

A top-down roguelike shooter similar to *The Binding of Isaac* and *SMASH TV* with bosses made up of multiple segments, with each segment providing its own specific attack/movement pattern/passive bonus. In between each boss, players can choose to exchange for new weapons, new items, or body parts that can be used to replace a segment of an upcoming boss.

Themed around gundam robots

Viable Prototype in 1-2 weeks for feedback, then add more enemies and features

EXCHANGE: The player can only hold one type of weapon and one type of item at a time, and must *exchange* them out if they want a new one. The player can also choose to collect special body parts that they can *exchange* a body part of an upcoming boss with, which will have upsides and downsides (though which comes first depends on the body part used)

The Story:

It has been ten years since the end of the Synthetic Offensive. The Talos Corporation's vicious combat mechs and the innumerable factories that produced them were destroyed by atomic fire, along with most of Surokawa Prefecture. But although the brunt of the mechanical army was annihilated, one factory still stands:

The Prime Facility.

Designed by the Corporation to be fully automated and completely indestructible, the Facility was barely affected by the bombings. Even within the abandoned Surokawa wastes, it continues to silently churn out emotionless living weapons, programmed to keep the City safe and pristine... by eliminating all organic life within.

Further efforts to destroy the Facility have proven fruitless, so the City's leadership have turned to a new solution: selecting capable inmates from the Prison Prefectures, training them into obedient soldiers, and sending them into the Facility to eliminate as many new mechs as possible, in the hopes of slowing production down just long enough to buy the City another day of existence.

You are one such prisoner.

Your survival is not anticipated.

The Gameplay

This game is a *top-down shooter* with *roguelike* elements. The player makes their way through an abandoned mecha factory, room by room, alternating between boss encounters and item rooms. The bosses and items encountered in each run will be randomized, ensuring that no run is the same. Each boss killed grants 1 point, with the player's high score saved on death. As the run continues, bosses will grow healthier and more dangerous, and items will become

less common. There is no win condition (as of now); players will compete for high scores and see who can last the longest.

Controls:

- *WASD* (or *Left Joystick*) to move the player up, left, right, and down.
- *The arrow keys* (or *Right Joystick*) to fire projectiles in the corresponding direction.
 - Holding down one vertical key and one horizontal key will fire an attack in the corresponding diagonal direction.
 - Players can move and attack simultaneously, and in independent directions (i.e. move left while attacking to the right)
 - The WASD and Arrow keys can also be used to move through game menus.
- *Space* (or *Left Trigger*) causes the player to *dash* in whatever direction they are moving at a higher speed, allowing them to dodge attacks with good timing.
 - There is a brief cooldown between dashes (around 1-2 seconds).
 - Dashes do *not* give invincibility frames (players cannot safely dash through projectiles)
- *Shift* (or *Right Trigger*) triggers the effect of whatever Slot Item the player is holding.
 - Items have various effects and varied cooldowns depending on what those effects are.
- *Enter* (or *A*) to interact with an object.
 - This includes selecting/exchanging an item in an item room, choosing a boss segment to replace, and pressing the button to start the boss fight.
 - This button is also used to interact with game menus.
- *P* (or *Start*) to pause the game and access the pause menu.

The Player

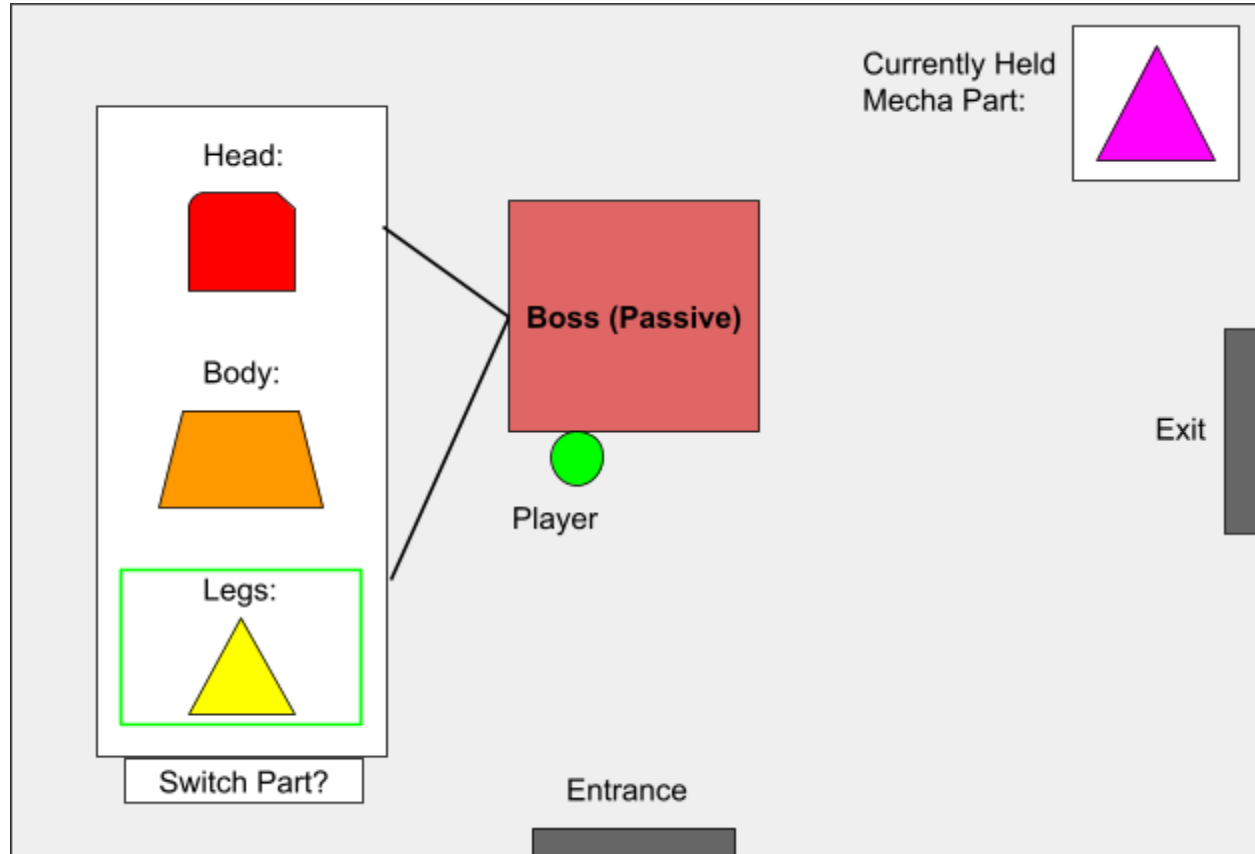
The player plays as a convicted criminal, sentenced to enter the factory and destroy as many mechas as possible in order to buy the City more time, at the cost of your own life. The player character starts each game with with the same base stats:

- *Health*: 6
- *Movement Speed*: Average (1 unit per second or so)
- *Starting Weapon*: Machine Gun
 - *Base Damage*: 3 per projectile
 - *Fire Rate*: 2 projectiles per second
 - *Projectile Speed*: Fast (4 units per second or so)
 - *Accuracy*: High (10 degrees of bullet spread)
- *Starting Item*: N/A

Bosses in General

The bosses of the game are semi-randomly generated. Each boss is made up of three parts: *legs*, *arms*, and *head*. The *legs* determine the boss' movement patterns, while the *arms* and *head* determine how it attacks. These attack/movement patterns are predetermined, but what specific body parts each individual boss has will be randomized.

Upon entering a boss room, the boss will spawn in a passive state, snoozing in the center of the room. If the player interacts with the passive boss, they can inspect the specific body parts that make it up, and replace one of those body parts with a held Mecha Part if they so choose. Closing out of the inspection menu or attacking the robot will activate it and start the battle proper. The player will not be able to leave the room until the boss is defeated.



