

Potential Game Play Features - Pre Production

Player Character

Weapons

- “Teleforce Ray Gun” - Ray gun that fires a constant electric beam. Overheats after firing for x seconds. Short recharge time (~2/3sec). Short to medium firing range. Has a small “auto aim”, i.e. it finds the nearest enemy in aim and strikes it. Lightweight gun that doesn’t slow the player.
- “Machine Gun” - Rapidly firing, high powered machine gun that rains down bullets on enemies. Big ammo storage. Medium reload time (~4/5sec). Medium to long firing range. No “auto aim”. Medium weight gun that slows down the player somewhat, or in some other way shows its weight.
- “Grenade Launcher” - Heavy damage grenade launcher, with grenades having a small blast radius. Stores a small amount of grenades (~5-10?). Long reload time (~5/6sec). Long firing range. No “auto aim”. Heavy weight gun that slows down the player significantly, or in some other way shows its weight.

Jetpack

- “Dash” - The player dashes forward, instantly killing smaller enemies in its path. Ends with an AoE slam at the end that kills smaller enemies in a small radius and stuns enemies further out. Short cooldown (~5sec).
- “Boost Jump” - A small boost jump that lets the player jump over obstacles. Does not kill enemies on landing zone, but stuns them (lets the player get a grasp of the surrounding dangers without overpowering).
- “Air Strike” - A powerful strike from above. This charges up over time, based on e.g. amount of enemies killed/shots fired. When activating it, the player flies up into the air and gets a 2D top-down real time view of the map, and can target a specific area for attack. The player can then choose which attack to use:
 - “Ground Slam” - An extremely powerful ground slam that kills any smaller enemy and stuns all others in a large radius.
 - “Shock Wave” - With the “Teleforce” equipped, the player can blast down an extreme force of electricity that will kill any smaller enemies and stun all others in a large radius on impact. As aftermath, electricity will stay in the ground and spontaneously stun enemies over time. Disappears after a short to medium time (~5 sec to ~10 sec).

- “Bullet Rain” - With the “Machine Gun” equipped, the player hails down a rain of bullets on its enemies for a medium to long time (~10 sec). The player will not need to reload during this time. Has a somewhat smaller radius than other airstrikes, but will kill or severely damage all enemies in the attack zone.
- “Atomic(?????) Bomb!” - With the “Grenade Launcher” equipped, the player releases a massive bomb with a huge blast radius and instantly kills all enemies in the attack zone. As aftermath, the ground will be set ablaze and damage both player and enemies. The fire will give out after a short to medium time (~5 sec to ~10 sec).

Enemies

Small/Melee

These melee chargers are normal sized (somewhat smaller than or same size as the player), have fairly low health and are easy to kill... but comes in great numbers.

- “Lovecraftian” - Insectoids that runs very quickly towards the player and slashes/stabs at them.
- “Mechanized” - Mechanized robotic creature that powerfully hits the player with powerful mech arms.

Medium/Ranged

These ranged enemies are a the same size, or a bit larger than the melee enemies. They have shields that'll only break after a lot of damage has been done to it. A bit slower than the melees and will not come in the same quantity.

- “Lovecraftian” - Crab-ish beasts that are protected by their hard shells on their huge claws, whilst the rest of the body is more vulnerable because of its softer shell. They shoot some form of acidic/poisonous liquid (that may have a small AoE radius that stays for a few seconds after impact (~3-5sec)).
- “Mechanized” - Warrior mechs that has a big shield on one arm and a machine gun with a low to medium firing rate on the other arm. Moves slower when firing at the player.

Large/Tanks

The tanks are the greatest immediate threat to the player. They're large, has loads of health, and are not very affected by AoE attacks. They have one attack pattern when far away from the player, where they move slowly and have a ranged attack that in

some way disrupts/stuns the player and deals some damage. When they get closer, they charge at the player and starts rapidly melee attacking.

