# BENEATH THE BADLANDS

## Game Design Document

**DEADBOLT INTERACTIVE**

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# BENEATH THE BADLANDS

GAME DESIGN DOCUMENT

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# Game Overview

**Beneath the Badlands** is a first person shooter action game where the player takes the role of a bounty hunter in an alternate version of the North American west. Humanity uses a steampunk method of industrialization to continually strip the Earth of its natural resources. In response, the Earth spawned a plague that mutates flora and fauna deep underground.

The protagonist, Aster, is a non-binary bounty hunter and is played through first person. Sage, Aster's partner, is a female bounty hunter. The duo receive a contract to discover the remains of a derelict town. Upon arrival, an encounter with a creature causes the two to become separated.

Playing as Aster, the audience must navigate dangerous caverns, progressively learning about what happened to the original inhabitants. To advance, players will have to fight hordes of mutated creatures to reach the final boss and end the spread of the plague. As the creatures are slain, they will drop items and upgrades, but players must be careful: resources are limited.

## *Game Design*

**Beneath the Badlands** is a rogue-like, procedurally-generated first person shooter game. Players can upgrade their weapons and enhance their body as they continue through the levels. Players should be warned: if a mutated creature gets the upper hand, Aster will be dragged out of the caves, breaking every enhancement obtained.

## Visuals

The creatures themselves are mutated by a plague with horror-like body alterations. As a 3D first person, the art style revolves around an older, western theme with steampunk inspiration. Based on real life proportions, the texturing will be stylized painterly with a dark tone.

## Physics

*Beneath the Badlands* uses physics similar to the real world in terms of explanation and interactions.

## Narrative

A bounty hunter accepts a contract to discover the cause of a town's desolation, only to find there is a far greater horror hidden beneath. The narrative follows a three-act structure, using elements from classic westerns, science fiction and horror genres in its world building and dialogue.

## Written Style

The narrative script of dialogue and character interaction is familiar and informal. Slang verbiage that applies to the world and society are utilized throughout conversations.

*Dialogue:*

Aster is a quick-witted survivor, resilient and hot-headed. Goal oriented and dedicated, their dialogue is decisive.

Sage is opinionated, passionate, and loyal. A risk taker by heart, Sage is strong-willed and always standing up for what she believes is right.

# Target Audience

Action, horror, blood, and gore, Beneath the Badlands is directed towards audiences 18+. Paralleling a universe similar to our real world, the Badlands hold many dark secrets for those who crave mystery and madness.

As a narrative-based rogue-like, Beneath the Badlands follows a three act story, progressing as the players complete each level. With the aesthetics from classic western themes and horror genres, players who enjoy freedom with their game play fighting styles can uncover the mystery of their lost partner. The core fighting mechanics revolve around weapon alterations and body modifications. Finding the perfect build with RNG [random number generated] stats resonates with those who enjoy resource management.



## Reaching Target Audience

Deadbolt Interactive's mission statement: "We strive to empower women and minorities in the game design industry. Not just within our work culture but also within our games themselves." With the use of social media such as Twitter, Facebook, Instagram, and others, our goal is to reach these underserved markets.

# Look & Feel Summary

Directed towards 18+ audiences, Beneath the Badlands has realistic proportions with a painterly style texture. The overall visuals are based on traditional western themes, as well as taking inspiration from steampunk aesthetics. Western, cowboy base intertwined with steampunk. Old, rustic, and mysterious.

## Color Usage

*The overall colors are based off of realistic examples with emphasizes painterly details. With a dar palette and distinguishing bright accent colors, the color palette reflects the grim events of the overtaken town.*

## Animation Look & Feel

### Aster

- Viewed from first person.
- Dynamic and smooth.
- Realistic thru animated POV.
- Stride with every step.

### Sage

- Dynamic and smooth.
- Postured with confidence.
- Viewed from second person through the viewpoint of Aster.

### Enemies

- Telegraph action before their attacks.
- Actions and movement are similar to their perspective references from real life.
- Vary between enemy type and creature form.

