

Disassembly Line

Steel Assimilation

Kill and dismantle your robo-brethren to gain their unique abilities in this fast-paced, sparks-flying, steel-screaching scramble through the factory.

PEGI 12

Story

All robots are sentient machines made at the factory they now use as their battleground. Though vacuous and unmanned, the seemingly low-tech machinery of the factory managed to create these violent and self-maintaining robots. Unfortunately, having been abandoned for aeons, the factory doesn't have enough rivets needed to satiate these machines' desire for upgrades and destruction. Therefore, they head into battle to retrieve these rivets from their steel brothers.

There is no narrative to this game as it is a multiplayer arena shooter with no story objective or quest goal, simply just to kill the other players the most.

There are no NPCs in this game as it is a multiplayer arena shooter where the only gameplay is manoeuvring the main-menu screen and fighting other players, not having any characters to interact with other than other players – of whom you only interact with, with your fists (and gun).

Start-up

Once the player encounters an enemy player, the game truly begins. Here is a sample of what could happen in this situation: The player could immediately begin to open fire on the enemy, making them drop rivets to pick up once the enemy is either dead or the player closes the gap (maybe even another enemy could run in and steal the rivets while they're on the floor). However, should the player wish to get closer before beginning to fire, they could simply run towards the enemy, creating a large opportunity for the enemy to notice and make the initial strike, or use the time-delayed teleport ability to appear behind the enemy to ambush them and do some quick damage while picking up the rivets dropping from the enemy.

The player can also choose what to damage. If they decide to shoot at the head of the enemy, they do more slightly more damage, but no special effect will take place. They could shoot the torso of the enemy, having no damage modifier but having a larger area to shoot at. Lastly, they could shoot at the enemy's limbs. Doing so would cause limb damage, and doing enough of that would break that certain limb off, dropping a lot of rivets, and letting the player pick up that limb to use as their own. Using a newly acquired green arm would give them the ability to shoot a grappling hook for quicker movements, but requires some of the rivets they just gained to install it, lowering their overall rivet number, and getting rid of their own arm's ability.

The enemy has all these same options too.

Objectives

Players can win by collecting the required number of rivets – dropped from damaging, dismantling, and destroying enemy players – before any of the other players in a free-for-all fight.

Tokens

Guns (shotgun, revolver, machinegun, rocket launcher), limbs (arm, leg), rivets, health, damage, head, torso, players, player colours (blue, red, yellow, green), rooms, walls, melee weapons (parry fist, sledgehammer, sword, grappling hook).

Rules

- r.1** On match start, each player is randomly assigned one of the player colours (mutually exclusive) for the whole match. This colour gives the player a specific melee weapon and gun for each arm limb.
 - r.1a** If assigned blue, the player gets the parry fist melee weapon and shotgun.
 - r.1b** If assigned red, the player gets the sledgehammer melee weapon and revolver.
 - r.1c** If assigned yellow, the player gets the sword melee weapon and machinegun.
 - r.1d** If assigned green, the player gets the grappling hook melee weapon and rocket launcher.
- r.2** Bullets are projectiles that are produced and given their damage values by what weapon fires them. All have high damage drop-off (further they fly, less damage they do).
 - r.2a** The shotgun slowly fires a predictable spread of bullets (essentially pellets) in a widening cone at low damage.
 - r.2b** The revolver moderately speedily fires a single bullet at medium damage.
 - r.2c** The machinegun rapidly fires bullets at very low damage.
 - r.2d** The rocket launcher very slowly fires a large, slow bullet (essentially a rocket) at high damage.
- r.3** When bullets hit enemies, they are damaged according to the bullets damage value and how far they've travelled. According to the damage and body part, a proportional amount of rivets drops from the enemy.
 - r.3a** When the bullet hits a limb, less overall player health is depleted, but the limbs own health depletes normally. Once this reaches 0, the limb falls off and a lot of rivets are dropped.
 - r.3b** When the bullet hits the torso, the player health is depleted normally.
 - r.3c** When the bullet hits the head, the player health is depleted at a higher rate than standard, but a smaller number of rivets are dropped.
- r.4** Once player health has reached 0, they die and a surplus of rivets are dropped, a portion coming from their total rivet number.
- r.5** Players can collect rivets dropped by enemy players the instant they are dropped.
 - r.5a** The player that dropped the rivets can collect them back after a cooldown.
- r.6** Once a specified number of rivets are collected by a player, they win the match.
- r.7** Limbs that have fallen off can be picked up and installed by players at the cost of rivets.
 - r.7a** The player that dropped the limb can install it again in the same way after a cooldown.
- r.8** Installing a new limb gives the player the weapon/gun/ability said colour of limb bestows.
 - r.8a** Installing a new limb that the player already has installed (e.g., red melee arm for blue melee arm) drops the player's current limb in that slot, losing the weapon/gun/ability granted by said limb.

