*Robot Number II*

By:Sam Browder, Scott Harris, Jiaqi Liu, Matthew King

Premise:

*Robot Number II (*RNII) revolves around creating and using robots.  A player will move through levels killing enemies and receiving loot.  The player will then use their loot to create more powerful weapons. In RNII items are a robots abilities and a robot can have several different item and item types equipped.  The player will have many pathing choices in what levels to play.   At the end of each level there is a mini boss and at the end of each level chain there is a primary boss.  The player will be able to at any time fight the final boss of the game, Steve.  To avoid a crushing defeat during an attempt to kill Steve, the player should explore the world and obtain more powerful items. Death is not game over for the player; he can build a new robot and try once again to defeat the infamous Emperor Steve. The players items and weapons are unrecoverable, but the player can retrieve scrap and blueprints that persist between rounds. These persisting items can be used to craft new weapons or buy upgrades.

Intended Audience:

A similar demographic to *Risk of Rain* or *Rogue Legacy*: Young adult men who enjoy challenge and meaningful consequence (like permadeath).

Genre:

*Robot Number II* is a combination of Roguelike and Side Scrolling Shooter.

Unique Selling Points:

* Robot Customization (User can pick specific parts with specific stats to add to the robot)
* Item Customization Tool (User can add their own weapons/items to the game)
* Branching options to accomplish goals
* Non-linear gameplay (No established order or rules for approaching each stage. The player can face the final boss at any point)
* Crafting system (Using scrap as base material)
* Permanent death (Losing the current robot and every item on that robot after get defeated by enemies)

Target Platform:

PC: *Risk of Rain* & *Rogue Legacy* were native to PC, *Robot Number II fits nicely on the platform*

Overall storyline:

RNII is at its core a revenge story. The nefarious Emperor Steve, ruler of a great evil empire, has inspired open rebellion in his subjects. At the beginning of the story, the main character, known simply as “The Mechanic,” is building a superweapon for The Emperor in order to crush the rebellion for good. After the weapon is completed, The Emperor is uneasy that The Mechanic knows the secrets to his superweapon, so The Emperor tries to have him killed. The Mechanic escapes with one of his war robots: *Robot Number II*. Vowing revenge, The Mechanic joins the rebellion. He battles against the imperial army and the Emperor’s lieutenants, acquiring more powerful weapons and equipment for his war robot. Once he feels powerful enough, he challenges Emperor Steve to a final showdown.