

Working Title: Cybersky

A modern reimagining of classic Shoot 'em Up gameplay, designed for handheld play,
featuring roguelite mechanics.

Genre: Roguelite, Shoot 'Em Up

Version 2.0.0

Charlotte Ward

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Contents

1	High Level Design	2
1.1	Working Title	2
1.2	Concept Statement	2
1.3	Genre	2
1.4	Target Audience	2
1.5	Unique Selling Points	2
2	Product Design	3
2.1	Player Experience	3
2.2	Visual and Audio Style	3
2.3	Narrative	3
2.4	Monetisation	3
2.5	Platform(s) and Technology	3
3	Game Mechanics	3
3.1	Game Rules	3
3.2	Core Loops	3
3.3	Objectives and Progression	3

1 High Level Design

1.1 Working Title

The working title for this project is *Cybersky*, derived from the general Cyberpunk subgenre of Science Fiction. This name aims to convey a pessimistic, futuristic setting, mirrored in the proposed visual and audio style. This additionally reflects the gameplay concepts involved in Shoot 'em Up games, where the odds are stacked against the player in terms of numbers and technology (enemy complexity).

1.2 Concept Statement

A modern reimagining of classic Shoot 'em Up gameplay, designed for handheld play, featuring roguelite mechanics.

This statement quickly and easily sums up the core mechanical alignment of the game, demonstrating the historical basis that the Shoot 'em Up genre has. Additionally, the roguelite features and handheld nature are conveyed. This may be expanded as more features are added.

1.3 Genre

Roguelite Shoot 'em Up

Shoot 'em Up: TODO: Shoot 'em Up

Roguelite: TODO: Roguelite

1.4 Target Audience

TODO: ESRB, Age, Gender, etc. Motivations and relevant interests.

1.5 Unique Selling Points

This game aims to reintroduce classic Shoot 'em Up gameplay onto the mobile gaming market. With the industry tending towards monetisation and advertisement, there's a sore need for games that are simple and replayable. *Cybersky* can achieve this by cutting past the annoying and often offputting monetisation that exists in mobile gaming, skipping advertisements and instead relying on a short entry cost or pay-what-you-want scheme.

To summarise:

- Noninvasive Monetisation
- Pay what you want scheme
- Open source

Additionally, *Cybersky* includes roguelite features, featuring short levels that make up part of a larger 'run' narrative. Each of these levels are chosen procedurally and have their own features, gimmicks and enemy/loot types. Players choose between two or three paths forward, being told the general archetype that each path fits into.

Additionally, the player gets to string together temporary upgrades that improve with the tier of level they're in, which can combine together and 'synergise', having interesting effects on gameplay. This includes active components (weapons) and passive components (shields, hull, armour). These components can synergise to provide stacking bonuses and unique interactions, increasing the depth to choosing these components.

While *Cybersky* is permadeath for each 'run', there are permanent unlocks that can manipulate the way the game is played and add complexity depending on the amount the player has played the game.

To summarise:

- 'Roguelite' features
- Revolves around 'runs'
- Choose your own adventure style progression
- Item synergy
- Progressive upgrades
- Pseudo-Permadeath
- Permanent unlocks

2 Product Design

2.1 Player Experience

2.2 Visual and Audio Style

2.3 Narrative

2.4 Monetisation

2.5 Platform(s) and Technology

3 Game Mechanics

3.1 Game Rules

3.2 Core Loops

3.3 Objectives and Progression