

Game Design DocumentGame

ULTRAFIST

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Game Overview

- **Game Title:** UltraFist
- **Genre:** Fighting, 2D, retro, action, indie, martial arts, robots, gore, high difficulty
- **Target Audience:** Fans of retro action games, Ultrakill enthusiasts, players who enjoy high-difficulty combat with a focus on skill and combos, and those interested in martial arts-themed robot fighting.
- **Unique Selling Points (USP):** Multiple fighting styles, unique gameplay, combo score system, retro style, Ultrakill-inspired combat mechanics, blood absorption for power, high skill ceiling with parrying and style meter.

Core Gameplay Summary:

In *UltraFist*, players battle hellish creatures and robots from the Ultrakill universe while diving into fan-made lore. The main mechanic revolves around drinking blood to stay powered up, making hand-to-hand combat and parrying essential. Players switch between different fighting styles and melee weapons to build up their style meter, chaining combos to achieve higher scores. The game also takes elements from the "Tekken Force" mode in *Tekken* games. The deeper players venture into hell, the tougher the enemies become, requiring skillful combat and strategic style switching to survive and thrive.

Full Description of the Game:

UltraFist is an action-packed 2D fan game based on *Ultrakill*. You play as V1, who has been stripped of all guns by the original game developer and must rely on melee combat knowledge. The game follows V1 as he battles through enemies using various fighting styles, weapons, and techniques. Set in a version of Dante's Inferno, players must fight, parry, platform, and unlock secrets as they descend deeper into hell, uncovering its mysteries along the way.

- **Key Features:**
 - Multiple fighting styles and weapons with variations.
 - Various combat techniques and abilities.
 - Combo score system and gore.
 - 2D retro art style.
 - Infinite mode, similar to Cybergrind.
 - Unique and diverse enemies.
 - Banger music, inspired by Ultrakill.
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Game Flow:

Players descend through the layers of hell, including Lust, Violence, and others, encountering

bosses, mythical creatures, robots, and secret levels. Each level features style, time, and kill rankings, akin to *Ultrakill*.

Player Progression:

Players unlock new fighting styles by earning points (p), discover new weapons and variants, and master techniques like jumping and parrying. Secret levels can be accessed through perfect gameplay.

Core Mechanics:

- **Combat:**
Fast-paced combat using hand-to-hand techniques, various fighting styles, and melee weapons. Parrying, dodging, and fluid movement are key to mastering the game.
 - **Movement & Parrying:**
Movement, parrying, and dodging are essential for positioning, avoiding attacks, and countering enemies. Parrying is performed with well-timed attacks based on the enemy's type—there's no separate parry button.
 - **Style Meter:**
Rewards creative combat and encourages mixing up fighting styles and weapons to maintain high combo scores.
 - **Controls:**
Fully customizable controls allow players to switch between weapons, fighting styles, or execute moves. Parrying happens with a well-timed attack during enemy strikes.
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Game World and Story

- **Setting:**
The game takes place in a version of hell inspired by Dante's *Inferno*, with distinct layers like Lust, Violence, and Treachery.
- **Plot Summary:**
Hakita, the creator of V1, decides that V1 is too overpowered with guns. To challenge the machine, Hakita takes away all of V1's firearms, leaving it with only fists, martial arts, and melee weapons. V1 must fight through the depths of hell, using hand-to-hand combat, parrying, and different fighting styles.
- **Main Themes:**
Power, chaos, and relentless combat. Despite a stripped-down arsenal, V1 remains deadly through skill, adaptability, and combat finesse.
- **Key Locations:**
 - **Lust:** A visually intense level with dangerous enemies and tricky platforming.
 - **Violence:** A brutal, blood-soaked battlefield.
 - **Treachery:** A cold, hostile environment filled with deceitful enemies.

Characters

- **Main Character:**
 - **Name:** V1
 - **Abilities:** Multiple fighting styles, martial arts knowledge, and melee weapons. Parrying and advanced movement techniques.
- **Supporting Characters:**
 - **V2:** V1's rival, who also lost his guns and faces the same challenges.
 - **Gabriel:** Major antagonist with divine powers and light-based attacks.
 - **Minos:** A powerful boss in hell, using slow but devastating attacks.
 - **Sisyphus:** A relentless boss combining brute strength with heavy weaponry.
- **Enemies:**

Hellish creatures and robots from *Ultrakill* and fan-made variations. Each enemy has unique behavior patterns, requiring different strategies for defeating them.

Levels and Environment

- **Level Overview:**

The levels are based on the layers of hell, similar to *Ultrakill*, with each representing a different sin. Players fight through doors, hallways, and open spaces filled with enemies and environmental challenges.
- **Environmental Hazards:**
 - **Wrath Layer:** Thunder and violent weather.
 - **Lust Layer:** Acid pools and organic structures.

Each layer has unique hazards that tie into the sin it represents.

Art and Aesthetic

- **Visual Style:**

2D with a highly stylized, gory aesthetic, closely resembling *Ultrakill*. Fluid animations and vibrant colors bring the chaotic combat to life.
- **Character Design:**

Hellish creatures and robots have exaggerated designs that reflect the game's retro style while maintaining ties to *Ultrakill*'s lore.
- **World Design:**

Each layer of hell is designed with distinct themes, ranging from fiery landscapes to toxic environments, aligning with Dante's *Inferno*.
- **Color Palette:**

Bold and saturated colors focus on reds, blacks, and greens, evoking danger and chaos.

Sound Design

- **Music Style:** Same as *Ultrakill*, but with a retro, chiptune twist to fit the 2D style.
- **Sound Effects:**
Brutal and retro-inspired sound effects, with 8-bit crunchiness and impactful punch/kick sounds. Environmental noises like thunder and acid drips are retro yet atmospheric.

User Interface (UI) and User Experience (UX)

- **Main Menu Design:** Retro-style layout with pixel art. Features animated backgrounds and simple navigation.
- **HUD Elements:** Displays player health, style meter, and weapon info at the top of the screen. Notifications pop up with retro sound effects during combat.
- **Control Schemes:** Fully customizable, allowing players to assign controls for weapon switching and style changes.

Monetization

I hope to join Hakita's development team and create *UltraFist* as my own fan project.

Technical Specifications

- **Game Engine:** Unity
- **Platforms:** PC
- **Technical Requirements:**
Minimum specs: 2015 laptop equivalent, basic GPU, 4GB RAM, Intel Core i3.
- **Development Tools:**
 - **Krita:** For sprite and artwork creation.
 - **Unity:** For game development.

Development Timeline

- **Pre-Production:** 7-8 months
- **Production:** 2 years
- **Alpha Testing:** 2 months
- **Beta Testing:** 2 months
- **Post-Release:** Future content updates based on community feedback.