

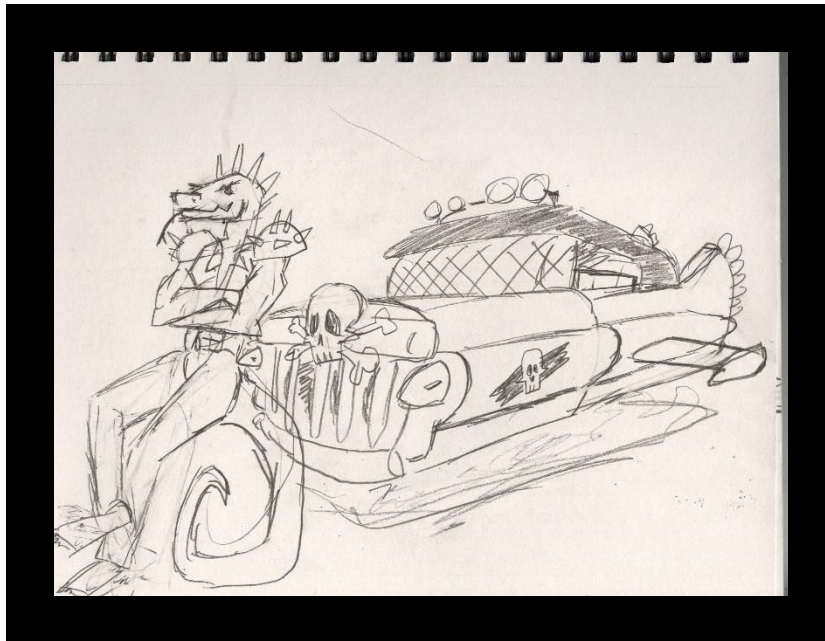


Description

Elevator Pitch

Neon hell is a fast paced sci-fi bullet hell. You play as a neon circuit racer wishing for a new rush. You enter the coordinates to the mysterious neon sector, and are stranded on a strange planet. Stuck and hungry for some action you delve into the complex tunnel system of the planet in attempt to discover what is jamming your ship's instruments. Face the complex tunnel security, enemy AI, and all the pearls of the Neon Realm. Brace yourself and face the fury of the neon void!

Background



Neon Fury is a faced based tunnel delving bullet hell experience. Take control of your choice of pilots and ships as you prepare for your greatest adventure yet. Born to race in the neon cup you were never truly allowed to go any deeper than the race track of the Neon Sector. You long for a new rush as you have crushed nearly all your enemies...literally. The Neon Sector has earned the name "Neon Void" due to the fact that nothing leaves or enters that particular sector. Only a brief final message reporting the coordinates of the center of the sector. Dreams of riches, and new ways to crush your opponents you punch in the coordinates to the Neon Sector's center. Upon arrival the first of many mysteries is solved. You are pulled to the center

of a mysterious planet. Now it is up to you to strap up and charge your energy core as you enter the planet's complex tunnel system in order to try to get off this planet and face the fury of the Neon Void!

Game Rules and Mechanics

The player is able to travel 360 degrees around the tunnels. The player will attempt to fire at and kill the enemies of the appropriate color. The ship transforms into 2 different modes. Each mode has a means of killing a different type of enemy. The enemies spawn randomly on the walls of the tunnels in attempt to try to shoot you down. Goal is to reach the end of the tunnel and decide which tunnel to proceed to. As you go deeper into the planet the enemies will become more organic, and the tunnels themselves will come to life.

