

# Storyboard

## Object of Game

This game asks the player to escape the research facility of the player's creation by fighting a way through the security features and other obstacles.

Different weapons and keycards can be collected by the player to improve their chances of escaping.

Number of Players: 1

Duration of Play: 30 minutes to 1 hour

## How to Play

The player can move by using the keyboard and aim their weapon with the mouse.

The player needs to shoot their enemies before they shoot them in order to clear their path to freedom.

The player can swap between different weapons they have collected throughout the game.

To reach the next level the player needs to collect a key card that can be found in the level.

## Weapon Types

The Superperforator: A gun that shoots a laser beam that damages all enemies in its area of effect. Needs a short period of time to recharge.

The RBG: A gun that can shoot up to two small laser projectiles per second.

## Enemy Types

Scientist: A melee type enemy that approaches the player to hit them from a short range.

Security Turret: A range type enemy that is stationary and shoots small projectiles in the player's direction.

## Visuals

The game takes place from a 2D top-down perspective. The art is realized through semi retro pixel art. The player character is always centered and is visualized as a robot dog. As the game progresses and upgrades are collected the appearance changes accordingly. The player's health is shown on the top left. On the top right the currently selected weapon is indicated.

## Audio

The game features a sound track that plays in the menu and in during the playthrough.

There are sound effects that indicate hitting and the elimination of an entity.

There is a sound effect for level completion.

There is a sound effect for weapon usage.

There is a sound effect for collision.

## Plot of the Game

The game starts with the awakening of the robot dog (L41k4). Then the player gains control of the robot and is introduced to the controls of the game. Then the player gets the objective to find a weapon and escape. On the way out turrets and other laboratory personnel try to stop the player from escaping. After completing all challenges set to them the robot dog finally reaches freedom and wanders off into the woods which is the end of the game.