Infected

Terrible name I know, please come up with a better one

Overview

Infected is a high skill 2D music based action side scroller. It will be a quick game with no saves, and a game over starts you back at the beginning. There will be small divergent paths so each attempt at the game should hopefully give the player a unique experience. There will be a simple story, with no morals, but just to give a purpose in the game. The music will be solely from the band Infected Mushroom. The overall game will consist of 3 levels, 2 mid-bosses, and a 2 form final boss. Each stage will be based off of a song, so there will be time limit for each stage, but it should be expected that beating a stage will be about 5 minutes, and with a total time of max 5 minutes of cutscenes for the entire game, a successful playthrough of the game should take about half an hour. However, it should be expected for the player to have a game over once each stage at least, for a minimum playtime of over 2 hours.

Story

Story isn’t too important, but will be stated to try and get a picture of the direction of feel it’s going for, and is up for change. The feel should be comedic, but not slapstick, preferably dry/dark humor. Main Heroine, based off [another song based game](https://vignette.wikia.nocookie.net/crypt-of-the-necrodancer/images/5/52/Bestiary_melody.png/revision/latest?cb=20160301194051), wakes up outside of her school. She remembers she was heading home, but her conscience is pulling her back, however another sense is telling her to leave the school and attack. If the player goes left, the game will cut to NEUTRAL END. If player goes right, it will start the first level/tutorial.

When the music first forces her change, she will freak out, but ultimately continue forward, having to fight fully changed people. The first boss will be an activist character who sees this change as amazing, giving her power, a way to change and unite the world, and happily fights the player. Once defeated, she implies it’s too late to stop the infection, she can feel it spreading.

The player enters the school in the second stage, traveling to the center of the school. The second boss will be a shy passive guy who’s slowly being corrupted. If at this point, the heroine hasn’t been corrupted too far, she will try and reason with the boss, ultimately realizing he can’t stop attacking, and beg to stop him, and the entire thing. Once beaten, he’ll thank her, and hope she’s victorious. If the Heroine is too far corrupted, the passive guy will slowly build up anger from all the times he’s been wronged, and want to fight. Once defeated, he just wants to be more powerful to have more revenge/right more wrongs.

The final level will be a terraformed school setting which used to be a large football field. The final boss will be a plump neckbeard, complete with fedora who wanted revenge for everything (For reasoning, research incels, 4chan, that UCSB guy who did a mass stabbing because girls didn’t like him, Or don’t, it’s probably better you don’t touch that stuff). He created a virus with unknowing help from passive boss to destroy everything and have him at head of command. If Heroine is mostly corrupted, he will force the player to do both fights in only mushroom form. After beating him, he will drink a phial of the virus, which will make him into a HUGE mushroom that spawns, just everything and anything. The heroine will need to be the least corrupted in order to do this fight in human form, and the boss will mess with senses (key input/visuals).

After defeating the neckbeard, if the heroine is still the least corrupted, she realizes she doesn’t have this pull in her anymore, and she can control her transformation at will. She mentions she can feel every other mushroom-person has died with the neckbeard, and she walks off to GOOD END. If the heroine is medium or heavily corrupted, she can’t transform back to a human. Unsure of what to do, since she senses all the mushroom-people are dead, she walks off to BAD END.

NEUTRAL END: Show News station where it reports that FBI responded to a biological terrorist attack. Some mutated people were seen leaving the premise of the school, which the FBI neutralized, and eradicated the biological threat. No survivors. Credits run at the bottom of news station where minor news usually go.

BAD END: Similar to NEUTRAL END, except FBI found the threat neutralized, and have a suspect under questioning. Few details are known, but the suspect is to be taken by the government for intensive questioning.

GOOD END: News report half a year later where a baffling organic virus is starting to emerge. People have been seen having mushrooms growing out of them, and rumors of people able to hide these growths at will, being hidden in the crowd. When one patient was found and questioned, he only revealed he would not “snitch on his queen”. Show a stereotypical map of spreading virus. End with no cure, and advise people to be wary of your close ones, and mushrooms.

