



Game Design Features

*TBD = To Be Defined



PILLars

COMBAT

Clear away enemies to stay alive

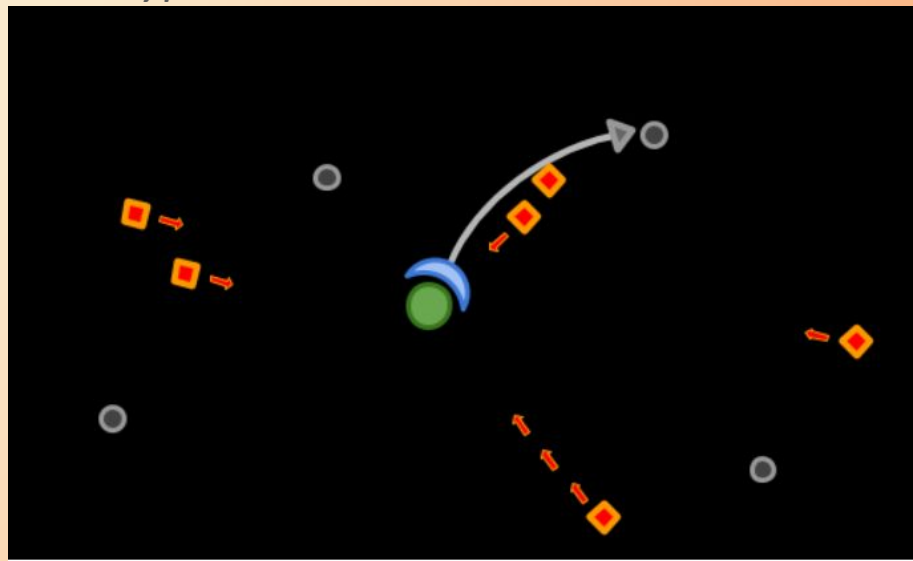
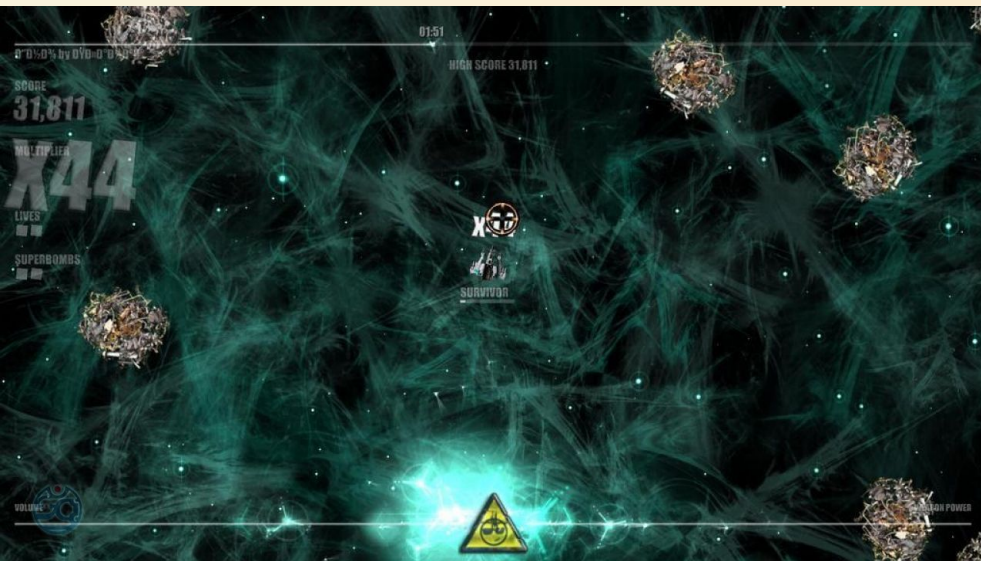
HOOK mechanics

Spatial movement relations

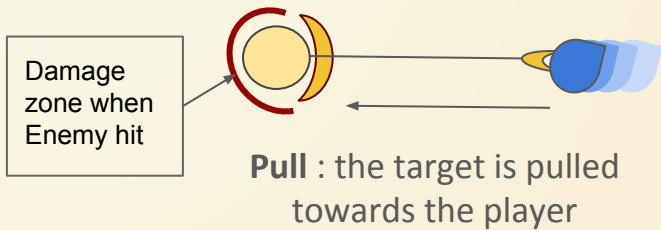
CAMERA

Top down - static screen (camera doesn't move)

ex: Beat Hazard Prototype



CHARACTER (Spaceship + Hook)



