Abaddon: Game Design Document

Summary:

Abaddon is a science fiction puzzle platformer with action elements. The gameplay takes place on the inside of a spaceship that is transporting ten million prisoners to [Neo Australia]. The ship contains no security guards and is monitored solely by computer AI. The game culminates in the ship hurling towards a nearby star, whereupon the heroine of the story saves the day.

Setting:

There are multiple settings for Abaddon, in order of their appearance:

1) The spaceship and its modest artificial gravity due to centrifuge physics.

2) High gravity rooms used for muscle training in deep space; these are able to change the direction of gravity into any of the four cardinal directions.

3) The core of the centrifuge, which is circular.

4) Normal physics, time trial escape

5) Underwater due to coolant leaks in a reactor

6) Zero-gravity environments not linked to the centrifuge, player receives one-hit-kills (due to explosive decompression).

Gameplay:

Design decision #1: air strafing is possible when jumping from true floors (with respect to gravity).

Action:

Interactive Objects:

Card-keys—open certain doors

Switches—toggle certain environmental factors (e.g. gravity, doors, hazards, lights)

Guns—many types, picked up, limited ammo, no reload

Elevators—metallic!

Conveyor Belts—carry different objects (e.g. barrels)

Hostiles:

Turret

Mobile Turret

Floating Turret

Prisoners (sometimes)

Spider

Scalar—Float towards organisms in line of sight, one hit kill

Phasors —Float towards the player, result in a one hit kill and can move based on phasor speed through walls.

Tensors—Can stop time for all other objects.

Gravity Manipulators—grab objects off conveyor belts with gravity guns and repel them towards the player.

Zero-gravity “ninjas”—jump between three+ nodes while throwing knives, occasionally stopping, restarting their node hopping with a 50% chance of going in either direction (clockwise vs. counterclockwise).

Shadows—teleport behind the player.

Neutral Creatures:

Gravity biomes—push the player upwards

Energy Jelly Fish—in the water level (aesthetic)

Muon Clouds—light particles whizing across the screen (aesthetic)

Bosses:

Troll—controls gravity to his favor. Furthermore he can walk on all surfaces (metal, plastic, glass).

Core Demon—sits at the center of the core, absorbing energy, slashes into vents to attack the player. Can only see the player through slits in the ventilation.

Necromancer—at the beginning of the fight, the player has the choice to kill several prisoners. If she kills these players, then the necromancer shoots resurrection bullets that force dead enemies to lunge towards the player to attack, and promptly fall ragdoll again.

Versor—creates vortexes through which it may travel, can travel unimpeded through walls, one hit kill. Hidden Boss.

Block Types:

Plastic—regular platforming terrain, no special properties.

Metal—the player can walk on metallic walls and ceilings. The character's long hair points in the direction of gravity.

Glass—cannot conduct electricity and therefore cannot interact with metallic boots, but it can be shattered to open up new corridors and pathways.

Rust—dissolves from the bottom up when touched. Cannot conduct electricity well enough to be traversed as a wall or ceiling. If the rust block disappears and cannot be seen, then it respawns.

Electricity—hazard block that causes a game over screen. When the character collides, the screen blinks (hard artistically, but possible) as if the character had flinched. Game over state ensues.

Elevator—moving metallic block

Music Inspiration:

“The Orphan” by Amorphis on Elegy