Formless

(Working Title)

3D-roguelike dungeon crawler. Telling the story of a character without any features. Defeating bosses will grant chisels, which in turn will give different body parts to the main character. The different body parts will give different effects.

Target audience: Action roguelike fans. Players who want challenging combat	**Platforms:** Windows
Gameplay tags: Roguelike, 3D, Dungeon Crawler, Atmospheric, Replay-Value, Action	**References:** The Binding of Isaac: Rebirth, Armikrog, Wallace & Gromit
Technical tags: Controller, Singleplayer, PC, Procedural generation	**Developer:** Tommy, das einzig wahre Einhorn

Current State of the Prototype

The game in its current state is just a prototype to show a bit of gameplay. Currently it consists of a main menu, with settings and credit screen.
The game transitions from the main menu to the level with a loading screen, which shows the player what to do and also the controls of the game. Inside of the level the player finds a key on a table, he needs this key to finish the level.
On pick-up of the key enemies will spawn in the four corners of the room. The player needs to defeat the spawned enemies before the door at the end of the room opens.

Most of the assets in the game at this moment are placeholders. Because on the first floor the main enemies in the finished product will be severed hands. I went with spiders to get a close resemblance to that.
The player character right now is only a capsule with a rectangle connected, which should work as an arm.

The camera controls are still not working quite as I expected. With the mouse and keyboard controls it is a bit shaky. Cinemachine needs a bit more tweaking.
I also wanted to include an active switch to show which controls are used, and what those controls do. This will be included in further steps of this project.

I tried to have the colours for the walls right so they look like they are made out of clay, so it is a start on the aesthetic of the game.
Below is the first concept of an enemy.
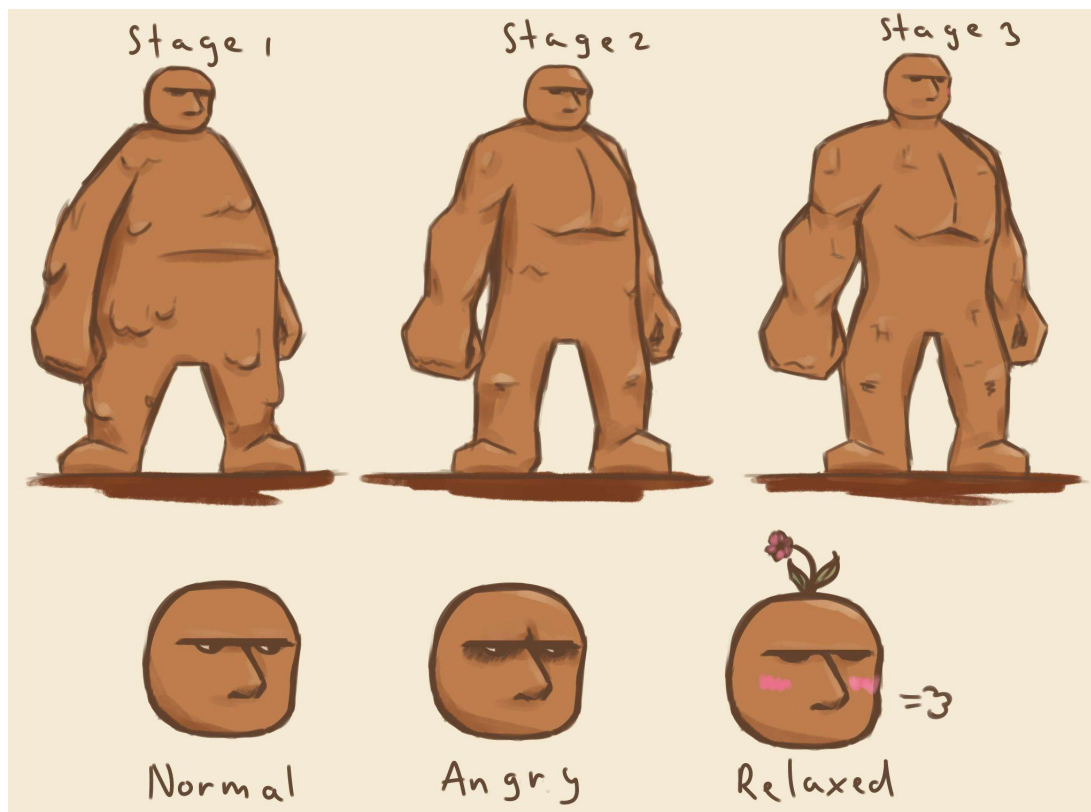
1.   Player objectives and progression

1.1.   Who is the Player in the Formless?

The player takes control of a humanoid looking, but featureless blob of clay.

1.2.   Synopsis of Formless

At the beginning of the game the player knows that through his decisions he
will define who the character really is!
Through the game it gets clearer that the player not only defines who the character
really is, but also how strong the character is at the end of the game.

1.3.   Primary goals

The player's main goal is to fight his way through each procedurally generated floor,
at which end there's a choice between 2 boss doors. One is for an easy fight and one
for a much harder fight with a better reward.

1.4.   Gameplay

The player will start in an empty room without enemies. A voice will speak to him and
will give him a random so-called "spark", which will give him different stat boosts. This
voice will always return at the start of each new floor and will bestow another spark.

At the end of each floor the player will have a choice of 2 different doors, depending
on which door is chosen the player has to fight against an "easy" boss, or a much
harder boss. As in 1.3. mentioned the reward changes depending on the choice.