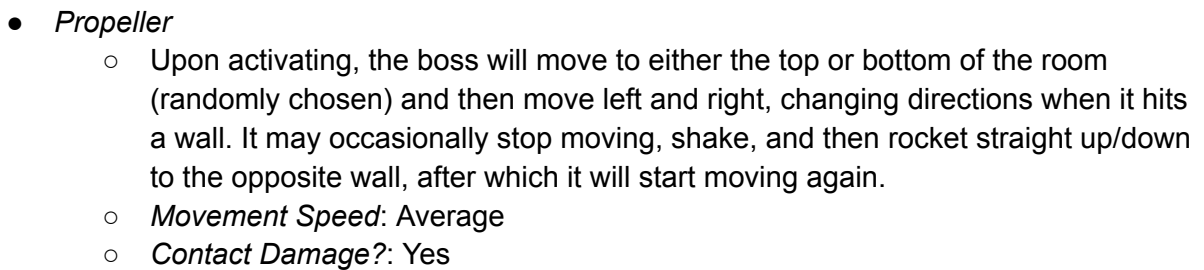
Boss health is randomly generated in a range between two numbers. As the game goes on, this range will increase:

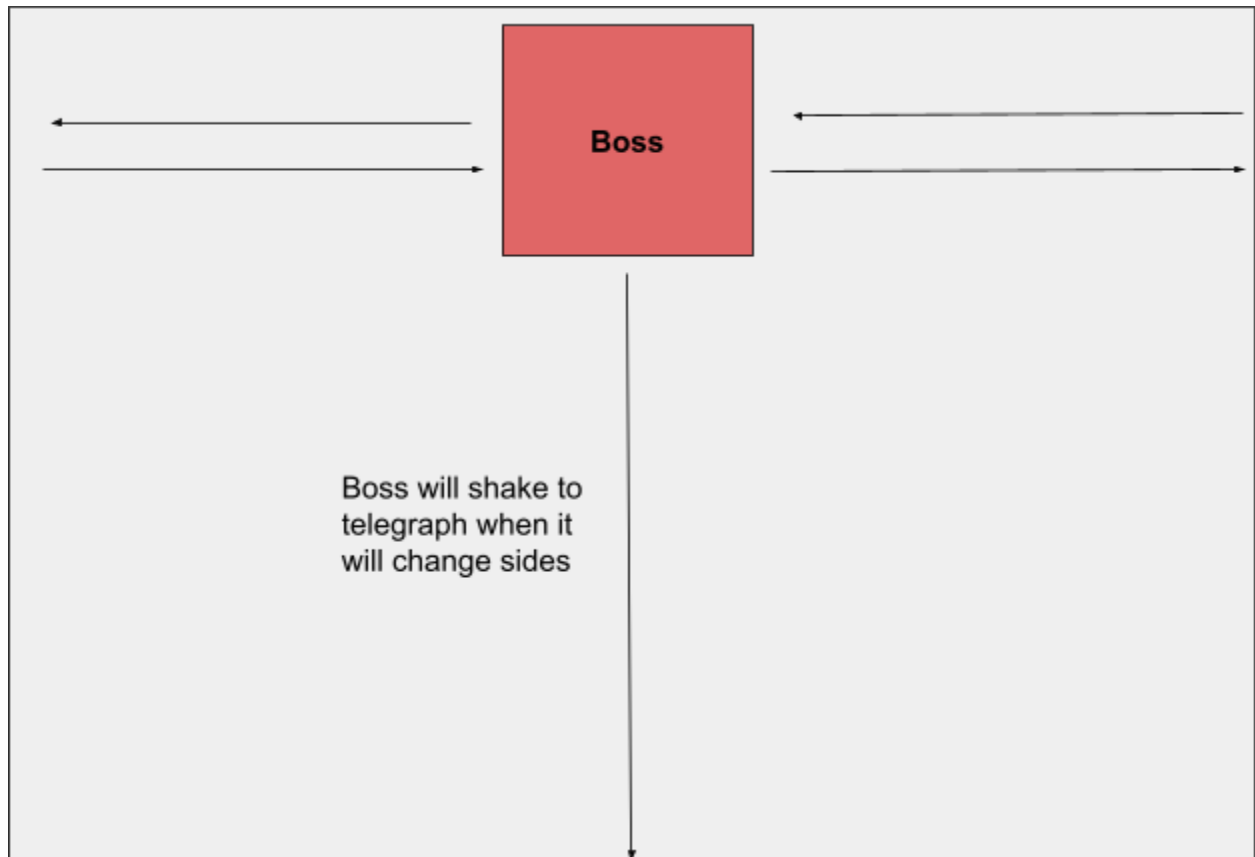
- If the player's score is *below 5*, boss health will be between 175 and 200.
- If the player's score is *above 5 and below 10*, boss health will be between 200 and 250.
- If the player's score is *above 10 and below 20*, boss health will be between 300 and 400.
- If the player's score is *above 20*, boss health will be between 400 and 500.
 - The boss' health will be shown in a healthbar at the very bottom of the screen.

Boss Legs

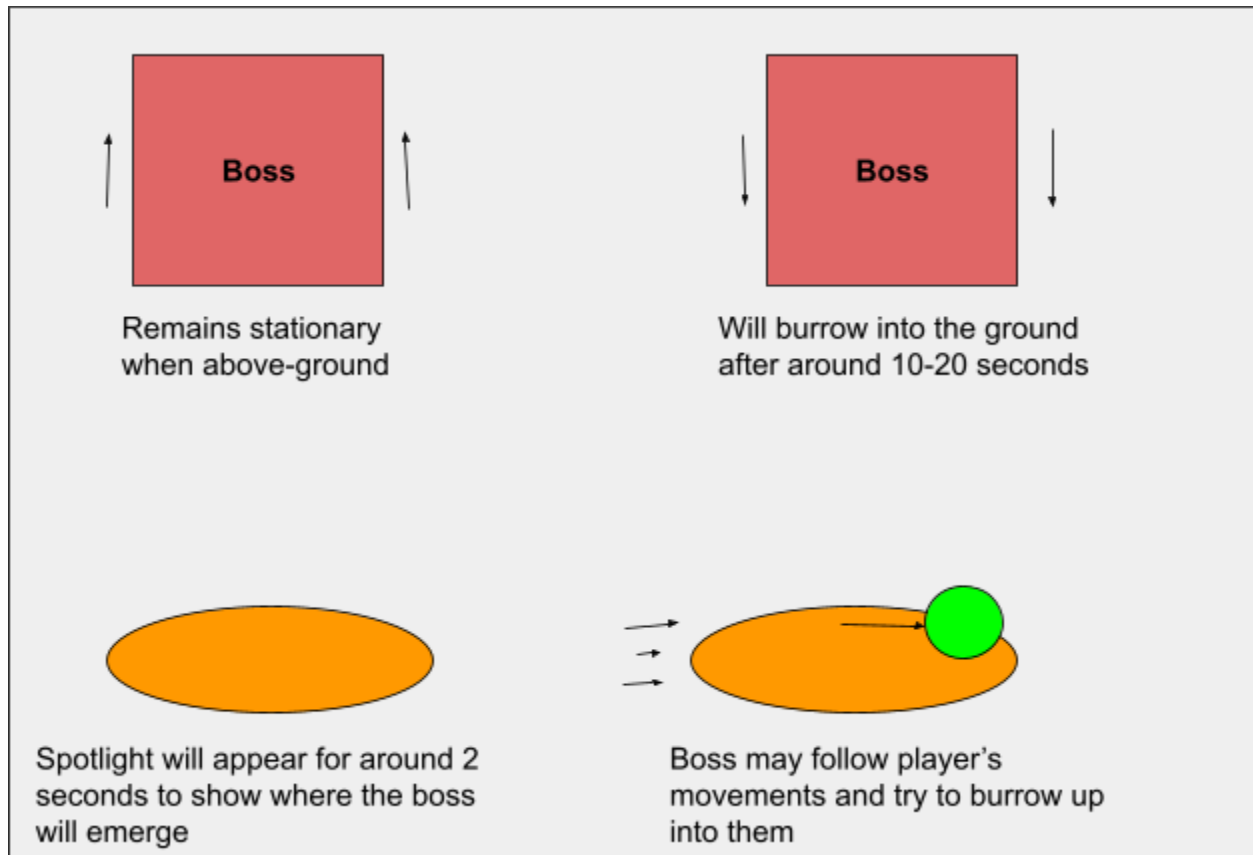
The Legs determine the boss' movement pattern, how it moves across the arena.

