

# (TBD) UNNAMED WEEKLONG PROJECT

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Just some words for the general outline of the idea:

Auto Scroller, Shooter, Military, Planes, Aliens, Roguelike, Upgrade Paths, Alien Tech, Melding, Bosses.

The Idea:

Player is a fighter jet fighting off an oncoming alien invasion. A top down auto scrolling shooter the player must dodge both close range and ranged attacks while killing alien invaders. The player collects remnants of alien tech (experience) to put together alien tech upgrades which augment the player's ship. For this project/ prototype, there will be 6 possible upgrades and 3 bosses. Score will be tallied based on the number of enemies, one close range, one long range and one hybrid.

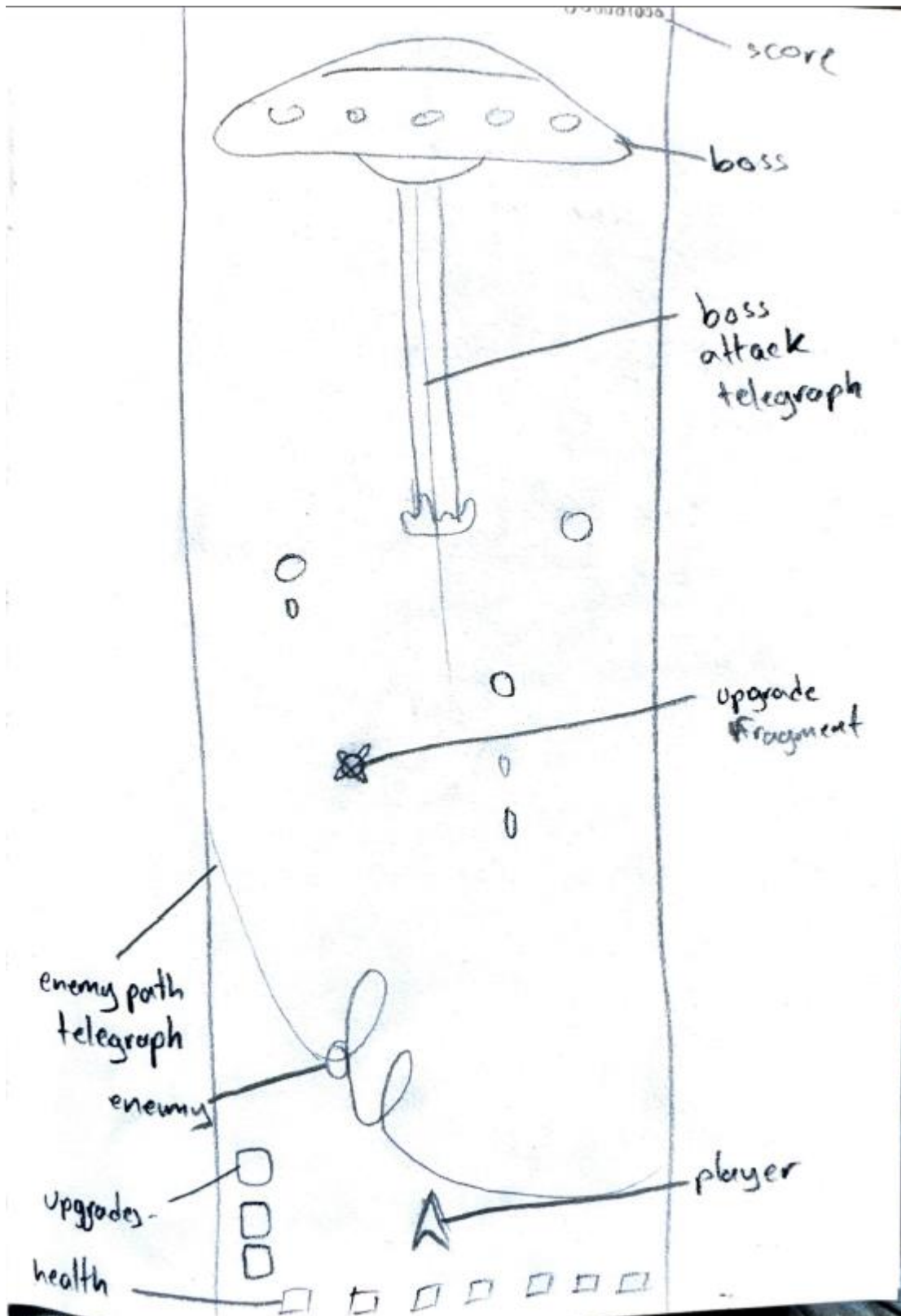
Controls:

