**Overall Vision**

The player controls a robot who is assigned the task of reforming Neotopia’s energy industry by its creator. In order to defend themself, the player is equipped with a gun powered by a solar panel. The player can side with the **Rebellion** (pro-environment), the **Empire** (anti-environment), or **Kin** (anti-human) to achieve different kinds of reformation.

**Target Audience**

Any aged 16-20; Accessible for all with options for more challenging play

**Platform**

PC (Keyboard & Mouse)

**Genre**

Action-adventure platformer

**Core Gameplay**

**Core Mechanics:** The player is to explore Neotopia by running and jumping. Obtaining certain items will allow them to double-jump, dash, and cling to walls. The player gathers energy using their solar panel to shoot: damaging enemies, destroying debris, or even powering certain objects. The player can learn of the world’s lore by talking to NPCs, reading item descriptions, or simply just interacting with the world.

**Goals:** The player’s goal is to “reform” Neotopia’s energy industry. How this is achieved is up to the player.

* **Destroy the Throne:** The intended route for the first playthrough. Join the **Rebellion**, destroy the Empire’s three big energy sectors, and confront the Emperor. After defeating the Emperor, the player can destroy the Throne and with it, the Empire. The game ends with the Rebellion rebuilding Neotopia, establishing renewable energy resources.
* **Obey the Throne:** The quickest way to end a playthrough but will be difficult for new players. Early in the playthrough, the player may join the **Empire**. Now equipped with the Eradicator, defeat the Rebellion in a multi-enemy boss fight. The game ends with **The** **Hideout** burning and the Empire flag flapping in the background.
* **Ascend the Throne:** The secret ending which will probably be missed on the first playthrough. The route is nearly identical to **Destroy the Throne**. Members of **Kin** are scattered throughout Neotopia and harvesting their data storage yields **Data**. Having max Data will open up a new option when approaching the Throne. Choosing this option, the player will become Neotopia’s new ruler. The Empire’s entire nuclear arsenal will be launched, killing all humans on the planet.

**Challenges:** To achieve any of these endings, the player must defeat bosses. In order to get to the bosses, the player may have to explore an area, solve possibles, and defeat minor enemies. Getting hit by enemies or hazards will reduce the player’s health, killing the player if their health reaches 0. This will result in the player returning to the last repair station they interacted with.

