<Clunker>

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# Overview

## Theme / Setting / Genre

- Steampunk 2D Sidescroller (Roguelike)

## Core Gameplay Mechanics Brief

- Combat

- Permanent Death

- Randomly generated levels

- Body Enhancements (Stat bonuses or other bonus effects)

## Targeted platforms

- PC

- Android / IOS

- Consoles

## Monetization model (Brief/Document)

- Premium (Pay to Play)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## 

## Project Scope

- <Game Time Scale>

- I plan to spend as little as possible on this game.

Everything will be done in my own time.

- The game will take up to one year to finish.

- <Team Size>

- <Core Team>

- Wybren

- Programming and Art

- 0 euros

- <Marketing Team>

- Wybren

- Marketing

- 0 euros

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - <Influence #1>

- <Games> Caveblazers

- I got the idea when i saw gameplay of the game “Caveblazers”.

The game’s flow and gameplay speak to me, and I want to replicate this feeling.

### - <Influence #2>

- <Games> Spelunky

- This game has a way of generating levels which I need to achieve

mine.

### - <Influence #3>

- <Games> Guns of Icarus

- The idea of the airship hub came from this game. Also part of the

artstyle.

### - <Influence #4>

- <Games> Skyrim(Dwemer ruins)

- The style of Skyrim’s dwemer ruins is the style I want to use for

my dungeons

## The elevator Pitch

The game features roguelike elements (such as permanent death), with a twist.

The player will have the ability to send away items and gold during gameplay, which is handy, because you wont be able to lose them, but will influence the future in the dungeon, such as not being able to purchase full health later on.

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## Project Description:

The game features roguelike elements with a twist. The player is able to send away items for later usage, or gold for spending on upgrade parts.

The player will go through dungeons and dungeons collecting loot and gold. When the player dies all of this loot will disappear and the player will have to start again.

To ease this up a bit, the player is able to send away items or gold as stated earlier. This is a lot like the “Fulton extraction system” from the game “Metal Gear Solid 5”.

The player is limited to when he/she can actually extract something. Where you can do this anywhere you want in “MGSV” you can only do this at designated “extraction points” and only once per “extraction point” in Clunker.

As stated earlier, the sent away items can later be taken with the player to a new dungeon and the gold can be spent on upgrades.

During gameplay in a dungeon, the player will encounter items which can be dropped by chests, monsters or found lying on the ground.

These items categorize in:

* Weapons
  + Ranged
  + Melee
  + Traps / Bombs
* Kits (Positive / Negative effects)
  + Health boosts
  + Negative health boosts
  + etc.
* Upgrade parts
* Keys (used for opening locked chests)

The player will also encounter boss rooms every [number] of levels. These boss rooms can be:

* Boss rooms
* Puzzle rooms

The game will pick one of these options at random and will then construct a fitting room.

Either one of the options has multiple possible combinations, and bosses can even pick between a flying or walking boss.

- Upgrade parts

* Upgrade parts can be used by the player to enhance himself. These enhancements mostly affect stats, but can also give a different effect, such as AoE damage or even grant the ability to fly.
  + Effects
    - Effects are able to give the player significant advantages in combat, but upgrades that change the players movement such as flight will affect the type of enemies that spawn in the dungeons. A flying player will result in more flying enemies and a higher chance of flying bosses.

The goal for the player is to find out what happened to the civilization that built him. The deeper you get into these caves and the more caves you loot, the more you find out about what happened. After a long time of playing the player will find out what happened and do something about it.

The time playing is defined by the players level.

The player can level up by slaying monsters, clearing levels, collecting gold and killing bosses.

The player will receive rewards (such as upgrade parts or cosmetics) on each level up.

# What sets this project apart?

- The ability to save items for later usage

- Upgrading the character

- Randomly generated levels

- Story

## Core Gameplay Mechanics (Detailed)

### - <Combat>

- <Details>

The player has the option of choosing between ranged

and melee. Both attacks have significant speed, and

unlimited ammo.

### - <Permanent Death>

- <Details>

The player will lose all gold / items in his inventory when he

/ she dies. Depending on the amounts of

### - <Random level Generation>

- <Details>

Each time the game loads a new level the game will generate

a random map with a path from start to finish in it. This path

is guaranteed.

### - <Body Enhancements>

- <Details>

These body enhancements (or upgrade parts) allow the

player to give himself advantages in gameplay. The

exact details are explained in the project description.

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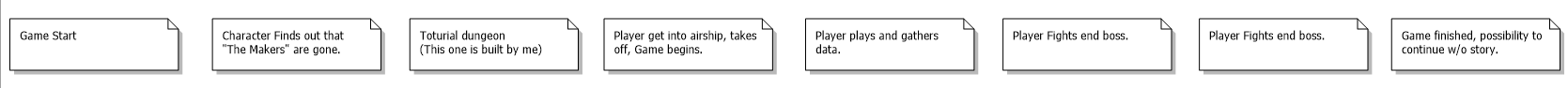
# Story and Gameplay

## Story (Brief)

Player realizes makers are gone, finds out why and kills reason.

## Story (Detailed)

Timeline:



The player start by waking up from some sort of pod, realizing everyone is gone.

The player also realizes that he is broken (pod was a repair bay) and that he is missing an arm.

The player then goes through a tutorial level built by me (only one not generated) explaining the movement, combat and stuff like the extraction system. The player will also get an upgrade part, so that can also be explained.

After this level the player will get to the airship, fly away and start the actual game.

The player will then play the game whilst collecting data about what happened. It becomes clearer and clearer that all the machines turned against the makers and killed them. After more data it becomes clear that the makes built an AI (with cogs) and that this AI turned against them. Mission is now to kill this AI and end the game.

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## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

The primary focus lies in combat. The player is stronger than most enemies, which is needed because the player will lose all progress when he dies. The player can gather gold and items whilst playing the game and can use these in the dungeons. Gold can be used to purchase things like health or items at “shops” which spawn randomly in the generated dungeons. After each completed level the player can choose to send his money away for later use. This money can then be spent on upgrades. Doing so, the player risks needing the money in the next level and not having it, dying in the process.

The player can also send away items on so called “extraction points” which send it to the airship so the player can use them on a new trip after he / she died.

The random generation ensures a near limitless variety in levels so the player can’t learn them / get bored because of that.

By completing levels, killing enemies / bosses and collecting gold the player gets a score after death. This score is then turned into levels. For each level up the player is awarded an item.

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