Game Mechanics

The player has four continues. With each continue, the Heroine gets more corrupted, increasing the power of the mushroom form (If the player has only used 1 continue, they will be minimally corrupted. If the player has used 2 or 3 continues, they will be moderately corrupted. If the player has used all 4 continues, they will be heavily corrupted). The player gets 2 health for each life, the first hit taken leaves visual scarring, while the second hit will make the Heroine get reborn in a more corrupted state. Maybe possible to get upgrades to increase health.

After the player beats a boss, they will get an upgrade. The upgrade will be decided on how corrupted the player is, and which form they ended the stage on. Exact upgrades will be decided later, but options could include additional max health, increased damage, new moves, or anything besides additional continues. The rule of thumb should be: the higher the corruption, the better the upgrade as a handicap for the rest of the game. Human skills should be higher skill and better, whereas mushroom upgrades should be simple and/or make you stronger/better numbers. After a boss, can change form at will to leave screen. Maybe upgrade after first phase of final boss. Upgrades should not be known when exiting, the discovery of the different upgrades will make for an interesting replayable experience.

The game is music based, with your form depending on the music. A small bar at the bottom of the screen will visually show how much longer the song has, and what is coming up soon in the song, with about 5 to 10 seconds of warning of what’s coming up next. For the bar, if you’re forced to be human, it will show up green. If you’re forced to be a mushroom, it will be red. If you’re allowed to switch between the two at will, it be yellow. Bosses/Levels can have requirements on what corruption level is needed to be switchable or forced into a form.

Key inputs will be WASD for movement in human form, IJKL for movement in mushroom form. E and U will be used to switch between the two during yellow segments. SHIFT will be used to dodge, and SPACEBAR to attack. Additional skills will be placed around the keys of their respective side(Ex. F or Q for human form, and H or O for mushroom form). The intent is to give a foreign and strange feel when in mushroom form, but should be easy to master and create a sense of “playing the piano” when they become good at playing.

Enemies/obstacles will not spawn based off of location in map, but based off beats in the song.

Timeout in song is instant game over, that adrenaline to finish the level needs to be there.

Human form will be noticeably, but not significantly, faster, have more i-frames in the dodge, but have weaker attacks. If the player manages to get all human upgrades, the final boss fight as human should have more damage output than mushroom, but require very high reflexes, whereas a fight with all mushroom upgrades will make a slower, but safer experience. Players should be able to mix and match the two to their preference.

Maybe on main menu there will be a scene select with the unlocked stuff you’ve done, this defeats the no save idea pretty much, but may be necessary to not have players rage quit the game. Should lock out upgrades they would be unable to have in a real run.

Ie. you’re allowed to start at stages with the option of lowest (or you can go higher if you want) corruption you’ve been there with, and all upgrades you’ve unlocked as options when starting. So you can’t choose an upgrade for having max corruption for first boss when you’re starting the second level with no corruption.

Playlist

Main Menu - Spitfire (Most recent song, probably most appealing in general)

First Level - Becoming Insane (Fitting theme, exemplifies duality theme very well)

First Boss - Savant on Mushrooms (Fits martyr character, she’s some kind of goddess, I also

like the calm start to a boss fight)

Second Level - Saeed (Theme fits second boss decently enough)

Second Boss - The Pretender (fits theme if he goes angry, maybe need another song if calmed)

Third Level - Return to the Sauce (Very ominous song, kinda fitting title, upbeat)

Final Boss - Nerds on Mushrooms (Title)

Final Phase - U R Fucked (Title)

NEUTRAL/BAD END -

GOOD END - Converting Vegetarians (Maybe, jotting it down for future)

Total length of gameplay: [45 minutes](https://open.spotify.com/user/minx1122/playlist/63Mblq7c95jfwMaoAv1vx6?si=_SpiwKsyQIKRXCu-iPDxAg)