




[CONCEPT DOCUMENT]

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CGP502: Gameplay and Game Design



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INTRO

The following document will talk about the game concept and background for: *Mickey Machine Gun: Arena of Assholes*

ELEVATOR PITCH

A Top-Down Roll-Em-Up Shooter, With Pinball Like Movement.

STORY

The story takes place in an alternative future in which societal values are important and things not of the norm are shunned.

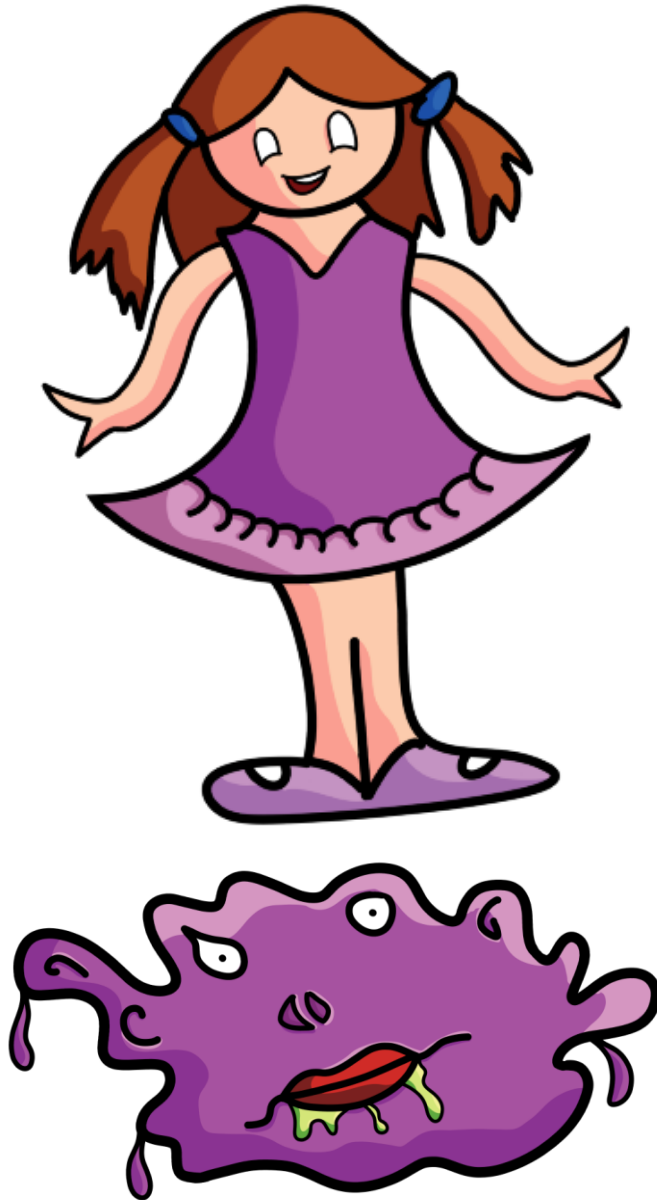
The story follows the main protagonist/antagonist Mickey. Mickey is a small 14-year-old child who has clinical insanity and acts younger than her age. Due to this, she was sent by her parents to a clinical lab whom perform experimentations on children with mental issues to make them “normal”.

During this process Mickey ends up becoming a distorted blob of flesh and ends up rolling free from her captivity and begins going through the facility to find and kill the person responsible who’s known as Dr A-bomb.

CHARACTERS

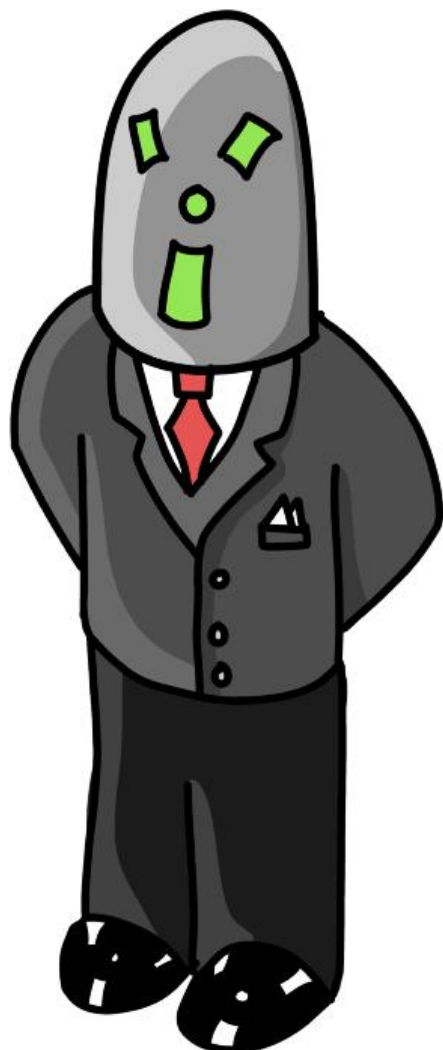
Mickey Machine Gun

The main protagonist/antagonist of the game and the female playable character.