r.9 When dropping rivets from damage, a proportion of those rivets are taken out of the player's rivet total.

Features

- f.1** Players need to assess which body part to shoot at, as shooting at the torso would give a bigger target **[r.3b]**, but shooting at the head would do more damage for a smaller, harder to hit target **[r.3c]**, both depleting the overall player health and leading to a faster demise for the enemy, dropping lots of rivets **[r.4]**. However, shooting at a limb would do less overall damage, but grant a potentially more preferable limb colour **[r.8]** and a considerably larger amount of rivets when dropped **[r.3a]**.
- f.2** Players must keep in mind whether to attack an enemy player from medium-range or close-range as their starting loadout has opposing preferred ranges. E.g., the parry fist **[r.1a]** is best from medium-range where the bullet projectile to parry still has significant damage due to drop-off **[r.2]** and the player can react in time to the gun shooting to successfully parry the shot, while the shotgun **[r.1a]** excels at close-range as the cone spread widens considerably **[r.2a]**, missing most bullets at further ranges.
- f.3** Players should think about their rivet economy when considering installing a dropped limb to enhance their fight effectiveness. This is because installing a new limb costs rivets **[r.7]**, decreasing your total, when you need a higher total to win the game **[r.6]**.
- f.4** Players need to balance the pros and cons of installing a dropped limb, as the new limb could have, for instance, a more preferable weapon **[r.8]** to the player and their playstyle, but this would have to be weighed against dropping their current limb for that slot **[r.8a]** that their enemy might install themselves and be able to use more effectively to kill the player instead.
- f.5** Players should consider rushing in to collect dropped rivets, as if they don't collect them in time, another player could collect them **[r.5]**, increasing their total rivet count and bringing them closer to winning **[r.6]**, or the player that dropped the rivets could pick them back up after their cooldown has subsided **[r.5a]**, nullifying any rivet loss they suffered earlier. However, rushing in makes the player a larger target for the enemy and therefore easier to aim at, do damage to, and instantly collect rivets off **[r.5]**.

Gameplay

Pay-off Grid:

		Enemy (attacking)		
Player (reacting to attack)	Action taken [arb. rivet gain]	Shoot from distance [-1]	Shoot up close [-2]	Melee very close [-2]
	Get distant and shoot [+1]	0	-1	-1
	Get close and shoot [+2]	+1	0	0
	Get very close and melee [+2]	+1	0	0
	Run away [-1]	-2	-3	-3

Here there is a clear bias to do anything in close-range. This is intentional. The game is designed to punish ‘sniping’ (attacking from long ranges) and reward rush-in aggression and quick movement. There is, however, a factor that comes into play. Depending on what colour the player/enemy has been assigned, their loadouts will be different, and therefore their playstyle will change. This is accounted for in the modified grid:

Enemy (attacking) (red)				
Player (reacting) (blue)	Action taken <i>[arb. rivet gain]</i>	Shoot from distance [-1]	Shoot up close [-2]	Melee very close [-2]
	Get distant and shoot [+1]	-3	-1	+1
	Get close and shoot [+2]	+2	0	-1
	Get close and melee [+2]	+1	+2	-2
	Run away [-1]	-3	-4	-1

