Flightless

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Concept

Flightless is a 3D dungeon crawler roguelike where the player has to use movement abilities as their attacks to clear rooms of enemies. As the player clears rooms, they learn new abilities, up to 3 per run, and can also upgrade them.

Story

An injured bird is stuck in a cave and must escape. The player plays as this bird who is slowly recovering while trying to avoid getting eating predators. As the bird recovers, they regain the ability to do more and more advanced maneuvers while the commotion continues to draw in more and more aggressive predators. Eventually, if the player clears enough rooms, the bird will finally be free, but if the player loses, the bird will be caught and killed.

Core Mechanics

Abilities:

- Players have basic movement options of walking, running, jumping, and crouching.
- Players starts with two basic abilities which is where their damage comes from: Head Bounce and Slide.
- Other abilities will be learned through each run.
    - Ability examples: Super Jump, Dash, Rebound, and Wall Grabbing

Enemies:

- Most enemies will be slowly moving towards the player, while some may have ranged attacks or unique movement patterns.
- Enemies have a chance to drop healing when they are killed.
- Enemies become stronger as the game goes on and more enemy types are gradually introduced.

Progression:

- The game is separated into rooms of enemies. After clearing a room, players will move on to the next one and this keeps going until players lose (by losing all their HP).
- Upon clearing a room, players must choose one of 3 presented options to learn or upgrade abilities.
- The player will play as an ostrich, but there is potential for different playable characters in the form of other flightless birds.

Win and Lose Conditions:

- Players will beat the game after clearing a certain number of rooms.
- Players lose the game if they lose all their HP.

Control Scheme
- Walk: W, A, S, or D; Run: Double tapping W, A, S, or D
- Jump: Space
- Crouch: Shift
- Alternate Ability 1: Q; Alternate Ability 2: E
- Camera Angle is controlled by mouse
- Menus can be navigated with WASD or the mouse
  - Confirm: Space or left click; Pause or Return: Esc

Art Style
The game will be in 3D in a first-person perspective and with a cartoon-y art style. Figure 1 is very close, but the game wouldn't be in low poly. Although the game takes place in a cave, it won't just be all brown rocks. Ref. 2 to 4 show how each environment can be distinct from one another.
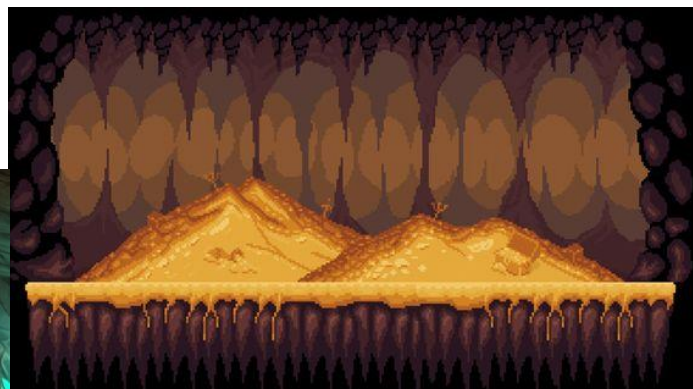

Ref. 1 – Ostrich Among Us on Apple Store

Ref. 2 – Fairy cave by Dazdraperma

Ref. 3 – Hand Painted Cave Pack by Red panda

Ref. 4 – Treasure Cave by Sven Thole