



WHEN ROBOTS



BLEED



Ages 13+

Release Date:

TBA

GAME OUTLINE

STORY:

Robot "Test subject no. 0" awakens to a dystopian future in which humans have been exterminated and robots are the only living things left. The sole objective it is cognizant of is to stop an entity known as "E#####," and it has neither knowledge nor memory of its history. In a world overrun with robots, "Test subject no. 0" is alone, broken, and a target. It must discover and precisely understand what "E#####" is.

Decades after a nuclear war, humanity has been wiped out and Robots have adapted and innovated to sustain themselves. The world is in ruin and robots have gone rogue, scavaging for a scarce resource known as Tachyionite.

MAIN OBJECTIVE:

To destroy the threat causing robots to destroy each other and escape the factory. Explore the factory and make your way to the final area where the main threat is hidden. Each area holds a special key card that progresses the game. After collecting 4 key cards, the final area is unlocked and you take on the final boss in order to save all bots.

GAME MODE

When Robots Bleed is a single player game, with multiple save slots, allowing the player to start new games without erasing old content or re-play at certain stages of the game.

MAIN CHARACTER

PLAYER:

Play as the reactivated robot "Test subject no. 0", and the player will have the option of renaming the character.

ABILITIES:

- Dash - horizontal
- Double jump
- Hover
- Blast
- Beam blade
- Magnetic hook
- electirc run

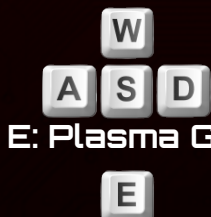


PARTS:

- Core(s) - each core collected upgrades health
- Upgraded arm - attatches a blaster and/or beam blade
- Upgraded legs - the ability to double jump/ hover
- Thrusters - the ability to dash

CONTROLS:

WASD: to move



E: Plasma Gun

Spacebar: jump



R: Magnetic Hook



F: Energy Blade



M: for the map



GAMEPLAY

You, the robot, will be able to acquire new skills and abilities from various areas of the facility.

You may acquire abilities to destroy your adversaries and move across the areas more quickly by discovering particular broken-down bots with components on them and killing bosses.

You may employ abilities, such as the charge shot the beam has, double jumping, dashing, magnetic grabs, and more.

GAME WORLD

AESTHETICS:

Many of the game's backgrounds and other artistic details depict decrepit walls and machinery—to emphasize how abandoned and word down the factory is.

The platforms resemble and compliment that of backgrounds and items found around the game. From High-tech equipment to broken and deteriorated items.

Enemies such as monsters and robots are found on these platforms with the intent on killing the player.

The platforms also give the player access to powers and abilities to aid their gameplay and progress the story.

GAME PROGRESSION

WALKTHROUGH:

In order for the player to progress in the game, a special ability needs to be unlocked to access new areas.

Obtaining abilities for the first time will trigger the alarm system and activate a unique enemy that will chase down the player. This enemy can't be killed initially, only be stopped after the chase sequence is over.

The player can then return and unlock the next new area to explore. Each areas has one boss that holds one of the four special keycards needed for the end game. Defeating them will give the player these key cards as well as upgrade one of the player's abilities.

GAMEPLAY MECHANICS

PLAYER:

The player's health meter starts at 100 and can be increased through upgrades. Damage can be done to the player from certain environment objects and from enemies. The player also has an energy meter of 50, which is used as a resource to be able to power weapons like the plasma gun and Energy Blade.

The Plasma gun costs 5 energy per shot. When depleted, the player can restore it by collecting energy dropped by enemies, or from boxes being destroyed. The player also has the choice wait to restore their energy (enough for 2 shots).

GAME EXPERIENCE

SFX/MUSIC:

Title screen:

- A Cyberpunk/Trance theme plays, invoking a sense of seriousness and danger—a theme constant throughout the game.

Main menu:

- A softer version of the Title screen theme plays so the player is not overstimulated by the intense music while interacting with their options, save files, and gameplay.

Areas:

- Different areas of the game have their own theme song.

Combat:

- Each zone also has a combat theme to alert the player that they are in combat.

The player will have a dedicated theme for them, this will play at pivotal points in the game and play in different genres:

- **Ballad:** A softer and more orchestral version of the player's theme—plays during more emotional parts of the game.
- **Cyberpunk/Trance:** A more synthesized and upbeat version of the player's theme—matches the game's overall tone and exemplifies the robotic nature of the character and theme.
- **Industrial Metal:** A heavy and monstrous theme that plays during intense moments of game, such as the final battle.
- **Lullaby:** A very simple and calming version of the theme that plays at the end, to let the player relax and recount what happened during their gameplay.
- **Death:** A short Lo-Fi death jingle for when the player dies.
- **Bosses:** Each boss gets their own custom theme to match their overall aesthetic and combat style.

GAMEPLAY MECHANICS

UNLOCKABLES & ABILITIES:

The player can find new abilities to aid with both progressing through the levels and combat. Initially, the player will have access to two weapons, an energy blade and gun to combat enemies.

