# PROJECT PROPOSAL
Cyberpunk MetroidVania

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## Project Proposal

## Project Abstract

This document proposes a video game application that implements different pieces of inspiration from specific games. It is a Metroidvania, a 2-d platforming game that has the user collect new power-ups as they progress through the game. The player will be able to attack the enemies throughout the game with a wide array of moves through street fighter inspired motion inputs. This will unlock ways to interact with the world and take on new foes the player will find throughout the game.

## High Level Requirement

This project will be a game that users can play, it will use an inventory system that tracks what the player has so far to progress through the game, as well as an enemy hierarchy system that allows enemies to be based off one another.

## Conceptual Design

The programming language will be GDScript, the language used regularly in Godot engine. It will use the API's that Godot provides.

## Proof of Concept

https://github.com/godotengine/godot-demo-projects.git

## Background

This game will have a story implemented later on, but it should go about certain things in a specific way. The game should be a 2-d platforming challenge that has enemies throughout the levels to be defeated, and NPC's that allow the user to interact with the world. The user will play as a cyborg character, in a similar way to the Cyberpunk 2077 game, where the character will receive upgrades and new abilities in the form of new cyborg hardware body parts (legs, arms, chips, etc.). The abilities will be used by the player doing "motion inputs," like how one would do combos in Street Fighter, using things like "quarter circle" inputs and "dragon punch" inputs. There will be regular enemies throughout the levels of the game, and they will be defeated fairly easily with simple combos done by the player, but the bosses that I intend to implement will need to be "staggered," where they will have openings between attacks that will open them up to attacks. There will be a health bar which acts as a health bar usually does, and a resources bar that shows the player how many special moves they can do before it runs out, which will regenerate as attacks are landed on enemies.

## Required Resources

In order to develop this project, I will need to learn the Godot engine. I have experience with learning languages, developing art, and building programs, so learning to put things together is the main part that needs to be done as far as what is needed to develop the project.

## Project Design

## Vision

FOR gamers of all skill levels, from causal to hardcore, WHO want a fun and innovative game to enjoy, the Cyberpunk MetroidVania is a video game THAT includes interesting mechanics that are both easy to understand but hard to master UNLIKE other games of the same genre, OUR PRODUCT doesn't sacrifice beginners for masters, making it truly an experience for everyone to enjoy.

## Persona List

### Persona Charlie, a middle aged streamer

1.   Metroidvania Gamers: Gamers who enjoy the Metroidvania genre. They play games such as Metroid, Hollow Knight, and Dead Cells. They enjoy certain core aspects of these games that all allow them to be considered Metroidvania. This includes 2D gameplay, platforming, upgradable weapons/skills, secrets (hidden walls, hidden levels), and varied enemies. Each game takes its own spin on this genre, so we should do that as well.

Charlie is a 35 year old man who makes YouTube videos and streams video games online. His entire life is spent around playing video games so he has a lot of experience and values the craft of these games. He also makes a living off playing them, and has all the time in the world to complete it to the fullest. He has a passion for all video games, regardless of genre. His opinion matters a lot, because others will buy the game or not based off his opinion.

### Persona James, a college student and mature gamer

2.   Age group (Young? Old?): Many modern games attempt to appeal to a certain age group. This is not to say users outside this age group are unable to play our game, but it allows us to focus on our game design. We could assume we are appealing to an older age demographic, possibly around high school to late 30s. We can assume this due to themes in cyberpunk-style video games not being relatable to younger audiences, and most Metroidvania games also appealing to an older audience.

James is a 21 year old college student. He likes more mature video games (Call Of Duty over Animal Crossing) but also likes platformers and combat centered environments. He is looking for a game that fits his wants, since there are so few games that do this whenever a new one comes out he immediately wants to buy and play it.

**Persona Jenna, a game critic**

3. Game critics: While the title of game critic may leave a sour taste in many game developers' mouths, they play a vital role in the process. We will assume in this case a game critic is a somewhat competent gamer who can complete the game to its fullest, unlock most of what we want them to unlock, and enjoy at least 60-70% of the gameplay. From there, they can analyze the deeper meaning of the art, such as themes and story.

Jenna is a 28 year old game critic. She gets assigned to review video games at her job randomly, so she may review a farming simulator one week then the next she is tasked on reviewing a violent shooter. She has no strong opinion on any game and she considers herself to be above average in terms of skill. She does a mild amount of research into the game genre beforehand and tries to understand what is waiting for her before she tackles the gameplay. Her reviews are constructive, fair, and highly reliable.

**Persona Sigmond, a college student casual gamer**

4. Casual Gamers: Not every game should be super difficult, so we should also keep in mind the casual gamer who may like this type of game but also works during the week and can't memorize specific button combos or remember a niche reference to Metroid: Prime 1. We should be able to hit a sweet spot where the casual gamer can enjoy this game, while the dedicated can reach a higher skill ceiling if they try to do so.

Sigmond is a 20 year old college student majoring in mechanical engineering. He has a gaming console but has little time to play outside of socializing and doing homework. He enjoys pick up and play video games with little need to memorize layouts or complex mechanics.

**Persona Robert, a gamer seeking nostalgics**

5. Nostalgic Gamers: Players who grew up with classic platformers and Metroidvanias in The 90s and early 2000s. They have limited gaming time due to family and career Responsibilities. They're drawn to games that evoke the feeling of classics they love. We should take reference or inspiration from older metroidvania games for nostalgic players. Older cyberpunk related Metroidvania games include Mega Man X, Super Metroid, etc.

Robert is a 45 year old software developer and father of two. He grew up playing Metroidvania classics. Gaming is now his wind-down activity after his kids go to bed, Giving him 1-2 hours a few nights per week. He appreciate games with clear progression

and good checkpoints. He has the budget to buy games at full price that capture the magic of his childhood favorites.

**Persona Maya, a speedrunner and challenge seeker**

6. **S**peedrunners & challenge seekers: Players who push games to the limits, seeking to master every mechanic and optimize every movement. They look for games with tight controls, skill expression, and replayability. They are the players that find unintended strategies and keep the game alive long after release. We should implement systems like achievements and options for different levels of difficulty.

Maya is a 22 year old speedrunner who works parttime at Game Stop. She streams her attempts on Twitch and is deeply involved in the Metroidvania speedrunning community. Maya values responsive controls, movement tech, and various mechanics. She'll spend hundreds of hours mastering a game if the mechanics are satisfying enough.

**Feature List**

- Custom Assets
    - Change the assets of the game so they aren't just the basic GODOT assets
- Achievements
    - Achievements add replayability to the game and allow the players to feel a sense of pride
- Ability to attack
    - Attacking is a core aspect of the game, since it is an action platformer
- Enemies
    - Adding enemies allows the player to have something to attack
- Gear
    - Gear system adds variety in weapons and other things the player can use to attack enemies
- Upgrade System
    - Upgrade system of the gear allows the player to continually build on what they have gained
- Title Screen
    - A starting point instead of just dropping you into the game
- Ability to save progress
    - Allows players to continually play from the same state
- Level Design
    - Actually allows the player to traverse through our designed levels instead of just basic proof of concept levels
- Bosses
    - A fun challenge for players to face to progress through the game

- Movement refinement
  - Make the movement and control of the character feel nicer
- Health system
  - Allow the character to take damage
- Powerups
  - Could be the same as gear, but may be different, more temporary affect
- Currency
  - Allow player to upgrade gear or buy different things