- “Lovecraftian” - A huge tentacled beast that slams down its extremities in the direction of the player, stunning it while doing a small amount of damage and also stunning all melee enemies in its way. When in range, it charges and starts flailing its tentacles around, doing heavy damage and launching away the player.
- “Mechanized” - A giant “transformer” tank that shoots out a shockwave (or a similar small damage, heavy disrupt effect) that stuns player and melee enemies in its path, and does a small amount of damage to the player. When in range, it charges and swings its large robotic arms in front of it.

Possible Background/”Story” Scenario

Lovecraftian

After the First World War, the U.S. has decided they need an offensive force stronger than any that the world has seen. The military orders some of the greatest inventors, like Nikola Tesla, Orville Wright, Robert Goddard and others, to create weapons and utilities for the next generations of soldiers. But the U.S. government also has bigger plans, in order to decrease the amount of citizen casualties in wars, they decide to summon - and train - the lesser beasts of Cthulhu. They set up a base camp in the Arctic, where they manage to open a portal from which they summon beasts... however, the beasts will of course not be tamed or trained, and nearly instantly kills of the entirety of the research team and military on the premise.

The player takes on the role of

- a) a soldier who was sent to train the beasts in military combat, and now has to fight their way back to safety.
- b) a soldier+researcher super combo who has been sent in after the event has happened, to close the portal and rid the world of these beasts.

Or a similar Cthulhu scenario buuut...

Hitler + his fascination in the occult + beasts of cthulhu to build super army.

Mechanized

After the First World War, the U.S. Government has decided they need an offensive force stronger than any that the world has ever seen. To try and minimize the

amount of citizen casualties, they decide to create a robotic military force that will completely take away the need of humans in battle. They team up with the greatest inventors, and at the 1939 New York Fair, themed “The World of Tomorrow”, they decide to reveal and showcase their new pride and glory; “The Soldiers of Tomorrow”. As they flip the switch to turn on their army and show the world their power, a fatal error occurs... and the robotic soldiers turn their guns on anything and anyone they see.

The player takes on the role of

- a) The magnificent, praised soldier/hero *Captain Rocket*, who is showcasing the new weaponry for human soldiers at the fair, and is... equipped appropriately for the occasion. They step up to the challenge and decides to take on the army of crazed robots by themselves, and save New York from certain destruction!
- b) The magnificent, praised soldier/hero *Captain Rocket* swoops in with their jetpack just as the accident occurs, to take down the army of crazed robots by themselves, and save New York from certain destruction!

Game Play Flow

The first level should be the at the start of the fair’s main avenue. Split into 2 sections, with a checkpoint in between. The first section should only include the melee enemies, whilst the second section include both melee and ranged (medium) enemies. This first level should be fairly linear without any strategically placed architecture, just a fairly open, linear environment. Here, the player should be introduced to at least the machine gun and, more importantly, the “Airstrike” and the dash/leap. I.e. all movement and the most basic weapon. All weapons *can* be introduced in the first level, but it would be wise to split them up so that we don’t lay an info dump on the player.

The coming levels should also be split up into separate “set-pieces”, with check points in between these set-pieces. This to be able to better coordinate the amount/variation of enemies and the layout of the levels to give an optimal experience for the player. The player’s goal in the game should be to eliminate all robots, and then have some form of resolution encounter (shutting down a main power source/control for all robot forces, taking down a boss (like the inventor who went mad with power) or something similar.

Naming Conventions

Inside the scene, objects, prefabs

Upper Camel case or Pascal Case. No spaces!

Example: MediumEnemy, PlayerWeapon

Assets

SK_ Skeletal Mesh
SM_ Static Mesh
PS_ ParticleSystem
S_ Sound
SC_ Scenes
MAT_ Material
MI_ Material Instance
TEX_ Texture
SP_ Sprite
SS_ Sprite Sheet
PMAT_ Physical Material
AN_ Animations
ANC_ Animation Controller

Example: SM_SuperCoolMesh_01.fbx