

# "SCRAPPER" GAME IDEATION

## Premise

- PVE beat-em-up game with 2D sidescroller view, has platforming and Metroidvania-like elements
- Goal: a game with exhilarating hard-hitting combat and a comedic story for gamers who are also Martial Artists
- Selling point: gameplay and story elements heavily based on real life Martial Arts knowledge, with dynamic and vibrant visuals

## Narrative

- Set in Martial Arts City, a typical city with different neighbourhoods and districts, only each is governed by a different Martial Art
- Players will play as an unnamed Kickboxer, only known as Scrapper
- Reluctantly battle against the whole city, making your way to Mayor MMA who can grant you his approval to smoothly run your new Kickboxing gym

## MDA

Core system & mechanics: Combat

- Closely reflects all performable actions and states of real life fighting
  - Health bar: amount of damage that can be taken before being "Knocked Out" or "Submitted"
  - Stamina bar: resource available to perform actions, recovers over time when not performing actions
    - max stamina: max amount of stamina that can be available to you, set parameter, start each level with
    - Current stamina: current amount of stamina that is available to you, may change throughout level, performing actions when stamina is depleted decreases current stamina
- Basic attack: quick 6-hit combo, 3rd hit has enough hitstun to transfer to other attacks/combos, 6th hit is a finisher which knocks enemies back, can hit body or head depending on up/down input

- Special attack: stronger single strike techniques that have special effects or properties
  - Neutral special: teep (→ back kick later in game)
  - Side special: overhand (→ invincible overhand later in game)
  - Up special: uppercut (→ double uppercut later in game)
  - Down special: low kick (→ sweeping low kick later in game)
- Aerial attacks: strongest single strike techniques that are performed in the air, must input with jump
  - Superman punch
  - Jumping sidekick
- Guard: protect yourself in defensive positions, can guard head and body, or legs depending on up/down input while guarding (→ Full check later in game, guards whole body)
  - Parry-counter: carefully timed and tapped guard, counters with simultaneous punch that stuns opponents, leaves head open if mistimed (obtained later in game)
  - Lean back: leans back to evade high kicks, vulnerable to leg and body strikes, and longer head punches (obtained later in game)
  - Bob: duck down to evade high punches, vulnerable to all kicks, knees, and body punches (obtained later in game)
  - Pivot: guard ups and performs a sharp pivot to get behind opponent (obtained later in game)
  - Recover: quickly land on your feet by timing a guard input just before hitting the ground after being thrown or knocked back
- Clinch: grab and control your opponent, also restore your stamina
  - Pummel: pummel your opponent with body knees
  - Push off-strike: push off your opponent and follow up with a punch-kick combo to knock them back
  - Reverse: control and spin your opponent to switch positions with them
- Dash: quick and short dash in indicated direction to close distance or fully evade strikes

- Other statuses & effects that can be inflicted or experienced by player:
  - Hitstun: brief period after being hit where can't move or perform any actions
  - Knock back: being launched horizontally away after being hit by a strong attack
  - Launch: being launched into the air after being hit by a strong upwards attack
  - Grounded: laying on the ground after being slammed, tripped, or thrown
  - Clinched: unable to move or perform actions while being grabbed, but can mash to perform clinch reversal
  - Mounted: laying on the ground with opponent on top of you, sometimes throwing strikes. Drains your stamina, and health if strikes are being thrown. Can mash to get out of and back on your feet (Scrapper can only experience this status)
  - Submission attempt: unable to move or perform actions while opponent is attempting to submit you. Drains health over time, can mash to get out of (Scrapper can only experience this status)
  - Slow: experiencing slowed movement after heavy leg strikes or an accumulation of them

#### Supporting systems & mechanics

- Movement: walking and running via held dash (horizontal traversal between combat)
- Platforming: jumping, wall slides, and wall jumps (vertical traversal between combat)
- Picking Up Items: to heal, replenish stamina, and upgrade stats/abilities (all which aid in combat)

## Dynamics

- Mostly linear game flow, play through levels as city districts, increasing in difficulty, and moving closer to the inner city; can fast travel to prior levels to explore. Narrative is provided each time you enter/exit level areas for the first time.
- Gameplay loop
  1. Explore, traverse and platform around new level area
  2. Encounter, fight and defeat waves of enemies
  3. Repeat 1-2 as needed
  4. Encounter, fight and defeat miniboss
  5. Repeat 1-2 as needed
  6. Encounter, fight and defeat boss
- Emergent playstyles are limited due to Scrapper's skill set being kickboxing focused, but players could still choose to be: evasive or tank-y, relying on movement or defensive capabilities; speed or power fighters, performing combos or strongest single hit strikes; brawlers or spacers, staying close as much as possible or dealing damage from the furthest range possible

Aesthetics: Core experience is fluid, Hard-hitting, and Intense

## Market & Platform

- For players who mainly enjoy action (but also mastery, achieving power, and little exploration)
- Target audience who will enjoy and appreciate the game most is gamers who are also Martial Artists (but is still fun for general action gamers)
- Target platforms are PC and console (everyone should be able to enjoy fun games regardless of preference)

## Art & Sound

- Art will be iconic, vivid, and sharp (for efficient animation of fast, fluid, and hard hitting visuals)

- Sound effects will have bass boosted pops and booms, quick and sharp whooshes, and lots of grunts and breathing (to be immersed in the weighted fluid combat, and true Martial Arts feel)
- Music for each district will match the Martial Art it is governed by, but will all still be exhilarating and puts players in an intense flow state. Scrapper will also have a victory theme which is powerful and gives players a sense of swagger.

## Other Inspirations

- A game which lifelong Martial Artists who are well-versed in the community can deeply appreciate and share with each other
- "Scrapper" is the name of my Father's kickboxing club
- "Smash Bros" like controls, "Streets of Rage" like pacing, some elements of "Hollow Knight"