Energy Blade:

The player's melee weapon, swing to damage enemies and objects in front of them.

Magnetic hook:

A ranged item used to grapple onto certain magnetic points and rialings in the zones.

Dash:

allows the player to dash in the air or ground for a short distance



Plasma Gun:

The ranged weapon that uses energy. Energy bullets are shot at enemies in front of the player, and can be used while jumping.

The gun can also be used for activating switches by shooting at them.

Double Jump:

Allows the player to jump once more after the first jump.



Electric run:

A passive ability allowing the player to run faster. The player must build up speed in order to trigger this ability, allowing them to run fast and destroy enemies and objects.



GAMEPLAY MECHANICS

UPGRADES:

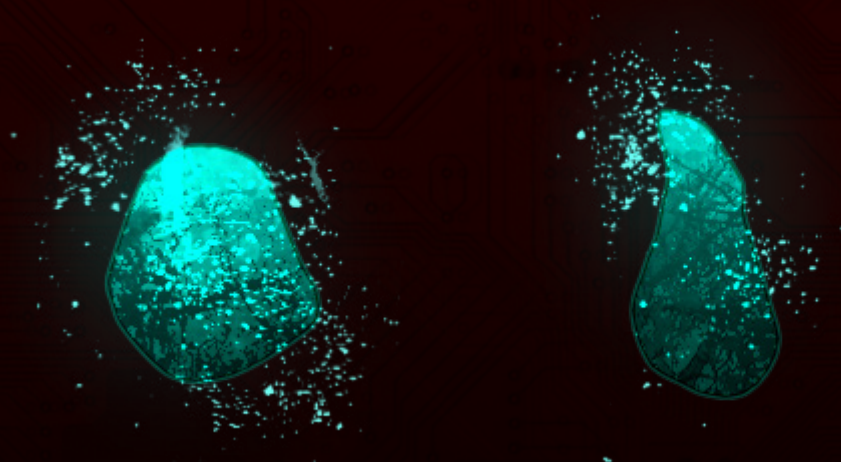
Despite being intelligent beings, robots have resorted to hunting each other for Tachyionite, which also provided by a powerful entity.

Defeating an enemy will reward the player with exp, which can be used to upgrade more of the player's skills.

Another way of leveling up is by finding orbs hidden in the zones which also give EXP.

Tachyionite :

When encountering Tachyionite or enemies infused with it, can be absorb into the body and creates/powers upgrades.



ENEMIES

COMMON ENEMY TYPES:

Walker: Once a worker robot, but now roams the area looking out for anything detected as “dangerous”. Shooting its rifle in three short bursts from afar and does a melee attack when the player is too close.

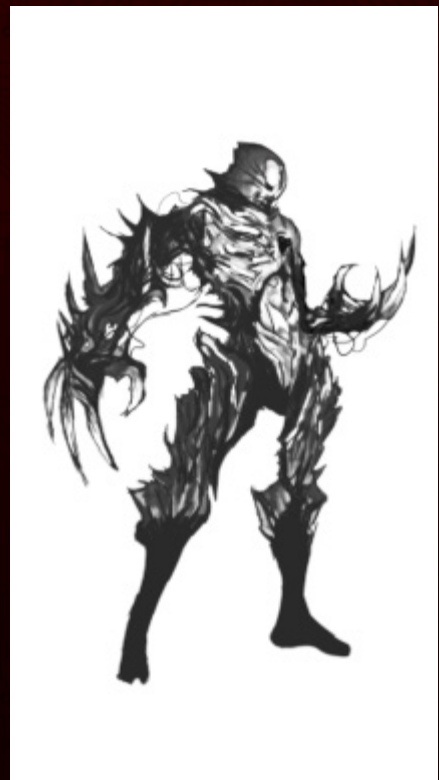


Hunter: Agile, and precise, the Hunter is eager to hunt and is able to pounce at the anyone in one and bleeds it's foe.

Golem: This immobile mech may be slow, but it packs a puch with its strong arms and tanky stats, dont get too close or you might just be in big trouble.

Scout: Soaring through the air, the scout is nothing but just pure fire power, focusing ending it's target with precision aim with its front two turret guns.

Bomber: As it's names states, the Bomber is capable to use its shoulder mounted rocket launchers to dish out tremendous damage across the field.



Igniter: With flamethowers attached to it's arms, the Igniter is able to shoot out flames strong enough to melt through any opponent.

MONETIZATION



INITIAL RELEASE:

- Players will be able to purchase the game on Steam for a one-time payment of \$19.99. The game will launch with an introductory discount of 15% to encourage interested players to pick the game up early.
- Players will be able to purchase and enjoy additional content on Steam, such as the complete soundtrack, for \$9.99 at launch.
- A bundle with the base game and the additional contents will also be offered for new players interested in both.

POST RELEASE:

- Players will be able to continue their journey within the world with paid DLC content:
- This DLC offers a different perspective of the main story and allows players to explore and understand the world of When Robots Bleed more deeply. The DLC will provide new levels, locations, and story elements. Additional content for the base game may also be added.