The Moon Five

Made for Unity

# Plot

The international space station has crashed onto the surface of the moon.  
There are five survivors, five astronauts.

They have used all the serviceable technology from the crash to send a message home, but in their current state, they need to leave ASAP.

You are their computer guidance system and hovering black box, lovingly named, Recordo.  
Because of the damage to their suits, they have been linked together and it is your responsibility to guide them as a single body, monitoring their shared life support systems and preventing human error.

The group had opened the abandoned Depth Moon Research facility in hopes of finding raw materials to repair the lunar lander for the escape.

Government experiments were conducted here to test stem cell growth in low lunar gravity.   
Now it seems the lab’s AI unit has gone rogue and corrupted the laboratories experiments, killing the researchers and creating horrible cybernetic flesh monsters.

You are the group’s only hope for survival through the labyrinthine laboratory as they fight for survival against the beasts and work as a unit to get back home.

# Gameplay

1st person perspective of Recordo

3D environment

## Controls

The player moves with WASD and interacts with the computer mouse.

The player should not be able to look up or down, nor able to jump.  
\*for simplicity

# Combat

When the player touches an enemy in the labyrinth, they enter combat mode.

In combat mode, their movement is locked and the screen auto faces the enemy. The enemy divides into the number of sprites the battle has; 1, 2 or 3 enemies can be fought at one time.

The astronauts and enemies automatically attack one another.

Each combatant has a small timer (2-5 seconds). They can only attack when the timer hits empty. It refills right after they attack. Each attack takes 1-2 seconds. If a combatant is stuck during their attack time, their attack will cancel and their main timer will refill.

Enemies outside of the battle will stop movie if the player is in combat.

## Recordo’s Job

The player’s responsibility is to manage the astronauts.

### Targeting

The astronauts will target which ever enemy is clicked on. The targeted enemy with glow with a white aura around its sprite.  
A random enemy will be targeted at the start of the battle.

When an astronaut is targeted by an enemy, they will have an aura of the same color as the enemy.  
Astronaut’s bodies have different highlight colors. Red, Blue, Yellow, Grey & Black.  
Enemies bodies have highlight colors of Green, Orange or Purple

### HP

Recordo can divvy health packs to characters. Health packs revive 15 health.

Each Astronaut has 30 health.

A character is unable to attack if they are hit during the 1 second period they’re getting hit.

### Weapons

Different weapons change the speed of each character. Heavier weapons mean longer times, more damage. Vice Versa for lighter weapons.

Each character has a weapon menu. If the menu is opened, the character is set into defense mode, meaning they’ll block and take half damage.

Weapons include:

* Screw Driver
  + 1 second wait time, 1 damage
* Socket Wrench
  + 1 second wait time, 2 damage
* Power Drill
  + 2 second wait time, 3 damage
* Monkey Wrench
  + 2 second wait time, 4 damage
* Steel Pole
  + 3 second wait time, 5 dama0ge
* Welding Torch
  + 4 second wait time, 6 damage

These times are not shown in battle, only in the inventory

\*information on *finding* Nets in Exploration  
Nets can be used in combat  
the net can be used to stun an enemy. The astronauts will throw it on them and the enemy will be unable to attack for 10 seconds. After ten seconds it will throw the net off.

### Defending

A character can be set to defend. They’ll take half damage, but they cannot attack.

### Attacking

The astronauts flinch when they are hit. Enemies do not flinch, being monsters and all.  
This is a balancing mechanic so as to limit the number of things going on in battle. The player only faces three or less monsters at a time so they are never outnumbered.

## Enemies

There are three types of enemies. Each possesses two attacks, one quick, and one heavy. They randomly change their attack after every attack.

* Sentries
  + Q – 2 second wait time, 1 damage
  + H – 4 second wait time, 3 damage
  + 40 HP
* Pedes
  + Q – 3 second wait time, 2 damage
  + H – 4 second wait time, 3 damage
  + 30 HP
* Shadows
  + Q – 1 second wait time, 1 damage
  + H – 5 second wait time, 5 damage
  + 50 HP

These times are not shown in battle, only in the inventory

\*Other key points are explained in the Exploration portion of the game

# Exploration

Player’s explore 3d labyrinth solving puzzles and collected objects to move forward

## Goal

Find all 8 ship pieces needed for escape (ten should be provided)

Find ways to descend into the labyrinth, either by Key Card or Mine

## Inventory

Each astronaut has a limited inventory, 2 items for each one, 10 total.

Weapons take up an item spot.

Nets and mine take up one spot each.

Key cards take up one spot.

Health packs take up one spot.

The player has to manage what they can and can’t carry. If they don’t have the space for it, they should be denied the ability to grab it.

## The Safe

On the middle floor of the labyrinth, a storage safe can be found.

