

Initial Concept

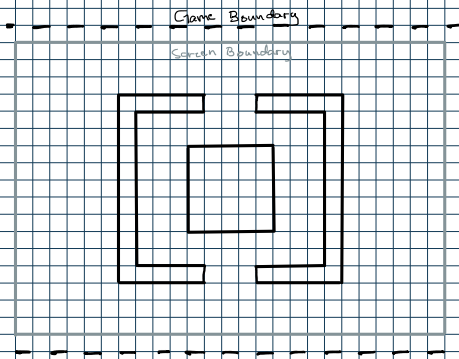
Sunday, March 31, 2019 11:21 PM

Gravity Deathmatch 4 Players

Looks to let you mix and match different speeds and durability with any weapon choices or abilities

Development Tools

- Visual Studio
- Open Frameworks
- 2D Box2D
- GitHub



Boundary [off-screen] warps to opposite side of the screen

When a character is killed their body flies off screen as if the suit is opened and the air jets out

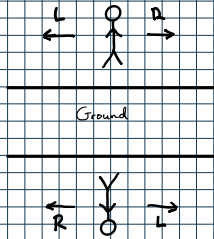


Gunshots propel the character in the opposite direction that they are firing

Not as much propulsion if the character is on the ground

Players have a knife that is a one-hit knock-out

Guns have a 360° range of control

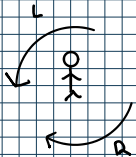


On the ground, left and right move relative to the player

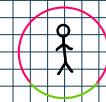
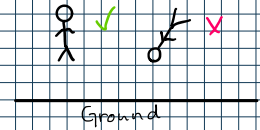
In Space

- Left rotates the character counter clockwise
- Right rotates the character clockwise
- Rotating also provides a slight change in the direction of the character's drift

Directional Momentum needs to be preserved when running into a jump



Walking into corners of structures has the character treat them like it is just flat ground and continues around them with no interference



Landing on the ground properly [Green] allows the character to be able to move immediately on landing

Landing on the side or head [Red] causes the character to have to get up before being able to move again

Mid-air collisions with other players should by default have the two characters bounce off of each other. Possibly have a grapple mechanic to use player as a human shield and when the dead character flies away it will take the grappling character with them until they despawn

The grappled character can try to escape by repeatedly pressing the knife button. Breaking free kills the grappler

Ability Brainstorming

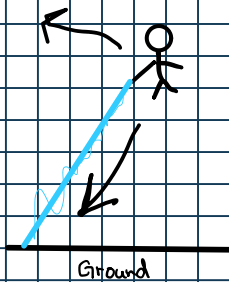
* Action Button not yet defined

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Pressing a designated action button* triggers the ability. Abilities would have a power meter that refills over time and with enemy kills

Magrip

Magnet that hooks onto the nearest structure you can either pull yourself to the structure or use it as an anchor point for a swing.



Ricochet Bullets

Bullets that will bounce off of walls once and have full damage. If it ricochets a second time it has reduced damage to the targeted character