ROBO Redemption!

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You have woken up, alone in a dark cell, your hero programming is confused and resets you to become a damsel in distress bot. You cannot find you patented hero legs, or even you heroic cape of rescuing! How are you supposed to save the REAL damsel in distress bot. You hear a faint cry in the corner of your cell. It is your hero legs 2.0!? You cannot get to them and might have to use your damsel abilities to get to them. Now that you can walk the journey begins. Become the hero, and get out this embarrassing damsel and distress outfit. Join us in the 2d side scrolling epic as you search power up and brace yourself for the final confrontation and learn a few things on the way.

Genre: *Side scrolling adventure, and educational*
Platform: *PC*

Description:

        You are the newest model of RoboHero 2.0. You are destined to save the damsel robot over and over and over and over and over. That is just how life works on the highly advanced, but long let go hero space station 4. Humanity has gotten bored of writing its own action adventure shows, so it has created robots to constantly quest after each other. The funding was way too high and the viewing is way too low. Long ago security left the space station and let's just say maintenance is not a thing. One day after you barely saved the damsel bot, you awake in a strange cell.. it would be strange if it was not the cell you place the villain bots in day after day after day after day after …. You get the point. You expect to use you hero shield to bash through the door and find the evil doer that did this to you. YOU have no legs. YOU HAVE no shield. In fact you are in a very stylish princess dress, and your eternal programming is telling you that you must sit and wait to be saved. Lucky for you whomever did this forgot to take away your courage core, and your hero legs 2.0. You receive a distress signal from all you heroic body parts…I am not sure how or why they are sentient but lucky for you they are. This makes you feel a bit guilty for trudging them through adventure after adventure, but you have your hero pride is in need….so your hero core says. You now need to travel across the space station to ditch you fabulous princess parts, and acquire your heroic battle armor. The journey is yours to take, and the dress is as embarrassing as ever. Gather all your parts, find out who did this to you, and solve the puzzles they have given you in order to prevent your access to your parts. This seems too easy for a hero like you, or is that all according to plan. Master the damsel in order to master the hero. Your quest begins now.

Key Game Features

- Action, adventure , and comedy combined with just enough learning to justify the time played
- Learn regular expressions, while discovering the secret to your unknown predicament.
- 3 different environments, not including your initial prison, and many bots to meet from all over the space station.
- Built for online play using HTML 5. Sprite changes as you transform from damsel to hero, and unlock new powers. The game will be launched in any computer using fire fox.
- Increasing difficulty and boss fights as the game continues. Animated comic pages help develop the story, and guide you through the game.
- Unlock your missing hero parts using our combination mini game to guide you into better understanding normal expressions.

- Male and female hero bots. The male princess version are overly puffy prince outfits. The main villain is the princess who is sick of wearing obviously handicapping hero parts and is ready to be the hero! The female hero model will unlock equally epic hero armor to fit her style.

**Hints to help with progression**

Obstacle that requires parts

Go up to find the other prisoner

need shield bash

prisoner 1

Part that will need you complete mini game to enter

to

Entrance to level. This is just a rough diagram of the basic level parts

Gameplay:

As discussed before the game will be an action adventure game that takes you through various environments as you fight to gather your parts back. Above is just a basic diagram to show you how a level would work. To the right we have the yellow rectangle that will be an art asset created to represent a large wall that has cracks going down the side along with a spot that looks like it has taken impact. This will be a queue that you should use your shield bash move to defeat the obstacle. The prisoner located on the bottom right of the corner will be one of your missing hero parts. You will gather the part and this will allow you to take further actions in the game. In this instance you would be able to jump to the black platforms and continue on your way up to find the prisoner hopefully holding your shield bash ability. The game will allow you to move up, down, left, and right. The final goal will be to the very right and will require you to solve all the puzzles, defeat all the enemies, and proceed to the gate. You will be using the arrow keys to move, the spacebar to jump, the keyboard to input the answers to the regular expression puzzles we have created, and F to fire your hero bolt once you acquire it. There will be enemies around the map. At first you will have to use damsel tornado to confuse and disorient them so you can sneak by. This will remain an ability for the entirety of the game, but you will need to use other abilities to continue further. The parts