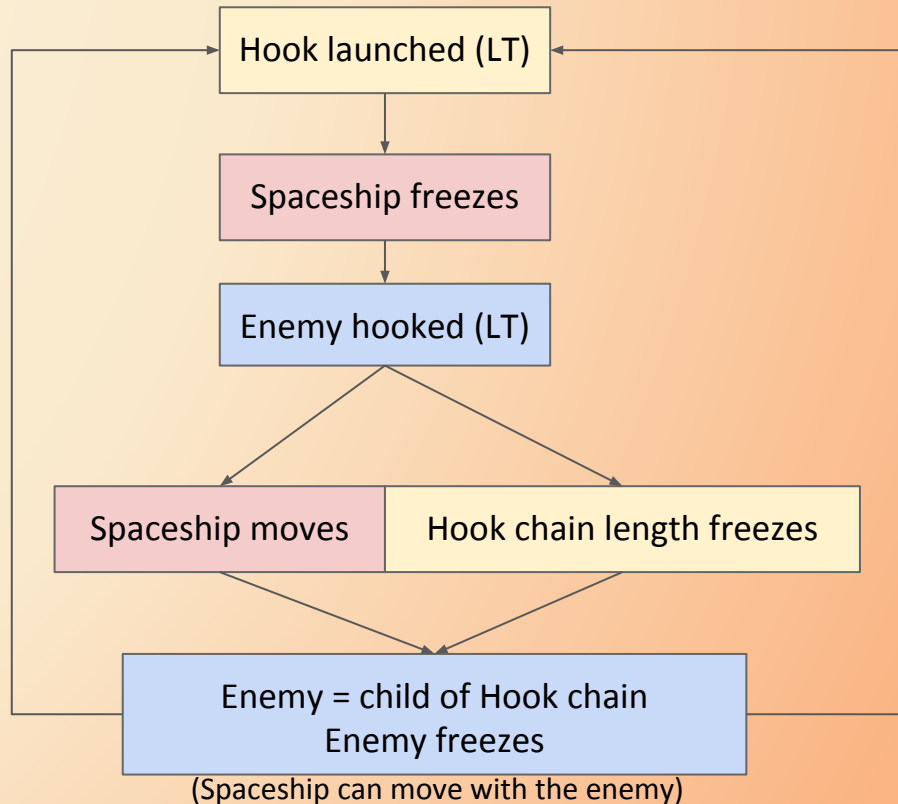
Hook is contextually launched



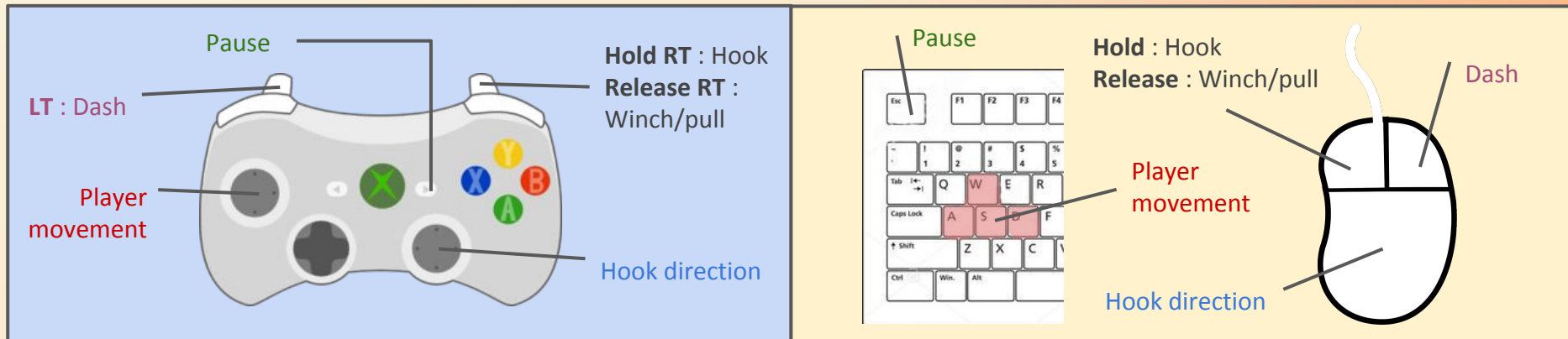
Scaling (SERIALIZED): For ergo adjustments needs - TBD

Length of chain (SERIALIZED) : TBD / 2 levels (power-up)

■■■ UI lives ?



