Working Title: Chrome Linked

**Cool new ability:** Can control a PILOT, a giant mech designed after Gigantus’s piloted giant robot which was developed after wildly unpopular twist, remotely using his mind (others must pilot from the inside). This mental piloting frees him up to instead control 2 weapons, instead of the usual one

^^^ THIS LAST PART NEEDS TO BE FLESHED OUT.

(Portable Interface Link Operated Transport) = PILOT

**Story summary:**

Ziv Chromebeak is an assassin working for the Envocron corporation under their bounty master, known only as Gil. 15 years before the events of the story, he worked with his brother as an assistant, with both working towards their dream of a giant robot. But, one night during their research, they are attacked by Jebb O’Shenny. Ziv shocks his brother with his knowledge of martial arts, and tries to defend his brother, but the fight ends with both mortally wounded, and Jebb whispering to Ziv that he was hired by Ziv’s brother, before he goes unconscious. Ziv choses to fake his own death, and work as a bounty hunter, vowing to get his revenge. Eventually, he finds out that Jebb is still alive, and its revealed that Gil paid for Jebb to fake his own death in order to give Ziv a reason to want to work for Envocron, knowing Ziv’s skills. Gil sets things up for Ziv to first hunt his brother (seen before the game), followed by his encounter with Jebb, still alive. Finally, after learning he was set up, and his brother was innocent, he hunts down Gil to get his final revenge, and put his brother at peace. Once he succeeds he vows to work to build a truly sentient gigantic robot, fulfilling he and his brother’s dream.

Ziv’s real name: Never stated

Ziv’s brother: Terran Glade

“Everything’s gonna be alright, forever” was a phrase Terran told Ziv right before Jebb attacked, and its what Ziv says once he defeats Gil.

General gameplay outline:

Each stage is behind the player forward auto-scrolling shoot’m’up, with a new player short range melee attack, and dual stick shooting (think Kid Icarus Uprising flight stages). Enemies will swoop in once the player gets a certain distance to their position, and defeating them will give money to the player. Player has unlimited ammo, but a certain amount of health. With money, players can power up their PILOT (ie armor, health), power up their weapons, and buy new weapons. They can equip two weapons at once, of any type, but that weapon must be in their inventory (ie, if they want two of the same, they need two). At the end of the stage, is a required boss that is needed to beat the stage. Shopping is done at a hub (the local Envocron base), while story and dialogue sequences happens in locations before and after each stage. The time it takes to beat a boss leads to a better reward, and also the boss.

**Visuals:** 2d sprite like objects always face camera, rest of the world is going to have low resolution, non mip-mapped textures to give an HD-2D like effect. Shading will be done by taking the average lighting and color per TEXEL which will be the focus of the shader.

**2 stages**

MISSION Carrier Outskirts – Open blue sky, lots of clouds but still sparse, chasing Jebb

Sorfen Peaks – Snowy area with overcast skies above playfield, below playfield, snowy mountain peaks jut up, where Gil and his council hide out. (near the Envocron base).

Bonus boss:

Dark Schippie Dues (if they beat the first boss fast enough, dark schippie dues will drop in and try to loot from Ziv, seeing his fancy mech).

**Specific gameplay mechanics**

Two reticles: One follows player, and one can be independently controlled. One stick controls player (left) right controls independent reticle. Left trigger shoots dependent weapon, right trigger shoots independent. Bumpers free for any special attack I want to add. All face buttons dodge. If melee, no reticle is used. Only one melee weapon can be set at a time.

ADD INVERTED CONTROLS

Consider controller and keyboard support.

Windows only

Resizable window, or full screen at a few set resolutions

Enemies fire projectiles of course. 3 enemy types for now, and harder versions in each stage (probably will just pallet swap to make work easier).

