

SilverFOCS Incubator

A stylized diagram of a game incubator. At the top, the text 'SilverFOCS Incubator' is displayed in a large, dark grey font. Below the text is a central black rectangular container with rounded corners, labeled 'S-FOCS (game)' in blue text. This container is flanked by two black, rounded structures resembling game controller grips, each with a red semi-circular button on top. The background is a solid grey. Various colorful, stylized shapes are scattered around the central elements: a red four-lobed cross-like shape on the left, a green circle with a smaller inner circle at the bottom left, a blue circle with a smaller inner circle at the bottom center, and a cluster of four green circles with smaller inner circles on the right.

S-FOCS (game)

Cytaclysm

CYBER ARTS

You become what you confront...



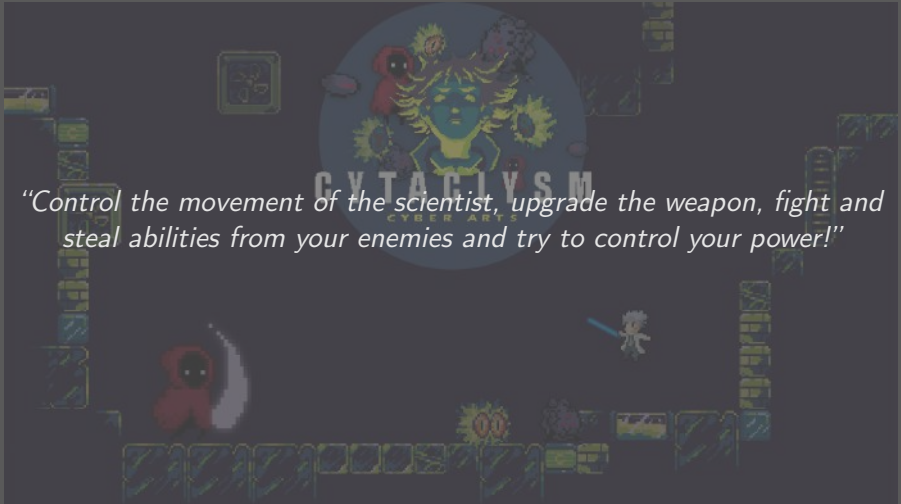
Where are we in space and time?

A crazy scientist living in 2800s lost the control over his experimental machine, as a result, a lot of mutated monsters were created. They started to kill people, destroy cities and evolve, becoming a real threat to the humanity. He decided to take the responsibility for what he tamed and starts to fight against the monsters in the apocalyptic world.

What do we want to achieve?

Your ultimate mission is to clear the world from the mutated monsters and restore peace on Earth.

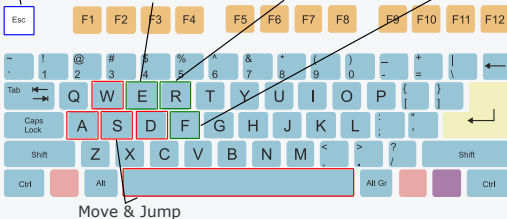




"Control the movement of the scientist, upgrade the weapon, fight and steal abilities from your enemies and try to control your power!"



Pause / Resume Upgrade Buy / Enter portal Switch weapon



Print
Scr
SysRq

Scroll
Lock

Pause
Break

Insert

Home

Page
Up

Delete

End

Page
Down

Num
Lock

Caps
Lock

Scroll
Lock



Esc : Pause or resume the game

W / A / S / D / Space : Control the player to move or jump

E : Open upgrade menu

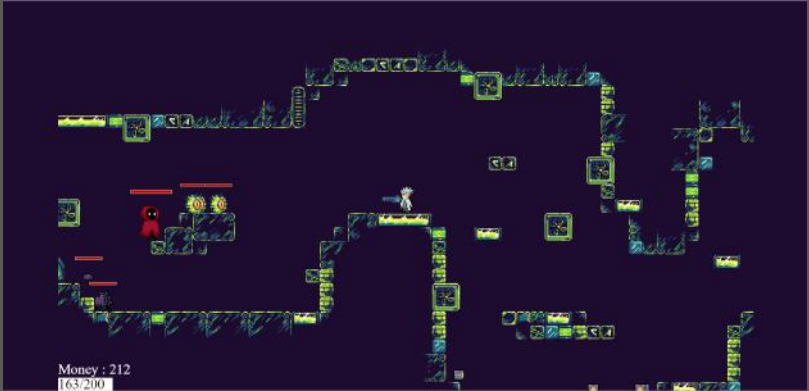
R : Buy potion in the store or enter the portal

F : Switch the weapon



The main character is a crazy and eccentric scientist-experimenter living in the far future

The enemies are mutated monsters, created by a machine invented by the main hero.