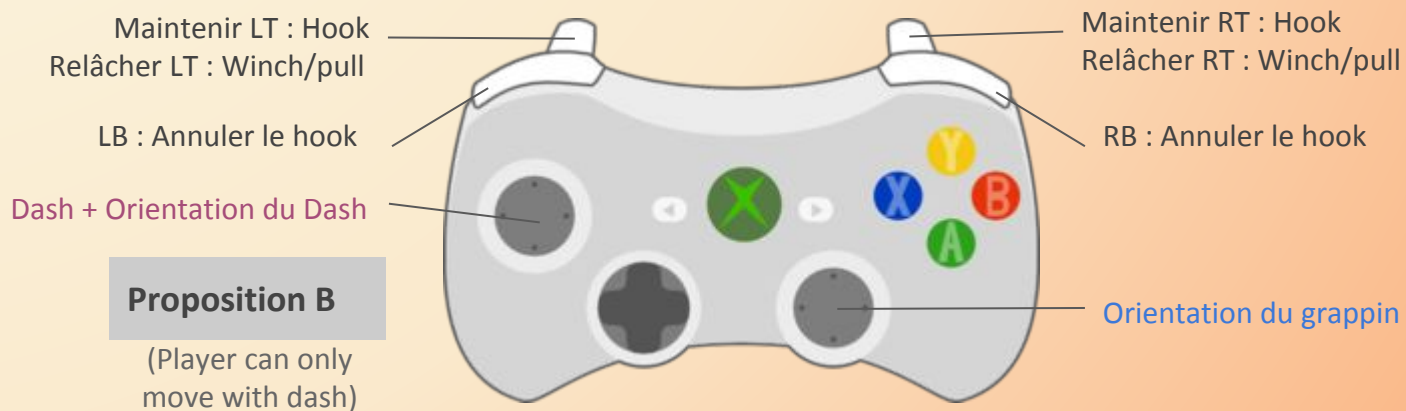
CONTROLS



CONTROLS PROPOSITIONS



(Test each for playtests)



CONTROLS : DASH MECHANIC

1. **Dash** : high speed move from A spot to B spot

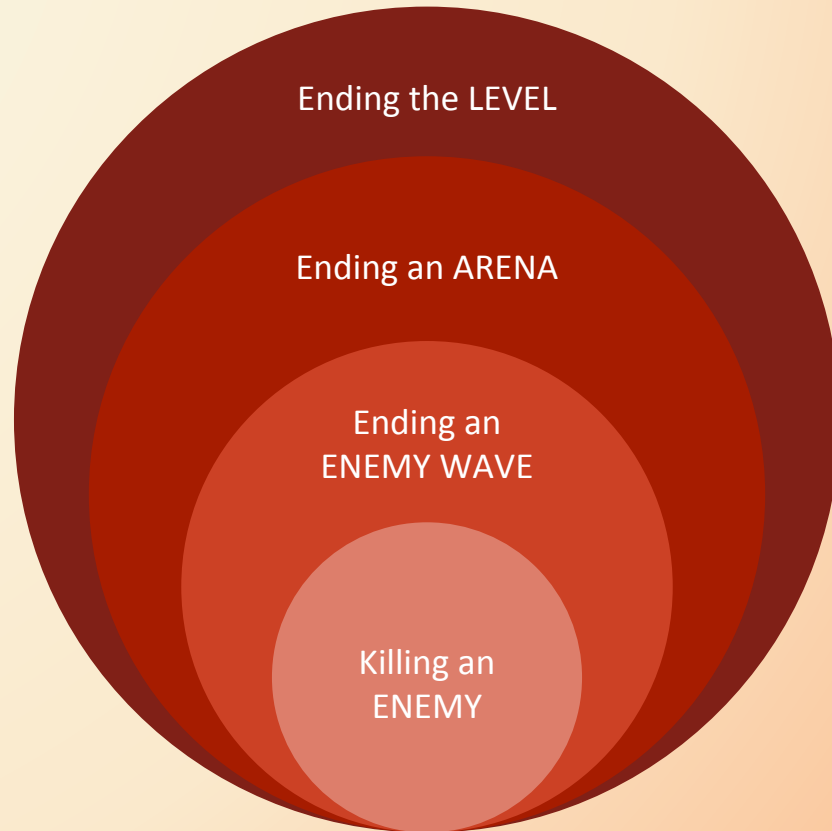


2. **Cooldown** (SERIALIZED) : time needed before using the dash again (TBD)



3. **Length** of dash (SERIALIZED) : limited (TBD) / 2 levels (power-up)
4. **Inertia** : no inertia
5. **Vulnerability** : You can't kill an enemy with dash, you just go through him. You don't take any damages.