**Components:**

* **Stats:**
  + **Health:** Determines how much damage the player can take. Getting hit by enemies or hazards lowers this value. Respawning or using a repair station restores this value to max. Can be used to restore some energy via **Heartless** **Generator.**
  + **Energy:** Determines how many shots the player has left. Gathered using the **Solar Panel** or **Geothermal** **Extractor** in specific locations. Respawning or using a repair station restores this value to max. Can be used to restore some health via **Heartless** **Generator.**
  + **Damage Reduction:** Determines how much of the incoming damage is ignored (ex. 75% DR means something that normally deals 8 damage will now deal 2 damage).
  + **Data:** Determines how much information the player has amassed from its siblings. Harvesting the data storages of Kin members increases this value. When maxed out, **Ascend** **the** **Throne** will be available.
* **Key Items:** Used to access certain areas or content. Which route the items can be obtained on will be labeled via the first letter of the route.
  + **Navigational Module [D][A]:** Shows the map of Neotopia and the player’s current location, with areas the player already visited being visible. Obtained from **The Junkyard**.
  + **Emperor’s Insignia [D][A]:** Grants access to **???**. Obtained from **Grey** **Palace**.
* **Equipment:** Permanent upgrades. Which route the items can be obtained on will be labeled via the first letter of the route.
  + **Solar Panel [D][O][A]:** Positioned directly above the player. Slowly gathers energy when under sunlight making it useless in dark areas. Obtained from **Home**. Upgradeable (but not in **Obey** **the** **Throne**)
  + **Battery [D][O][A]:** Determines how much energy the player can have at any given moment. Obtained from **Home**. Upgradeable (but not in **Obey** **the** **Throne**)
  + **Geothermal Extractor [D][A]:** Positioned directly beneath the player. Quickly gathers energy when above an open heat vent. Obtained from **Deepwater** **Horizon.**
  + **Heartless Generator [D][A]:** Converts 1 health to 3 energy OR 5 energy to 1 health on use. Quick toggle for conversion change. Obtained from **The** **Junkyard**.
  + **Booster Rocket [D][A]:** Allows the player to perform a horizontal dash. Dash is on a 3 second cooldown. Obtained from **The Engineer** after giving the first **Hyper Scrap**.
  + **Climbing Claws [D][A]:** Allows the player to cling to walls, resetting the player’s ability to jump (ex. jump > double > cling > jump > double). Obtained from **The Engineer** after giving the second **Hyper Scrap**.
  + **Booster Rocket MK2 [D][A]:** Allows the player to perform a second jump while midair (ex. jump > double or dash > double). Obtained from **The Engineer** after giving the third **Hyper Scrap**.
* **Accessories:** Can be toggled on/off (only at a repair station). Which route the items can be obtained on will be labeled via the first letter of the route.
  + **Unstable Reactor [D][O][A]:** +400% damage dealt. Any damage taken will result in death (**Heartless** **Generator’s** health-energy conversion does not count). Obtained from **Home.**
  + **Doomsday Device [D][A]:** +100% damage dealt, +10% damage dealt for every 10% of **Data**. +20% damage reduction, +3% damage reduction for every 10% of **Data** collected. Obtained after defeating **Armageddon**.
* **Guns:** Uses energy to shoot. Cooldown is the minimum time between shots. The player will be able to choose which guns to have in their gun slots. Which route the items can be obtained on will be labeled via the first letter of the route.
  + **Base [D][O][A]:** 1 2-unit shot with medium range. 2 damage. 2 energy/shot. 0.5 second cooldown. Obtained from **Home**.
  + **Scatter [D][A]:** 5 1-unit shots in tight spread with low range. 1 damage. 4 energy/shot. 2 second cooldown. Obtained from **The** **Junkyard**.
  + **Rapid [D][A]:** 1 1-unit shot with long range. 1 damage. 1 energy/shot. No cooldown. Autofires. Obtained from **The** **Junkyard**.
  + **Exterminator [O]:** 1 2-unit shot with long range. 5 damage. 2 energy/shot. 0.5 second cooldown. Obtained from **Grey Palace**.
  + **Genocider [D][A]:** 1 5-unit shot with medium range. 10 damage to organics, 5 damage to hybrids, 2 damage to inorganics. 3 energy/shot. Obtained after getting 50% **Data**.
* **Interactables:** Background objects that the player can interact with
  + **Repair Station:** Restores health and energy to max capacit. Sets new spawn point. Allows player to manage their accessories and their gun slots. Respawns all enemies on use.
  + **Connecter:** Takes player to another area when interacted with. Usually located in the background.
* **Enemies:**
  + **Regular:**
  + **Bosses:**
    - **The Rebellion:** Only on **Obey** **the** **Throne.**
      * **The Revolutionary:**
      * **The Engineer:**
    - **The Incinerator:**
    - **Sea Dragon:**
    - **Falcon of Light:**
    - **The Emperor:**
    - **Armageddon:**
* **Hazards:**
  + **Flame Wheel:**

**Controls:**

* [a-key] hold: move left
* [a-key] double-release: dash left
* [d-key] hold: move right
* [d-key] double-release: dash right
* [w-key] press: interact with NPC or background objects (ex. repair stations, connecters)
* [s-key] press: use **Heartless Generato**r
* [down-key] press: switch **Heartless Generator** conversion
* [left-key] press: alternate to previous weapon
* [right-key] press: alternate to next weapon
* [space-bar] press: initiate jump / double jump if already in the air
* [space-bar] hold: lengthen jump height (ex. quick release – small hop, long hold – high jump)
* [space-bar] release: end jump (begin falling)
* [tab-key] press: bring up / close the world map
* [mouse] move: move cursor
* [mouse-left] press: shoot
* [mouse-left] hold: autoshoot

**User Experience:** The player will start at **Home** where TheDoctor would have left notes detailing the basic controls and the player’s objective. Before they can exit, the player must pick up the **Solar Panel** and **Battery**. The world is structured like a Metroidvania where parts of the map are unaccessible until a certain upgrade is obtained. The player will usually be in the center of the camera, except at the edge of an area. Transitions between areas will be prefaced by a fade into and out of a dark screen.