will be guarded by a puzzle combination lock. The lock has 1-3 parts to it. Each column gives you multiple words and you must make sure to find the regular expression, and avoid overlapping answers with the other columns. You will input the answers with your keyboard and receive feedback based on your success. The model will evolve as you continue to collect the parts and unlock new abilities. Each level ends with a final boss mode, and once you defeat the boss you move on.
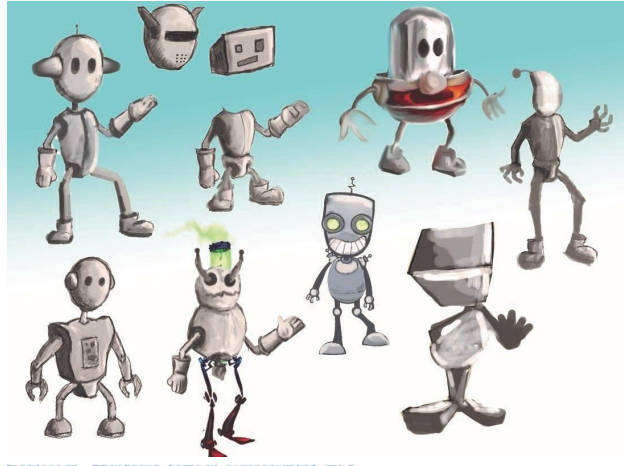
Points/Scoring

You will gain new parts as the game continues and be able to unlock gold parts at the end of the game.

Endgame

The end game is when you defeat the evil princess. She this whole time has been controlling the other robots from the back ground. She was turned evil by your good friend the maintenance bot. The maintenance bot was lazy and due to lack of funding replaced her core with the evil core 300 instead of the princess core 2.0. You are lucky he was supposed to replace your core with a princess core, but kept the courage core inside because "What is the worst thing that could happen". The princess will follow normal boss fight mechanics, but we might if ahead of schedule implement other mechanics. The princess is sick of being a princess and the evil core has unlocked her true powers! She was being held back by the outdated processor. The princess can also be a prince. The player will be allowed to select which robot model they want.

Boss mechanics

Each boss room has 4 pillars. You must destroy the pillars by deactivating them and using your hero powers to destroy them. They are surround by a force field that requires you to use your knowledge of normal expressions to defeat them. Once the pillars are destroyed the boss loses his power source. You will have to temporarily stun him/her/it using your acquired hero powers.

Art and Sound

The above robot art is a good base for what the art will look like. The background will change based on which zone you are in, and as will the platforms and enemies. The breakable walls will not change and the interface for the mini game will stay the same. The backgrounds will be 3D but the game will be a side scroller, and the Z coordinate will not be in effect. Below is some rough development of the backgrounds.

Each zone is different, but the final boss fight room is always in a sci-fi environment. The space station is a failed TV set, so each zone will have mini Easter eggs revealing the fact that even though it looks like a new zone you are still on the space station.

