Game Jam 1 Game Design

Player-

Movement- moves in XY axis, is falling constantly, moves fairly slowly, low acceleration, firing weapons affect movement, very slight upward draft pushing the player up constantly, fairly slow to switch from moving opposite direction, takes around 0.5 seconds to change from up to down, and vice versa, and from left to right and vice versa

Health- player has 100 health points, each time they kill an enemy thy restore a portion of health points, when health reaches 0, the player dies, a death animation plays, they are shown a game over screen and they are placed at the start menu of the game

Weapons- one Uzi, one sword, Uzi rapid fire, high fire rate, large ammo count, automatically reloads when ammo reaches 0, ammo automatically replenishes wen player kills an enemy.

Uzi- angelic weapon, rapid fire, high fire rate, large ammo count, 30 bullets, automatically reloads when ammo reaches 0, ammo automatically replenishes when player kills an enemy, each shot slightly pushes the player in the opposite direction, LMB to shoot, no reload, medium damage

Sword- Demonic weapon, plyer can slash once every second, 1 second cooldown, killing an enemy reset this cooldown, player cannot fire Uzi and use sword at same time, using sword causes the gun to stop firing until the slash animation has finished, slash has pinpoint hitbox, very thin, each slash causes the player to dash in the direction of the mouse, RMB to use, very high damage

Combo mechanic:

Time- each time the player kills an enemy they get a combo stack, these stacks reset to 0 between 3 and 1.5 seconds, the more stacks they have the quicker they reset, each stack makes the next reset 0.1 seconds faster, each stack gives multiply the amount of points they get for each kill, 1 stack= x1 multiplier, 2 stacks= x2 multiplier playing an sequence of visuals, maximum x13 multiplayer, once stacks reset 0,  the multiplier resets back to x1, killing all enemies on screen, killing enemies with unique weapons, weaving kills between the Uzi and the sword grants the player 2 stacks for each unique kill,

Accuracy- each time the player kills an enemy without missing a shot from their Uzi either or their sword, they are granted combo stack, these stacks reset when the player misses a shot each stack gives multiply the amount of points they get for each kill, 1 stack= x1 multiplier, 2 stacks= x2 multiplier playing a sequence of visuals, maximum x13 multiplayer, once stacks reset 0, the multiplier resets back to x1,

Diablo Form- each time the player kills an enemy they are granted a stack, at 13 stacks they have the option to turn into their Diablo form, playing a sequence of visuals, making the player invincible and incorporeal for 1.5 seconds, after these 1.5 seconds l enemies on the screen at that time are killed, E key to activate Diablo Form

Score mechanic- each time the player kills an enemy they are a certain number of points based on the enemy type,

Player States-

Alive

Dead

TakeDamage

Stunned- player cannot move or use their weapons.

Cursed- their movement controls ae inverted, up is down, down is up, left is right, right is left

Burning- player takes damage over time for a certain duration

Marked- player is marked for death, they must kill a certain amount of enemies within a certain time limit to remove the mark, if they do not remove the mark in time, the player dies

Possible-

Blinded- screen becomes extremely bright for a duration

Peaceful- the player cannot use their weapons for a duration

Controls-

Movement-

W- up

A- left

S- down

D- right

And

UpArrow- up

LeftArrow- left

DownArrow- down

RightArrow- right

Combat-

LMB- Fire Uzi

RMB- Slash Sword

E- Activate Diablo Form

Menu-

Esc- Pause game

LMB- click button