- *Treads*
 - These legs will make the boss move in a rectangular "figure-8" pattern across the room. The specific direction that it starts moving in (up or down, then left or right) will be randomly chosen before the fight starts.
 - *Movement Speed*: Average
 - *Contact Damage?*: Yes



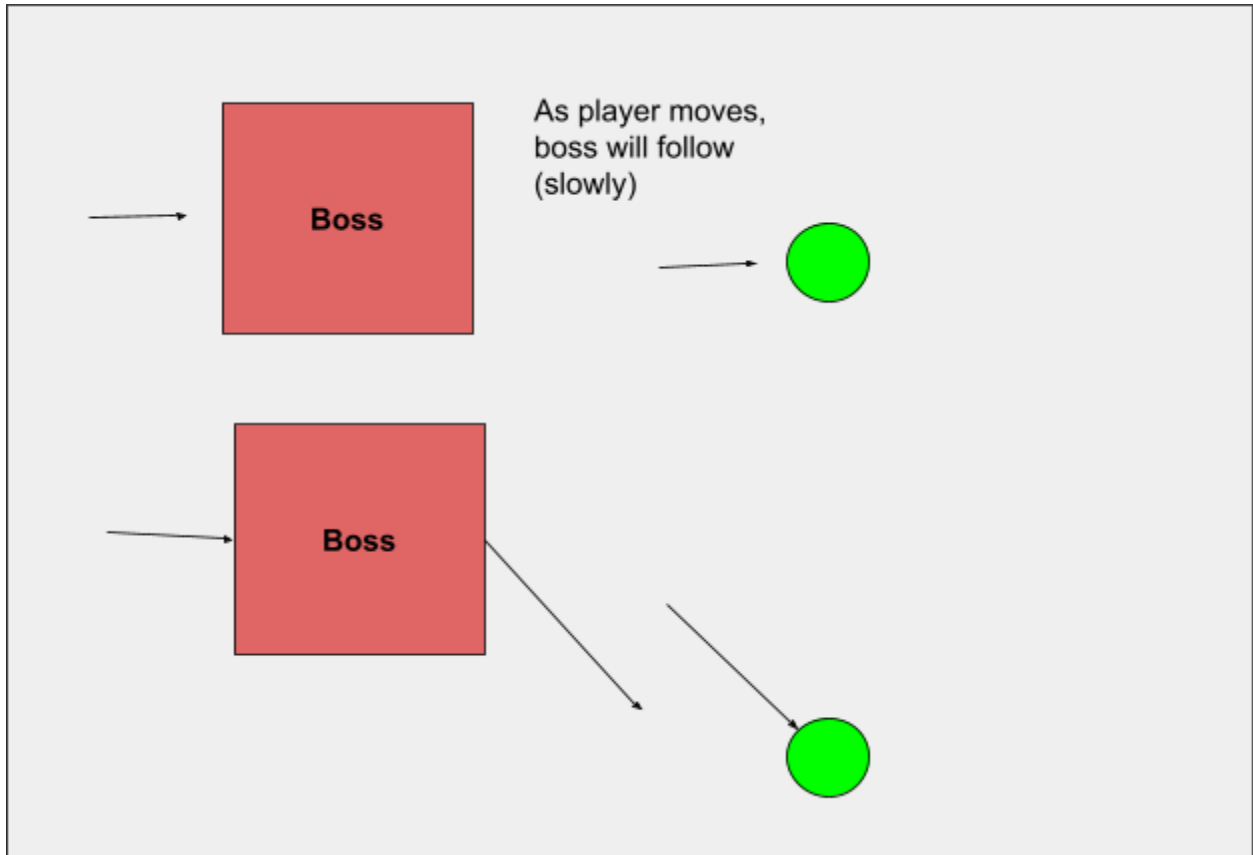


- *Drill*
 - These legs will cause the boss to teleport around the arena, by drilling into the ground and reemerging several seconds later at a different spot. The location that the boss will emerge from will be briefly telegraphed with a spotlight. Sometimes the boss will try to emerge directly beneath the player; the spotlight will remain below the player as they move and will stop for one second before the boss surfaces. There is a brief delay between when the boss emerges and when it can start attacking, and the boss cannot attack at all while underground.
 - *Movement Speed*: None (when above ground); Fast (when drilling)
 - *Contact Damage?*: Yes



- **Wheels**

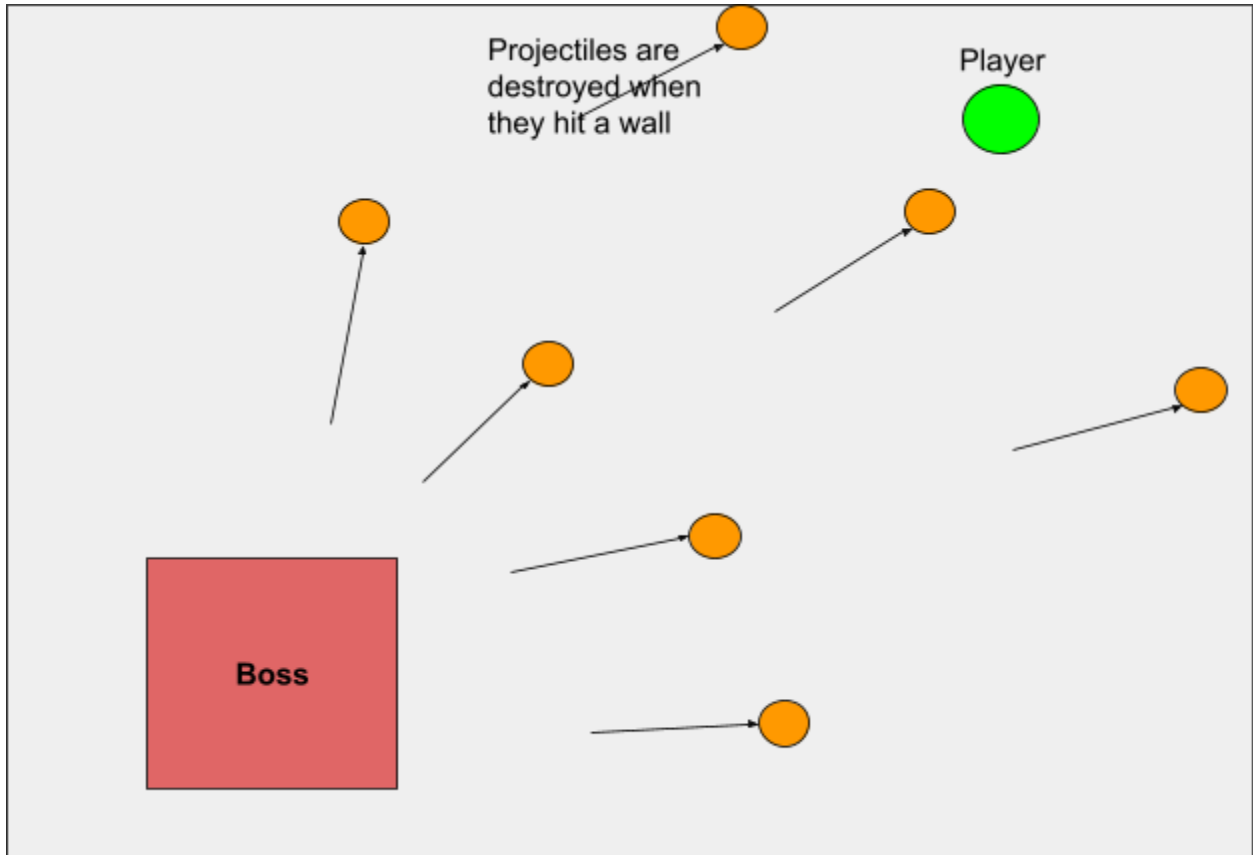
- With these legs, the boss will directly chase after the player, slowly moving towards their position and turning to change direction when the player moves.
- *Movement Speed:* Low
- *Contact Damage?:* Yes