Dr A-bomb

The main villain of the game and an unlockable player character upon completion.



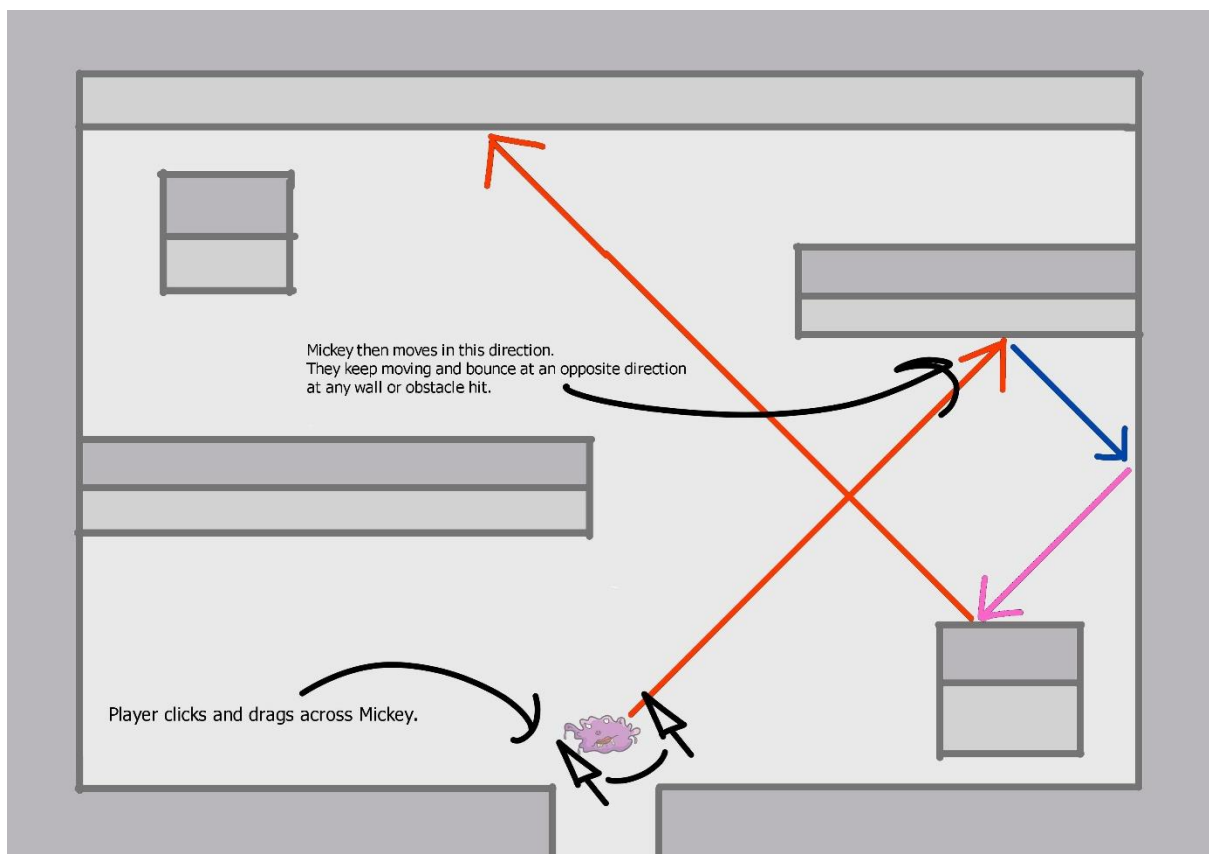
GAMEPLAY

The gameplay takes place from a top-down view at an isometric angle, the layout of the screen is akin to Nuclear Throne and Enter the Gungeon and the overall gameplay feel will be that of fast paced movement and erratic control in open spaces. The gameplay experience can be thought of in two general states which are that of moving and attacking.

