# Speedrun Game (I’m still workshopping the name)

## Game Summary

Fast-paced akin Neon White 2D platformer, where you need to complete level in as little time as possible. The story of the game is based in remotely close future times and talks about hitman agency.

## 1. Characters

## 2. Story

The story’s set in the hitman agency. Main hero is an elite mercenary, he has bunch of targets to eliminate. Idk if I want to go deeper than that

### 2.1. Theme

## 3. Story Progression

## 4.Gameplay

Player has bunch of guns spread around level, each gun can only shoot ones (or one magazine) and then drop, gives player an impulse. To complete level, player should kill all enemies if any, and reach finish zone. Based on time player will receive a mark, less the time greater the mark.

### 4.1 Goals

Each level consists of enemies, guns and a finish zone. Player should navigate himself through level using guns, neutralize all enemies on level and reach finish zone. Levels will be packed in sequences, they will be packed in chapters, each sequence at the end will have some important target at the end that needs to be neutralized. Each chapter will progress the story

### 4.2 Player Skills

Player has to complete level as fast as possible to get higher rewards. To do that, player needs to keep his speed throughout the level, being able to calculate right angle to launch himself in right direction using gun, press jumps in timings to apply “bunnyhop”, predict character movement, memorize levels and apply fast thinking

### 4.3 Game Mechanics

* Each gun should add impulse to character in some direction
* When player touches ground or ceiling, he loses his velocity
* Player can press jump button in timings to do a “bunnyhop”, which let him keep his momentum
* Fast restart of the level
* Each level should be completed in least possible time
* Level can be finished only if all enemies are dead
* If player dies on trap or out of bounds, level should be restarted
* Level does not start until player indicates he is ready (i.e. presses any button to start)
* There always should be a counter of left enemies on the level
* Character should be controllable in air (strafes)
* Screen shake one each shot
* Player iframes, when he fires a gun. Longevity of iframes will depend on the gun fired. Iframes allow player to avoid damage.
* Level modifiers (can be combined)
* Low gravity
* Inverse gravity (could be ass)
* Arena-like levels, where player should kill every enemy, which keep coming, finish appears after everybody were killed. Gun pickups recur there, enemies deal more damage,

### 4.4 Items

* Weapons
  + Shotgun
    - Shoots 3 bullets, one straight from the barrel 2 else from 45 and -45 degrees to barrel accordingly. Adds medium impulse to character in opposite direction to which he shot. Drops after one shot
  + Rpg-7
    - Fires a rocket which explodes on contact. Impulse after shot is small and directed in the same direction as shot is (test it). Rocket behaves like explosive object, except impulse is ~~from small to~~ (unpredictable) medium, explodes on contact with anything. Drops after one shot
  + Laser Beam
    - Fires a laser beam, add constant small force to character in opposite direction to which he shot. Drops after timeout, or when player released fire button.
  + Dual-wielding desert eagles
    - Fires one shot on button press, another one after delay, drops after. Adds small impulse in opposite direction to which player shot.
  + Throwing knife
    - Secondary weapon just to kill enemies by throwing knife at them (projectile), adds no impulse. Player can collect up to 3 knives on level. Throwing bind on separate button.
  + Railgun
    - On press it slows time and fires on release. Adds large impulse to player in opposite direction of shot. Beam from it can penetrate multiple enemies.
* Level items
  + Gun pickups
    - Gives player a gun according to pickup. If player has gun, pickup doesn’t activate. Based on level, some of them can be recurring.
  + Enemies
    - Human enemies, die from one shot or knife. They can shoot at player, but they don’t do a lot of damage with bullets, however if player gets too close to enemy, he will die from knife.
  + Traps
    - Some area or surface that instantly kills player
  + Explosive objects
    - Barrels or whatever, which explode when fired at. Explosion sends medium impulse to player based on distance from explosion, direction is pointed from center of explosion to player, if line trace doesn’t hit player, impulse does not apply. If the explosion is too close, player dies.
  + Turbo pads
    - Add acceleration on step and increase maximum air and ground speed, until stepped on another surface
* Physical objects
  + Some objects that will break from shots or fly away from explosions, with no collision to player
* Bosses?
  + Idk how to implement for now, but was thinking about having arena-like level with huge fat target as a boss, who swings some melee weapon and occasionally fires smth.

### 4.5 Progression and challenge

The first levels of the game will be simple, less items, longevity, complexity in design, types of guns, to give player time to adjust to game movement. With each further level all that will increase. At some levels new gun types will be introduced with small pop-up. Level times should be self-explanatory without pop-up. Based on chapter environment will change, level items except gun pickups will be changing. There wil be no player progression.

### 4.6 Losing Conditions

Only player death will force player to restart level. Player also can restart level at any point at his discretion (i.e. he felt that he lost too much time)

## 5. Art Style

Suggestions:

* + Flat art

+ Looks unique

+ Looks like it’s going to be easy to draw

+ Skeleton animations easily applicable

+ Quick visual recognition

* Environment may look boring
* Too blank
  + Pixel art
* Could be tough with animations and shaders
* A lot of 2d platformer pixel art games out there

+ looks awesome

* + Doodle art (sketching, hand-drawing)

+ Looks unique

- animations gg

- If story’s gonna be serious in any way, doodle art style could ruin immersion

* + <https://www.reddit.com/r/Unity3D/comments/1f0b01f/a_new_trailer_for_my_game_what_do_you_think/> style from here

+ Simple and doesn’t require frame by frame animation

- Maybe a bit too simple visually

- This type of pixel art doesn’t look appealing

* + Valheim but 2d

Actually zero fucking clue how it supposed to look like, but sounds great lol. Smth like low poly filled with pixels

- way too hard to draw as hard as pixel art

+ looks like pixel art but a bit more unique

I want to implement advanced gore on killing enemies or player. Like limbs separated, blood spilled, blood stains etc.

## 6. Music and Sounds

## 7. Technical description

## 8. Marketing & Funds

### 8.1 Demographic

### 8.2 Platforms & Monetization

### 8.3 Localization

## 9 Other ideas

For reference: <https://www.gamedeveloper.com/business/how-to-write-a-game-design-document>