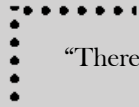# ASCENT

When the world ended, we were left behind.
Now, we're going to fight our way into Heaven.
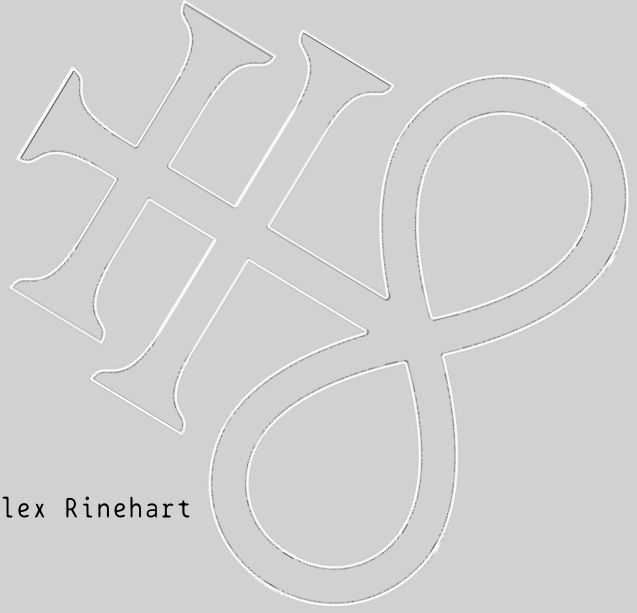
Tower, not a big cake

"There must have been some kind of oversight. A clerical
error, if you will.
—Brother MacCready

A game by Jake Long and Alex Rinehart

Ascent is a class-based, party-centric multiplayer dungeon crawl in the spirit of Diablo and Torchlight. Like these games, players have access to a number of classes, each with a unique playstyle and ability set. The abilities of these classes, as well as the items available for them to use, will improve as the player advances through the game. The five classes and their roles are:

Class	Name	Role	Abilities	Weapons
Friar	Brother MacCready	Support	Healing, divine powers*	Revolver, staff
Vigilante	Mask	Crowd Control	Sonic based	Sword, staff
Convict	Chris Parker	Tank	Pulling, ranged	Chains, fists
Outlaw	Gus Torrins	Damage	Double shot	Revolver (x2)
Pirate	First Mate Rickens	Damage, Crowd	Buckshot	Sword, Blunderbus

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I'm not here for redemption. I'm here for revenge.

—Chris Parker, Convict

*divine powers are effective only against demons. They will deal no damage to holy entities.

Ammo is not a resource, but several classes can wield the same weapons, which impacts splitting of loot.

All classes can attack with their main weapons with no limitations aside from ammunition. Additionally, each class will have a number of abilities they can use on a cooldown. As players level, the power of these abilities may increase, the cooldowns may decrease, and new powers will be made available. Players will choose one option among several to improve, or, at some levels, will choose between multiple new abilities. In this way, no two instances of each class will be identical.

A game will be formed of a party of four characters, ~~no more than one from each class.~~ Human players can join locally with controllers, or via a network, with one host acting as the server. Any classes not filled by humans will be controlled by a computer AI. The game is join-and-drop, so new connections can overtake AIs, and AIs can replace humans that drop out.

As the players advance through the tower, they will face the host of heaven. The bottom levels will be inhabited by cherubs and other vaguely threatening creatures. Health is rare unless the Friar is in the party. Ammo is more plentiful. As the players move forward, both they and the heavenly enemies grow stronger.

Our protagonists are not the only creatures climbing this tower. Once the players have cleared a few levels, low-level demons will approach from behind in their own attempt to enter Heaven. It seems our players are caught in a war. Fortunately, the demons will largely ignore our players and run past them towards their Angelic prey. Unfortunately, demons tend to have auras that slow, poison (drain life), or inflict other unfortunate status effects upon our protagonists as they run past.

The demons aren't entirely a hindrance. As the players advance, they will find the bodies of both fallen demons and
Felled angels littering the hallway. These battles will actually take place, allowing either side to win. It is possible for
players to become caught in the cross-fire and take damage.

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Levels in the game will be mostly linear stairwells leading to an open level which will feature more enemies, multiple enemy directions, boss fights, and improved weapons. There will be an elevator fight with a large, level surface and multiple enemies entering from above. Both players and enemies have relatively low health, keeping danger high. The Friar can resurrect party members at high levels.

The difficulty is high. Strategy and team communication are essential to survive. Not everyone will make it to the top of the Tower.

> Some nights, I'm not sure if I'm still the one wearing the mask. Whichever one of us is in control, it wants this. And the other one? The other one wants answers.
>
> —Mask, vigilante

classes

Trying to fight for your freedom, you unwittingly become involved
in the middle of the fight between Heaven and Hell.
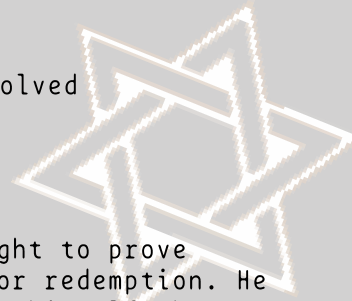
Friar

The friar is an expert in theology who is prepared to sin and fight to prove
himself, rather than face the thought that he was not selected for redemption. He
believes himself to be part of a Plan, even if that means forcing himself there.

