One page : Space Wanderer

Game Identity / Mantra:

Guide sentences :
- *A challenging fast-paced Roguelike shooter.*
- *A transcendent combat oriented sci-fi shooter.*
- *A demon Hunting simulation.*

Design Pillars:

Keywords : *Fast-paced, dynamic, shooter, combat, hunting, powerful, engaging, cathartic, challenging, ruthless, fearless, sci-fi.*

Genre/Story/Mechanics Summary:

Genre: *Combat oriented Sci-fi Roguelike shooter.*

Story: You've been called by the government for a new mission. The planet "Alpha", originally inhabited by humans, has suffered from numerous alien attacks for decades. The last battle ended in a human defeat. Your goal is simple, "Crush all the aliens remaining on Alpha", so humanity will get its revenge.

Mechanics design philosophies :
- *The experience is about combat, any mechanic that isn't helping this goal will not be implemented.*
- *The experience is about making the player feeling in control, like a hero, powerful.*
- *The experience should be rewarding, so every achievement will be difficult to get.*
- *The player should be fearless and ruthless, features enhancing these feelings are a priority.*

Features:

. **Character:**
- *Fast movement (dash, teleportations).*
- *A vast pool of weapons and power-ups.*
- *Execution animations for every monster.*
- *A situational special shot for each weapon.*

Monsters :
- *AI that force player to reach them (push-forward mechanics).*
- *Making them scary.*
- *Giving them a different sprite to show how bad they are hit.*

- *A wide variety of monsters involving different mechanics.*
- *Epic events and boss fights.*

Environment & atmosphere:
- *Sci-fi, dark and creepy.*
- *Immersive.*
- *Wide battle arenas.*

Interface:

Inputs :
- *Shoot.*
- *Movement.*
- *Execution.*
- *Dash/Teleportation.*
- *Special shoot.*
- *Switch weapons.*
- *Interact.*

Mapping :
- Mouse & Keyboard **:**
  - *Shoot.* → *Left mouse.*
  - *Movement* → *QASD.*
  - *Execution and interact* → *E.*
  - *Dash/Teleportation* → *Space.*
  - *Special shoot* → *Right mouse.*
- **Game pad :** *TBD*

Art Style:

Current : Top-down *2D pixel art, 32x32 unit.*
Considered : 3D isometric

References :

Music/Sound:

References :
- Mike Gordon (Doom Eternal) :
  - BFG division : Link to music
  - The only thing they fear is you : Link to music
- Joonas Turner (ScourgeBringer):
  - OST : Link to music

Intended emotions: *Trans, aggressiveness, almighty, cathartic.*

Development Roadmap / Launch Criteria (this is just a guideline) :

Platform: *Itch.io*

Milestone 1*: Character mechanics prototype - 31/07/2021.*

Milestone 2: *AI mechanics prototype - 31/09/2021.*

Milestone 3: *Procedural generation prototype - 31/10/2021.*

Audience: *14+/any gender/combat enthusiast.*

Milestone 4: *Power-ups & weapon prototypes - 31/10/2021.*

Milestone 5: *UI prototype - 30/11/2021.*

Milestone 6: *New artistic direction - 30/11/2021.*

Milestone 6: Polish *- 31/12/2021.*

Prototype Release: *31/01/2022*