

Not Important

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

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

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. These upgrades not only influence the relative power of the character but also influence the playstyle making each run unique in a way.

Main character

Main stats:

- Health
- Damage
- Run speed
- Attack speed
- Projectile speed

List of possible upgrades:

- Basic stats (Health, Damage, etc.)
- Projectile upgrades (Pierce, AoE, Ricochet, etc.)
- Activatable Items/Spells???
- Defense upgrades (Shield absorbing damage with a cd, Lifesteal, etc.)???

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:

Group	Projectiles	Speed	Special
“Runner”	0/Melee	Fast	X
“Shooter”	1	Medium	X
“Dasher”	0	Medium	Dashes in one direction (cooldown)
“Charger”	a lot	Medium	Charges of a short duration the fires a salvo of projectiles
“Buffer”	0	Fast	Battle shout: Buffs other monster in radius
“Spreader”	5	Slow	X

These enemies are the basic types that will be used as templates.

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. After unlocking every location, the player will have to survive a bigger wave and 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
- 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.