Try to survive the attack of the monsters with increasing damage as long as you can.



Movement

The player can run, jump and make double jumps while still in air. They also can smoothly change the direction of the character while running or while in the air.



You may upgrade the character by:

- Using chips obtained from the enemies to get additional skills.
- Purchasing attack, health and movement potions from the store.
- Switching the weapon (sword and gun available)





There are four types of enemies :

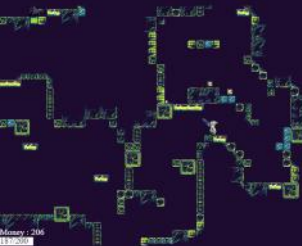
- Immobile enemy: periodically switch directions and attack, damage whenever touched.
- Shooting enemy: are able to chase the player and shoot, cannot jump and stuck behind map obstacles.
- Flying enemy: are able to chase the player and shoot, can fly and overcome map obstacles.
- Elite enemy: uses magical bullets with high damage, can shoot in all directions and with multiple bullets.



Store and Money

After killing an enemy you receive coins, which the player can spend in the store. Store is a special room in the map, which can be entered through various portals randomly put on the map.





Map

The map is randomly constructed through concatenation of several rooms. The rooms consist of multiple small, square tiles, with each type of tile having a unique design and visuals.



Balance

The player has the opportunity to upgrade their weapon, but they should restrict themselves from being too powerful. Our game tests the self-restraint of the player, the player will lose if they upgrade their weapon to the maximum and purchase all the store items. It will make them too powerful to handle and the world will fear them...





Creator goals

- Make a rogue-like shooter game which will offer enough challenges and rewards to the player.
- Create a cohesive background story that is connected to the features introduced in the game.
- Combine cyberpunk style with pixel art to give a unique and pleasant visual experience to the player.

Description of original elements

- Unique upgrade mechanism and possibility of obtaining your enemies abilities.
- A plethora of bullet weapons and bullet effects
- Original story with an unexpected plot twist and challenging nature, requiring a lot of extensive decision making while being engaged in the massive shootings.



Concept diagram





Images Hooded Protagonist | Free Pixel Art Animated Character from itch.io

Background Music Creator and source

Fonts Source Sans Pro Font Family from [1001fonts](https://1001fonts.com)

Quotes Author and source of poems, lyrics, or quotes that were used

Team members

- Jiao Tianqin
- Yiyang Wang
- Gor Tadevosyan
- Jiale Chu

Introduction

In Cytaclysm, step into the shoes of an eccentric scientist whose invention has accidentally unleashed chaos upon the world. As you progress through a world filled with hordes of menacing monsters, your trusty backpack tentacle becomes your lifeline. But be wary, since with every victory against the enemy, you gain their powers, and the line between savior and threat becomes increasingly blurred. Can you save humanity without becoming the very force you set out to defeat?

Highlights



- Randomly Generated Map
- Challenging Enemies
- Possibility to gain abilities from enemies
- Engaging shooting mechanics
- Various types of weapons



Design philosophy

Cytaclysm combines action, strategy, and decision-making to provide an engaging and challenging experience. With a roguelike world and a dramatic twist it keeps the player on their toes and offers endless replayability.



Be mindful of your decisions, with great power comes great responsibility. Are you sure the world will trust you with all that power?

Enjoy the catalyst-smooth touch for movement and shooting!

Get immersed in the stunning and distinctive game graphics, and experience the thrill of roguelike gaming!

Precisely control the player, and use dazzling agility to avoid being hurt while fighting!





- Randomly generated map
- Smooth shooting and movement animation
- Store and weapon upgrade options
- Various types of enemies with different abilities
- Possibility to obtain abilities from the enemies
- Challenging rules and endless gameplay.