OBJECTIVES



CHALLENGES

1. Types of enemies

SMALL BOB

- **fast** : shooting at player with random routes
- moving in **groups** : queue-up
- small damages : **-0.5 HP**
- fast **shooting**
- Life : **1 HP**

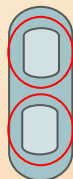
MID JIM


- **steady** : waypoint, triggered by player zone
- **duo** attack
- mid damages : **-1 HP**
- slow **shooting** / **Melee** damages
- Life : **2 HP**

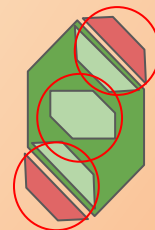
BIG MIKE

- **slow** : aiming to player with direct route
- **solo** attack
- big damages : **-2 HP**
- **Melee** damages only
- Life : **2 shields and 3 HP**

hook point : where player can hook the enemy



 = Weak point

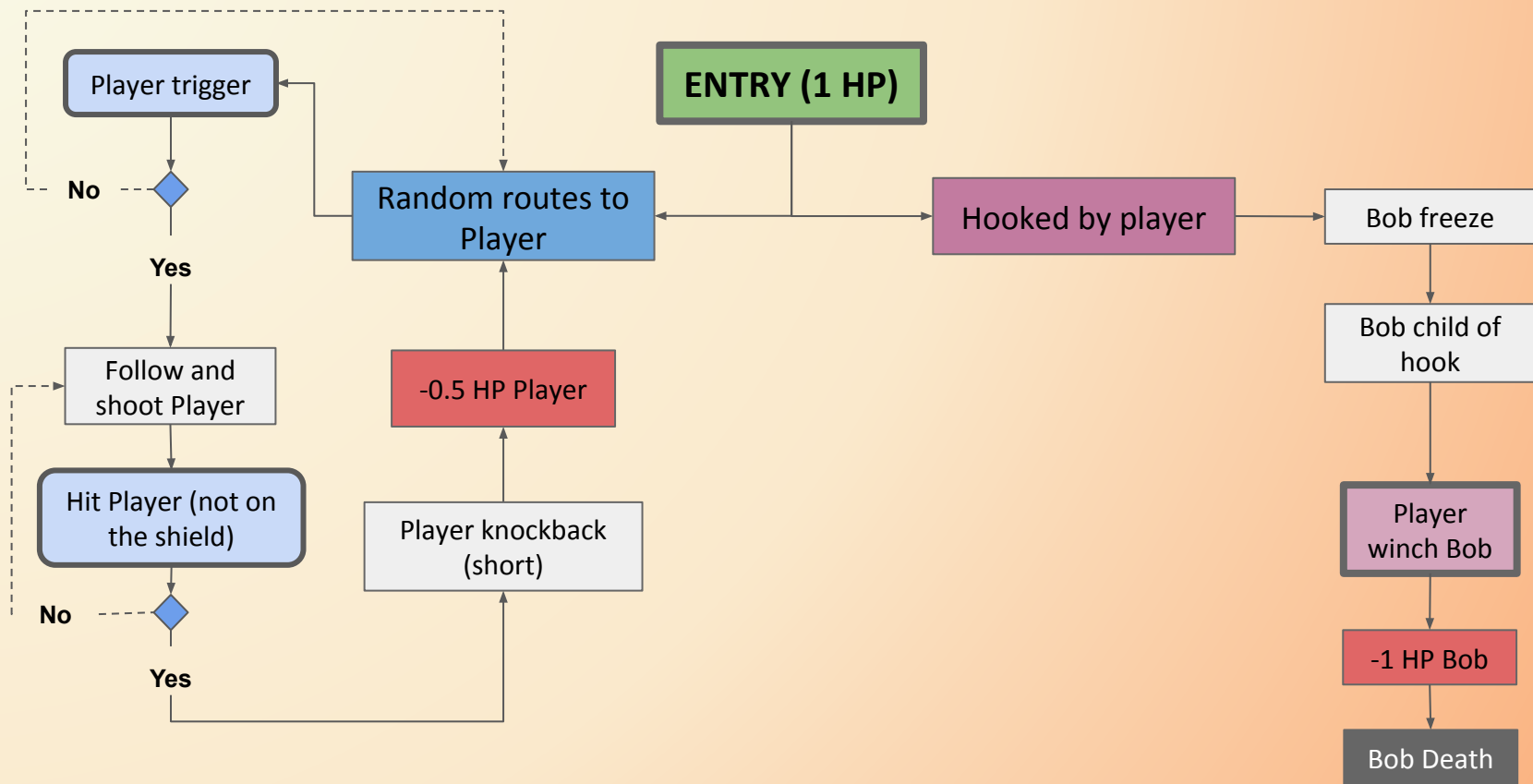


= Shield



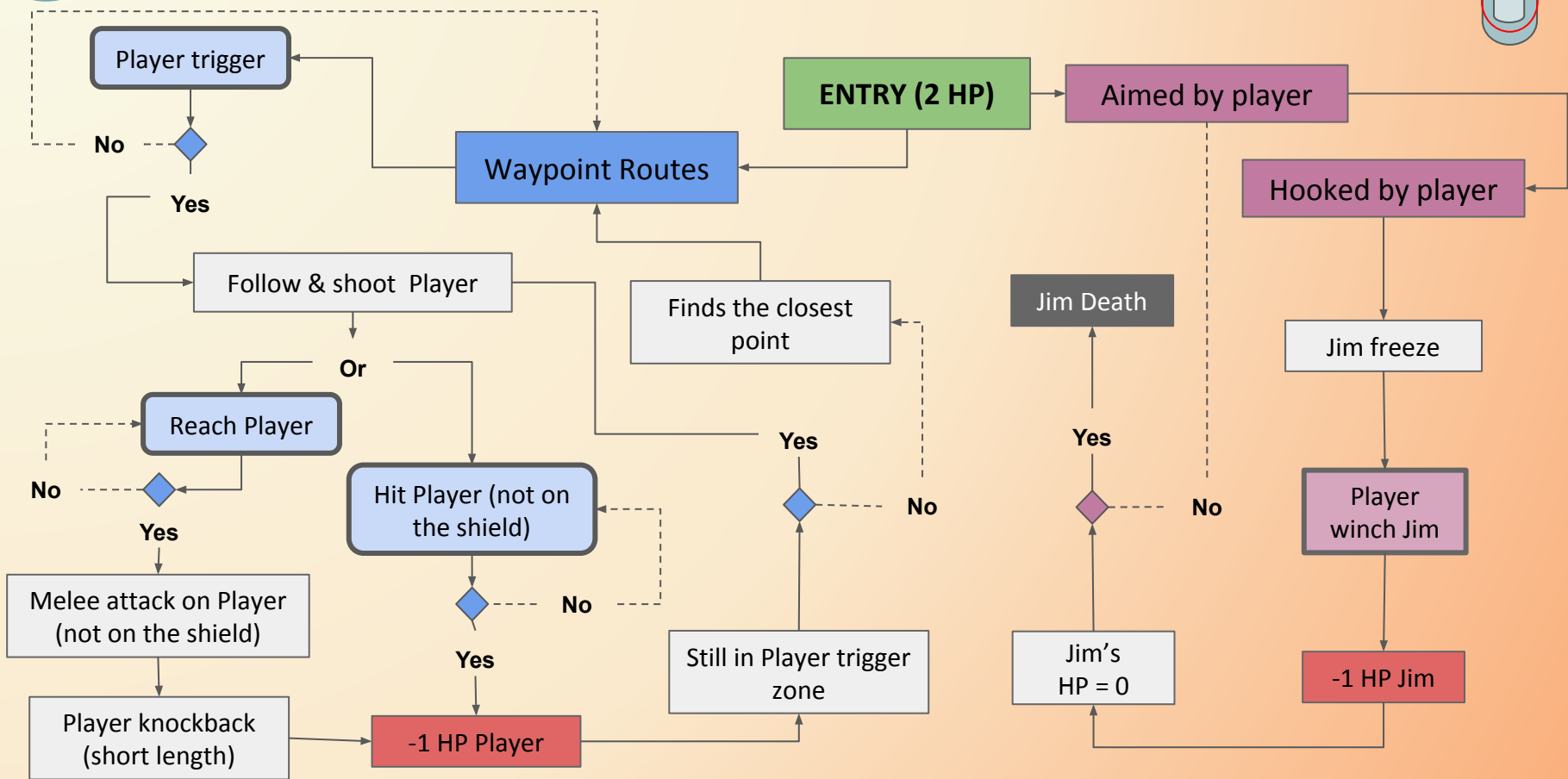
= Weak point

SMALL BOB LOOP