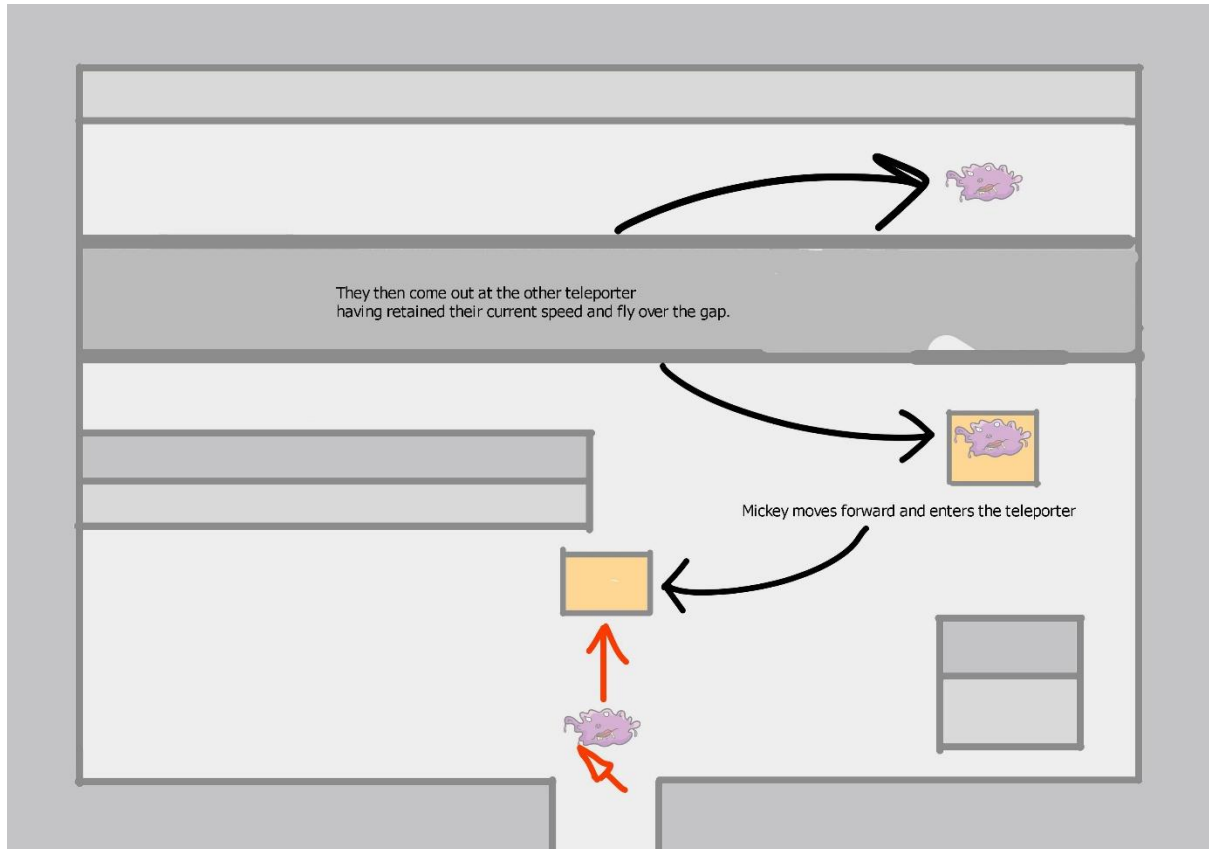
Movement

The player will move across the map in a breakout/pong fashion. In which they will click and drag a direction from the player using the left mouse and the player will then moves at a constant speed bouncing off any obstacles in their way. Their momentum will stay constant until they swipe to move in a different direction.

The player will bounce of walls, scenery and other objects with some surfaces having more bounce than others. The player can drag to move at any direction at any point, if the player drags to move directly away from their current direction then the speed of their movement will be halved as they are directly moving against their current velocity. Consistently moving against their current velocity will allow some finer control of speed. See example below for explanation of movement:



Additional features in place which help the overall movement of the player are portals placed throughout the level which allow the player to enter in one at speed and leave the other with the same retained speed. This additional mechanic will help add extra depth and puzzling to the player's main movement mechanic and will help create some more emergent scenarios for the player to achieve outcomes in the levels. See example below for explanation of mechanic:



Finally. There will be various patches of dirt and grime on the floors throughout the levels which will provide various impacts on the player's movement. These are as follows:

STICKY SNOT PATCH

A sticky snot patch will be a patch of green looking goop that will slow the player's movement down by a factor every time they enter it. This will impact them as a both a reduction in speed and damage as well as allow them finer control.

