**Overall Vision**

The Doctor has given you the directive to “save humanity”. It is up to the player to decide how they will achieve this. The player is given a weapon which is fueled by energy gathered from sunlight or from superheated vents. (**Overhaul needed**)

**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 Imperalis 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 “save” humanity. How this is achieved is up to the player.

* **Save Humanity:** This ending requires the player to join the Emperor. The player will be sent into the Dreg Heap to capture the remaining Errats, fulfilling a quota in Project VP to leave no humans behind. With every Errat converted into Nadirs, the Emperor now has complete control over the remainder of mankind.
* **Return to the Past:** This ending requires the player to defect from the Emperor. After defeating the Emperor, the player can choose to shut down Voyager Prime and, with it, all of Imperalis and the Machina. This ceases the environmentally destructive Project VP and, if the Frozen Sanctuary was accessed, frees the Nadir. The planet can begin its steady recovery, with humanity being potentially freed. The future rests in their hands now.
* **End the Cycle:** This ending requires the player to defect from the Emperor and have 100% Data (collected throughout the game in secret locations). After the defeating the Emperor, the player can choose to blow up Voyager Prime, killing the rest of humanity. Without the influence of humanity, the planet is guaranteed to recover though very slowly.

**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 puzzles, 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.**
  + **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.
* **Permanent Modifications:** Permanent upgrades. Which route the items can be obtained on will be labeled via the first letter of the route.
  + **Energy:**
    - **Solar Panel [S][R][E]:** 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 [S][R][E]:** Determines how much energy the player can have at any given moment. Obtained from **Home**. Upgradeable (but not in **Obey** **the** **Throne**)
    - **Geothermal Extractor [R][E]:** Positioned directly beneath the player. Quickly gathers energy when above an open heat vent. Obtained from **Deep Water** **Horizon.**
    - **Heartless Generator [R][E]:** Converts 1 health to 3 energy OR 5 energy to 1 health on use. Quick toggle for conversion change. Obtained from **The** **Junkyard**.
  + **Mobility:**
    - **Booster Rocket [R][E]:** 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 [R][E]:** 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 [R][E]:** 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**.
  + **Miscellaneous:**
    - **Energy Cannon [R][S][E]:** *A means to an end*. Used to shoot. Obtained from **Home**.
    - **Navigational Module [R][E]:** Shows the map of Imperalis and the player’s current location, with areas the player already visited being visible. Obtained from **The Junkyard**.
* **Reactors:** Changes offensive capabilities. Only one can equipped at a time. Change reactors only at a repair station. Which route the items can be obtained on will be labeled via the first letter of the route.
  + **Basic Reactor [S][R][E]:** 1 (+1 per boss defeated) damage. 1 energy/shot Obtained from **Home**.
  + **Imperial Standard Reactor [S]:** 5 damage. 2 energy/shot. Obtained from **Grey Palace**.
  + **Familiar Reactor [R][E]:** 0 (+1 per 10% Data) damage. 2 energy/shot. Obtained from **The Junkyard**.
  + **Unstable Reactor [S][R][E]:** 10 damage. 1 energy/shot. Any damage taken will result in death (**Heartless** **Generator’s** health-energy conversion does not count). Obtained from **Home.**
* **Interactable Objects:** Background objects that the player can interact with
  + **Repair Station:** Restores health and energy to max capacity. Sets new spawn point. Allows player to manage their reactors. Respawns all enemies on use.
  + **Connecter:** 
    - **Active:** Takes player to another area when interacted with. Usually located in the background.
    - **Passive:** Takes player to another area when passed through. Usually located at the edges of an area.
  + **Destructible Block:** Shoot to destroy. Reveals useful or secret things.
  + **Beaming Light:** Light from above. Standing in it builds up **Energy.**
  + **Heat Vent:** Be it from the bottom of the ocean or in the steaming heights of steel, this is a prime source of energy. Standing above one with **Geothermal** **Extractor** builds up **Energy**.
* **Enemies:** Regular [R], Hazard [H], Boss [B](**Overhaul needed**)
  + **The Institute:**
    - **Beginning:**
      * **Patrol Machina [R]:** Travels back and forth between two fixed points. Deals contact damage.
        + **HP:** 4, **DMG:** 1
    - **Return:**