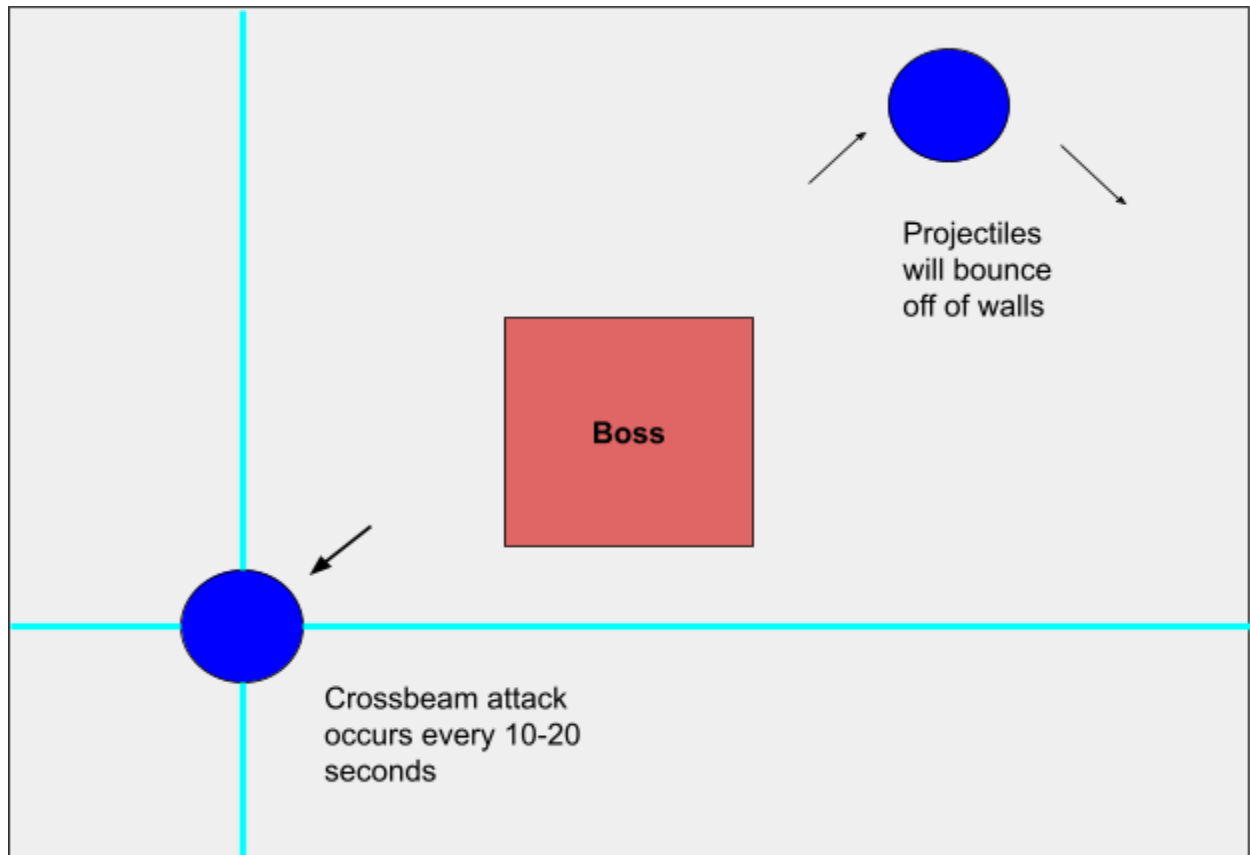
Boss Arms

The arms determine the boss' first attack. These are usually bullet hell attacks that cover much of the screen and force the player to weave around them.

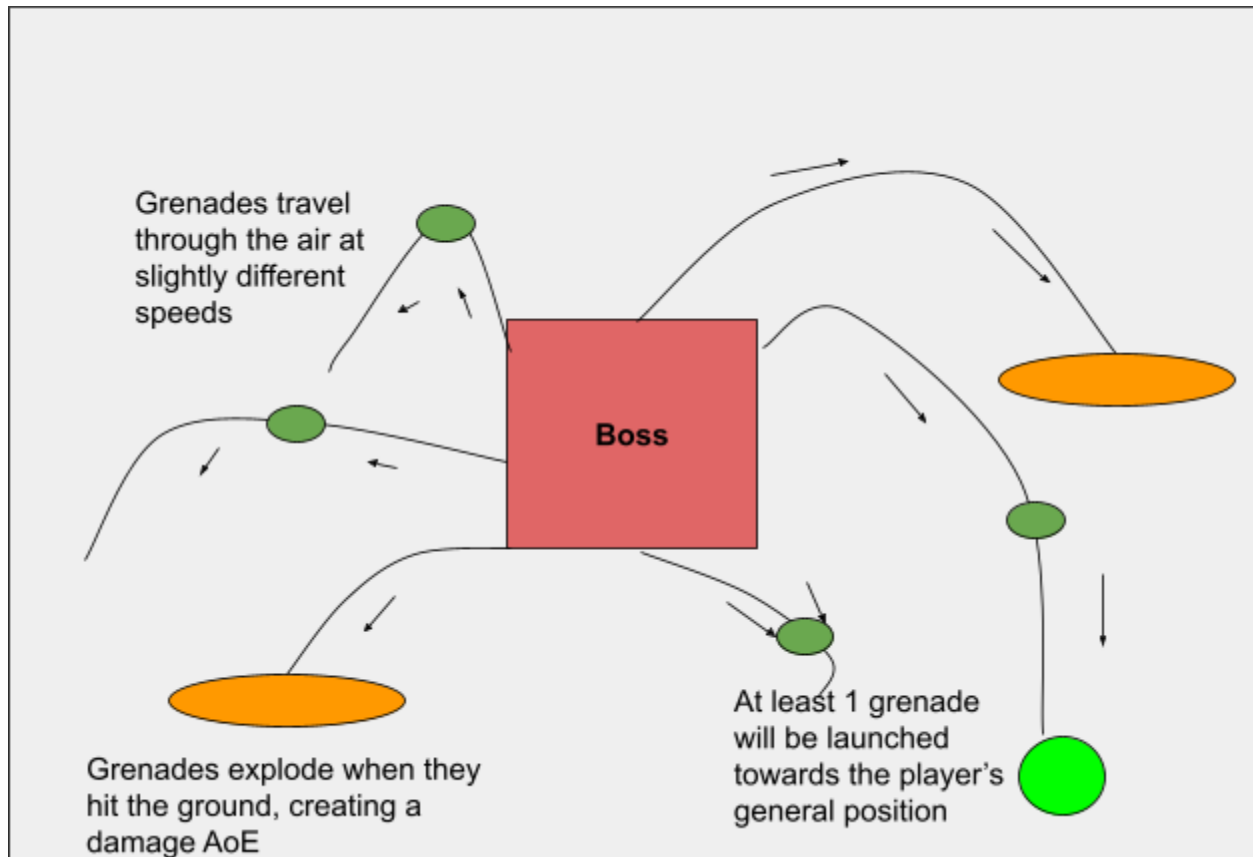
- *Spreadshot*
 - With these arms, the boss will fire out spreads of projectiles, alternating between a 5-shot spread and a 4-shot spread. There is about a second of delay between each volley. The attacks will be aimed towards the player's general location. The projectiles will be deleted when they hit a wall.
 - *Projectile Speed*: Average
 - *Projectile Size*: Average



