<u>Not Important</u>

Team X

Introduction

Not Important is a rogue-like action survival game where your main goal is simple. Survive for as long as possible and everything else is simply **not important**. The hero will wake up in a secret battle arena and will be greeted by a mysterious voice. The hero will ask how and why did he end up there, but the voice will answer "That is not important". After that a horde of monsters will start swarming towards the hero. If he survives is only and only up to you.

Game description

Not Important is a single player game with perma-death enabled - if you die you will have to start the game from the beginning.

The whole game takes place in a single level where a player will have to fight off waves of enemies. After defeating a wave the player will have a chance to pick up various upgrades such as increased health, damage etc.

The game will be focused on **ranged combat**.

Game mechanics

During a wave enemies will spawn gradually in groups. After every wave the player will have a chance to either choose an upgrade (damage, attack speed, etc.) or to heal up.

<u>Upgrades</u>
- Basic stat upgrades (Damage, Health, Attack speed, Movement Speed, Range?, etc.)
- "Dual upgrades" (Damage & Health, Movement speed & Range, etc.)
    - less effective, but more universal
- Strong upgrades with drawback (Lot of damage but low range, Less movement speed but +3 rolls, more proj. but less attack speed, etc.)
    - strong, sometimes build defying upgrades, that player must decide if the drawback is worth it

List of all upgrades (Not final and open to discussion!)

Drawback stat upgrades

> "+X rolls but -X movement speed"
> "+X damage -X range"
> "+X attack speed -X attack damage"
> "+X movement speed -X rolls"
> "+X range +X damage -X attack speed"
> "Projectiles pierce 1st enemy -X damage" (Stackable)
> "Fire +X projectiles but -X attack speed" (Stackable)

Unique upgrades

> "Immune to damage every 3 seconds for 1 second, take double damage"
> "Remove crosshair aiming, increase attack speed" (Spray & pray)
> "Get 9 lifes. When you take damage you lose a life instead of hp, when you lose your 9th life, you lose" (Guppy's talisman)
> "Your attacks explode on hit dealing damage in an area, this explosion can damage you"
> "Your attacks deal increased damage, but longer it travels less damage it deals"

Combat

Base combat is centered around ranged attacks both from our hero and mostly from his enemies.There are various upgrades for the hero matching the increase in difficulty of later levels.
If a projectile hits an enemy or player, it gets a stagger(ministun) effect. If a player gets hit he will also get immunity to damage for a very short time. The player's only defence is dodging, either with just running or with a roll.

Each enemy has a cooldown on their attack specifying how often they can hurt the player. Ranged enemies will shoot projectiles that hurt the player on collision. Melee enemies hurt the player on body collision if their attack is not on cooldown.

Player will be aiming with a crosshair, which will rotate around him. This will make aiming more challenging. The cursor will be disabled.

Main character

Main stats:
- Health (Default 100 HP)
- Damage (Default 25)
- Run speed (100) cap?
- Attack speed (1.5) attacks/second
- Projectile speed (150)

Rolling:
- Quickly moves in a specified direction
- Player is invincible when rolling
- There is a cooldown between rolls
- There is also an amount of total rolls available that slowly regenerates

Enemies

Game will contain various enemies that increase significantly both in numbers and in power matching the size of the battlefield and strength of the player. Although somewhat different we want to have enemies divided into type-like groups:

Enemies' stats

Name	Health	A. Damage	A. Speed	M. Speed	Special
Goblin	50	(0, 20)	1 a/s	100	X
Beholder	50	(20, 20)	0.5 a/s	75	X
Minotaur	100	(0, 50)	1 a/s	50	Dashes
Dark Mage	75	(20, 10)	0.5 a/s	50	Fires 5 projectiles
Golem	150	(0, 75)	0.33 a/s	50	Charges
Shaman	50	(0, 10)	1 a/s	100	Buffs allies

A. Damage - (Ranged/Melee)

Goblin

- Goblin is a runner. He will run towards the Player and will try to melee attack him.

Beholder

- Beholder is a simple shooter. He will follow the player until he gets into a firing range. Then he will fire a single projectile

Minotaur

- Minotaur is a dasher. Every time Minotaur gets close enough to the Player he will start charging towards the player.

Dark Mage

- Dark mage is a spreader. He will follow the player until he gets into a firing range. Then he will fire multiple projectiles.

Golem

- Golem is a charger.It is a slow durable enemy that attacks slowly but after a few seconds of charging it's attack deals devastating damage.

Shaman

- Shaman is a buffer. He will buff nearby enemies. Buffs will be increased damage or movement speed.

Level

Every run will take place on the same level. The player will start in a small location. Later on they will be able to unlock additional parts of the level to get access to more upgrades but as a consequence, they will also have to face more enemies. Every room will also contain destructible boxes, which can contain healing items. After unlocking every location, the player will have to survive a bigger wave. After that the level will reset and the player will start again with full health in a small location. The player will keep his upgrades.

Additional ideas:
- every location will have it's own trap that can damage both the player and enemies. Location of the traps will be the same every run.
    - trap ideas:
        - spike trap
        - slowing trap
        - aoe damage trap
        - one time use traps
            - trap doors etc.

UI
- Main Menu screen
- Game Pause screen (accessible via ESC in-game)
    - Return to the game
    - Achievements (Same as in the Main Menu)
    - Settings (Same as in the Main Menu)
    - Return to the Main Menu
    - List of upgrades (stats)
- Death screen (Score, Restart, Return to the Main Menu)

Controls
- WASD - Player movement
- SPACE - Player roll/dodge
- ESC - Pause the game
- Mouse - aiming and shooting

HUD
- Health bar
- Stamina bar (decreases on dodge, roll etc.)
- Information about enemies (enemies left, waves etc.)

Main Menu

The Main Menu will have following actions:
- New game (Starts new game)
- Leaderboards (Local)
- Settings (Opens settings for key bindings, music, sound and graphics)
- Achievements (Displays unlocked achievements)
- Credits (Displays information about Team X and the game)
- Exit game

Music and Sound effects
- Medieval action-like soundtrack that matches the tempo and feel of the furious action.