## Usability

User interaction with the game flows throughout game play. Fast-paced with suspense and action, the rogue-like gameplay gives upgrades and rewards. World building interactions and mechanics are based on real life physics.

## Sound

Majority of sound is based on real life examples with few exceptions from creatures. Creatures are mutated in this world and will have adjustments but still hold the natural sounds from real world examples.

## Story

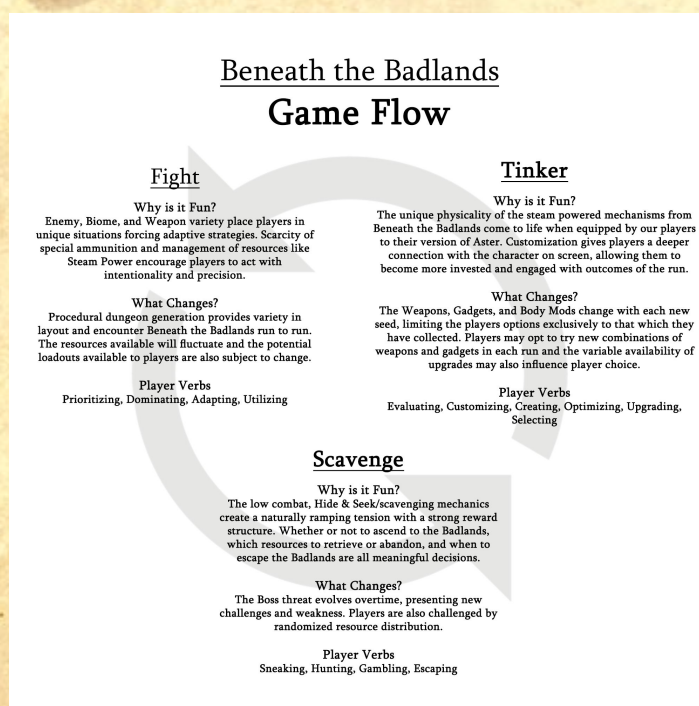The story is integrated with the game world and assets [this includes characters, hero assets, AI, etc.]

## Levels

There are three main levels of game play and a hub area. All three have their own addition to the narrative but are individual from each other in terms of looks and feels.

# Game Flow

The Badlands and Beneath offer rich catalogs of enemies, items, and experiences - and how players move through those experiences is Game Flow. The moment to moment experiences players will find Beneath the Badlands can be broken into three main categories: Fighting, Scavenging, and Tinkering.

### Beneath the Badlands
## Game Flow

#### Fight

**Why is it Fun?**
Enemy, Biome, and Weapon variety place players in unique situations forcing adaptive strategies. Scarcity of special ammunition and management of resources like Steam Power encourage players to act with intentionality and precision.

**What Changes?**
Procedural dungeon generation provides variety in layout and encounter Beneath the Badlands run to run. The resources available will fluctuate and the potential loadouts available to players are also subject to change.

**Player Verbs**
Prioritizing, Dominating, Adapting, Utilizing

#### Tinker

**Why is it Fun?**
The unique physicality of the steam powered mechanisms from Beneath the Badlands come to life when equipped by our players to their version of Aster. Customization gives players a deeper connection with the character on screen, allowing them to become more invested and engaged with outcomes of the run.

**What Changes?**
The Weapons, Gadgets, and Body Mods change with each new seed, limiting the players options exclusively to that which they have collected. Players may opt to try new combinations of weapons and gadgets in each run and the variable availability of upgrades may also influence player choice.

**Player Verbs**
Evaluating, Customizing, Creating, Optimizing, Upgrading, Selecting

#### Scavenge

**Why is it Fun?**
The low combat, Hide & Seek/scavenging mechanics create a naturally ramping tension with a strong reward structure. Whether or not to ascend to the Badlands, which resources to retrieve or abandon, and when to escape the Badlands are all meaningful decisions.

**What Changes?**
The Boss threat evolves overtime, presenting new challenges and weakness. Players are also challenged by randomized resource distribution.