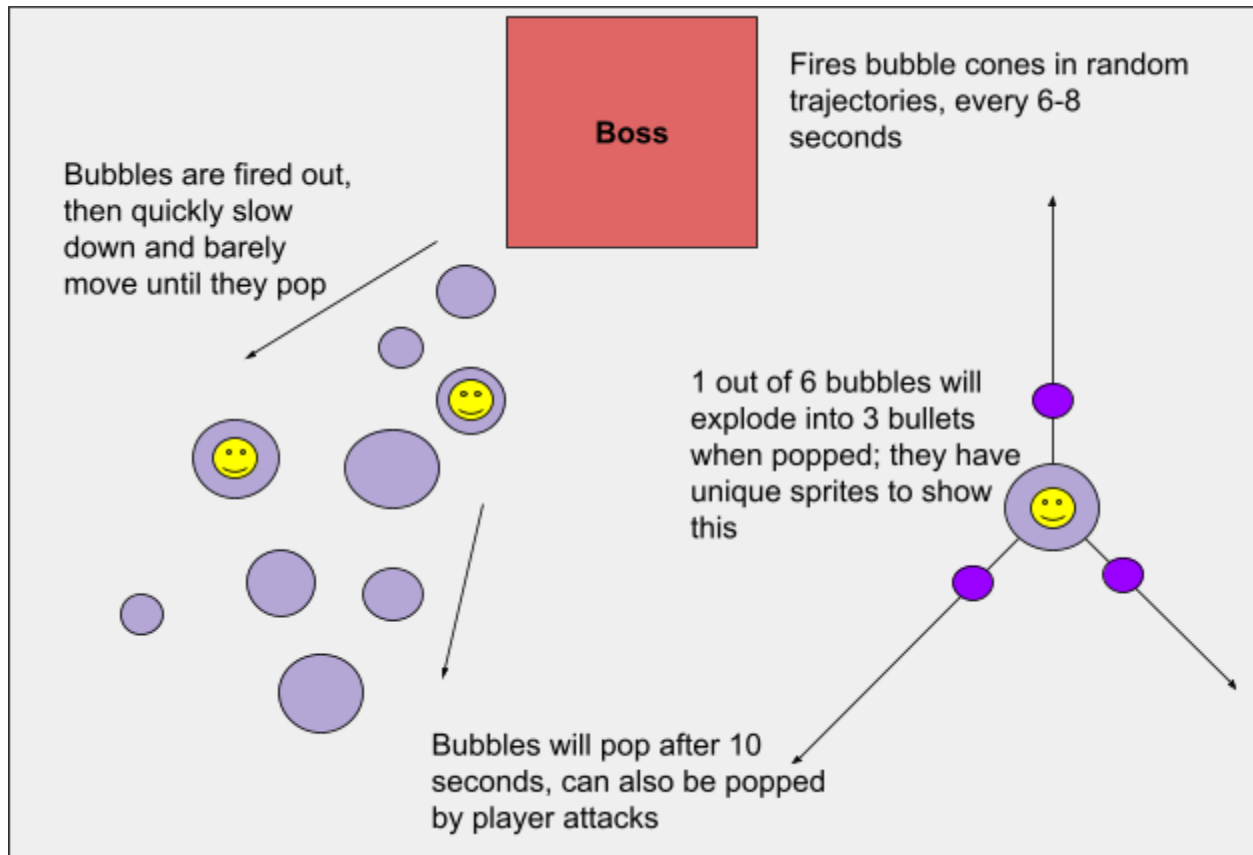
- *Plasma Launcher*
 - At the start of the fight, when the boss wakes up, each arm will fire out a ball of plasma (2 in total), which will begin to slowly move in diagonal lines, changing trajectories whenever they touch a wall. Every 10-20 seconds, the ball will charge up and fire laser beams in the four cardinal directions. This attack will be briefly telegraphed by dotted lines.
 - *Projectile Speed*: Slow (Ball), Instant (Laser Beam)
 - *Projectile Size*: Large



- *Grenade Lobber*
 - With these arms, the boss will attack by lobbing out 6-8 grenades, which will arc through the air and explode upon hitting the ground. At least 1 of the grenades will be launched towards the area around the player's initial position; the rest will have randomized trajectories. The projectiles will travel through the air at slightly different speeds, so they don't all land at the exact same time, but within the same 3-5 second window.
 - *Projectile Speed*: Slow to Average
 - *Projectile Size*: Very Large (Explosion)



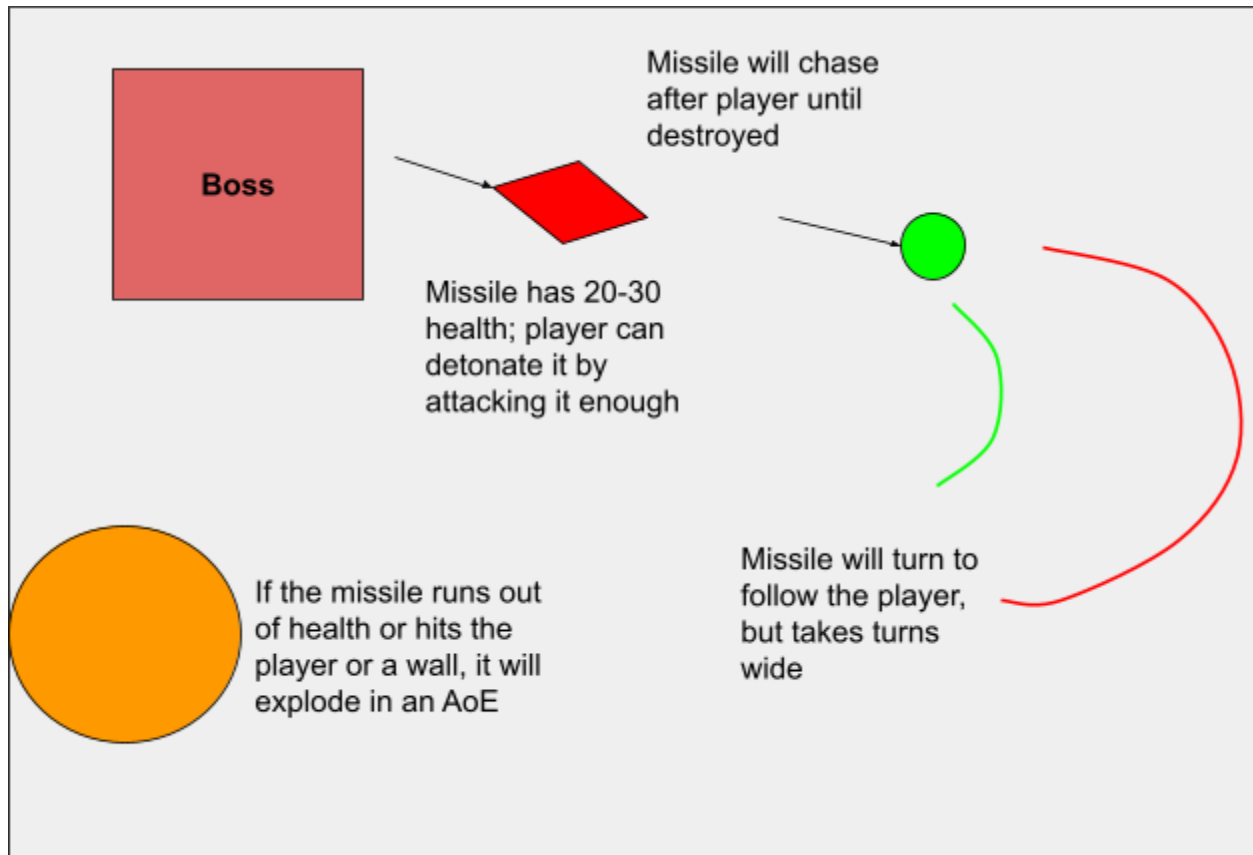
- *Poison Bubbler*
 - With these arms, the boss will spray out bubbles of noxious poison in cone-shaped patterns. The boss will fire out a new cone every 6-8 seconds, in a random location. Each cone will be comprised of around 8-12 bubbles of various sizes, which will slowly, aimlessly drift in a random direction. The bubbles will pop on their own after 10 seconds, but can also be popped by the player's projectiles. Around 1 in 6 (16%) of bubbles will burst into a spread of 3 bullets when popped; this is telegraphed by having a unique sprite. The bubbles will deal damage on direct contact as well.
 - *Projectile Speed*: Very Slow
 - *Projectile Size*: Small-Average (Randomly determined)