Basic gameplay

- **Controls:** Use joysticks or a Mouse and WASD to travel around the tunnel 360 degrees avoiding enemies. Mouse Clicks will shoot projectiles.
- **Player health/death:** has a life bar that can be reduced by being hit by enemy fire, or collision with enemies. Once the health bar reaches 0 the player is reset and the tunnel is generated again. The player must restart the tunnel or check point depending on the difficulty and length of the tunnel.
- **Enemies**
 - Drop power ups, energy, credits, and debuffs.
 - Energy will be used to fill up your core.
 - Credits will be used to purchase items in the in game store.
 - **Enemy types**
 - Turrets:
 - Laser: Solid beam deals damage over time.
 - Gatling: Large amounts of small bullets, and each bullet deals 1 damage.
 - Rocket: large slow moving bullet. Deals 1 damage per collision.
 - Enemy Ships
 - Type 1 ship: flies towards player can be damage by weapon 2
 - Type 2 ship: flies towards player can be damage by weapon 1
 - Drop Ship: spawns enemies of all types (varies based on tunnel)
 - Organic enemies of type 1 and type 2
 - None organic styled enemies of type 1 and type 2
 - Hybrid enemies of type 1 and type 2
 - Shielded enemies: Shielded enemies have a shield of type 1 and a body of type 2. You must swap from the weapon to kill the shield to the weapon to kill the physical enemy.
- **Player Selected Ship Specials**
 - **These abilities can be used once your fury meter is full. You can choose to use a reduced version of each of these if you only use half a meter. The cool down refers to how much neon fury is required to use an ability.**
 - Blast Wave: short cooldown, destroys objects directly in front of the player

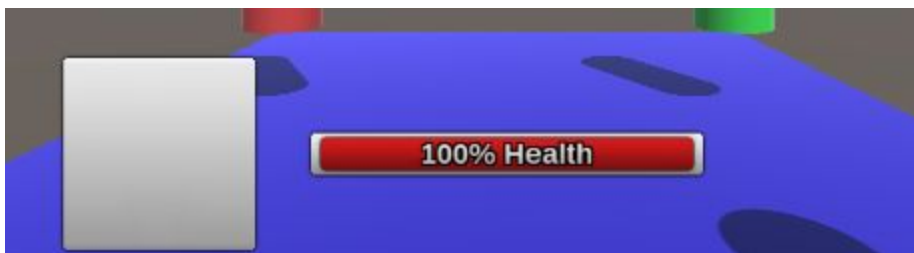
- o Invisibility: short cooldown, turrets cannot target the player
 - o Invulnerability: long cooldown, player is immune to damage
 - o Overdrive: short cooldown, massive speed boost
 - o Auto Aim: medium cooldown, player turret auto targets enemies
 - o Obliterate: long cooldown, destroys everything on the screen
 - o Hack: medium cooldown, turrets in area attack each other
 - o Blink: short cooldown, player teleports to opposite tunnel wall
- **Bufs/Power Ups: Last until another is picked up or damage is taken.**
 - o Speed boost
 - o Alternate weapon types
 - o Weapon upgrades
 - o Player Shield
 - o Health/Energy Restore
 - **Debuffs/traps**
 - o Slow: reduces the ship speed.
 - o Energy Drain: reduces your energy core power.
 - o Action Skill Disable: you are unable to use your special.
 - o Force Ship Swap: you are forced into your secondary/ or primary color. Whichever you are currently not equipping.
 - **Walls/Obstacles: each obstacle will be able to be reskinned based on level depth**
 - o Breakable: Small fragile walls that take a certain amount of hits to break.
 - o EMP: Disable your power core and weapons for a short amount of time. Laser: Deals 1 unit of damage to the player.
 - o Invincible: walls that cannot be destroyed.
 - o Shield walls: same as shielded enemies. One shield of one type, one enemy of another.

User Interface

Health bar : show player's health.

