

One-pager Space Wander

Game Identity / Mantra:

Guide sentences :

- *A challenging fast-paced Roguelike shooter*
- *A transcendent combat oriented sci-fi shooter*
- *A demon Hunting simulation*

Design Pillars:

Keywords : *Fast-paced, shooter, combat, sci-fi, hunting, powerful, cathartic, challenge, ruthless, fearless, engaging*

Genre/Story/Mechanics Summary:

Genre: *Combat oriented Sci-fi Roguelike shooter.*

Story: you've been called by the government for a new mission. The planet "Alpha", originally inhabited by humans, has suffered from numerous alien attacks for decades. The last battle ended in a human defeat. Your goal is simple, "Crush all the aliens remaining on Alpha", so humanity will get its revenge.

Mechanics design philosophies :

- *The experience is about combat, any mechanic that isn't helping this goal will not be implemented.*
- *The experience is about making the player feeling in control, like a hero, powerful*
- *The experience should be rewarding, so every achievement will be difficult to get.*
- *The player should be fearless and ruthless, features enhancing these feeling are a priority.*

Features:

Character:

- *Fast movement (Dash, Teleportations).*
- *A vast pool of Weapons and power-ups*
- *Execution animations for every monster.*
- *A situational special shot for each weapon*

Monsters :

- *AI that force player to reach them (push-forward mechanics).*
- *Making them scary.*
- *Giving them a different sprite to show how bad they are hit.*

- A wide variety of monsters (a lot of monsters with different mechanics).
- Epic Boss fights.

Environment & atmosphere:

- Sci-fi, dark and creepy.
- Immersive.
- Wide battle arenas.

Interface:

Inputs :

- Shoot.
- Movement.
- Execution.
- Dash/Teleportation.
- Special shoot.
- Switch weapons.
- Interact.

Mapping :

- Mouse & Keyboard :
 - Shoot. → Left mouse.
 - Movement → QASD.
 - Execution and interact → E.
 - Dash/Teleportation → Space.
 - Special shoot → Right mouse.
- Game pad : TBD

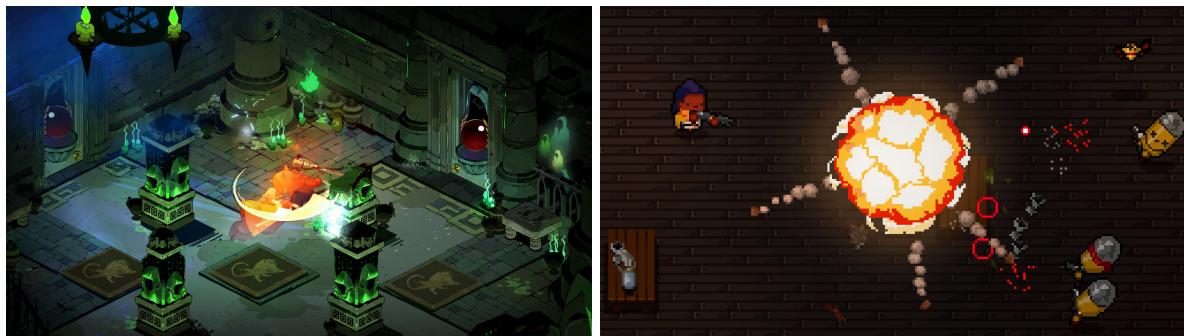
Art Style:

Current : Top-down 2D pixel art, 32x32 unit.

Considered : 3D isometric

References :





Music/Sound:

References :

- Mike Gordon (Doom Eternal) :
 - BFG division : [Link to music](#)
 - The only thing they fear is you : [Link to music](#)
- Joonas Turner (ScourgeBringer):
 - OST : [Link to music](#)

Intended emotions: *Trans, aggressiveness, almighty, cathartic.*

Development Roadmap / Launch Criteria (this is just a guideline) :

Platform: Itch.io

Budget: 60k Euros

Milestone 1: Character mechanics prototype - 31/07/2021.

Milestone 2: AI mechanics prototype - 31/09/2021.

Milestone 3: Procedural generation prototype - 31/10/2021.

Audience: 14+/any gender/combat enthusiast.

Milestone 4: Power-ups & weapon prototypes - 31/10/2021.

Milestone 5: UI prototype - 30/11/2021.

Milestone 6: new artistic direction - 30/11/2021.

Milestone 6: Polish - 31/12/2021.

Prototype Release: 31/01/2022