SLIPPERY SALIVA & SLIPPERY BLOOD

A slippery saliva/blood patch will increase the player's movement speed by a factor as they enter it. This will provide the inverse of the snot patch and allow the player to have more speed and damage at a loss of control over the player.

Attacking

When it comes to attacking the player can make use of both weapons and their own body. At any point the player can use the right mouse button to fire bullets, the player will aim at the current cursor position on screen and when firing, bullets will go in that direction.

The player can also make use of their body by rolling into enemies to deal damage to them at the cost of health. As the player increases in speed their damage to health loss ratio is reduced allowing them to deal more damage for less health at the cost of losing control of the player. As their speed decreases this ratio will be increased meaning they deal less damage for the health lost at the compromise of having finer control.

Every weapon in the game has an ammo count and can run out at any point. If the player has no ammo, then they must use their body for smashing into enemies.

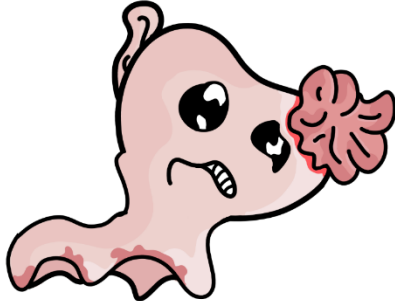
The lower the player's health is, the more damage they deal when smashing into enemies. Likewise, they will take damage when contacting with enemies. This means that players will have a choice to be masochistic to achieve higher damage on some enemies. The player will gain health using health pickups scattered throughout the levels.

Upon killing an enemy that isn't a fetoid, the player can roll them up. When the player manages to roll them up they gain a small increase in damage against smacking into enemies. This stacks as time goes on, likewise, their movement becomes faster and more erratic and a little hard to control.

Enemy Types

The following section will document the various enemy types and their movement/attack patterns and how they interact with the player.

FETOID



A small blob like creature that moves towards the player. Upon touching the player, they explode and deal damage to them and kill themselves in the process.

CLAW ARM



A mutated arm and hand that picks set locations in the room at random intervals. If the player gets too close the claw arm will hold them and deal damage for a set amount of time or until the player mashes a button enough to break free, during this process, the player can still choose to fire and take the damage as they will eventually break free.

BUTT FLY



A creature that fires projectiles from a butt-like orifice. Their movement is velocity based and in random directions. Upon encountering the player, they pick a random direction and move with force to it. Whilst they are moving they can rotate and always aim at the player, firing projectiles at set intervals.

DIARRHOEA BUTT FLY

The diarrhoea butt fly is similar in movement to the normal Butt fly, but they instead fire weaker projectiles at increased fire rates along with a small increase in movement speed.

CONSTIPATED BUTT FLY

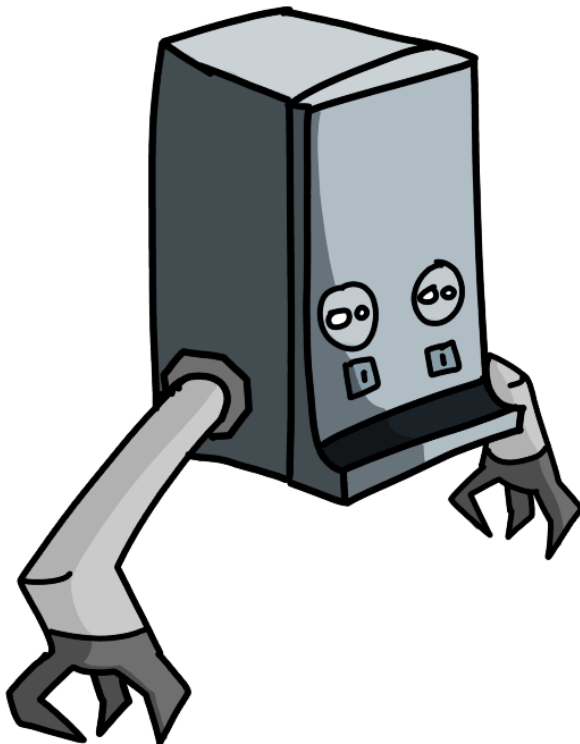
The constipated butt fly is again similar in movement to the normal butt fly. This time, they instead have longer time between shots, but deal increased damage and size. Likewise, their movement is slower.

GASSY BUTT FLY

The gassy butt fly is different to the others. The gassy butt fly has two states in which they move towards the player until they attack and upon using their attack, they constantly back away from the player until they can attack again. Their attack consists of an AoE gas which if the player moves into they will be dealt damage over time. This gas disperses after a set interval at which point the gassy butt fly will fire again.