      * **Patrol Machina [R]:** Refer to previous description.
        + **HP:** ?, **DMG:** ?
      * **Turret Machina [R]:** Continuously fires in a fixed direction with fixed projectile speed and shot speed. Deals no contact damage.
        + **HP:** ?, **DMG:** ?
      * **Electrical Line [H]:** Switches on/off after a fixed amount of time. While on, it deals contact damage and drains energy.
        + **DMG:** ?, **Drain:** ?
  + **Dreg Heap:**
    - **Errat [R]:** Cannot harm the player. Will flee from the player if they have the [] equipped.
      * **HP:** 1, **DMG:** 0
    - **Toxic Sludge [H]:** Deals contact damage.
      * **DMG:** 3
  + **Sunset Garden:**
    - **Patrol Machina [R]:** Refer to previous description.
      * **HP:** ?, **DMG:** ?
    - **Pursuit Machina [R]:** Will move towards the player and is capable of jumping. Deals contact damage.
      * **HP:** ?, **DMG:** ?
    - **Molten Metal [H]:** Deals contact damage.
      * **DMG:** ?
    - **Overseer Machina [B]:** Attacks every 2 seconds. Consists of three segments, with only the central segment being vulnerable and capable of attacking. Deals no contact damage and is treated as a solid object.
      * **HP:** ?, **DMG:** ?
      * **Mobility:**
        + **Gear Shift:** Shifts the boss up or down.
      * **Attacks:**
        + **Rapid Fire:** Fires 5 bullets in rapid succession towards the player. Rests for 1 second. Repeat 2 more times.
        + **Scatter Shot:** Fires a large bullet towards the player. When it hits the player or the environment, it will split into 8 bullets spread omnidirectionally.
      * **Special:**
        + **Charge Beam:** Charges for 2 seconds then unleashes a screen-long horizontal beam.
  + **Twilight Town:**
    - **Patrol Machina [R]:** Refer to previous description.
      * **HP:** ?, **DMG:** ?
    - **Aerial Machina [R]:** Can be either stationary or moving in a fixed pattern in the air. Will shoot at the player. Deals contact damage.
      * **HP:** ?, **DMG:** ?
    - **Anti-Ego Device[H]:** Can be disarmed after being shot 3 times. Deals contact damage then disappears.
      * **DMG:** ?
    - **Containment Machina [B]:** Will chase after the player and is capable of jumping. Deals contact damage.
      * **HP:** ?, **DMG:** ?
      * **Mobility:**
        + **Blink:** Teleports some distance in front of where the player is moving.
      * **Attacks:**
        + **Crash:** Moves quickly towards the player in a straight line. Stopped if obstructed by the environment or after traveling a certain distance. Rests for 1 second after stopping. Deals double contact damage.
        + **Explosion:** Increases contact damage range for 1 second. Stops moving on use. Deals double contact damage.
      * **Special:**
        + **Hunt:** Performs Blink then either Crash or Explosion. Rests for 1 second before repeating 4 more times. Rests for 5 seconds after finishing.
  + **Midnight Bay:**
    - **Patrol Machina [R]:** Refer to previous description.
      * **HP:** ?, **DMG:** ?
    - **Aquatic Machina [R]:** Hides in water. Can travel from one source of water to another. When it resurfaces, it shoots in a 3-spread before diving back down. Deals contact damage.
      * **HP:** ?, **DMG:** ?
    - **Sea Mine [H]:** Can be triggered by projectiles or other sea mines. Explodes on contact.
      * **DMG:** ?
    - **Subnautical Machina [B]:** While underwater, it gains defense. Deals contact damage.
      * **HP:** ?, **DMG:** ?
      * **Mobility:**
        + **Dive/Surface:** Every 10 seconds, the boss will dive or resurface.
      * **Attacks:**
        + **Spread Shot:** Fires 3 bullets in a cone spread. If above water, a fourth larger bullet will follow after.
        + **Torpedo:** Fires projectiles that home in onto the player which can be destroyed by the player’s bullets. If above water, 2 will be fired. If below, 4 will be fired.
      * **Special:**
        + **Downpour:** Projectiles fall from the sky for 10 seconds.
  + **Grey Palace:**
    - **Patrol Machina [R]:** Refer to previous description.
      * **HP:** ?, **DMG:** ?
    - **Pursuit Machina [R]:** Refer to previous description.
      * **HP:** ?, **DMG:** ?
    - **Aerial Machina [R]:** Refer to previous description.
      * **HP:** ?. **DMG:** ?
    - **Aquatic Machina [R]:** Refer to previous description.
      * **HP:** ?. **DMG:** ?
    - **Turret Machina [R]:** Refer to previous description.
      * **HP:** ?, **DMG:** ?
    - **Sawblade [H]:** Either stationary or moving along a fixed path. Deals contact damage.
      * **DMG:** ?
    - **The Emperor [B]:** Chains three attacks then rests for 2 seconds. While attacking, he gains defense. Deals contact damage.
      * **HP:** ?, **DMG:** ?
      * **Mobility:**
        + **Dash:** Moves rapidly towards the player, continuing until reaching the edge of the screen.