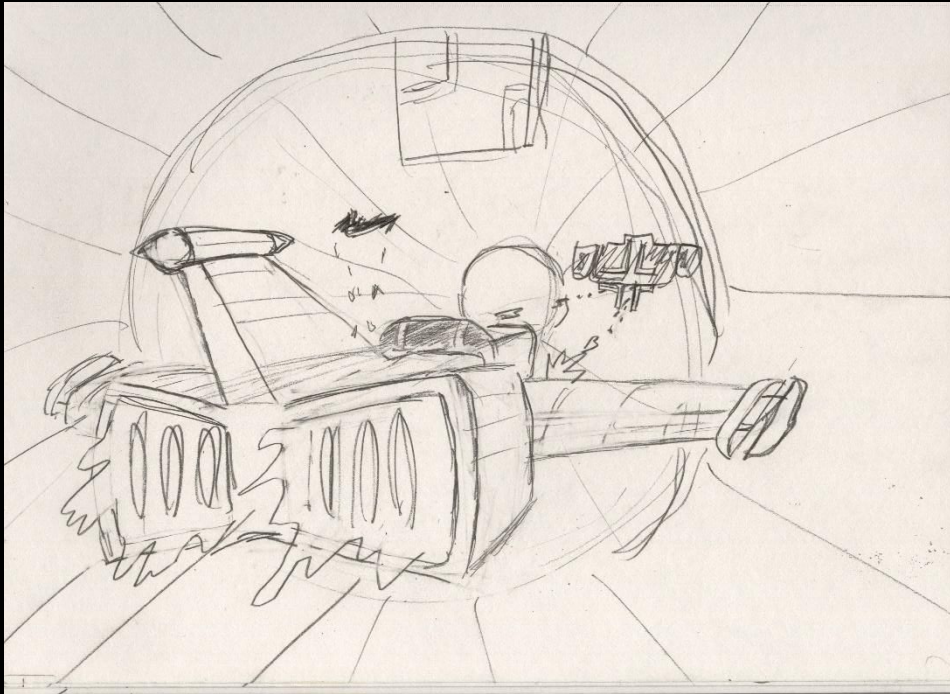
Crystal bar : power drive

Cooldown Icon : show switch cool down time.



(This just is the idea and test image for UI , not final version)

- **Unlockable ships and other content(concept art, skins, and whatnot)**



To be determined.

Levels

Tutorial Level (upper city)

Description: This level is designed to slowly introduce the players to the basic enemy archetype and the dynamic swapping skill needed to pass the levels ahead. The player is introduced to each individual element, and then they combine to introduce the first tunnel. The purpose is also to build suspense for the first tunnel. This level will be mostly synthetic types of enemies. The dialogue will be used as a means of subtly introducing mechanics and then allowing the player to execute them.

- Ship lands → Introduce movement → Learn to dodge walls, etc. → Introduce turrets, but player can't shoot → Introduce shooting at targets → Turrets can now be destroyed → Introduce 2 types of block and ship swapping also applies to enemies → Introduce tunnel

Tunnel one (The City under Belly)

Description: This is the first of the 4 tunnels. In this tunnel we reintroduce you to the turret, but it fires at an increased pace. The 2 types of enemies will be integrated, and the drop ship

introduced as it pours enemies from its hangar bay. The drop ship can only introduce enemies of this level. Art style is synthetic. At the end of the first tunnel we will introduce the ship ability allowing the player to quickly use it and clear out a final wave. The neon colors will be Bright and seem Tron like.

- Gatling turret
- Type 1 and 2 enemies(Synthetic)
- Breakable walls
- Unbreakable walls
- Laser wall introduced
- Type 1 and 2 enemy drop ship
- Splits off at end one end leads to another tunnel 1 variation other leads to next tier.
- Ship ability introduced

Tunnel two (Beneath the Crust)

Description: This is the second tunnel of the game. This Tunnel is no longer within the city limits and the difficulty represents another step closer to the planet's center. The player has full access to the core arsenal, and now the buffs will be introduced scattered throughout the tunnel. The rocket turret is introduced, and the shield walls are implemented. Drop ships will be able to spawn new Shielded enemies. All of the first tunnels elements will apply as well. The enemies will be more synthetic, but some biological hints will be scattered to help build excitement towards future tunnels. The neon remains Tron like, but more earthy colors introduced.

- Contains all features of tunnel one
- Rocket turret introduced
- Shielded enemies introduced
- Buffs introduced
- Shield wall introduced

Tunnel three (Echoing caverns)

Description: This is the prequel to the final tunnel and it will feel like it. The synthetic elements yet again fade, and the previous introduced mechanics are continued. The final wall type EMP is introduced, as well as the debuff system. The tunnels will echo with the rumbles of the creature beneath the planet's core, and enemies will reflect the new biological corruption.