In combat, Brother MacCready wields a revolver or staff, and can use abilities to
heal or buff allies. Offensive abilities will not harm Angelic hosts, but deal
massive damage to demonic spawn. Heals in a moveable plus shape.

Vigilante

The Mask is either a woman who lost her mind when she put on the mask, or a woman
who hadn't found hers until that same day. Public opinion is split on her, but
one thing is clear: No one is brave enough to stop her from trying to pick this
fight.

The Mask is not to be underestimated. She is perhaps the most practiced fighter
within three miles. In addition to her own fists, the vigilante is proficient
with a variety of weapons, including swords and staffs. She specializes in close
range damage, but can utilize her voice in devastating attacks that push back
even the furthest of foes. Attacks in parenthetically shaped waves.

Convict

No one remembers what his crime was, but everyone has their own thoughts. While
he doesn't speak on the matter, it's pretty clear from his demeanor that it
wasn't chronic jaywalking that ended Chris Parker in prison. When the world
ended, the cell doors opened, along with the throats of several inmates as
ancient grudges were finally aired. Parker was one of the only inmates to walk
out alive, though not without a few new scars.

While comfortable with his fists, Chris prefers to help enemies get close by
whipping them with his chain and yanking them towards him. He is capable of
grabbing several enemies in a line, dealing damage and bringing them to him.
Thanks to the large number of fights he's been in, Chris can take an impressive
beating and still stand. Utilizes line-based attacks.

Outlaw

It's funny. People spent years looking for Rus Torrins, and all it took for him
to come out of hiding was the end of the world. Might have just been that there
was land to take and a dearth of people to take it, but whatever the reason,
Torrins found his way to this tower. It's not clear exactly why Torrins wants to
get to the top of the tower, nor what he's expecting to find there, but his grit
and determination cannot be missed.

Torrins is no stranger to a firefight. Hot lead from his twin revolvers has
tasted flesh more than a handful of times. Torrins isn't just a good aim, he's
also fast. So fast that most men don't even see death when its delivered by his
hand. Torrins is capable of launching a deadly assault of bullets at any foe that
crosses his path. Shoots a gun in a line, striking one target.

Pirate

You don't see a lot of pirates these days. At least not the high seafaring peg-
leg and pirate type. But that's exactly what First Mate Rickens claims to be.
Whether he's legitimate or not, it's clear he knows his way around both a sword
and a blunderbuss; he's been seen to clear entire hallways with a single shot. No
one knows where he's from, that's true, but if his combat prowess wasn't enough
to convince you that he's the real deal, well, then you have to ask": Why would a
fake pirate choose to be anything other than Captain? Shoots a gun in a short
triangular arc.

The game will feature 16-bit artwork, in a style similar to Hammerwatch. Assets will primarily be created in Paint, GraphicsGale, and Photoshop. This game doesn't have an art budget. Or, really, any kind of budget. Perhaps once the rest of the game is complete, some poor talented fool will take pity on us. That, or we'll get *really* good at pixel art.

See also: sound
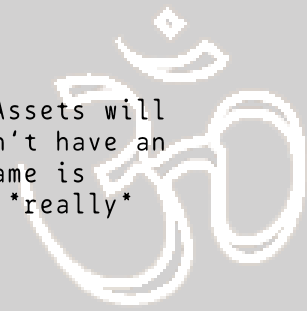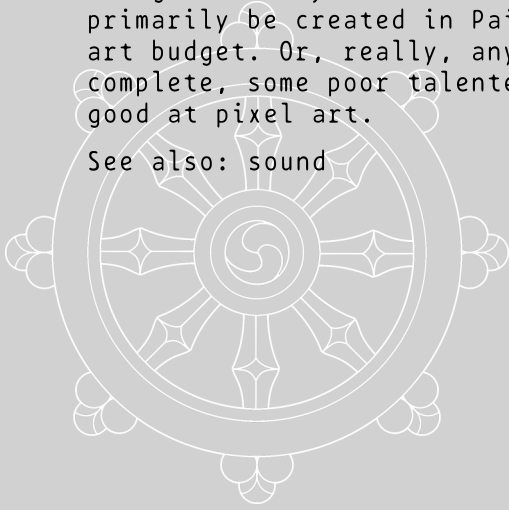
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It's no mistake I was left behind. But I've got a bit of a fight left in me, and this seems like good enough company.

—Rus Torrins, Outlaw

The game will be created in Monogame using C#.
Global files shall be removed with prejudice, particularly a Globals.Globals class.
Namespaces shall be used sparingly, and only as appropriate.

They thought we were alone. They would have died if I
hadn't heard them coming. Legions of them, demons without number.
They trapped us in the stairwells. We had no choice but to keep
fighting. What a pity.

—Chris Parker, Convict

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Music will be harvested from free contributors, such as https://soundcloud.com/sparling-soundworks, which is 70 songs free to use in video games. Ideally something with an organ would be nice. Like art, this is an incredibly low priority. It doesn't matter how good a game looks and sounds if it isn't fun to play.

(Evidence indicates the opposite isn't true, see Dwarf Fortress).

Sound effects will be made by the creators of the game on a lazy afternoon using whatever items they can find in their respective kitchens.

See also: Artwork

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