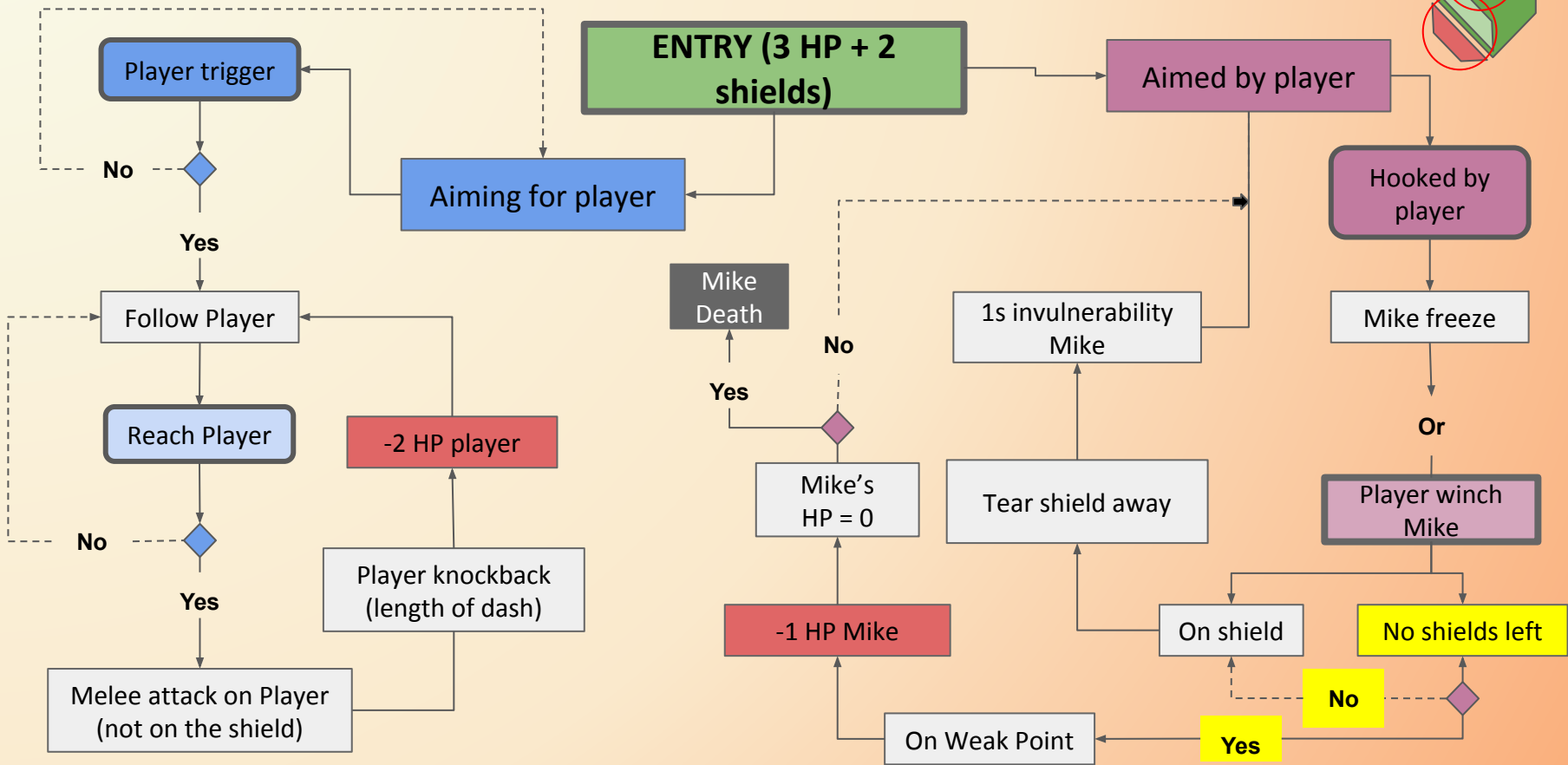
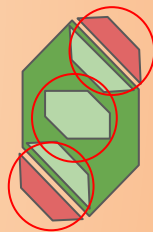
OCR

MID JIM LOOP



OCR

BIG MIKE LOOP



SCORING

UI in-game

- Score affiché en au milieu
- A chaque gain de points, visuellement :



- Un ennemi détruit = un score qui apparait puis disparaît brièvement à son emplacement
- **Un Combo** : le joueur a hooké un ennemi et en le winchant, il détruit plusieurs ennemis sur son trajet.