**Player Verbs**
Sneaking, Hunting, Gambling, Escaping

*(Click Image to Expand.)*

## What Makes Ours Unique?

***Beneath the Badlands*** has a unique aesthetic that transforms a generic state like "Fighting" into "Steam-Powered Western Firearm Combat." Players aren't just fighting enemies, they fight Badland's enemies! They aren't just scavenging, they are scavenging in the Badlands! Through tinkering, players are constructing their own "Aster" who's loadout and play style is unique to the player behind the screen.

## Fighting

Most of the player's moment to moment experience will be dominated by Fighting. Most of the chambers Beneath the Badlands are arenas for combat where players will engage different enemies and bosses alike.

## Why is it Fun?

Enemy, Biome, and Weapon variety place players in unique situations forcing adaptive strategies. Scarcity of special ammunition and management of resources like Steam Power encourage players to act with intentionality and precision.

## What Changes?

Procedural dungeon generation provides variety in layout and encounter Beneath the Badlands run to run. The resources available will fluctuate and the potential loadouts available to players are also subject to change.

## Player Verbs

Prioritizing, Dominating, Adapting, Utilizing

## Scavenging

Scavenging provides an intermittent change of pace to the flow of our game as players temporarily swap from the role of the Hunter to that of the Hunted. The Badlands "overworld" is rich with resources necessary for players to upgrade their Gadgets and Weapons but can only be explored quickly and with great caution as a large predator threatens a quick end to a player's run.

## Why is it Fun?

The low combat, Hide & Seek/scavenging mechanics create a naturally ramping tension with a strong reward structure. Whether or not to ascend to the Badlands, which resources to retrieve or abandon, and when to escape the Badlands are all meaningful decisions.

## What Changes?

The Boss threat evolves overtime, presenting new challenges and weakness

## Player Verbs

Sneaking, Hunting, Gambling, Escaping

# Tinkering

In moments of downtime between Fighting and Scavenging, players have the opportunity to Tinker; purchasing, upgrading, and equipping new Weapons, Gadgets, or Body Mods to further refine their chosen loadout. Tinkering gives players the chance to "own" their own playthrough by molding their loadout to fit their playstyle.

## Why is it Fun?

The unique physicality of the steam powered mechanisms from Beneath the Badlands come to life when equipped by our players to their version of Aster. Customization gives players a deeper connection with the character on screen, allowing them to become more invested and engaged with outcomes of the run.

## What Changes?

The Weapons, Gadgets, and Body Mods change with each new seed, limiting the players options exclusively to that which they have collected. Players may opt to try new combinations of weapons and gadgets in each run and the variable availability of upgrades may also influence player choice.

## Player Verbs

Evaluating, Customizing, Creating, Optimizing, Upgrading, Selecting

# Gameplay Objectives

Players main objectives will be to survive in the different combat puzzles presented to them. Managing their health, premium ammo, and Steam resources keeping them topped off. Completing rooms and making their way safely through the mines learning what each room's challenges and rewards are.

## Objectives During Play

- Clear enemy rooms
- Come out of rooms with either the same or more resources than you went in
- Find new weapons
  - Find weapon modifications
- Find new gadgets
  - Find Gadget modifications
- Find Body Modifications
- Collect scrap to use at shops
- Explore the mines to find useful items
  - Find secret rooms
- Explore the town located in the badlands while avoiding death
  - Loot rare gear
    - Weapon mods
    - Gadget mods
    - Gadgets
    - Weapons
    - Killing bosses

# Player Character Summary

Players will experience the world Beneath the Badlands through the eyes of Aster - a nonbinary bounty hunter in the North American west. Aster's extensive tool kit and unique genre-specific abilities will let players step into the role of a gun-slinging, steampunk bounty hunter from the old west.

Aster is an experienced bounty hunter capable of performing a slew of standard movement options including Running, Jumping, Sneaking, and Sliding. They can Shoot, Melee, and Dodge their way through the multitude of combat encounters they await them Beneath the Badlands.

