**Odd Infinitum**

“Fear the Infinitum”

**Engine:** GameMaker Studio – Professional Edition (v1.4.99999)

**Genre:** Action-Adventure

**Tags:** 2D, Boss-Rush, Challenging, Space, Shooter, Cosmic Horror, Lovecraftian, Side-Scroller, Souls-like

**Anticipated Release Date:** Summer 2020

**Comparable Products:** Bloodborne, Cuphead, Enemy Mind, Gradius, R-Type

**STORY/GAME SUMMARY:**

**Game Story Summary:**

**Game Flow Outline:**

**FEATURES:**

**Indispensable:**

* Player Mechanics
  + Movements
  + Speed Boost
  + Firing Lasers
  + Firing Missiles
* Lasers
  + Standard Laser
* Missiles
  + Standard Missile
* Player UI
  + Health meter
  + Energy Meter
  + Missile Count
  + Pilot Currency (Score)
* Overworld (Map Screen)
* Boss Battles
  + Core Destroyer
  + Fleet Commander Daemeon
  + Harrier Angel
  + The Queen
  + Arbiter of the Cosmos

**Important:**

* Player Mechanics
  + Energy Buckler (Shielding and Parrying)
* Boss Battle
  + Dreadnought
  + Gyrator
  + Swarm
  + Overlord

**If possible:**

* News stories related to events influenced by the player
* Arcade games to play on the Overworld (e.g. Pong, Asteroids)
* Dialogue with memorable characters

**CONTROLS:**

* **PC**
  + Movement: Arrow Keys
  + Fire Laser: Space
  + Alt Laser: G
  + Fire Missile: F
  + Missile Reload: R
  + Shift: Speed Boost
  + Energy Buckler: T
* **XBOX 360, XBOX ONE**
  + Movement: LS
  + Fire Laser: A
  + Alt Laser: B
  + Fire Missile: X
  + Missile Reload: Y
  + Shift: RT
  + Energy Buckler: LT
* **PS3, PS4**
  + Movement: LS
  + Fire Laser: X
  + Alt Laser: O
  + Fire Missile: □
  + Missile Reload: ▲
  + Shift: R2
  + Energy Buckler: L2

**BOSSES:**

* **Core Destroyer**
  + **Description**
  + **Lore**
    - One of the most sophisticated orbital mining machines (“planet-crackers”) belonging to the Earth Space Defense Force, the aptly named “Core Destroyer” was sent out into the Asteroid Field to mine for resources. Unexpectedly, the machine malfunctioned and turned hostile destroying and consuming the nearby asteroid colony Thera. While patrolling the asteroid field searching for any survivors of Thera after communication went dark, the Scouter (you) is ambushed by the Core Destroyer.
  + **Attacks**
    - Phase 1
      * Resource Collect – draws in asteroids from the left side of the screen into the central core of the planet-cracker
    - Phase 2
      * Large Asteroid Discharge – fires large asteroids from the core towards the player in a straight trajectory
      * Medium Asteroid Discharge – fires medium asteroids from the core towards the player in a wide spread pattern
      * Small Asteroid Discharge – fires small asteroids from the core towards the player in a randomized pattern
    - Phase 3
      * Boring Laser – charges up a large laser beam and fires it in the player’s direction. This forces the player to move to either the top or bottom quarter of the screen to avoid it
      * **(Hazard)** Asteroid field – asteroids will fly from the right side of the screen similarly to the beginning of the level
  + **Drops:**
    - Pilot Insignia
* **Fleet Commander Daemeon**
  + **Description**
  + **Lore**
  + **Attacks**
    - Phase 1 (R.E.D.D. Fleet Defector):
      * Fleet Trident (traditional) – fires a cluster of three elongated lasers in a straight trajectory towards the player
      * Small Seeker Orbs (exotic) – spawns up to five small orbs that follow the player
    - Phase 2 (R.E.D.D. Fleet Defector):
      * Fleet Shotgun (traditional) – fires several elongated lasers in a spread pattern towards the player
      * Large Seeker Orbs (exotic) – spawns up to two large orbs that follow the player
    - Phase 3 (R.E.D.D. Fleet Defector):
      * Fleet Spear (traditional) – fires a single charged large laser in a straight trajectory towards the player
      * Fleet-Breaker (exotic) – spawns a stationary orb that fires small lasers in a radial pattern
    - Phase 4 (Fleet Commander Daemeon):
      * Phase 1 (Shield Up, 3 Orbs):
        + No attacks
      * Phase 2 (Shield Up, 2 Orbs):
        + Homing Missile – missile that fires in a straight trajectory at high speed and then slows down before homing in on the player’s position
      * Phase 3 (Shield Up, 1 Orbs):
        + Homing Missile – missile that fires in a straight trajectory at high speed and then slows down before homing in on the player’s position
        + Wave Beam – fires small orbs in a sine wave pattern in the player’s direction
      * Phase 4 (Shield Down):
        + Homing Missile – missile that fires in a straight trajectory at high speed and then slows down before homing in on the player’s position
        + Wave Beam – fires small orbs in a sine wave pattern in the player’s direction
        + Fleet Trident (traditional) – fires a cluster of three elongated lasers in a straight trajectory towards the player
        + Fleet Shotgun (traditional) – fires several elongated lasers in a spread pattern towards the player
        + Fleet Spear (traditional) – fires a single charged large laser in a straight trajectory towards the player
  + **Drops:**
    - Friendly Pilot Beacon
* **Harrier Angel**
  + **Description**
  + **Lore**
  + **Attacks**
    - Phase 1:
      * Default Form
        + Laser
        + Wave
      * Angelic Form
        + Tracking Halo
        + Angelic Darts
      * Eldritch Form
    - Phase 2:
      * Default Form
      * Angelic Form
      * Eldritch Form
  + **Drops:**
    - Hostile Pilot Beacon
* **The Queen**
  + **Description**
  + **Lore**
  + **Attacks**
    - Phase 1
      * (3 Eyes)
        + Bouncing Eye Spawn
      * (2 Eyes)
        + Bouncing Eye Spawn
        + Following Eye Spawn
      * (1 Eyes):
        + Bouncing Eye Spawn
        + Following Eye Spawn
        + Exploding Eye Spawn
    - Phase 2 (0 Eyes, Core Exposed):
      * Above 75% health
        + **Tentacle**
      * Above 50-75% Health
        + **Agonized Scream (AoE)**
      * Below 50% Health
        + **Summon Horde**
* **Arbiter of the Cosmos**
  + **Description**
  + **Lore**
  + **Attacks**