Système de scoring

- Small Bob = 50 points
- Mid Jim = 100 points
- Big Mike = 200 points
- En cas de combo de destruction, on gagne :
 - Points des ennemis détruits
 - 10 points de plus par Bob détruit
 - 20 points de plus par Jim détruit
 - 40 points de plus par Mike détruit
- Si on accumule dans un combo :
 - 3 ennemis = bonus doublé
 - 6 ennemis = bonus triplé
 - 9 ennemis = bonus quadruplé

50 50 bonus x 1 = 100 + 20 = 120 points

50 50 50 bonus x 2 = 150 + 30x2 = 210 points

50 50 50 50 50 100

x 6 bonus x 3 = 350 + (50+20)x3 = 560 points

50 50 50 50 50 50 100 100 200

x 9 bonus x 4 = 700 + (60+40+40)x4 = 1260 points

ENEMY WAVES (TBD DURING LD)

Level 1

Wave 1 : SmallBob = 3
MidJim = 0
BigMike = 0

Wave 2 : SmallBob = 6
MidJim = 0
BigMike = 0

Wave 3 : SmallBob = 0
MidJim = 2
BigMike = 0

Wave 4 : SmallBob = 6
MidJim = 2
BigMike = 0

Wave 5 : SmallBob = 6
MidJim = 0
BigMike = 1

Level 2

Wave 1 : SmallBob = 6
MidJim = 0 =2
BigMike = 0

Wave 2 : SmallBob = 6
MidJim = 2
BigMike = 0 =1

Wave 3 : SmallBob = 6 =6
MidJim = 0 =4
BigMike = 1 =0

Wave 4 : SmallBob = 3 =9
MidJim = 4 =2
BigMike = 1

Wave 5 : SmallBob = 6
MidJim = 2 =4
BigMike = 2

Boss Level

Wave 1 : SmallBob = 3
MidJim = 0
BigMike = 0

Wave 2 : SmallBob = 6
MidJim = 0
BigMike = 0

Wave 3 : SmallBob = 3
MidJim = 2
BigMike = 0

Wave 4 : SmallBob = 3
MidJim = 2
BigMike = 0

Wave 5 : SmallBob = 6
MidJim = 2
BigMike = 0

Rewards



1. Scoring and leaderboard

THE BEST 10

1	6840	CBB
2	6270	ACP
3	5890	BPB
4	5460	OAA
5	4730	PAP
6	4180	MON
7	3890	NON
8	3540	PNB
9	3260	NCO
10	3010	DPE

2. Power-up ad vitam aeternam

- Hook length
- Dash length
- Shield Impact
(more pikes = more damages done in one shot)

3. Juicy Game Feel

- Enemy hit animation and sound
- Muzzle flash when arena is completed
- Fume on damaged enemies
- Enemy knockback when hit
- Enemy explodes and dissolves when hit
- Sleep when hitting several enemy (combo) (slow down)

SCALE OF CHARACTERS

SPACESHIP



HOOK



Les ennemis ont
autant de points de vie
que de weak points →
simplification de l'UI !!