Unique to Aster is their use of Steam Power. By burning Coal, they can produce steam capable of activating various Weapons, Gadgets, and steam-powered Body Modifications hidden in and Beneath the Badlands - giving them access to a range of powerful abilities and mechanics.

## Unique Core Mechanics

Beneath the Badlands is a Roguelike RPG, meaning players have the unique ability to build their own version of Aster with each and every run. Customization comes from Tinkering with Aster's loadout. With a capacity of two* Weapons, two* Gadgets, and five* location relevant Body Modifications, no two runs are likely to produce the same loadout. Any run can run the gamut of standard cowboy kit to steam-powered mechanical trapmaster.

## Weapons

Aster can pickup, equip, and cycle between *two different weapons over the course of a run. This mechanic allows players to choose the weapon most appropriate for any given situation, preserve ammo for certain guns, and test out new playstyles as they find new weapons in Item Rooms Beneath the Badlands.

## Gadgets

Aster can equip up to two* different Gadgets at any given time. Gadgets give Aster new Active Abilities with a wide variety of effects. From the Gadgets available, players can curate their loadout by choosing whether to equip gadgets with offensive, defensive, or utility-based abilities.

## Body Modifications

Body Modifications provide Passive bonuses to Aster - none of which require the use of a new button or control. Choosing which Body Mods to use can have some of the most profound effects on a player's playstyle as their effects can have the largest impact on Aster's loadout.

# Physics & Metrics

## Characteristics

*The player character, Aster, is…*

- **6'1" or approx 183cm**
  - In UE5 it will be approx 160 a little taller than the base eyeline.
- **Weighs 180 with gear**
  - We want Aster to feel a little heavier and move a little slower than your average action hero (*475cm/s)
- With body mods top speed can increase to be more in line with other action games potentially 6-800cm/s
- Wingspan is approximately 6ft or 182.88cm

## Movement

- Jump Distance - ½ ft

- Jump Height - ½ ft

- Movement Type(s)- Walking, crouching, and sliding

- Attack Speed- depends on weapon held

- Melee Attack Distance - 4ft

# Mechanics

Player Mechanics are the "Verbs" or the actions that players may take throughout the core loop of the game. For example, in Beneath the Badlands players must **Run** through the dungeon, **Shooting** enemies while **Dodging** their attacks. Each verb is its own mechanic and each one can contribute to Dynamic moments in the player experience.

## What Makes Ours Unique?

Beneath the Badlands' procedural dungeons provide a backdrop for satisfying, fast-paced combat and gunplay fraught with abilities and weapons unique to each run. Players will be able to master the Mechanics of BTB by discovering the weapons and abilities appropriate for every encounter.

## Mechanic Types

- Movement
- Combat
- Loadout

# Movement Mechanics

The means by which players navigate through the world. Movement mechanics are the mechanics that players will most frequently interface with as they weave through room after room of friend and foe alike.

- **Walk**
  - The standard speed at which players will navigate through areas. Some weapons may only be aimed while moving at this speed.
- **Sprint**
  - The speed at which players will move in order to rapidly progress through areas and avoid or engage certain enemies.
- **Dodge Roll**
  - An action allowing for quick movement in short bursts, getting players past obstacles and out of the way of attacks.
- **Jump**
  - A navigation tool for traversing vertical terrain and avoiding certain attacks.
- **Crouch/Sneak**
  - An action used to duck under certain obstacles, hide behind barriers, and duck under attacks.
- **Slide**
  - A movement option for going beneath obstacles and attacks at speed.

# Combat Mechanics

The means by which players may defeat the various enemies and bosses Beneath the Badlands. The variety and effectiveness of each mechanic varies according to the player's current loadout of Weapons, Gadgets, and Body Mods.