**Visual Style**

2-D pixel art style (like VVVVVV and Metroid), steampunk-esque world

**Characters and Story**

**Characters:**

* **The Institute:**
  + **Ludex:** The robot that the player controls. They are The Doctor’sfinal creation, tasked with the reformation of Neotopia’s energy industry. Its name being Latin for “The Judge” to reflect the player being the one who decides the fate of humanity.
  + **The Doctor:** Former affiliate of the Empire and founder of The Institute. Inventor of most of the technology in Neotopia. Was killed off by The Emperor for creating Armageddon, which was deemed a threat to all of humanity.
  + **Armageddon:** The Doctor’s ultimate creation gone rogue. Its original purpose was to min-max happiness and misery in humanity but it realized that a dead human can not experience misery. In response to a forseeable threat to the human race, The Emperor sealed this robot in ??? and killed The Doctor.
* **The Rebellion:**
  + **The Revolutionary:** Leader of the Rebellion. Able to join the player in boss fights, except Armageddon.
  + **The Engineer:** Used to work in The Institute. Works for the Rebellion. Admires The Doctorfor his inventions. Uses **Hyper Scraps** dropped from bosses to craft equipment.
* **The Empire:**
  + **The Emperor:** Supreme ruler of Neotopia and the final boss. The world that previous generations left was already in terrible shape. He believed that it was too late to fix and the only way to save humanity was to find a new home among the stars. Uniting the planet under one flag, he plans to use what’s left of the planet to send humanity into space. He only cares about the survival of the human species even if countless indiviuals must be sacrificed.
* **Other:**

**Factions:**

* **The Rebellion:** Small military force who oppose the Empire and their destructive usage of the planet’s resources. They want to tear down the current regime and rebuild Neotopia as a democratic state with an emphasis in the usage of renewable energy resources and green practices (green spaces, drip irrigation, etc.). Though few in numbers, they will help the player in their journey to defeat the Empire. All are pure humans since cybernetic inplants brainwash people into supporting the Empire. **Obey** **the** **Throne** requires their destruction.
* **The Empire:** Governing party of Neotopia for the past several decades, led by TheEmperor. Its members have unwavering loyalty to the supreme ruler, forced or not. The military, the media, the market, the schools, and even the culture of Neotopia are under their total control. All opposition is to be crushed or converted, however they can’t seem to locate the Rebellion’s hideout. Comprised of humans, cyborgs, and robots. Must be toppled to **Destroy the Throne** or **Ascend** **the** **Throne**.
* **Kin:** Like the player, they are robots who were tasked by The Doctor to reform Neotopia’s energy industry. Plagued by information about the human nature, they have ceased their operations. Harvesting their data storage will allow the player to piece together their end goal: end humanity. In short, it is human nature to exploit their environment; as long as they exist, there will be no hope for salvation for this or any other planet. Members can be found all over Neotopia, usually hidden away in difficult to reach areas. Harvesting all members unlocks **Ascend** **the** **Throne**.

**Locations:**

* **Neotopia:** A totalitarian state run by the Empire. Contains the Empire’s big three energy sectors (coal, oil, nautral gas) and its base of operations.The entire game takes place here.
  + **The Institute:** The Doctor’s former base of operations. After his death, it has been abandoned. Connects Ashen City to Grey Palace**.**
    - **Home:** Where the player and all other robots emerge from. Contains the starting equipment and some secrets. The player will return here after completing all three energy sectors. Connected to The Great Bridge and The Lab.
    - **The Great Bridge:** The bridge that connects The Institute to Grey Palace. Traversable on the first visit but is replaced with open-air obstacles on later visits.
    - **The Lab:** Where members of The Institute do their work. It has been long abandoned but the machines are still up and running. Connected to Home, ???, and City Outskirts.
    - **???:** A secret section of The Lab. Contains Armageddon. Accessible after obtaining the **Emperor’s** **Insignia** from Grey Palace.
  + **Ashen City:** The city that the Grey Palace overlooks. Acts as the hub area of this game since almost every other main area is connected to this area.
    - **The Junkyard:** Where all of the Ashen City’s waste ends up. The player may find some useful items in this dump. Connected to City Outskirts. One-way connection from Audience Room.
    - **City Outskirts:** The edges of the Ashen City. Connected to The Lab, The Junkyard, and The Hideout.
    - **City Central:** The main area of the Ashen City, where most people reside. Connects to Dreg Mines, Deepwater Horizon, and Towering Chimney.
    - **The Hideout:** Where the Rebellion resides. Connected to City Outskirts.
  + **Dreg Mines:** Neotopia’s coal mine.
    - **Dark Crater:** Located in the heart of Dreg Mines. Where the boss resides.
  + **Deepwater Horizon:** Neotopia’s oil extraction site.
    - **The Abyss:** Located at the bottom of Deepwater Horizon. Where the boss resides.
  + **Towering Chimney:** Neotopia’s natural gas refinery. Can only be accessed after completing the other two sectors.
    - **Grand Summit:** Located at the top of Towering Chimney. Where the boss resides.
  + **Grey Palace:** The Empire’s base of operation.
    - **Audience Room:** Where the player will first encounter **The** **Emperor** to choose their allegiance.
    - **Throne Room:** Where the player will fight **The** **Emperor**. Houses the Throne which allows the player to end the game.