Knockback Knockoff

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# 1.Project description

Chosen archetype: Platformer

**Short breakdown:** In this game the player is a robot in a facility and must test out the use of guns to move around and complete the challenges of the facility

The game concept is inspired by leap day

**Design pillars:** Synergies, weapon variety, fast paced, repetition, humour

# 2.Project specifications

## 2.1Concept

Knockback knockoff is a platformer in which the player must think outside of the box to complete platformer levels by using the guns and sawpping between them to transverse the test chambers

## 2.2 Story

The player’s only real purpose is to test out guns, but what if they get impleted with an personality chip? How does a sentient robot survives the test chambers and doesn’t go insane?

## 2.3 Setting

Underground secret labs

## 2.4 Player

The PC game will allow for 1 player if possible later up to 4 players

## 2.5 Action

### 2.5.1 Main gameplay loop

Player will enter a room and will transverse the traps and obstacles to get more guns and make their way to the exit, when the player reaches the exit their guns are reset to the starting pistol and they proceed to the next room

### 2.5.2 Gunplay

The game’s gunplay will be based of **holding** 1 (one) gun in which the player can **quickly swap** between their other spells to attempt to synergize as much as possible

### 2.5.3 room layout

Each lab will have a gun in which the player will have to focus to get trough the levels, guns are not saved between levels

## 2.6 Objective

The objective of the player is the complete the test chambers and escape the lab

## 2.7 Graphics

The game will consist of 2D pixel art graphics

### 2.7.1 Aesthetic

The aesthetic of the game will have a more humorous lab theme while still having elements of current day objects to help bring humour to the game.

# 3 System

Knockback Knockoff game will be developed for PC.

## 3.1 Engine

The game will be developed either in Unity using C# or Godot using GDScript or C#

# 4 Game Design

## 4.1 Guns

### 4.1.1 Pistol

Starting gun, basic, no cooldown, medium delay between shots not very strong knockback

### 4.1.2 Sniper

Barely any knockback when on ground, when on air has extreme force, long cooldown between shots

### 4.1.2 Shotgun

Similar to pistol but more strength and higher time between shots

### 4.1.3 Leaf blower

Low knockback force but can be used continuously by holding the shoot button, if used for too long will go on cooldown

### 4.1.4 Rocker launcher

Shooting the rocket itself has no knockback but being the rocket projectile has big knockback

## 4.2 Hazards

### 4.2.1 Turret

Will have a laser pointer that will point towards the player, the player must shoot it to destroy it, but be careful, shooting has knockback.

### 4.2.2 Spikes

Touching spikes kills the player instantly

### 4.2.3 Lazers

Lazers will be a thin line that if the player touches kill them, can be disabled

### 4.2.4 Bomb mines

Mines will work similary to spikes but can be moved

## 4.3 Interactable objects

### 4.3.1 Portals

Players are able to travel trough portals.

### 4.3.2 Switches

When interacting with a switch it will activate or deactivate the item it is attached to.

### 4.3.3 pressure plates

When stepping on a pressure plate it will activate as long the player is touching the pressure plate.

### 4.3.4 Targets

When shooting and hitting at a target it will activate as long the player is touching the pressure plate.

### 4.3.5 Ricocheting Targets

When shooting and hitting at a target it will ricochet the bullet in the opposite angle

### 4.3.6 Bouncing platform

When touching a platform the player will be pushed on the opposite direction with the amount of force the hit it

# Guns

Giant fans – blows player in the pointed direction

~~Pistol- used as a tiny jump~~

Sniper- long jump but with loooong time to use again

Leafblower- used more to glide across surfaces- pushes player slowly and overheat quite quickly.

Shotgun- two bigger jumps with okay reload time.

Bouncy gun- No knockback but shoots a bouncy one time use plataform that bounces the player in the opposite direction with more speed

Graple hook- the player will swing like spiderman, no knocback

# Interactable objects

Spike- if player touches, dies instantly.

Turret- fires at player, if player gets in detection zone

Bomb plataform- if player is on top of the plataform , it exploded after a certain time killing the player

Portals – pretty self explanatory

Slow fields- player looses all momentum when walking trough one

Moving plataforms

Mirror surfaces – copies player movement example ( if player goes upwards, plataform goes as well

Ricocheting targets, bullets ricochets.

Lasers- if player touches dies instantly, are turned on and off

# Ideas to test

~~When player is in the air limit the amount of force they can do~~