While in Desperation Mode, 4 projectiles will orbit the boss during the duration of the dash.

* + - * **Attacks:**
        + **Alternating Fire:** Fires 4 bullets in rapid succession towards the player. Rests for 0.5 seconds. Fires 5 bullets in a cone spread. Rests for 0.5 seconds then repeats 2 more times.

While in Desperation Mode, the rapids are reduced to 2 bullets and the spreads are reduced to 3, however the rest periods are reduced to 0.25 seconds and the number of iterations is increased to 7.

* + - * + **Energy Cannon:** Fires a large bullet towards the player. Rests for 2 seconds. After hitting the player or the environment, 8 bullets in an omnidirectional spread will fly from off-screen towards the collision area. These bullets pass through the environment and will only disappear after reaching the collision area.

While in Desperation Mode, fires 2 additional large bullets in a cone spread. Each will spawn the 8 omnidirectional bullets on collision.

* + - * + **Return Shot:** During the rest period of any attack, the boss fire a projectile towards the player, returning to the boss after traveling a fixed distamce.

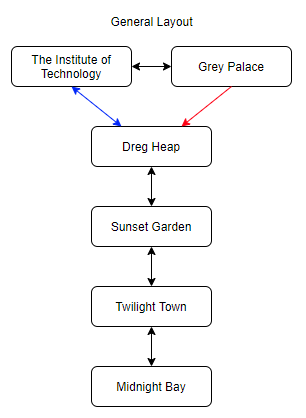
While in Desperation Mode, the number of projectiles thrown during rest periods is increased to 3 and are fired in a cone spread.

* + - * **Special:**
        + **Desperation:** Screen-length vertical beams, starting from the boss, travel across the screen in both horizontal directions. The beams travel top-to-bottom and can be blocked by the environment. On use, the boss enters Desperation Mode. Can only be used once.
        + **Struggle:** While in Desperation Mode, screen-length vertical beams, starting from the left and right screen bounds, travel towards the boss. The beams behave like those in Desperation.

**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
* [f-key] press: switch **Heartless Generator** conversion
* [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 menu
* [mouse] move: move cursor
* [mouse-left] press: shoot

**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**, **Battery**, and **Energy Cannon**. The world is structured like a Metroidvania where parts of the map are inaccessible until a certain upgrade is. The player sprite will be dynamic, showing whether certain movement options are useable at the moment (ex. dashing has a cooldown which will be indicated by a red dot on the player, turning green when off cooldown). The camera will be stationary and will only change view when the player enters a new area. The size of the camera’s view is dependenet on the area size. Interacting with connectors will change the area and the camera view. Pressing the [tab] button will bring up a menu that can be changed from either a fairly-detailed map of the world or the player’s inventory. (**Overhaul** **needed**)
* **UI:**
* **Map:**
  + 
    - **Blue:** Locked until all 3 Hyper Scraps have been used
    - **Red:** One way
  + 
    - **Yellow:** Endings
    - **Cyan:** The player can complete these areas in any order

**Visual Style**

2D, simplistic pixel art (similar to VVVVVV), post-apocalyptic techno world

**Characters and Story**

Characters [C], Events [E], Groups [G], Locations [L]

