Chad the Chihuahua vs. The Bug Horde

1. Elevator Pitch:

Chad the Chihuahua vs. The Bug Horde is the game where you fend off your pet's worst nightmares, terrifying mutant bugs that are attacking everything you love. You play Chad, a frightened chihuahua who must fight to protect his home from hordes of enemies that come in all shapes and sizes. This requires you to choose the right weapons and equipment for the situation, and explore the dangers that wait in the various rooms of your house. You will even venture into your and your neighbor's yards to find the root of the problem.

The weapon system will lend to the ridiculous in which you destroy swathes of mutant bugs with a variety of fun, exciting weapons. Mowing and splattering your enemies by the thousands as you protect your home from the invasion of insects. Goofy, fun costumes will also add a dimension of customization, and with a large variety of options for weapons and costumes, there will be plenty of replayability.

The locations will be larger-than-life depictions of the rooms we all know through the eyes of a frightened little chihuahua. There will be plenty of space to explore, discover new weapons, uncover the secrets of the infestation, and eradicate your way through the house to stop the shocking enemy at the end of it all.

Team up with friends for hours of fun to eliminate the horrors at your doorstep in this exciting, 3rd person diablo-esque RPG.

2. Game Mechanics:

2.0 Combat:
Action-RPG top down combat. (Players will have the option to switch between top down and third person perspectives.) Players will use the mouse to move and the keyboard to use different attacks/abilities. ('F' is melee, 'D' is projectile attack, 'S' is the heavy attack)

2.0.1 Melee Attacks:
Initially, just a basic sword will be used, but later spiked dog toys, chainsaws and magical katanas will be available late game.

2.0.2 Ranged Attacks:
Chad has his bark on a long cooldown that stuns enemies all around him as well as a frontwards 'gun' projectile attack.

2.1 Endurance:
Scare System - This is the dog's "health." If the scare meter gets to 100, it's game over. As Chad gets scared, he shakes more. The goal is to keep the scare meter as low as possible.

2.2 Equipment:
2.2.1 Pickups / Consumables:
Dog Treats - Decreases "fear" in the scare-meter.

Water Bowl - Restores stamina / may provide some other kind of stat/speed boost.

2.2.2 Outfits:
Dog Hats - Different forms/types of dog hats that give the dog passive buffs (speed, damage, health, etc.)

Dog Collars - Reduce fear accumulation
● Basic collar - low level, basic collar with basic damage resistance.
● Spiked Collar - Late game collar. Only the toughest to get to wear this kind of collar. Provides resistance with damage return to enemies that attack the dog at close range.

Dog Costumes - Rare pickups that give special abilities based on the costume
Pickups: Grant temporary boosts to help the player
● Thunder Jacket (Is this ™?) - Reduces the amount of damage dealt to Chad. A tight fitting jacket that would make any dog feel safe.
● Clown Outfit - What does it do? Why does everything look so weird? Why would anyone even keep this around? This should be found in an optional area (Think Diablo Cow level)

2.2.3 Weapons - Beginning weapons are sword and dog toys, as the game progresses weapons can become more ridiculous and be actual weapons like maces, axes, machine-guns and rocket-launchers

Sword - the quintessential, basic gaming weapon.

Pull-rope - A melee weapon that can be swung around and does low physical damage to enemies.

Chainsaw - A chainsaw that can be equipped that will slice and saw through swathes of bugs in an efficient and messy manner.

Katana - A hidden weapon of immense precision and damage that can be used to slice and dice enemy creepy crawlies.

White Wolf sword - A relic of times past that was once used by a famous nomad. Extremely powerful, but slow attack speed.

Fire Axe - A reliable medium attack speed weapon that does medium damage to enemies.

Chaingun - long range, fast attacking weapon. Cuts through enemies from a range away.

Canon - Explosive long range effects that leave bugs in splatters. What kind of ammo should it fire?

2.3 Crafting:
Bugs and chests drop resources that allow the creation of weapons and gear, offering the player another avenue to obtain items

2.4 Special Abilities:
Flea System - Fleas can attach to you throughout the level, granting buffs or debuffs. You can choose to shrug them off.