The player can store items in the safe for safe keeping. They can be retrieved at any time. The safe does not change location.

The safe can be difficult to reach as the game progresses due to enemies respawning if the player takes too long going through the game

## Map Drawing

## Death

If one of your astronauts dies, they cannot be revived, they are dead.

If all of them die, it’s game over.

When an astronaut is killed, their items are lost with them.

## Other Survivors

There are other astronauts in the labyrinth that were trapped by the monsters. They can be found in small hiding places in the labyrinth.

THEY ONLY APPEAR IF THE PLAYER HAS LOST AN ASTRONAUT

## Objects

### Key Card

The key card is dropped by an enemy and used to either unlocked a locked door or access the elevator to a lower floor

### Mine

The mine is able to be placed and removed from anywhere. It comes from an armory dispenser, meaning they are unlimited.  
Once picked up, it short circuits and has a timer of 5 seconds before detonation.   
The explosion has a large blast radius and can harm the astronauts if they are caught in it.

The mine is used to open blocked doors or damaging enemies outside of direct combat. If an enemy is caught in a blast, it will immediately seek out the player for battle.

The player can pick up a mine and toss it. It will stick to anything it’s stuck to, but if clicked on afterwards, it can be obtained again. If obtained after being tossed, the timer will still be going down whilst in the player’s possession, meaning it can literally blow up in their face.  
\*One dubious puzzle would be to have a door that auto repairs itself, meaning the player if forced to use it when it’s counting down

### Storage Net

Normally used to hold materials in place, the astronauts can use the storage net to block off doors so monsters can’t get to them.

Nets can only be used, out of combat, to block doors. They’re not big enough to block anything else

If a monster sees the player through a net, they will attack the net until it’s destroyed.

Nets are limited, but are often found storing other valuables.

The net is stored in the inventory.

## Enemies

Enemies prowl the laboratory. Many traverse in different ways.

If an enemy sees the player, it will come towards them at an increased speed, running.

An enemy can be delayed by putting a net

If the enemies are defeated in combat, they vanish from the labyrinth for 5 minutes, then respawn in the same place.

### Sentries

Sentries are humanoid monsters that walk right out in the open. They follow a path in a small area or traverse the perimeter of the floor.

### Pedes

Pedes are centipede like monsters that crawl on either ceilings or floors. They emerge from vents on either of plane and exit the same way, typically following an erratic path.

\*the player cannot jump, so they have to wait

### Shadows

Shadows are two headed flat monsters that hide on walls, waiting for the player to pass them. They will also hide behind corners and swing out.

## End Goal

Each level has a window into the large silo where the thrusters are for the escape pod, the final pieces to be obtained.

The played will face one final monster, then have to get all the way back up with all the monsters running amuck.

# Art

Astronauts should resemble real world American Astronauts, but with more color.

Sort of Anime or comic book style

## Enemies

### Sentries

Sentries are humanoid monsters with long arms and hunched backs  
everything beneath their legs is mechanical. Their left arm is a long fleshy claw with a large block shoulder, like their body is filled with giant Legos.  
Their right arm is two strips of hanging flesh, with another strip hanging behind the large left arm.

### Pedes

Pedes are centipede like monsters with multiple jagged limbs.  
They have human heads, hunched backs and 11 limbs total, with one arm on their hunch that hangs over the left side.  
The jaw is a metal plate that wraps round the head.  
Several teeth jut up from the back of the head.

### Shadows

Shadows are two headed flat-bodied monsters.  
They have flabby carpet like bodies with metal necks, their metal organs are visible hanging ouf of the bottom of their bodies; they have nothing below the waste.  
Their arms are flabby but have metal stripes like medieval morning stars.  
The right head has a right cyborg eye, the left head has a left cyborg eye.

# Notes

Drawing map no good – FIND MAP ?\

Guy dies, drop stuff – no good, checkpint? (ask programmers about these concerns)

**Plan:** Start with combat system, work out fom there

Health only appears when it’s low

Strength meter, kept up by your water, food

Everyone’s in the same space suit at the beginning  
suit falls apart during the course of the game through battle  
put helmet on during battle to defend

Head sprite  
randomize gender, hair color, torso

Cyborg with no limbs, robot limbs

Meant to die a lot, you have to get your old previous death map

Astronauts crashed on the moon  
Find labyrinth on the moon

Draw the map yourself  
limited paper  
you have to erase to make room  
you’re map is changing and you don’t know it.  
The labyrinth changes, against the maps will.  
Like a room moved as part of a puzzle, you  
electronic map, it’s partially busted, malfunction  
PDA, can’t just download, have to draw map by self

Combat  
screen locks so 2d sprites can be seen  
each teammate in turn based combat

Mine magic  
wizardry  
Etrian Odyssey  
\*places to look for proven concepts