Enemy types and mechanics:

Enemy spawn(ENUM, initPos, spawnDist);

ENUM: ENEMY\_grazaloid ENEMY\_envocronmelee, ENEMY\_envocronrange, ENEMY\_resistance, BOSS\_Jebb, BOSS\_Gil, BOSS\_Dark

Grazaloid Fighter Jet (stage 1 and 2): Small, fast jets that can shoot streams of projectiles. Can dodge. Very fragile

AI: If player within x +- 10% of screen, offset x 20% of screen (check which is boundary and go opposite)

Path: (10, 0.0, 10 0.0, 10 (+20% of screen, 0.0), 10 (+20% of screen, 0.0), 10 (-20 % of sreen 0.0), 10 (-20 % of screen, 0.0) (10, 0.0).

+or – is an offset from initial position offset (\_) = (\_,\_) , (\*,\*\*) : x = \*, y = \*\*.

Health: 10 hit points (fragile, can mess with later)

Shot cooldown: 3 frames. Projectile type: RapidEnemy. In direction of motion (or in front)

Encron Pilot (Only in stage 2): Similar to the player’s pilot, but only one weapon since they have to be piloted from the inside. Can use either melee (default) which is a () colored pilot, or ranged (default) which is a () colored pilot

AI: Stay in place near for 1200 frames, then up off screen (then despawn once off screen) (shooter)

Melee: Same but 3000 framess

Path: Steady, offscreen can be decided by messing with what feels good.

Health: 2.5\*grazloid

Cooldown: If melee, animate to go up to player to melee range in a few frames (4 or 5), attack, then go back, if not then just shoot AT player: 20 frames for shots, 50 for melee.

Resistance Jets (Stages 1 and 2): Slower, and larger than grazaloid fighters, but have far more defense. Can’t dodge, and can’t fire in streams, but have larger homing projectiles, and can also have secondary weapons:

Stay to the left (or right of player) + 10% depending on the closest boundary, every 120 Frames pick a random attack:

1: Set time bombs in front of the player (90 frames)

2: missiles that cause more damage than projectiles, but can only fire in a straight line (move in front of player for 30 frames, shoot, move back)

3: Rapid fire for 20 frames.

No path as AI handles movement, cooldown explained above.

Health: 6\* grazloid

Planned weapons (all can be upgraded up to level 3, for melee increases range up to 1.5 times, for ranged increases rate of fire, and both increase up to 3x strength):

Ranged:

Basic arm cannon: Purple “sphere” projectiles, mess around with rate of fire, size, strength, etc.

Rapid fire cannon: Stream of projectiles, again mess around with details

Melee:

Basic electric sword: Default

Field Sword: Similar to basic electric sword, but double the range

Capacitance Sword: Leaves a trail of electricity behind it, normal range

Enemy spawning algorithm:

**Needed assets:**

**Needed work:**

(Basic gameplay)

Enemy AI

Map loading system

Create/Animate melee weapon for mech

Create Minimum Viable Product, a basic stage

Add cloud effects (Do procedurally (ie, from distance x far create cloud, move towards distance y close, then despawn, for z number of clouds at a time), make density a parameter setting)

Create first boss

(Basic story + world)

Merge text system into game

Create dialogue gui

Create camera + asset system for cutscenes

Build cutscenes for stage 1

Add optional dark schipie dues boss

(Finish stage 1)

Add extra weapons

Add extra visual effects for weapons

Add other enemy types

Add city buildings in a specific area for variety

Consider adding light sources to mimic light reflecting off windows

(Final)

Add flashback to time with Terran instead of just having it through dialogue or a black screen with dialogue

Flesh out scenes for cutscenes

Add additional area with overcast clouds and lightshafts for visual pizzaz in stage 1

**Schedule plan**

5/28

Work more on stage 1

Consider adding light sources to mimic light reflecting off windows

5/29

Finish implementing scenes, dialogue

Optimize Clouds

5/30 Test/balance

5/31-6/1 Work on tile screen

6/2-6/4 Polish, Polish, Polish!

Stage format:

Enemies:

ENEMIES

ENEMY\_ENUM x y z dist

…

…

PATH

\_ x y z //time in seconds, vector of starting point

//Segments can be used to add or modify effects, but this should be hard-coded