Orbiter Gauntlet

**Game Play**

**High Concept:**

*Orbiter 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:**

*Orbiter 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, *Orbiter 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 mechanic that encourages experimentation in the gameplay.
* Elemental styled attacks
* Puzzles that take new abilities to solve which encourage discovery and rediscovery in the game world.
* 2d side scrolling dungeon crawling action that appeals to existing audiences such as Metroid / Castlevannia.

**Game Flow:**

Orbiter 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 in attempt 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 with experimentation.

**Game Controls:**

The game will use a standard control scheme for jumping, punching moving. The Orbiter Gauntlet will be aimed and controlled with the mouse allowing the player free movement after each throw.

**Physics Design:**

Orbiter Gauntlet

**Game Story**

**Characters:**

* Orbiter Gauntlet – The last hope for humanity.
* Comet -
* 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 the remaining humans.

**Theme:**

*Orbiter 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 Orbiter Gauntlets a device capable of clearing out the Drakons and freeing the humans.

**Environment:**

The environment of hell ball 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.