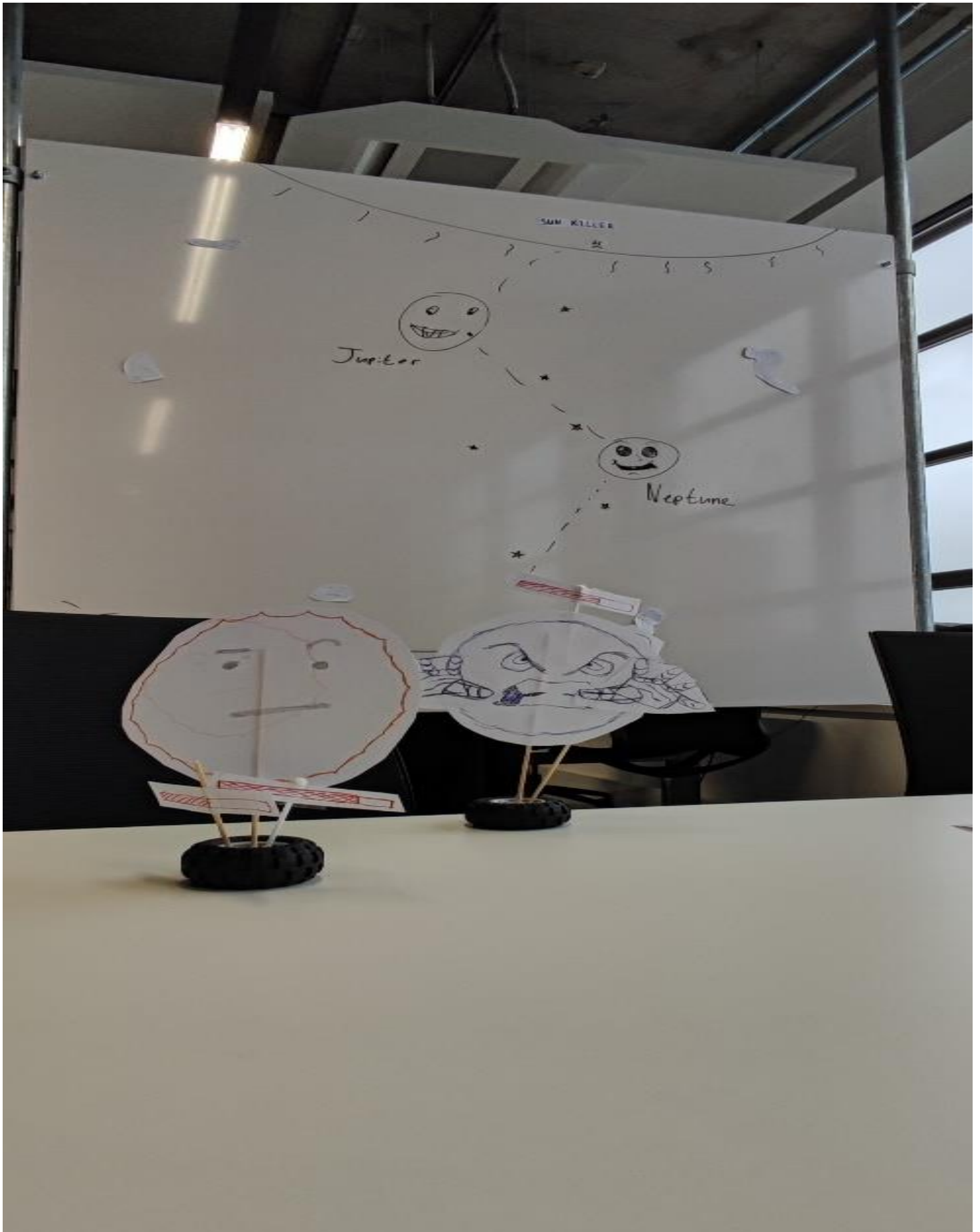


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(ctrl + click on the picture above for the video)

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