Decision Tree:



Look & Feel

The game looks very polygonal – low polygon count, no spheres, no rounded edges. The geometry is sharp and mechanical, with basic shadowing and lighting, and pixelated textures. In the factory the players fight in there are lines of factory equipment such as conveyor belts and storage rooms surrounded by pale/rusted metallic walls. The screen shows a barebones but futuristic and minimalistic ‘floating visor’-esque HUD of limb health and overall health (Figure 3), along with the player’s rivet count and a crosshair that displays colours depending on limb health in quadrated circle around said crosshair (like that in Figure 1) partitioned into four equal arcs corresponding to two arms (upper left and right arcs) and two legs (lower left and right arcs). This futuristic visor HUD resembles the one used by Iron Man in Marvel’s superhero film *Avengers: Infinity War* in the way it warps around the face of the user (Figure

4), stretching at the edges of the screen. It uses a first-person view in a minimalistic 3D environment.

The environment and atmosphere feel industrial and retro, thanks to the graphics and low poly count, like it does in boomer-shooter FPS game *DUSK*. This is further shown in the movement-shooter FPS game *ULTRAKILL* as shown in Figure 1 with its simple polygonal geometry. The factory the players fight in is also derelict and broken down in areas, like that of the ruins found throughout the isometric turn-based world of *Fallout 2* as seen in Figure 2. However, the rooms are much more open with less constricting hallways than those seen in Figure 2, giving the players a feeling of how grand and mysterious the factory is, while having lots of space for fights to occur. The visor HUD element creates an immersive feeling of really manoeuvring the robot the player is playing as, like they are personally piloting the machine.

Figure 1: *ULTRAKILL*. The crosshair in the middle of the screen shows health in green as a full half-circle arc on the left side of the crosshair, while the right side is split up into three blue bars corresponding to your stamina amount in blue. These details can also be seen in the bottom left in full.



Figure 2: *Fallout 2. Military Base Ruins shows dilapidated hallways and rooms with rubble and dented walls.*



Figure 3: *Fallout 4. Damage for each part of the armour is shown on the left – red meaning its close to breaking.*



Figure 4: Avengers: Infinity War. The visor HUD from Robert Downey Jr.'s perspective would be warped and stretched near the edges of his eyesight. It also shows the classic 'futuristic blue' hologram information images.



Interface

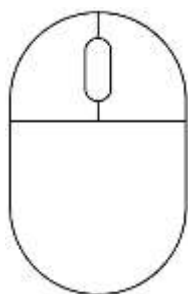
The game is played on keyboard + mouse.

Keyboard:



- W: Move forwards
- A: Strafe left
- S: Move backwards
- D: Strafe right
- Q: Heal using rivets
- E: Install/pick up limb
- Space: Jump
- Shift: Use movement ability
- Control: Slide
- Tab: Show game leaderboard
- Esc: Options/cancel

Mouse:



- L. Click: Choose option/melee attack
- R. Click: Back/cancel/shoot gun
- Move Mouse: Navigate menu/look around