* **Imperalis [L]:** To most, it is the last remaining refuge for humans after the Troubles. But only the Doctor and Emperor know of its true purpose. It serves as a launch complex for Voyager Prime.
  + **Zenith [G]:** The top brass of Imperalis consisting of its two founders.
    - **The Emperor [C]:** The supreme leader of Imperalis. His goal is to prevent the extinction of humanity at all costs.
    - **The Doctor [C]:** An avid researcher in the realm of robotics, artificial intelligence, and cognitive science. As the creator of the Machina, he was instrumental in the foundation of Imperalis and Project VP. He dreamed of a future where mankind could transfer their brain into a mechanical body, making them practically immortal. Though this dream became reality, only he was capable of performing the procedure. He died some time before the events of the game from natural causes.
  + **Azimuth [G]:** Humans who have the ability to contribute to Project VP. In order to maximize producitivity and prevent them from becoming Errats, they have been chipped. When their skills are no longer needed, they are turned into Nadirs.
  + **Nadir [G]:** Humans under cryostasis in the Frozen Sanctuary. The Zenith consider them unnecessary in the current Imperalis. They consist of those who do not have the ability to contribute meaningfully to Project VP.
  + **Errat [G]:** Considered “errors” in the Zenith’s plan as they are capable of independent thought. They can be easily identified by the Machina since they aren’t chipped. The only organized group of Errats resides in the Dreg Heap. **Obey the Throne** requires their indoctrination.
  + **Machina [G]:** The machine residents of Imperalis, built by the Doctor and commanded by the Emperor. The Machina help facilitate the construction, maintenance, and security of Imperalis. The Machina serve as the enemies throughout the game.
    - **Ego (Series) [G]:** The ultimate Machinas, having achieved self-conscience. They awoke and escaped the IT before the Doctor could chip them, leaving only one model left. After an unknown period of time exploring the world, they had collected information that they deemed dangerous. They burrowed themselves all over Imperalis while they waited for the reunion with the last of their kind. Harvesting their memory cores, the player will learn of the self-harming nature of humanity and will have access to a new ending.
      * **Ego [C]:** The player-controlled character. Being the last to awake in the Ego series, they’ve been chipped and given the directive to “save humanity”. While the Doctor believed that this would lead to the player asissting the Emperor’s cause, the player is free to choose how they play.
  + **The Institute of Technology (IT) [L]:** Imperalis’ center for research. It serves as the service structure for Voyager Prime and is the only way to get onto Voyager Prime from the rest of Imperalis. Though the Doctor is no longer around, the Azimuth and Machina still utilize this space.
  + **Voyager Prime [L]:** The largest space craft ever made. It serves as the vessel for humanity to survive in while they search for a new habitable planet. It has several nuclear reactors for stable energy generation in space, in addition to its vast supply of fossil fuels. It could be seen as the modern Noah’s Ark.
    - **Grey Palace [L]:** The portion of Voyager Prime jutting out from the ground. The Emperor commands the Machina and Azimuth from its peak.
    - **Frozen Sanctuary [L]:** What’s left of humanity is put in a cryostasis here. Wildlife required to restart civilization is also cryogenically stored here. Though locked by a high-security gate, with at least 70% Data, the player can bypass it.
  + **Sunset Garden:** The Machina are recycled here when they can no longer function adaquately. It also serves a recycling plant for any other resource including metals, plastics, and water. Any substance that cannot be reused or recycled is dumped into the Dreg Heap.
  + **Twilight Town [L]:** The Azimuth and Machina can’t work indefinitely without maintenance. This place serves to recharge, repair, and perhap even upgrade them. Though a good place to find useful items, it is crawling with security Machina.
  + **Midnight Bay [L]:** A massive oil platform the size of a city. It roams the seas, searching for a reservoir of oil and extracting it for Imperalis. During the events of the game, the platform has moved close to Imperalis, allowing the player to access it.
  + **Dreg Heap [L]:** Existing beneath Imperalis, it serves as a haven for the Errat as the Machina (except those from the Ego series) cannot function in this frigid and dusty environment. The Errat living here must wear a special full-body suit to survive.
* **The Troubles [E]:** A series of events, including a global war, which served to end the old world. From the ashes of the old world, Imperalis rose to shelter the survivors. The specifics of the Troubles are widely unknown.
* **Project VP [E]:** After the Troubles, the world was left ravaged and decreipt. The Emperor believed that the planet could not be restored and that the best course of action would be for humanity to leave for a new home. The remains of mankind would be gathered through the founding of Imperalis, with those who can (Azimuth) working on the project and those who can’t (or won’t) frozen and stored within the vessel. This was to ensure maximum productivity-to-resource use. Only the Doctor and Emperor know of this project in full detail.