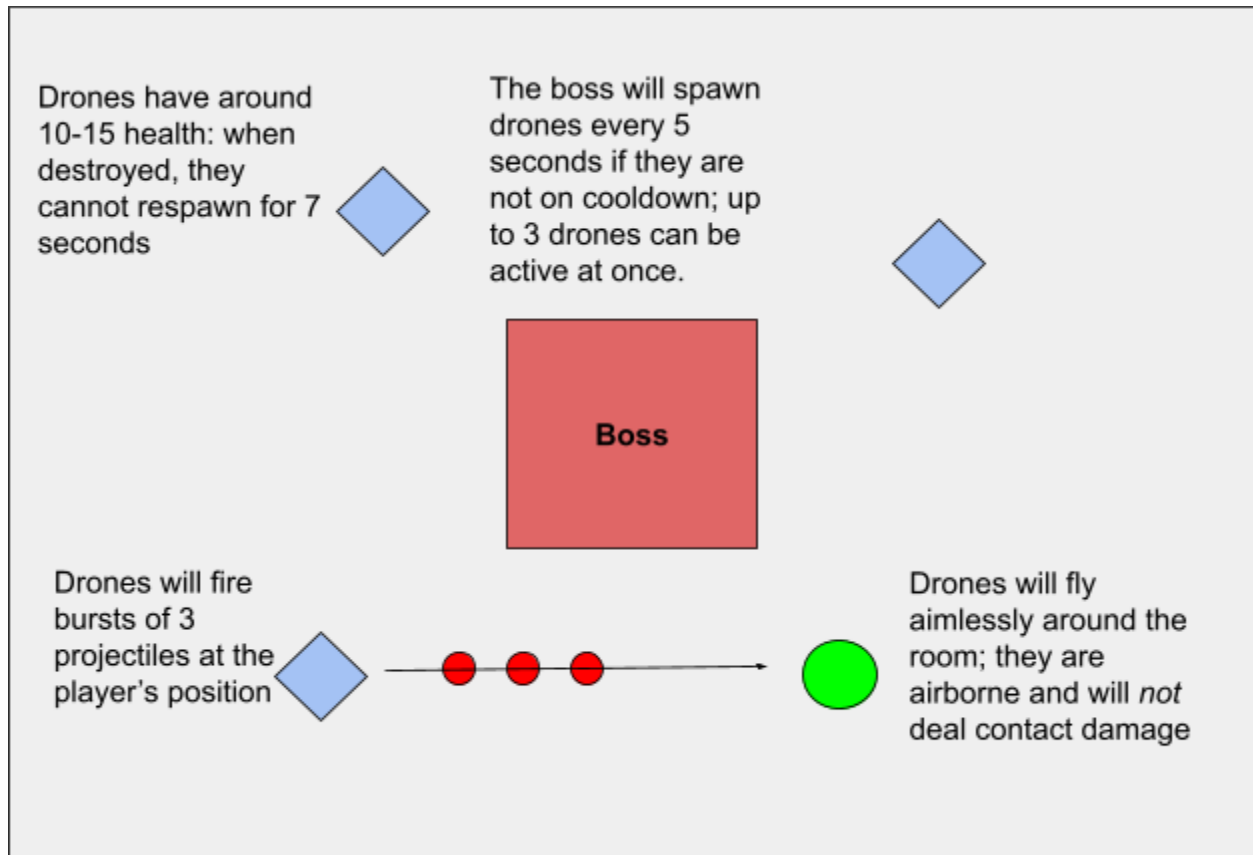
Boss Heads

The head determines the boss' second attack. This is usually a specialized attack that directly targets the player in some way, and makes it more challenging to avoid the attacks from the arms.

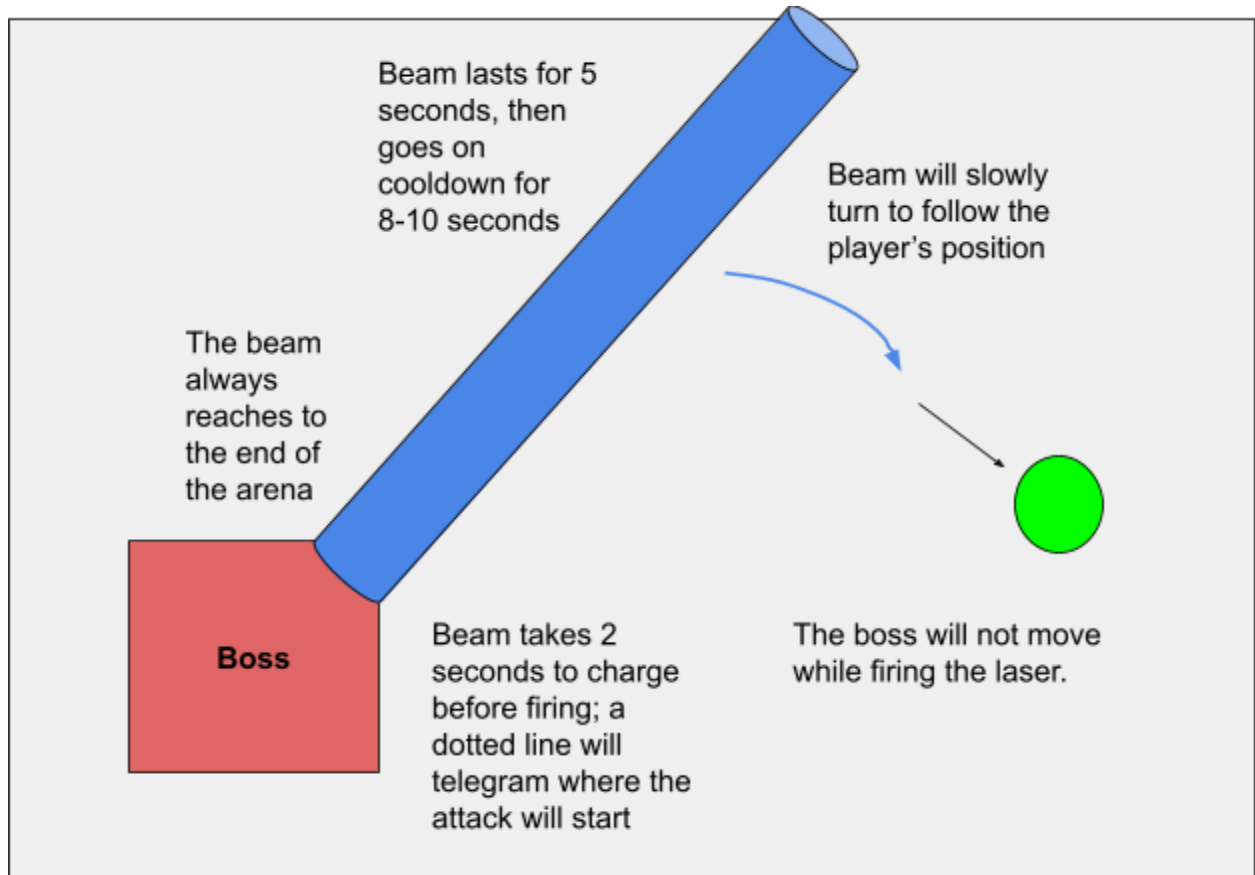
- *Tank Gun*
 - This head will fire out a large heat-seeking missile that will travel towards the player's position, changing trajectories as the player moves. It will explode on contact with the player or a wall, and has a large AoE. The projectile can also be detonated if the player deals enough damage to it; it has around 20-30 HP. Finally, it takes turns wide, so the player can trick it into crashing into a wall if they move in the right way.
 - *Projectile Speed*: Average
 - *Projectile Size*: Average (Missile); Very Large (Explosion)



- **Drone Spawner**
 - With this head, the boss will spawn in combat drones from time to time. The drones will slowly fly around the arena, and will fire bursts of bullets at the player's position. The boss will spawn drones every 5 seconds as long as they aren't on cooldown; up to 3 drones can be active at once. Drones have around 10-15 health; when a drone is destroyed, it goes on cooldown, and cannot be respawned for 7 seconds. Drones will not deal contact damage; they will fly over the player.
 - *Drone Projectile Size*: Small
 - *Drone Projectile Speed*: Fast