- Debuffs introduced.
- Emp wall introduced.
- Previous mechanics continued.

Tunnel four (The Neon Core)

Description: This is the final tunnel. All the core mechanics are introduced, and the final encounter is approaching. Enemies will be high in number, and everything will be trying to slow you down and crush you. The biological corruption of the planet has fully taken over. Trace amounts of synthetics are present but the looming enemy is here. If time allows we would like to implement a final boss of some sort. Large enemy that will fly with the player through the tunnel dealing damage and summoning enemies. Crashed ships from other adventurers should litter the tunnel floor.

- No new mechanics introduced
- Difficulty drastically increased
- If time allows boss fight
- Final mission leads to escape

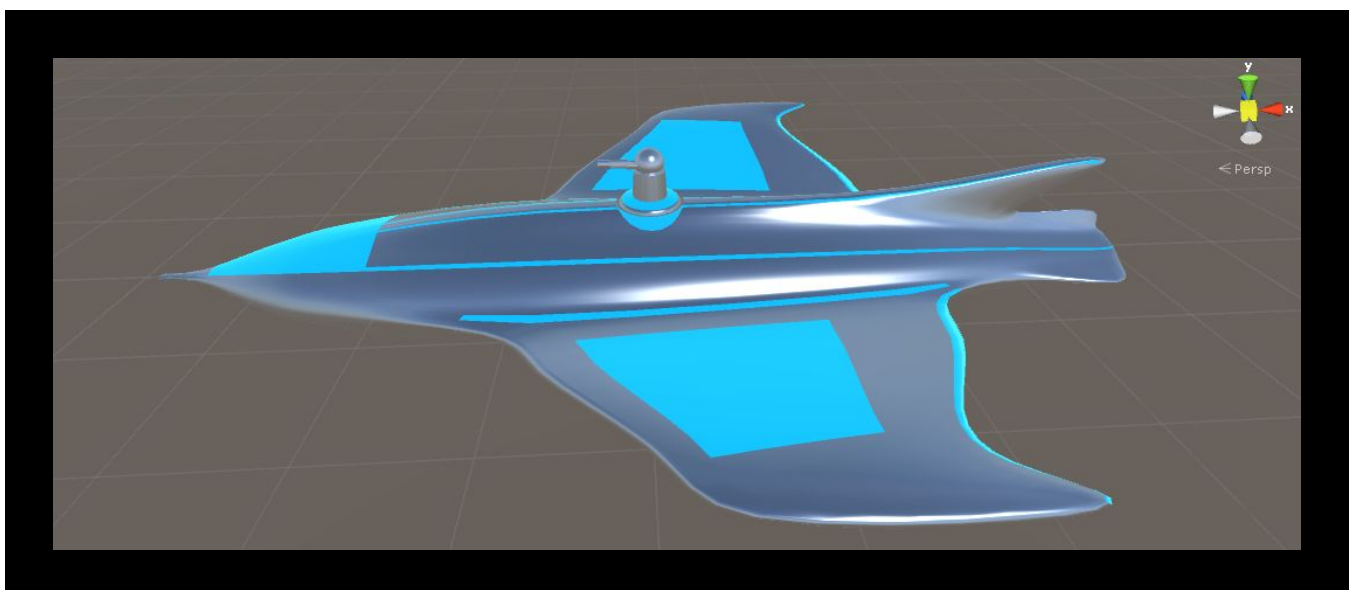
Market analysis

The audience of the game will be all ages. The art style will be futuristic, but with a cartoony spin to the pilots and characters to create a contrast. The game will have the scifi setting, but integration of other styles of characters will increase the audience. The game will offer a fun and competitive game environment. The color swapping brings an individual challenge, and the co op experience of piloting the ship of the needed color will help add to that experience.

Sitting back while your friend battles his way down the tunnel and allowing him to tap you out in order for him/her to take over and conquer the tunnel when they are needed.

Game will have elements of other bullet hells like geometry wars, and tower of guns.

Development Aspects





F- Zero X inspired many game elements.