Enemies



Small Bob



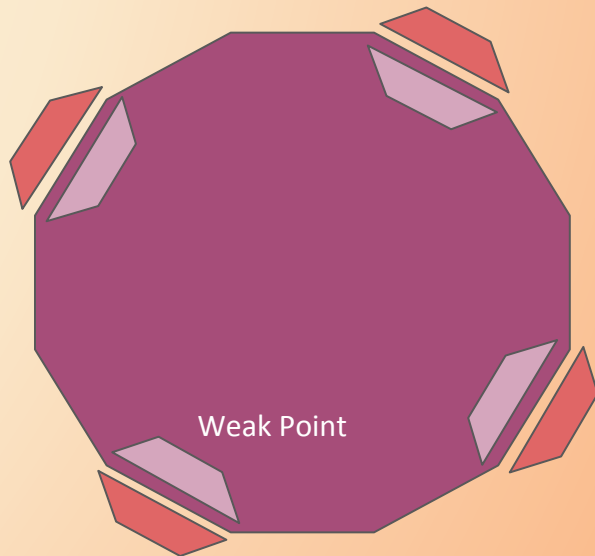
Mid Jim



Shield

Big Mike

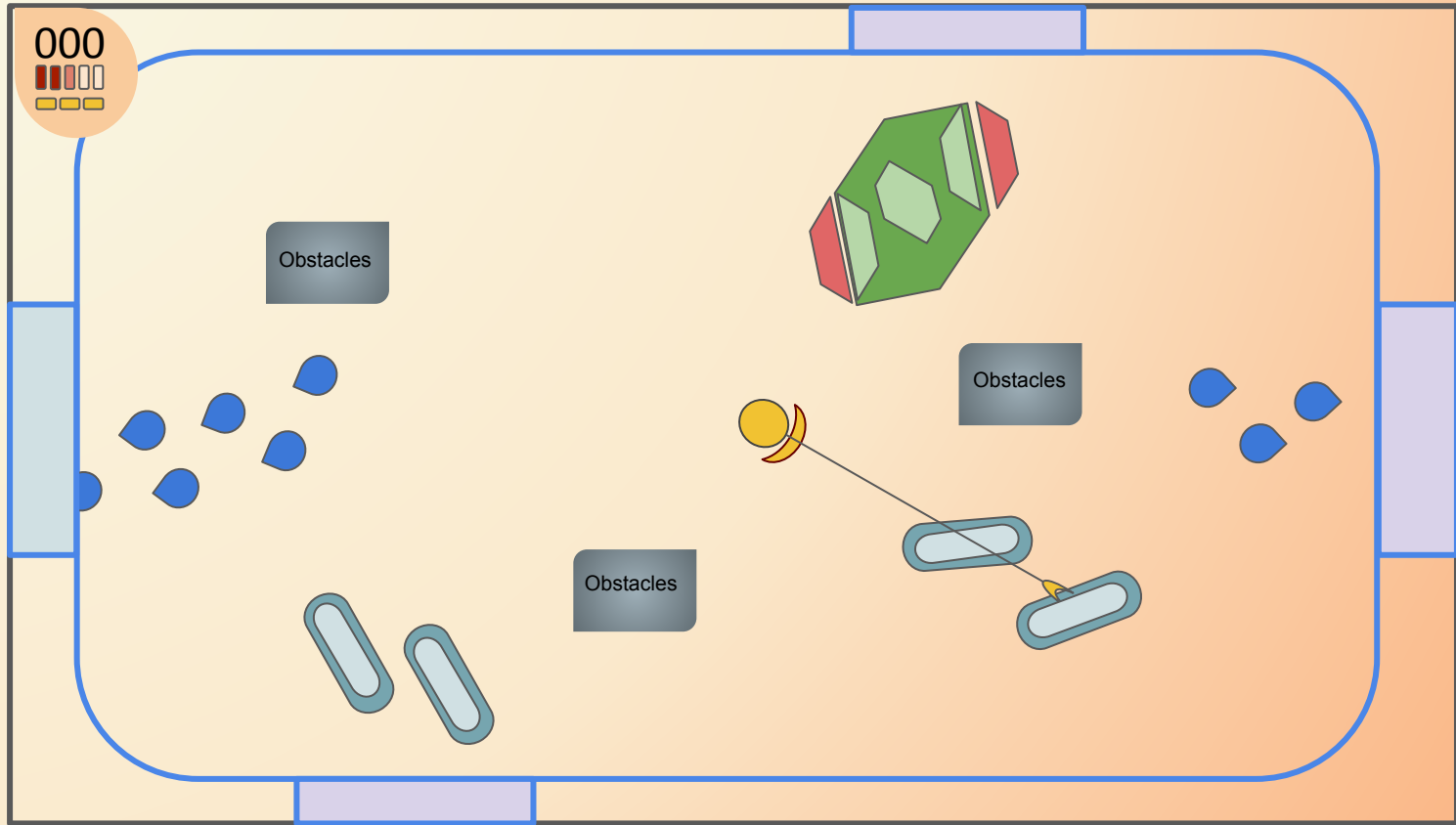
BOSS



Weak Point

Shield

MOCKUP



VENTRICE SCHEMA

CONCEPT

Clean up an arena

PARADIGMS

Spatial movement relations

Clear away enemies to stay alive

FEATURES

Try to adapt to its environment

Avoid enemy attacks

Aim and hit at a target

MECHANICS

A new arena is available when all enemy waves have been completed

Dashing got a cooldown

Player can move with a hooked enemy

Hooking 1 enemy

Winching and/or dashing invulnerability frame

Player's got a shield in front of him

Player is frozen when he hook until the hook grab an enemy

The hook chain got a length

An enemy wave start when a previous wave has been completed

INTERFACE

Player can dash

Player can move on 360 axis

Winch attack to hit enemy

Pull attack to tearing shield away