Acerola Jam - Aberration GDD

# General Information

Name: Don't let him leave

Genre: Action.

Platform: PC & Web

Graphics Engine: Unity

Camera type: First person

# Project description

The idea is, you, the player, are a monster, created by a military corporation in an underground Chinese laboratory where they were trying to create super soldiers capable of destroying entire regiments on their own and not be afraid or able to negate it.

The final objective of the game will be to complete the different levels while we take lifts that take us to the upper levels of the laboratory to finally leave the place and spread the chaos in the world.

In the game you will be a monster that can run fast, jump high and kill people with your own hands. You will also have super senses, like hearing, sight or smell (thermal vision). To heal yourself as a monster you will need to eat the hearts of the enemies.

After each level you can obtain a bonification to increase, damage, health (or speed).

At the start of the game you will be locked inside a fluid tank with bubbles.

Your main weapons will be your arms to punch, one with pinchos and other bigger to crunch. And a tail to cut and nail enemies. Finally as an extra it can have tentacles to eat and hit around the monster's body.

# Technology

We will use Unity as the graphics engine for experience and convenience. It will only be released for PC and Web GL.

# Storyline

He has been created from a failed experiment to create superhumans. You find yourself underground, in a Chinese laboratory where they were trying to create super soldiers. While they are examining you there is a power outage and you manage to escape by breaking the water tank where you were.

Now it's time to escape from the place, some scientists are still worried about the power outage while you kill everyone who gets in your way, find elevators and keep going up and up, 99th floor... Suddenly all the alarms start ringing . They send security teams after you, but they are no match for an aberration like you.

Finally the army arrives with its personnel trained and equipped for this type of situation. It's not so easy to advance anymore, but no one can stop you from escaping.

# Modos de juego

**Singleplayer**

We will have 5 levels:

* 1 easy
* 2 normal
* 2 difficult

When we finish them we will improve our monster with the improvement we choose, whether it be more health or more damage...

# Opciones del juego

The difficulty level will not be modifiable, each level has its difficulty and will increase as you progress in the game.

The game can only be played with a keyboard and mouse. These will be the controls:

* **WASD:** Move around.
* **Shift**: Run.
* **Space bar**: Jump.
* **E:** Interact.
* **Mouse left**: Basic punch.
* **Mouse right**: Tail distance cut.

# Mecánicas de juego

* Kill NPCs with attacks.
* Open the lift door to go to the next level.
* Eat enemies to increase your abilities.
* Move and run around the level or jump to avoid the bullets and being killed.

# Puntos de guardado

The game will save only when a level is finished.

# Personajes

You will be the monster, the main character of the story. The Aberration.

In the game will be scientists, guards and soldiers.

# Entornos

The environment will be a clean place, with good illumination and white walls and ceilings. The floor will be blue or grey. This will remark the blood of the bodies killed.

The level needs to be tall, to let the player jump and move, with a minimum of two floor levels. It also needs to have covers to hide from the bullets.

# HUD y GUI (graphic user interface)

There will be almost no HUD, the only thing we need to show is the actual health. That can be shown in a medical bracelet, because you are an experiment.

It also can have a layout like an eye blood lines around the screen.

In the main menu you can do a new game, or close the game if it is windows. As an extra it will be cool to be able to select the level you want to repeat.

# Cámaras

The camera will be only in first person, this way I don’t need to model the full character.

# IA (inteligencia artificial, bots)

The IA will have an area of detection, even if they don’t see the player, they will hear it. When they detect the player they will shoot it and try to kill it. When the monster hides they will try to find it again in the last place they see him.

# Audio y música

Es esencial que la música describa las emociones que queremos transmitir.

Los sonidos FX, listamos que sonidos necesitamos.

* Background music: dark/terror themed.
* Environment sounds:
  + Electric sounds.
  + Colliding pipes.
  + Metal collisions.
* Monster sounds:
  + Attack.
  + Breath.
  + Walk steps.
  + Jump.
  + Eat the enemy.
  + Hit.
* NPCs:
  + Hit.
  + Walk steps.
  + Scream.
  + Pistol shoot.
  + Rifle shoot.
* Lift button interaction.

# Rejugabilidad y elementos divertidos

El juego será rejugable de alguna manera? tendrá la historia o escenario o elementos aleatorios que aumentan la rejugabilidad?

Como easter egg molaria añadir la barra de Half-life y el headcrab.

# Ideas y referencias

Half-Life

Resident Evil

The Darkness

The Swat