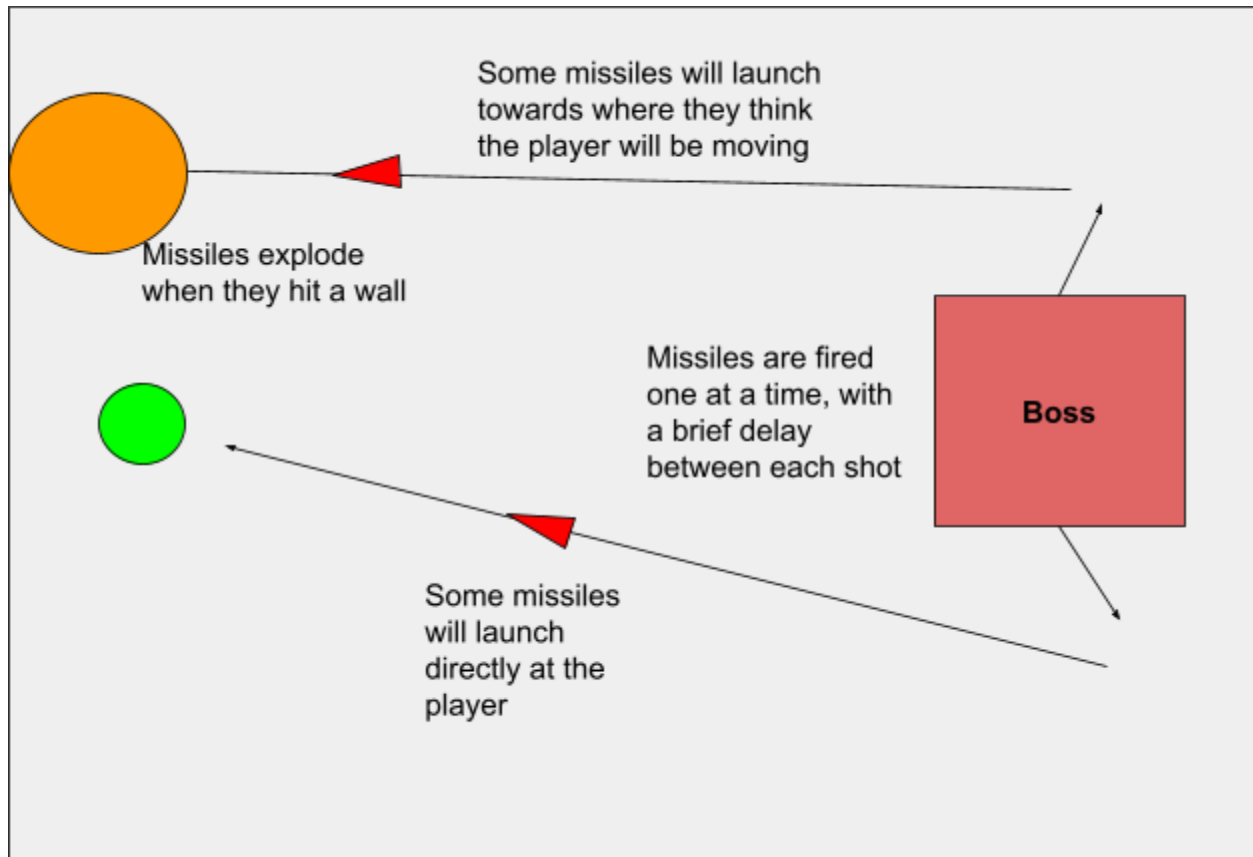


- **Laser Cannon**
 - With this head, the boss will occasionally charge up and fire a large laser beam at the player's position. The laser beam will last for around 5 seconds, and the boss will slowly turn it towards the player's position as they move. The beam takes about 2 seconds to charge up, and a dotted line will telegram the initial firing position of the beam. After using the beam, the boss cannot use it again for around 8-10 seconds. The boss cannot move while firing the laser.
 - *Projectile Size:* Large
 - *Projectile Speed:* Instant



- **Missile Launcher**

- This head will fire out missiles. Missiles will launch out traveling briefly in one direction, then they will turn towards the player and launch out at high speed in a straight line. Upon contact with a wall, they will explode. Missiles will either directly target the player's current position or target an area to the left or right of the player, based on the direction they are moving, to try and trick the player into running into the attack.
- *Projectile Size:* Small (Missile), Large (Explosion)
- *Projectile Speed:* Fast



Items in General

Items will spawn in Item Rooms, and can be used by the player to improve their chances of survival. Items will spawn in groups of three, but only one can be taken; when one item is picked up the rest will disappear. Items come in three main categories:

- *Weapons* determine the player's method of attack. Different weapons have different attack types, damage amounts, and fire rates.
 - The player can only have one weapon held at a time.
- *Slot Items* are stored in the player's Item Slot. These items can be activated to trigger a specific effect, such as creating a shield or firing a missile. These items have cooldowns in between uses, which vary for each individual item.
 - The player can only have one Slot Item held at a time.
- *Mecha Parts* are body parts for the combat mechs you fight. Before each fight starts, you can choose to replace one of the boss' three body parts with your Mecha Part, which will change how the battle goes. Some Mecha Parts will debuff the boss, such as replacing its regular attack with one that is easier to dodge, but will have some kind of negative consequence down the line. Other Mecha Parts will buff the boss, such as giving it more health, but will guarantee additional rewards or benefits if the buffed boss is defeated.
 - The player can only have *two* Mecha Parts held at a time.

In addition, every item room will contain 1 *health pickup*, which will refill one point of health. These can be taken without removing any items from the room. Item rooms can also be exited without taking any items, if needed.

Weapons

- *Shotgun*
 - The shotgun fires out bursts of high-damage, low-accuracy projectiles. The projectiles will disappear after traveling a certain distance, so the player needs to be close to the target to damage it effectively.
 - *Base Damage*: 3 per projectile; 5 projectiles fired per shot
 - *Fire Rate*: 5 projectiles fired per shot; 1 shot per second.
 - *Projectile Speed*: Fast (4 units per second or so)
 - *Accuracy*: Low (30 degrees of bullet spread)
- *Laser Beam*
 - This weapon will fire out a thin laser projectile, which can pierce through and damage multiple targets at once. The beam needs to be charged up before it can be fired, and while it is accurate and has a range of the entire screen, it is very thin.
 - *Base Damage*: 5 per beam
 - *Fire Rate*: 1 beam every 2 seconds (the weapon takes 2 seconds to charge before it can be fired)
 - *Projectile Speed*: Instant
 - *Accuracy*: High (10 degrees of bullet spread)
- *Energy Sword*
 - The energy sword replaces the player's gun with a high-damage melee attack. The player can quickly shred through enemy health with this weapon, but they need to get very close to the target, which makes it much harder to initially dodge attacks.
 - *Base Damage*: 8 per slash
 - *Fire Rate*: 2 slashes per second
 - *Attack Range*: Around 2 units by 2 units in front of the player
 - *Accuracy*: No random spread
- *Homing Blaster*
 - This weapon fires out little energy projectiles that will automatically home in on the nearest enemy. However, they travel slowly through the air and don't do as much damage.
 - *Base Damage*: 2 per projectile
 - *Fire Rate*: 2 projectiles per second
 - *Projectile Speed*: Slow (1 unit per second or so)
 - *Accuracy*: No random spread

Slot Items

- *Damage Booster*
 - While this item is active, the damage from the player's weapon is increased by 25%, rounded to the nearest whole number. The effect lasts for 8 seconds, then the item goes on cooldown.
 - *Cooldown Time*: 20 seconds.

