\_\_\_\_\_\_\_ GDD

The Goal of the game: the point of the game is to reach the end of the level and defeat the boss. Along the way a large amount of enemies that come from all directions around the player will try and stop the player from advancing. The player must destroy the enemies or avoid them in order to advance and survive till the end of the level.

Gameplay: the gameplay will involve waves of enemies approaching the player from all angles, each enemy will have a different type of weakness and strength, The player will have to switch from their different weapons in order to be able to advance.

Armor types:

(red)Speed: Speed armor type enemies move very quickly , which make targeting them with single line attacks very difficult, requiring the player to switch to a wide ranged attack in order to be able to hit them. In order for their armor to give them such speed, they must sacrifice their attack potential, as well as their defensive capabilities. As a result they go down fairly fast from any type of attack. Their strength comes from their speed, and as such make use of quick attacks while moving in patterns that are hard to follow.

Speed enemies properties:

-fast unpredictable movement

- fast attack speed

-low damage

List of Speed enemies:

Strikers: (insert story here)

-move very quickly in a diagonal direction a random distance, and stop briefly to fire a quick burst of fast moving bullets before resuming attack.

-if the go past the bottom of the screen they start making their way back up.

Sliders:

-move in a sine wave type motion

-at random intervals they shoot a burst of bullets at the player

-these enemies do not turn back

(green)Tank: Tank enemies are heavily fortified and are fairly large. A result of their great fortifications is that they are extremely resistant to small arms fire, and the only way of dealing significant damage is through the use of armor piercing attacks. In order for them to be so fortified they sacrificed speed and power, instead relying on their bulk and weight to do damage. These types of enemies will slowly advance on to the player unrelentingly, until the player is dead.

Tank properties:

-resistant to plane mode fire

-have no ranged attacks

-high collision damage

Tank enemy types:

Baller:

-move directly towards the player at a slow rate

-large amounts of hp

-collision does large amounts of damage

-takes 10% damage from small arms fire

(blue)Power: Power armor enemies are the damage dealers of the enemy army. They maintain minimal defenses and focus their abilities to increase their firepower. As a result they deal large amounts of damage. They attack the player from up close and personal using short ranged powerful blast, and deadly melee strikes. As they swarm the player, it becomes increasingly difficult to handle a power armor enemy up close with ranged weapons.

Power enemy properties:

-deal large amounts of damage

-mainly short ranged attacks

-move in circles around the player once they get close enough

Power enemy Types:

Knight:

-moves directly at the player, once within striking distance they begin attacking the player, with powerful close range attacks.

-attacks with a sword, this attack has a cool down of 3 seconds, it cannot miss once it has been launched, it damages the player instantaneously

(White)Balanced: balanced Armor maintains a balance between defense, speed, and attack. These are your basic mobs that will advance upon the player and try to kill him. The do not display and particular defenses, and can be defeated equally by any bullet type.

Balanced enemy types:

Turret: static defense for the enemy.

-they stay stationary, but relative to the player they move straight down.

-they shoot 1 shot per second in either a single direction.

The player: The player is a transforming robot that can change into various shapes in order to utilize different methods of attack, each providing different benefits and weaknesses.

Plane mode: the robot transforms into a plane, top gun style. In this mode they make use of traditional spread attacks focusing on hitting many enemies with a fast barrage of small arms fire. This form is the main counter to speed enemies. As a plane it can only shoot forward and has fairly slow side to side movement. Its main weakness is enemies that circle the player and attack from behind.

Plane mode weapon:

-Primary (default) weapon: Tri-cannon

-shoots three shots in a 60 degree field forward

-shoots with a delay of .25 seconds

-Level 1 weapon: Multi-barrel Photon cannon

-shoots 10 bullets in a 75 degree arc.

-the bullet in the center deals double damage

-shoots with a delay of .25 seconds

Gunner mode: the robot transforms into a humanoid form, equipped with a large cannon. This cannon shoots a large shot that instantly goes across the screen, obliterating anything in its relatively narrow path.

Gunner Mode weapons:

Default Primary: Rail Gun

-fires a fast moving bullet in one direction

-this bullet ignores armor

-fires with a delay of 1.25 seconds

Level 1 weapon: Laser Cannon

-fires an instantaneous beam of focused light

-defeats all non-boss and some tank enemies in one hit

-fires with a delay of 1.5 seconds

Melee mode: the robot, now wields a sword, and shield. This form focuses on close range offence and defense. This form is the easiest to maneuver and can face any direction it wants to. its shield allows it to protect itself from most enemy fire, however, does not protect it from collisions from tank type enemies. Its sword has a limited range, but will destroy all but the bulkiest enemies in a single strike.

Melee Mode Weapons:

Default Primary: Beam sword

-strikes in a 120 degree arc in front of the player

-defeats all non massive enemies in one strike

-strikes with a delay of .7 seconds

Default primary: Shield

-while player holds down button all bullets and attacks are negated

- the player cannot attack while using the shield, they can still move

-no delay to bring up shield

-does not negate collision damage

Level 1 Weapon: Focused beam sword

-while at full health, fires a projectile in addition to the normal strike

-strikes with a delay of .5 seconds

Boss1: