

GDD WEAPON HELL

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Index

1.	Introduction.....	3
2.	References.....	4
3.	Narrative.....	9
4.	Level design.....	13

1. INTRODUCTION

Weapon Hell is a top-down shooter game with a futuristic ambience, in which a couple of explorers (husband and wife) visit an alien planet in search of resources for their home planet. By surprise, the wife is kidnapped by the local inhabitants and the husband, against the original orders of the mission and taking advantage of his military past and the weapons provided by the mission itself will go deep into the new planet to rescue her.

This document will show aspects such as the narrative of the game and the references I have used as inspiration for that, a list of the mechanics that the player will have available in the main character, the elements that can be found in the levels and their design.

2. REFERENCES

Box Head

For the mechanics, I have used the Box Head game as a reference, since it is a top down shooter with a brutal variety of weapons. Many of the weapons available in the game are derived from Box Head and possibly the design of the maps and interactables may also be based on elements of that game.

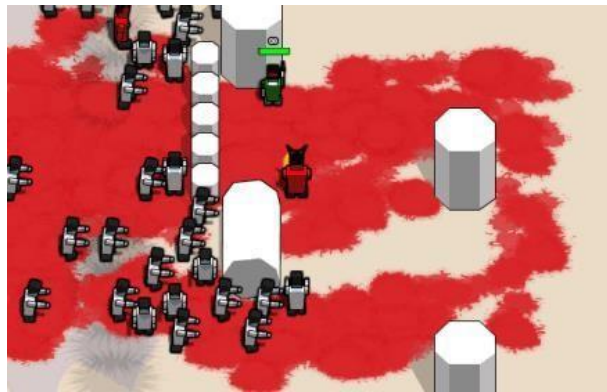


Figure 1: BoxHead game image

Box Head is an old top-down shooter game made with Flash that was available in web format on the minigames.com website. The object of the game was to clear waves of zombies coming from all over the level on maps chosen by the player and with an endless series of levels until the game was over. The enemy types were a melee zombie and a ranged zombie with a fireball style attack. There were a lot of different weapons and variations within the game that were unlocked as you defeated enemies and collected the pickups they left behind.

Interactables that you could place on the map were also available, such as mines, explosive barrels, or barricades that could be used to contain enemies for a certain amount of time until they destroyed them.

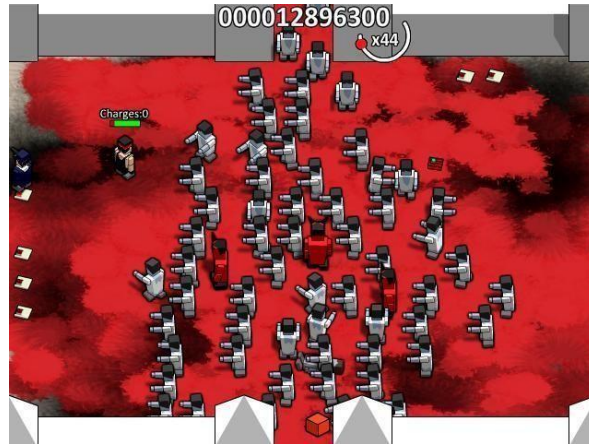


Figure 2: BoxHead game image

The Forest

For the narrative, I have used another game called The Forest in which, after a plane crash on a deserted island, a native tribe kidnaps a child and takes him to their lair. His father will have to, throughout the story, explore the island to find the place where they keep him and make a great plan to rescue him. The lair turns out to be a complex of tunnels under the planet's surface, which is something I will implement in my game's story, as the gameplay will take place in the planet's complex of tunnels and caves, in the native creatures' lair.



Figure 3: Image of a camp in The Forest



Figure 4: Image of the caves in The Forest

Dead Space

Another narrative reference is the game Dead Space. In this survival horror, humans in the future go space mining in search of new riches. In one of the planetary systems they visit, they find a strange artifact of unknown inhabitants. What at first was a trip with no more transcendence than exploring a new area, the crew members get immersed in a nightmare after discovering that the artifact and the planets and spaceships in the surroundings are more dangerous than they expected, since they transform humans into savage and cannibalistic creatures, zombie styled.

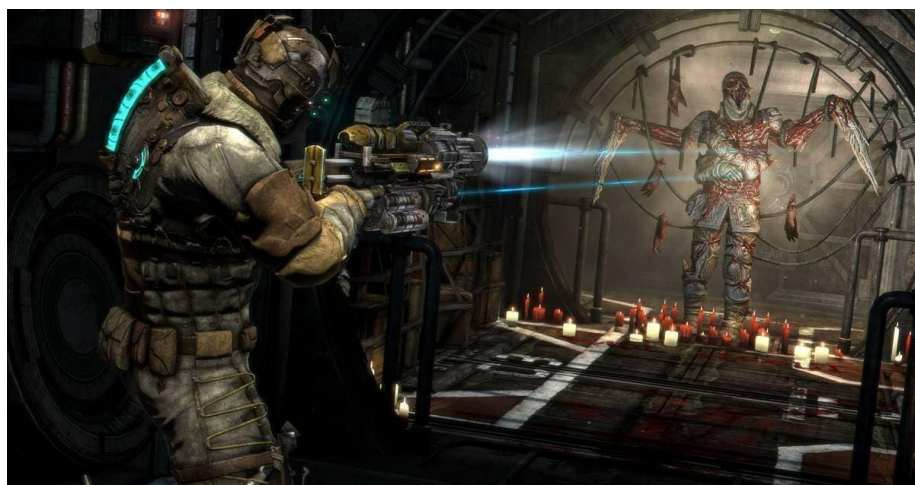


Figure 5: Dead Space game image



Illustration 6: Dead Space Enemy

The Last of Us

Another narrative reference for the game is The Last Of Us, an action-adventure survival horror video game made by Naughty Dog set in a post-apocalyptic world. In this game a terrible pandemic has ravaged the world due to a fungus called Cordyceps that modifies the mind and body of the infected, making the host more aggressive and cannibalistic. A man named Joel and a girl, Ellie, must cross the country to contact a group that can investigate the cure for the disease, as it seems that Ellie has become immune after being infected.

More specifically, the reference used for the game would be the existence of a fungus that can infect people and make them more aggressive and modify their body and mind.



Figure 7: Enemies in The Last Of Us

Complete Tales 2 by Isaac Asimov

Finally, the last narrative reference would be a story from the Russian science fiction writer Isaac Asimov's book "Complete Tales number 2" in which in one of the tales there are small groups of people who have become mercenaries working for other companies engaged in space research and mining, often hiding it from governments. Also introduced in another story there is the fact that companies that are bigger and more powerful than governments are the real rulers of the world.



Figure 8: Cover of the book Complete Tales 2 by Isaac Asimov.

3. NARRATIVE

In general, the game is about a man who must rescue his wife after being captured by unknown inhabitants of a strange planet where they both had gone to make some explorations.

It is the 25th century and mankind has evolved a lot. Space travels are now quite common and there is a “cold war” in space to capture key mining spots. Big business corporations rule the world, even more than countries, and each of them are able to do pretty much what they please without being controlled by governments.

One of these companies, TenCent, is hiring mercenaries to explore new planets undercover in order to ensure a good empire and the future mining monopoly in the area. Two of these mercenaries are our protagonists, Jack and Linda, a couple who have been working for years in mining and space reconnaissance and are about to embark on a new exploration mission to the planet Gemini 73b. The planet is believed to be non-inhabited and according to estimates, the amount of minerals and richness present in its subsoil has been rarely seen before in other explorations. The company TenCent has called on this couple because of the good reputation and experience they had in past missions. In addition, they were both military soldiers in the past and met there in the army. That's one of the reasons they are so good at the job, they have a good background and have a good rapport with each other.

Once there on the planet, and after making brief explorations on the surface, in one of the breaks they take, they are surprised by a group of what appear to be wild inhabitants of the planet. Due to their large numbers and what appears to be a certain organization in combat, they manage to capture the woman and take her away while the husband is still fighting with another group of attackers. Once defeated, after equipping himself, Jack decides to track down the captors.

During the game, through the various levels, the player will enter the tunnel systems where these creatures seem to live and where they have taken his kidnapped wife to try to find and rescue her.

During the journey, Jack encounters different types of creatures that he must overcome and unknown weaponry of what seems to be another civilization. What he does not know is that this civilization that seems different, is actually a group of humans who disappeared exploring the same planet secretly for another company and did not become public. And it turns out that, in the caves, in the same mineral deposit, grows a type of parasitic fungus that, after infecting the host, completely takes over him and changes him both physically and mentally, making the host really aggressive. In addition, these beings reproduce very quickly and have expanded their numbers very widely in the years since they infected the first group of hosts.

The original guests, who still retain some of their intellect, will be in the final level of the game in which all this will be explained to the protagonists. In the end, Jack manages to rescue Linda, but he realizes that to do so he had to make a massacre and this will make him reflect on his nature and priorities.

Game's Universe

The game is set on an alien planet called Gemini 73b, where the protagonists of the story are conducting a secret exploration for a private company to assess whether there are suitable areas for mining in the area. The main plot of the game will take place in the network of cave tunnels on the rocky planet, which is the lair of the game's enemies.

These enemies are humans who visited the planet previously on another secret mission for another company and were infected by a fungus present in the caves that made them more aggressive and violent, inflicting changes in their physique and mind.

4. CORE GAMEPLAY

Core Loop.

The main core loop of the gameplay is quite simple. The game is a top down shooter in which the basic objective will be to enter the level, defeat the enemies, collect a sound log or written note from the woman at the end of the level to continue progressing in the story and move on to the next level.



Figure 9: Core loop of the game

Main character.

The main character's movement mechanics consist of running and dashing. There is also a shield that works as a pick-up (you must collect energy for recharge it) and can also be used as a kind of area bomb. That is, as it absorbs damage, it charges a kinetic explosion up to a maximum range and damage it can do. Once the shield's time is out, it detonates, forming an explosion that damages the enemies according to the damage previously absorbed.

As for the player's weapons, there is a pistol with single shot and infinite ammunition; a shotgun, with scatter shot and short range; a laser, with a huge range and quite a lot of damage; the grenade launcher, with scatter shot in small cluster grenades and whose ammunition will be very scarce in the game; and a flamethrower, which will do sustained damage to enemies.

The player's life will be up to five hits. The player will also have first aid kits with which can be healed completely after a brief animation. This has been done so that it is difficult to heal in the middle of combat and the player must wait for this in a safe place away from enemies. In addition, the player can also heal between levels when the character is resting.

Enemies.

There are ranged and melee enemies, as well as spawners where they come from. Melee enemies walk slowly to the player like zombies and they do damage at contact with the player. They also sometimes make little dashes towards the player when in range to attack. Ranged enemies shot a fireball at a moderate rate every so often and keep distance with the player. There are also small creatures that head towards the player in a group and will stick to him if they reach him, slowing down his movement speed, having to use a command repeatedly to break free; and a special enemy that will be used as a boss that will be one of the original hosts of the infection and that knows how to use weapons, having similar weapons to the player available.

Elements of the level.

The enemies will not drop anything, however, the player will find between levels certain areas where he will find ammunition, new weapons and first aid kits or shield recharges, as well as sound records that his wife, as well as other previous visitors to the planet, will leave for him in spherical orbs.

To make the gameplay more interesting, there are also areas where there may be landslides (the levels will be inside a cave) and areas with flammable materials, in which chain reactions and explosions can occur when they come in contact with shots.

5. LEVEL DESIGN

As for the level design, it should be noted that the game will be developed within the planet's tunnel system, so the level elements will be in accordance with it. The limits of the level will be the walls of the cave and the stash rooms, as well as the boss areas will be small natural rooms of the cave. There will also be large stones that will block our way, as well as areas where there may be landslides and traces of the planet's own material that will act as an explosive or flammable.

Having said that, I will now show the plans of my three levels designed so far.

First level.

At the beginning of this level, you will see an introduction to the story, and then start the first room of enemies. After it, you will see a new loot and story area where you will get a new weapon, which will be tested during the next room of enemies before advancing the level.

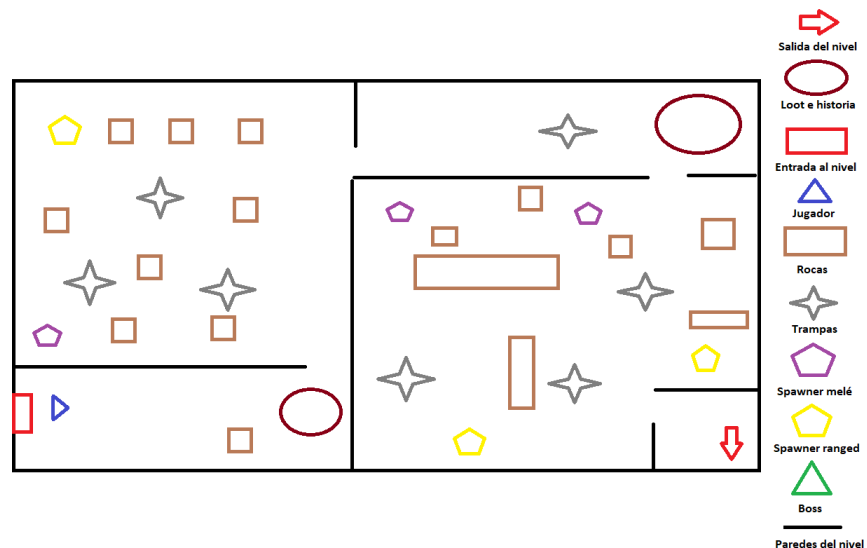


Figure 10: Storyboard of the first level of the game

Second level.

This level presents a higher difficulty than the first one and is undoubtedly the longest of the three. The number of enemies per spawn is higher and some of them have even more life and stamina. In addition, at the end of the level there is a boss accompanied by other enemies.

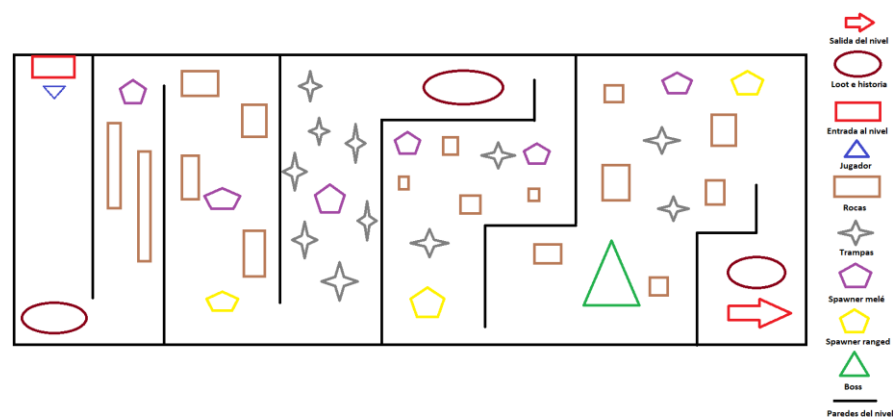


Figure 11: Storyboard of game level 2

Third level.

The third level is shorter than the second and is presented more as the denouement of the game with a lot of narrative included in which the secrets are fully revealed in the story. The enemies in the level are tougher and at the end of the level there is a final boss fight against the original hosts of the infection.

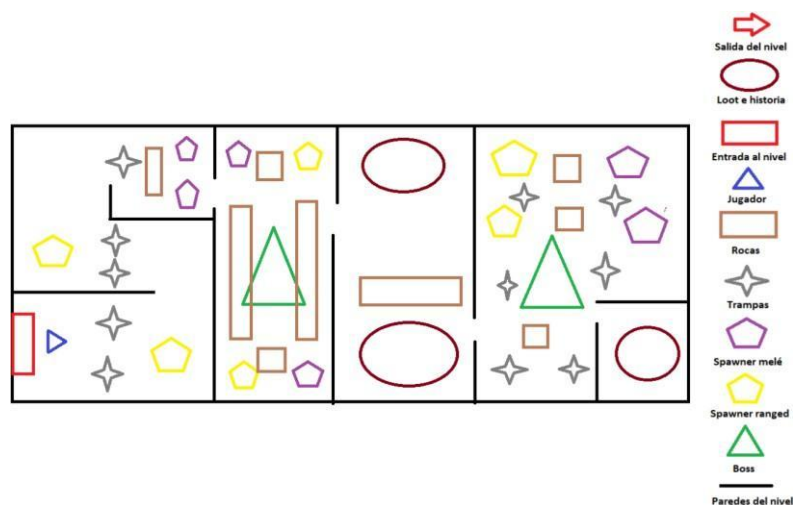


Figure 12: Storyboard of game level