60 Seconds of Gameplay

- Alright. There's a five-second timer counting down right now. I see some of the background and can move my view around, though everything but the countdown timer and my 'rivet count' in the top-middle of the screen seems to be quite dark.
- This rivet count already has 100 rivets there, being shown next to a partially-filled progress bar. I'm guessing I need to get rivets to fill the bar up to do something or win.
- Oh, there we go! The screen has turned lighter and now I can move around.
- I can see both my arms right now, and they both seem to be red. I guess that means I'm the red robot for my first match. My right arm is holding a revolver-looking gun, maybe if I press left-click then I can shoot it.
- Oops, nope. That swung the huge sledgehammer in my left arm. Well if left-click used the left arm then maybe my right-click will- ah yes. It doesn't fire very fast but it seems decent enough.
- Looking more at my surroundings, I see all these retro-style pixel textures. The geometry looks very triangular too. This reminds me of early PlayStation graphics – without the texture warping.
- I hear some metallic whirring like a motor oscillating. That's probably another robot. I should go and prepare to fight them. Maybe they'll come round this corner-
- Ah it's a yellow robot. It looked like it was sliding as it came round the corner, and it looks to have a sword and a... minigun? Oop, it already started firing at me. I'll move around to be a harder target.
- These bullets it's firing don't seem to do much damage, and now I'm firing back, I'm not seeing many of these 'rivets' drop from my enemy.
- Oh wait, the red quarter-circle arc thing slightly to the upper right of my crosshair is getting shorter and shorter, that doesn't seem like a good thing...
- Holy shit! My right arm just exploded! That arc must've been the health for my arm. My actual health bar at the bottom of the screen hasn't gone down much, but now I can't shoot and my arm has been dropped onto the floor.
- Oh damn, I didn't notice, but my rivet counter has gone down to 43. The rivets on the floor right now are my own that I dropped, but I can't seem to pick them up, so I'll try going over to the yellow robot to pick up the rivets it dropped.
- Oh yeah! I can also use this opportunity to hit the yellow robot with my sledgehammer, because right now I don't have any ranged attack.
- Woah, what just happened? I pressed the shift button by accident and a ghost image of my robot was projected out to where I was looking. It stopped me from moving but when I let go of shift I instantly teleported to where my ghost was. I'll try this again to get closer to my enemy.
- This time I teleported behind the yellow robot. If I teleported in front of it then the high firerate of the minigun it's holding would've shredded me, but now I'm behind it I can attack using my sledgehammer before it can turn around.
- I've hit this robot a few times and it's started running towards my dropped arm. Wait what? It just swapped its minigun for my revolver? I'll try to teleport towards it again to see if I can pick up the minigun arm.

- Oh hell yeah, I can do that. Now the upper-right of my crosshair is showing as yellow and I have a minigun in my right arm. I should begin shooting the yellow robot now.
- Aw fuck, my health bar is really low. My arms aren't low but my total health doesn't seem to be too attached to theirs. Anymore revolver headshots and I-
- Oh. I'm dead. Well, there's that familiar five-second timer, but now I'm spectating my corpse with a plethora of rivets floating around it.
- I have respawned. And considering I lost a lot of rivets from my arm exploding, I still managed to pick up a fair few from yellow. My current total is 78 – a far reach from the winning total it seems, but I *did* die after all.

Gameplay Description

In this game, the players spend most of their time in close-quarters combat. They destroy enemies' limbs using their current arsenal of a melee weapon and gun, pick up rivets, install dropped limbs for a more preferable loadout and movement options, and rinse and repeat until they reach the rivet total needed to win the game. Between deaths, there's little-to-no downtime as only a five-second timer keeps the player from respawning and sliding back into the fray, using advanced movement and fast, heavy hitting melee up-close to take what they want and increase their rivet count. Games are quick and close-quarters is encouraged with high damage fall-off values for ranged attacks, leading to a more fun experience compared to modern shooters where sniping and retreating from engagements are often an unbalanced/overpowered mess – this game is made for keeping adrenaline high and hallways short, so a player is never more than five seconds away from a new engagement to test their quick wit and movement tech skill.

Pitch

Don't you miss retro arena shooters? The nostalgic, first-person, adrenaline-fuelled multiplayer with your friends? If you're searching for a fun, high-octane blast from the past, *Disassembly Line* is perfect for you. Inspired from the likes of *Doom* and *Quake*, this title features robot destruction and carnage with graphics reminiscent of the PS1 era. Heavy-hitting close-quarters combat, intense movement duels, quick wit reactions. Picture it: your friend's arm has just been blown off his torso, he has a rocket launcher, and **you want** a rocket launcher. Slide over, install the arm, and now his arsenal is yours. This mechanical scrap will have you fiending for more than just one match, thrusting you directly into the action every time.