TAMPON TURRET

The tampon turret is a mobile turret. The turret will move to set locations within the room at random intervals and fire projectiles towards the player. After a certain period of time, they will displace themselves and move to a different location.



Weapons

The following section will document the various weapons the player has and can use throughout the game.

GUNK GUN

A click to fire pistol weapon that fires projectiles at the direction the player is aiming. They have the shortest fire rate of any weapon in the game and don't suffer reloads and has a high ammo count, though its damage is small.

POLYP RIFLE

A hold to fire machine gun that simply fires projectiles at the direction the player is aiming. Reloading is the shortest of all weapons. They provide medium damage but allow for finer aiming of targets and have a relatively large ammo count.

MENSTRUAL SPLATTER RIFLE

A click to fire shotgun that fires scattered projectiles at random directions within an angular direction from where the player is currently facing. These deal less damage but provide crowd control when facing large swathes of enemies. Reload is medium length with a small ammo count.

SNOT ROCKET

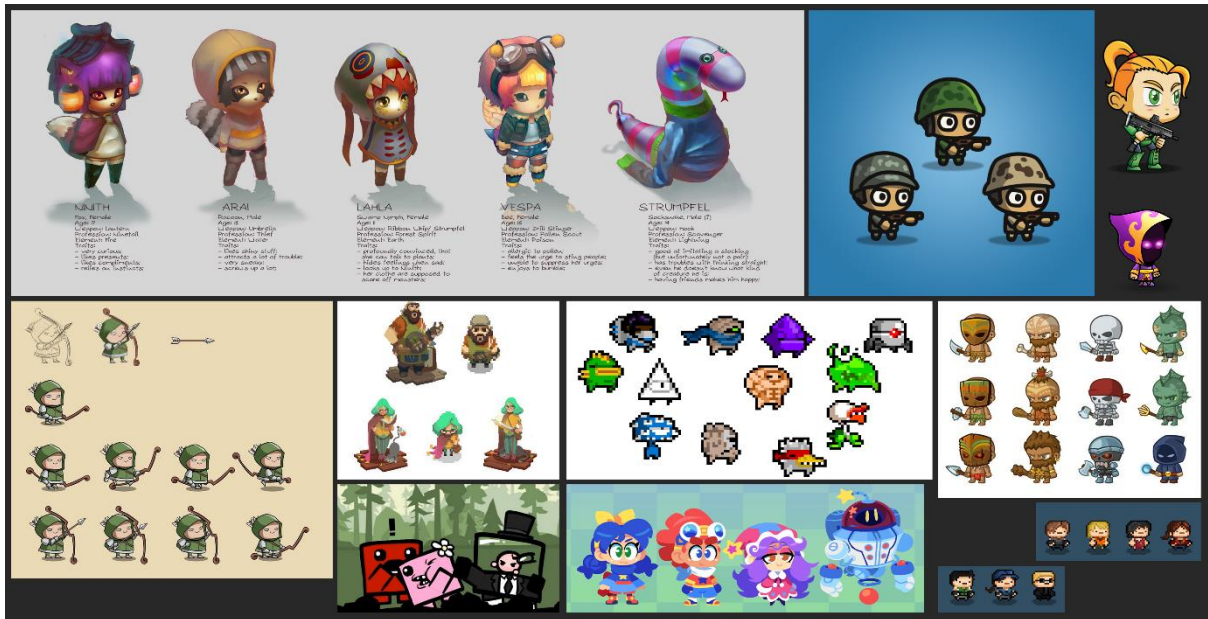
A click to fire rocket launcher. This weapon fires direct projectiles at the player's current facing direction. They explode upon impact with anything in scene except from the player themselves. Upon detonating they have an area of effect which if the player is too close to, will receive damage from. The reload is the longest in the game with the longest fire rate but deals high damage as a counter as well as having an incredibly small ammo count.

VISUAL STYLE

The following section will document and discuss the stylistic look of each area of the game. They will be backed with a mood board for each section to give the “feel” of each.

Character Style:

The style of characters within the game will follow simplistic shapes in a very cartoon-like fashion. Strong outlines and contrasting colours to give a bright visual foreground from the background scenery.



Environment Style:

The style of the environment will follow a dimmed tone so as not to confuse itself with the foreground characters, elements and items. It will also have a sci-fi tone mixed with grim dungeon like backdrops. This is to give a futuristic but dingy and cartoon like tone to the game's backdrop.