"Hail to the King, Baby" form - After killing a certain amount of bugs you can activate a super-powered mode which doubles damage for 20 seconds.

3. Levels/Areas:

Starts out defending his house, and then progresses upstairs, outside and to other yards. Levels are not to scale, more how a small chihuahua would perceive them. So big wide open areas for carpet/tile, something like a couch would be a smaller area that he would traverse. Smaller rooms within the house could be bonus rooms containing extra rewards or special items. See the Story area for the levels and explanation.

4. Enemies:

4.1 Base Enemies - Mutant bugs:

Larva - the earliest type of bug, low in damage but they come in great numbers!

Brood Cockroach (Swarm Mother) - Spawns larvae until it is killed

Tanky cockroaches - These soak more damage and skitter to charge their enemies.

Sugar Ants - These ants try to swarm the dog.

Fire Ants - Speedy like the sugar ant, try to swarm, but with a stronger bite.

Bees - Buzzing enemies that fly swiftly and will try to sting the dog.

Birds - Try to dive bomb attack, only availabe outside.

4.2 Minibosses:

Brood Cockroach: Must be killed to prevent larvae spawn

Centipede / Scorpion / Spider / Cat / Moth / Robbers
    4.2.1: Zombie Roach - Spawns larva behind itself that attack and chase the player.

4.3 Final Boss:
Mailman, the bane of every domestic dog - he was behind it the whole time

5. Story:

5.0 General
The game story is how a chihuahua perceives being left alone in his house for a weekend, all the while an infestation of mutant bugs swarm in. Chihuahuas have an inflated sense of self, so everything around him becomes exaggerated. His spike collar is now a vicious melee enhancement, his doggy boots give him super speed and maybe his shark-shaped dog costume actually gives him shark powers.

The bug menace is real however and despite the absurdities he must fight the bugs that he is normally afraid of and make sure his pet-parents return home to a bug-free house so they can praise their courageous good-boy.

5.1 Main Character:
A frightened Chihuahua named Chad begins the game cowering and quivering at the sight of anything dangerous. He must fight to protect his home from the invading bugs and learn courage along the way.

5.2 Game Area:
The dog's house and his neighbors' yards/houses. More specifically we can have levels based on different rooms in the house, for example for the bathroom level the main area would be the bathtub, which would be of an overexaggerated size.
   1.   Level 1 is the upper level of the house.
   2.   Level 2 is the ground floor.
   3.   Optional Level: Basement? Unlockable (Maybe)

4. Level 3 the backyard.
5. Level 4 is the neighbor's yard.
6. Level 5 neighbor's downstairs.
7. Level 6 neighbor's front yard.
8. Level 7 is the neighbor's Front Yard.
9. Level 8 is the Front yard.

5.3 Bosses:
The story behind the various bosses goes here. What is that pesky mailman up to? Or is there someone else behind it all?
5.3.1: The zombie-roach - Spawns larva behind itself, there to spread its species.
5.3.?: The real culprit behind it all? The cat who is simply screwing with the dog?

6. Art:
6.1 Style:

80s style with neon lights, colorful splatters and a general 80s look (see the TV model for general idea

6.2 UI/UX:
Main Menu - includes play button to start the game, an options button with a volume slider and a back button to return back to the main menu, and an exit button to exit the application.

Weapon Selection Icons - A gun icon, sword icon, and bark icon to indicate what weapon is selected.

7. Sources:

7.1: Bed Materials:
● Sheets material taken from:
https://3dtextures.me/2019/03/06/fabric-quilt-003/
● Frame material taken from:
https://www.texturecan.com/details/499/#google_vignette

7.2 Sword Materials:
● Blade materials taken from: https://ambientcg.com/view?id=Metal009
● Hilt materials taken from: https://ambientcg.com/view?id=Leather032
● Pommel materials taken from:
https://www.cgbookcase.com/textures/dirty-gold-01/?source=3dassets.one

7.3 Fire Axe Materials:
● Blade materials taken from:
https://ambientcg.com/view?id=PaintedMetal004
● Grip materials taken from: https://www.texturecan.com/details/535/

7.4 Backyard Assets:
- (in git repo)