- *Bullet Clearer*
 - On use, all of the bullets and beams on screen are removed, and all missiles are detonated. Has no effect on drones.
 - *Cooldown Time*: 30 seconds
- *Shield*
 - On use, a shield is created around the player. If the player would take damage, the shield is destroyed and the damage is negated. If not destroyed, the shield will deactivate after 15 seconds.
 - *Cooldown Time*: 20 seconds (if time ends and it deactivates); 40 seconds (if it is destroyed)
- *Speed Booster*
 - On use, for the next 8 seconds, the player's movement speed is increased by 25%. The effect can be ended early by using the item again while the boost is active.
 - *Cooldown Time*: 10 seconds
- *Missile Launcher*
 - On use, fires out a homing missile that will launch towards the boss and explode, dealing 30 damage and deleting any projectiles within its explosion radius.
 - *Cooldown Time*: 30 seconds
- *Polarity Reverser*
 - On use, all projectiles within a small circular area around the player will be reflected and launch back at the boss, dealing 3 damage per projectile on hit.
 - *Cooldown Time*: 15 seconds

Mecha Parts

Mecha Parts fall into three main categories. *Switch Parts* are the most simple, allowing you to replace one body part with another. *Debuff Parts* can be used to make the current boss easier, at the cost of some kind of future negative consequence. *Buff Parts* can be used to make the current fight harder, but guarantees extra rewards for beating it.

Switch Parts

- There is a Switch Part for each set of legs, arms, and heads in the game. You can only exchange a Switch Part for a part of the same type (i.e. you can only use an Arms Switch Part to replace the boss's arms.) Essentially, this lets you trade one type of movement/attack for another, which can be useful if a particular attack combination is difficult.

Buff and Debuff Parts are partially randomly generated from a list of options. They also come in three different tiers of effect; the higher the effect of the buff/debuff is, the better/worse the consequence will be. Some parts can be applied to *any* body part, while others are more specific. These parts also will *not* replace the specific attack/movement pattern associated with the part unless specified otherwise.

Debuff Parts

These parts will contain *one Debuff Effect* chosen at random and *one Debuff Consequence* chosen at random. The *effect tier* of both will also be randomly chosen (if one is RED tier, the other will also be RED tier)

<i>Debuff Effect (and body parts it can apply to)</i>	BUT...	<i>Debuff Consequence</i>
The boss is guaranteed to drop 1/2/3 hearts when defeated. (ANY BODY PART)		The next 1/2/3 bosses will start immediately, preventing you from inspecting and switching out parts.
Reduces boss health by 10%/15%/20% (ANY BODY PART)		Health Pickups will <i>not</i> spawn in the next 1/2/3 item rooms.
Reduces the time of Slot Item cooldowns for the fight by 10/15/20 seconds (ANY BODY PART)		The next 1/2/3 rooms are guaranteed to be boss rooms.
Increases time between this body part's attacks/abilities by 2/3/4 seconds (ARMS, HEAD)		The next item room you encounter will only have 2/1/0 available items.
Reduces projectile travel speed from this body part by 10%/20%/30% (ARMS, HEAD)		The next boss you fight will have 10%/20%/30% more health.
Reduces the size of this body part's projectiles by 20%/25%/30% (ARMS, HEAD)		The next 1/2/3 bosses you fight will not have any health bars shown.
Reduces boss movement speed by 15%/20%/25% (LEGS)		Mecha Parts (of any type) will <i>not</i> spawn in the next 1/2/3 item rooms. They will be replaced by a Weapon or Slot Item.
Prevents the boss from dealing any form of contact		The attacks of the next boss you fight will travel

damage. Increases the size of the boss' hitbox by 10%/20%/30% (LEGS)		10%/20%/30% faster.
		The next boss you fight will move 15%/20%/25% faster.
		The size of the next boss' projectiles will be increased by 20%/25%/30%

These effects are special, and cannot be applied to regular Debuff Parts. They also have no effect tiers, but their consequences (which are also unique) *will* be randomly chosen.

<i>Special Debuff Effects</i>	BUT...	<i>Special Consequences</i>
<i>REMOVES</i> the current legs, keeping the boss completely stationary in the center of the room. (LEGS)		The next boss you fight will move <i>50% faster</i> .
<i>REMOVES</i> the current arms, removing that attack from the boss' pattern. (ARMS)		The next boss you fight will deal 2 hearts of damage with each attack.
<i>REMOVES</i> the current head, removing that attack from the boss' pattern (HEAD)		The next boss you fight will have <i>double health</i> .

Buff Parts

<i>Buff Effect (and body part it applies to)</i>	BUT...	<i>Buff Consequence</i>
Increases the boss' health by 10%/20%/30% (ANY BODY PART)		The next item room you encounter will be guaranteed to contain 2/3/4 hearts.
Increases the time of Slot		The next boss you fight will

Item cooldowns for the fight by 10/15/20 seconds (ANY BODY PART)		take 4/8/12 seconds longer to wake up, allowing you to deal extra damage to them before the fight starts.
Increases projectile travel speed from this body part by 10%/20%/30% (ARMS, HEAD)		The next boss you fight will have their health reduced by 20%/25%/30%
Increases the size of this body part's projectiles by 20%/25%/30% (ARMS, HEAD)		The next item room you encounter will contain 4/5/6 items to choose from.
Projectiles from this attack/ability will have a 20%/30%/40% chance to deal double damage (the sprite is changed to a fluorescent red color to reflect this) (ARMS, HEAD)		The next 1/2/3 bosses you encounter are guaranteed to have the following room be an item room.
Increases boss movement speed by 15%/20%/25% (LEGS)		The next boss you fight will have the time between between <i>all</i> of its attacks/abilities increased by 2/3/4 seconds
Reduces the size of the boss' hitbox by 10%/20%/30%. Any contact with the boss will deal 2 hearts of damage. (LEGS)		The next boss you fight will have the size of <i>all</i> of its projectiles reduced by 20%/25%/30%
		The next boss you fight will have the movement speed of <i>all</i> of its projectiles reduced by 10%/20%/30%
		For the next boss you fight, your movement speed will be

		passively increased by 15%/20%/25%
		For the next boss you fight, your projectile speed and projectile accuracy will be passively increased by 15%/20%/25%

<i>Special Buff Effects</i>	BUT...	<i>Special Consequences</i>
The boss will <i>split</i> into 2 smaller copies. Each copy has 50% of the HP of the regular boss form (i.e. 200 health = 2 100 health enemies) and share the same attack types. (ANY BODY PART)		The next boss you fight will have its movement speed and projectile fire rate <i>reduced</i> by 33%
All of the attacks from this body part will deal 2 <i>hearts</i> of damage. (ARMS, HEAD)		The next boss you defeat will <i>fully heal you</i> on death.
This boss will have <i>double health</i> . (LEGS)		The next boss you fight will <i>take double damage</i> from <i>all</i> sources.

Level Layout

The game's singular level is separated out into individual rooms, which can come in one of two categories. New rooms can spawn to the left, right, or top of the current room, but never on the bottom. The player cannot return to a room after leaving it. Only three rooms are generated at any one time: the room the player is in, and the two upcoming future rooms. Upon leaving a room, that room despawns from the map.

- *Boss Rooms* are the rooms where a player fights a boss encounter. They cannot move to the next room until the boss is defeated.
- *Item Rooms* will contain three different items (a mix of weapons, mecha parts, health pickups, and slot items). The player can choose up to one item to take; when picked up, the rest will disappear.

The game's first room is guaranteed to be an Item Room. After that, Item Rooms will periodically spawn in between boss encounters, following this pattern:

- If the player's score is *below 5*, an Item Room will spawn every 1-2 Boss Rooms.

- An example floor layout
- | | | | | |
|------|------|------|------|------|
| | | | | Boss |
| Boss | Item | Boss | Boss | Item |
| Boss | | | | |
| Boss | Item | Boss | | |
| | | | Item | |
| Boss | Item | Boss | Boss | |
| Item | | | | |

When the player dies, the gameplay will freeze and the Game Over screen will appear over the game screen. It will list the player's score in the middle of this text:

Your efforts have earned The City [Player Score] more hours of safety.

From there, the player can either Restart, beginning a brand new run, or Quit back to the menu.