Orbital Gauntlet

**Game Play**

**High Concept:**

*Orbital Gauntlet* is a 2d side-scrolling adventure game that features a physics based combat system that allows a player to have multiple attacks based around throwing a ball and punching.

**Summary:**

*Orbital Gauntlet* features a unique attack mechanic that has the player manipulate a ball that orbits around the player. The attack mechanic is flexible and allows for the player to combo their attacks in battle to customize the playing experience. Attacks happen when the player either throws an energy ball or punches an enemy. The two styles of attack can be combined to create a variation of attacks during gameplay. For example, the player will be able to throw the ball behind an enemy while punching enemies in the front. Furthermore, *Orbital Gauntlet* features elemental style upgrade mechanics; for example, when a player defeats a boss they gain a new ability that combines the attack type of the boss with the ball to create an elemental attack. The new ability’s will unlock new areas and open up new puzzles within the game.

**Game Mechanics**

* An interesting physics based attack mechanics that motivates experimentation in the gameplay.
* Elemental styled attacks that persuade the player to become more powerful. Additionally, Power Fantasy provides the player with motivation for advancement.
* Puzzles that take new abilities to solve which encourage discovery and rediscovery in the game world.
* 2d side scrolling dungeon crawling action that encourages exploration through investigation, experimentation, and discovery.
* A realistic physics engine that emulates reality in order to be visually appealing to the player.

**Game Flow:**

Orbital Gauntlet is structured around making the player target a distinct bosses, so the player can unlock a new abilities to advance to the next boss. The game will slowly introduce the player to the Gauntlet’s combat system gradually introducing the player to a new combo to keep players engaged. The elementals bosses will structured in a way that allows the player to plan their next move in the game world while rewarding players for experimentation.

**Game Controls:**

The game will use the keys W, S, A, D on the keyboard for moving Up, Down, Left and Right. Aiming the Orbital Gauntlet will be done by adjusting the axis up/down by moving the mouse up/ down. Throwing the Orbital (the orb from the gauntlet) is done by clicking the left mouse button. While the Orbital is thrown, the player will be able to punch enemies by clicking the left mouse. Instantly recalling the orb is done by the right mouse click. Switching between elemental powers will be done with the 1-9 keys. Jumping can be done by pressing space. Additionally, Players will be able to customize their control scheme in the options menu.

**Game Physics Design:**

The game will feature a physics engine with gravity, acceleration, velocities. The player character movement will be done with an acceleration based movement that has a velocity cap. To smooth the velocity based movement the engine will provide brief Mila second breaking adding precision to the player characters movement. The Orbital Gauntlet has a designated centre of gravity to give the player a kinaesthetic feel to attacking. Additionally, the Orbital Gauntlet’s centre of gravity will provide a more accurate aiming schema for the player.

**Game Story**

**Characters:**

* Orbital Gauntlet – The last hope for humanity.
* Comet – a rogue slave, who wanders aimlessly around the world trying to survive. During her travels she is thrown into a situation that forces her into wearing the Orbital Gauntlet.
* Drakon **s –** an intelligent humanoid race manufactured by humans to make human life easier and replace humans in almost every task. Ironically, Drakons have replaced humans as the ruling class on planet earth and now enslave humanity.
* Drakon Evolved – An advance class of Drakons who sole task is to track the Orbital Gauntlet and destroy it.
* Drakon Abaddon- Drakon prime, all Drakons are molded after it. It’s stated in legend that the sole purpose of its creation was to spite mankind. Abaddon seeks the Orbital Gauntlet to become more powerful and destroy any hope that humanity has.

\*elemental beings

\*elemental enemies

**Theme:**

*Orbital Gauntlet has* a fantasy theme and grows more occult as the player advances throughout each stage. Each Stage is styled like a maze and connects to other stages allowing the player to navigate freely through an environment in style similar to *Castlevannia (change)*. Stages will contain a variation of enemies, puzzles and landscapes so each stage has a different level of depth.

**Story:**

In the year 20xx multibillion dollar corporations are investing in devices that make human lives easier. A company called Evil Abaddon Inc. invented a series of free thinking humanoid droids called Drakons that were built to serve humans. Due to the nature of mankind, Drakons became popular fast and quickly replaced humans in various jobs within the human government. Within in years the human race lost its position as the dominant specie on planet earth and became the slaves of the Drakons. Rebellions occurred, but only decimated the human population more. The remaining humans only hope lay in the legend of the Orbital Gauntlets a device capable of clearing out the Drakons and freeing the humans.

**Environment:**

The environment of Orbital Comet will be a 2d dungeon crawling platforming game that challenges a player to explore, discover, or solve puzzles.

Notes:

\*making combat system more descriptive and specific

\*create a story

\*why are the humans going extinct

\*create characters.