- WASD
- Arrow Keys
- Gamepad

Main menu:

- Title (TBD)
- PLAY
- OPTIONS → Audio volume  
→ Resolution  
→ Exit Options
- Exit

Main Screen:



Upgrades:

#### Munitions Duplicator (weapon)

“Alien technology analyzes, fabricates and launches a functional replica of all fired munitions”

Three levels:

1. Duplicates once
2. Duplicates twice
3. Duplicates Thrice

#### Shield Generator (defence)

“An energy shield is generated from this device surrounding the vessel, and absorbing a single hit from enemy projectiles”

1. Shield Generates every 2s
2. 1.5s
3. 1s

#### Phase Shifter (defence)

“Shifts the dimension around the vessel rendering it invulnerable to outside attacks”

1. Maintains shift for 2s
2. 3s
3. 5s

#### Laser generator (weapon)

“Absorbs cosmic radiation till overflow, concentrating and dispensing the energy towards your foes”

1. Fires every 2s
2. Fires every 1s
3. Constant beam

### Missile Manufactory (weapon)

“Fabricates powerful pulse missiles for use in your weapons system”

1. New missile every 5s
2. 2s
3. Infinite missiles

### Regenerative alloy (defence)

“Nanobots latch onto your ship repairing damage over time and reinforcing it”

1. Regen rate: 3s, Extra Health: 1
2. Regen rate: 2s, Extra Health: 3
3. Regen rate: 1.5s, Extra Health: 6

### Enemies:

Enemies have three types:

1. Ranged attackers that strafe the screen while shooting projectiles.
2. Close range attackers that swoop towards the players position attempting to ram into them.
3. A mixture of the two previous types, strafing the screen before swooping/dashing towards the player.

Enemies attack in hordes with the population of the horde increasing over time. The game will try to keep the current max number of enemies on the screen. Enemies that leave the field of play despawn and are replaced, enemies killed are almost immediately replaced.

Bosses will take up a sizeable chunk of the hordes population, so while boss fights will lessen the hordes numbers, minor enemies will continue to spawn.

### Bosses:

Bosses will have attacks that deal multiple points of damage with sizeable health pools that increase or decrease depending on the players level at spawn.

## Boss 1: The Saucer

A stereotypical flying saucer, mid to large sized it tries to stay near the top of the screen option for ranged attacks.

### Attacks:

In its first phase, similar to its more basic counterparts, it strafes the top of the screen firing laser projectiles towards the player. In its second phase it continues to fire lasers. It will swoop down in an arc while deploying a tractor beam. Getting caught traps the player in place beneath the ship and pulls them towards itself for contact damage.

The third phase adds in the death rays. The boss will either deploy one large death ray from its center sweeping the inner 3/4s of the screen or two rays from its outer corners, sweeping the outer corners of the screen.

## Boss 2: The Champion

The boss is a mid size vessel with bullet hell mechanics. It uses a mixture of ranged attacks and close-range attacks.

### Attacks:

In phase one it strafes the screen in a diagonal pattern, inching towards the player, while shooting projectiles then at random it will pause and launch itself down towards the player at high-speed attempting to ram the player for high contact damage. Then it will slowly return to the top of the screen.

In phase two it continues this pattern, shooting faster and laying mines in its path, these explode after a short duration. Its projectiles fire in a circle around the boss.

In phase three it moves to the center of the screen and unleashes an unending assault of laser charged mines in a spiral pattern around itself. At random it will pause and launch itself towards the players last location, this repeats until the boss is defeated.

### Boss 3: The Adaptation

A mimic of the player with all its current upgrades attacks the player from afar. It has no phases and will try to maintain mid range to the player attempting to kill the player while dodging projectiles as best it can.

### Numbers and Stats:

#### Player

- Base Health: 6
- Max Alloy Health: 12
- Base Weapon Damage: 1
- Base Missile Damage: 3

#### Basic Enemies

- Base Health: 3
- Ranged Damage: 1
- Contact Damage: 2

#### Boss 1

- Base Health: 150  
p1.100%  
p2.50%  
p3.33%
- Laser Damage: 2
- Contact Damage: 4
- Death ray Damage: 6 (changed from 5)

Boss 2:

- Base Health: 300
  - p1.100%
  - p2.50%
  - p3.33%
- Laser Damage: 2
- Contact Damage: 5
- Mine Damage: 3
- Charged Mine Damage: 4

Boss 3:

- Base Health: 450
- Weapons damage is mirrored to the player.