Levels

The levels go as shown below. You can return to old levels as you gain new skills. The first level will have elements you cannot interact with until you have passed other levels, but you can return to try out harder puzzles and unlock golden textured gear pieces. The game is going to be fairly linear. Each level unlocks itself after you visit it at the space station. To access the next door you need to use an ability acquired from the previous level. You unlock the new levels through skills.
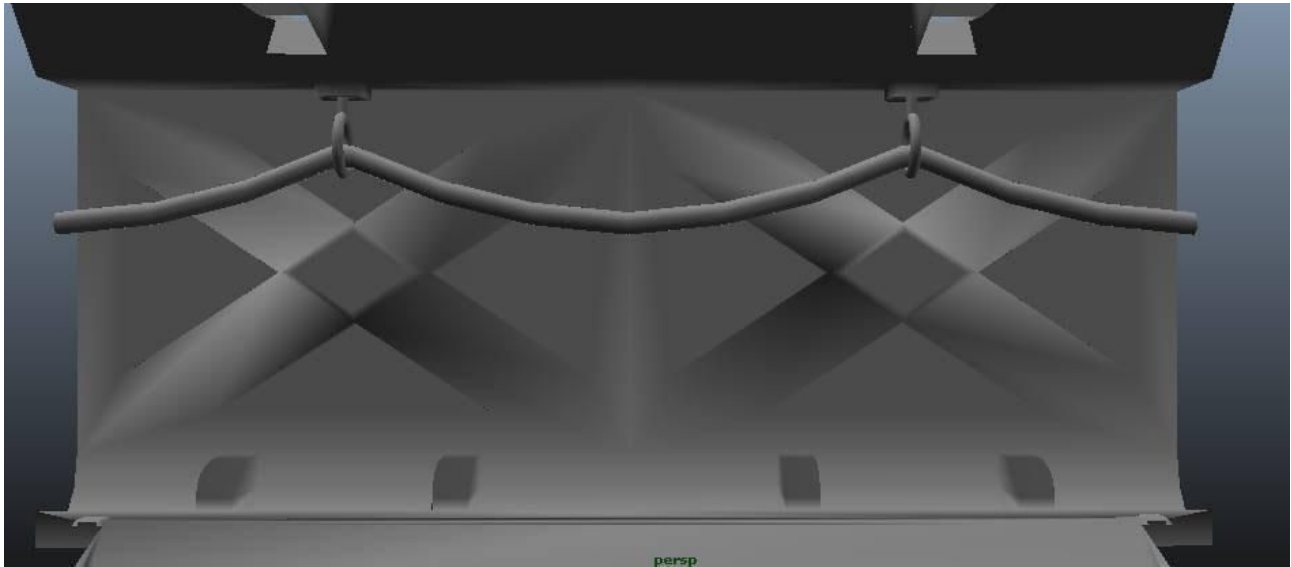

Figure 2 Beginning level background

Skills (In order of acquisition)

- Hero leap: Allows you to jump to greater heights.
- Hero Dash: Allows you to dash through enemies and force fields.
- Hero Blade: Shoots energy pellets(weaker than they used to be due to budget cuts, but cuts vines)
- Heroic smash: Use your shield to smash an object or wall.

- PrincessBlade2000: Text on original shipping says"Keep away from heroes" also a "half off" sticker is present. Shoots swords and increases speed. Apparently this is included in basic princess manufacturing. How much distress were the princesses even in?

Base Controls

- Distress leap: Jump very little making you miss you hero legs. upgrades to damsel smash at level 2 greatly increasing its power and damaging where it lands
- Royal Strut: You do a small dash using the space bar. Royal sprint at level 2 allowing the user to sprint through and destroy enemies.
- Royal Spin: You may spin confusing enemies briefly (Does not work for medium-large enemies). Upgrades to royal rampage which disassembles enemies that are spun.

Schedule/assets

1. 4 boss models plus textures
2. A space station level background
3. Prison level background that will loop(high, middle, and low)
4. Jungle level background that will loop(high, middle, and low)
5. Castle level background that will loop(high, middle, and low)
6. Prison level enemies (small, medium, and boss)
7. Castle level enemies (small, medium, and boss)
8. Jungle level enemies (small, medium, and boss)
9. Prison platform
10. Castle platform
11. Jungle platform
12. Boss(Themed for every zone)
13. Princess boss(Final boss)
14. Room for each boss(prison, jungle, castle)
15. Princess room
16. Hero legs model
17. Hero shield model
18. Hero middle model
19. Hero sword(and projectiles)
20. Princes sword(and projectiles)
21. Doors(for each level with obstacle from past level in front)
22. Fragile wall
23. Force field laser
24. Vine covered door
25. Princes aura covered door
26. Pillars(Themed based on boss fight)
27. Hint box(upper left corner)
28. Comics (see timeline)
29. Gold upgraded parts
30. Menu screen will be the space station you can enter the exit door to leave the game
31. Exit door