To complete the game the player will have to fight his way through 6 different themed
floors to complete the features of the character. After that there will be a final last
floor which only consists of an empty room and only one door for a boss room!
The final boss, to defeat and win the game, will be a dark version of the character.

Through the game the player will have to fight different types of enemies based on
the theme of the floor! When the player gets hit by enemies he loses health,
represented by terracotta jars in the top left corner of the screen, followed by a
shattering sound.
Defeated enemies also have a chance to drop different items(Souls, …) for the player
to use!

1.5.   Core loops and outer loops

The core loop of the game is the fighting through the floors and getting to the boss to
complete the character.

The outer loop here would be to gather the dropped souls of the enemies and "buy" new sparks to get stronger and have an easier time.

2.   References

2.1.   Game mechanic

The main inspiration for the game mechanics lies within The Binding of Isaac. The most prominent here is the procedurally generated dungeon, rooms with enemies and riddles, a boss that stands in the way of further progression etc.
Further to be mentioned is the ability to get different items to upgrade the character during the run and make it easier to reach the end of the game. This aspect is represented in Formless in the form of purchasing and getting sparks and also through defeating bosses and getting body parts.

2.2.   Game aesthetics

The aesthetic inspiration for the game comes from different sources, which include the movies of the Wallace & Gromit series and also the game Armikrog. Both of those IPs work with models made out of, or at least looking like, clay.
In the beginning the player character will start out as an amorphous blob of clay. With each floor played and the boss defeated the shape of this clay blob will get more and more defined. At the end of the game the character is basically a sculpture.
The environment and all the enemies also will have the look of clay formed into shape.

This aesthetic will be seen throughout the game. It will also be visible in the UI elements.

2.   Game world

3.1.   Story of the game world

The player takes control of a soul that just recently died, this soul takes control of a featureless form of clay. Throughout the game the player will learn that the place he is in is hell!
This hell consists of 7 different levels, representing the 7 deadly sins.
The lost soul needs to fight its way through hell to find redemption. Redemption in this case is shown through the completion of the player's body! Only whole can you reach salvation. Each level is themed after a sin, and so will the enemies.

3.2.   Levels in the game

3.2.1. Tutorial level: Limbo

Is only accessed at the beginning of the game. Easier enemies to learn the combat, easier Tutorial-Boss to learn about the Chisels and their function! The boss is called after the level itself: Limbo.

3.2.2. First level: Lust

Floor themed after Lust. Enemies look mainly like hands and hunt the player down to get into contact with him! The boss of this floor is called Luxuria.

3.2.3. Second level: Gluttony

Floor themed after Gluttony. Fat, gluttonous enemies are the main threat on this floor. On death they will explode, and spawn smaller enemies.
The boss of this floor is called Gula.

3.2.4. Third level: Greed

Floor themed after Greed. Enemies, who damage the player, will steal their soul fragments. If the player kills them fast enough he gets the fragments back.
The boss of this floor is called Avaritia.

3.2.5. Fourth level: Sloth

Floor themed after Sloth. If the player is damaged by enemies he gets slowed down, and his damage is also lowered for a short period of time.
The boss of this floor is called Acedia.

3.2.6. Fifth level: Wrath

Floor themed after Wrath. The enemies on this floor are much more aggressive, and will do double damage.
The boss of this floor is called Ira.

3.2.7. Sixth level: Envy

Floor themed after Envy. Enemies will copy one ability of the player and attack him with it.
The boss of this floor is called Invidia.

3.2.8. Seventh floor: Pride / Final Boss

Floor themed after Pride. There are no enemies on this floor, the map only consists of a straight line to the boss. Other than the other floors the version of the boss can't be chosen. The boss on this floor is a copy of the player, so the player has to overcome himself.
The boss on this floor is called Superbia.

4. Mechanics of the Game

4.1.　Control of the character

The game supports PC and Controller input.

Control scheme PC:
W/A/S/D-Keys - Movement across the X and Z axis.
E-Key - Interaction with different world interactables.
Left mouse button - Ability to shoot energy, main source of damage.
Esc-Key - Pause Game and open Pause Menu
Spacebar - Ability to dash a small distance, has a cooldown
Mouse move - Moving the FOV of the character and aiming at enemies etc.

Control scheme Controller:
Left-Stick - Movement across the X and Z axis.
West Button - Interaction with different world interactables.
Right Shoulder Button - Ability to shoot energy, main source of damage.
Start Button - Pause Game and open Pause Menu
East Button - Ability to dash a small distance, has a cooldown
Right-Stick - Moving the FOV of the character and aiming at enemies etc.

4.2.　Enemy mechanic

The enemy types that spawn and attack the player depend on which floor he is on.
Enemy abilities are in theme with the floor as well.

4.3.　Map mechanic

The player has the ability to see the full map from the beginning of the game, that
way he can either choose to go straight to the boss. Or explore the floor, to get
resources.

4.4.　Boss mechanic

The room before the boss has 2 statues, which the player can interact with. The
interaction will result in an easier or harder bossfight. The other statue will be blocked
from being interacted with.

The bosses will continue the theme of the floor and of the other enemies. After the
defeat of a boss, and depending on the difficulty of the boss, a chisel will spawn

afterwards. Through this chisel the player will get a choice of different body parts, to choose from, to upgrade themselves.

Sources

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