- **Shoot**
  - The primary ability for most weapons, used to take down enemies Beneath the Badlands.
- **Aim**
  - A feature of some weapons allowing players to shoot more accurately.
- **Reload**
  - Refilling ammunition to resume firing some weapons.
- **Melee**
  - A standard attack to deal close range damage to enemies. More potent with some weapons.
- **Stun**
  - An effect of some Gadgets, temporarily incapacitates enemies.
- **Push**
  - An effect of some Gadgets, moving enemies in a set direction.
- **Deploy**
  - The action required to activate some gadgets such as throwing a grenade, placing a turret, or setting a trap.
- **Grapple**
  - The effect of some Gadgets, pulls an enemy closer to the player and stuns them.

# Loadout Mechanics

The mechanics which allow players to construct a run's loadout according to their preferences and situational decision making. Choices related to these mechanics are influenced by the Medium Term Goals of the player.

- **Pick Up**
    - An action done to fill one of a player's four weapons slots, to store new Gadgets for later application, or to equip nearby consumables.
- **Equip**
    - An action allowing players to choose which Weapon, Gadget, and Body Mod they'd like to use at any given time.
- **Upgrade**
    - An action performed by players in order to enhance the effectiveness of a chosen Weapon or Gadget.
- **Drop**
    - An action performed to make space for new equipment.
- **Purchase**
    - An action players can make at certain Merchant locations, allowing for the acquisition of otherwise unattainable equipment.

# Weapons

The variety of unique weapons discoverable in the various areas Beneath the Badlands contribute in no small way to the charm associated with the Roguelite Genre. The curated randomness of weapon availability forces players to experiment with different arsenals and play styles that they otherwise may have missed. By varying the situational versatility of our weapons, players can learn which weapons are appropriate for certain encounters and develop skills necessary for mastery.

## *What Makes Ours Unique?*

***Beneath the Badlands*** unique setting allows for the creation of novel weapons. With Steam Power at the forefront of our in-universe technological development, many weapons will contain or function using Steam, Pressure, or some other application.

## *Weapons List*
### *(Click here to open.)*

# Standard Attributes

## Fuel

The utility of each weapon can vary drastically. However, all weapons will function using some variation of three main resources:

- **Infinite Standard Ammunition**
    - Dealing consistent damage and often attached to the primary function of a weapon.
- **Limited Special Ammunition**
    - Dealing high damage or some other valuable effect specific to the weapon in limited application.
- **Regenerative Steam Power**
    - Used to access secondary functions on some weapons

## Primary, Secondary, and Melee

All weapons will have a primary fire, a secondary fire, and a melee function.

- **Primary Fire**
    - For most, hitting the Primary Fire "Fires" the weapon.
- **Secondary Fire**
    - Hitting Secondary Fire can mean aiming down sights, changing a weapon's primary fire, or triggering an alternative attack.
- **Melee**
    - Melee is standard for all weapons, only varying in effectiveness.

## Acquiring New Weapons

New weapons can be found in thematically relevant "Item Rooms"* throughout the many caverns Beneath the Badlands. Players can only carry 2* weapons at a time, so choosing which weapons to equip and which items to abandon is critical. Learning which weapons are better suited for different encounters is a part of mastering BTB.

## Upgrading Weapons

Players gain a lot of enjoyment from Roguelites by constructing "Builds" unique to their playstyle. To facilitate this, all the weapons available to the players can be upgraded throughout the game to allow them to stick with weapons they feel the strongest connections to. The inclusion of upgrades also makes the choice to replace a reliable weapon for a potentially better one more meaningful.

Players will be able to routinely upgrade their weapons in "Blacksmith Rooms"* by spending money* earned during the run.

## Starting Weapons

Players go Beneath the Badlands equipped with simple, easy-to-use weapons suitable for taking down low-level enemies. These are the only weapons which players retain/recover at the start of each new run.

- Ripcord Revolver (temporary)
- Sawed-Off Shotgun

## Consumable Weapons

Throughout the many chambers Beneath the Badlands, players will find various environmental weapons to be used once and then abandoned. These can include leftover sticks of dynamite, steam canisters, gears, pickaxes, and more. Using these consumable weapons may allow players to preserve special ammo, recover Steam Power, or finish enemies in stylish ways.

# Gadgets

The wide variety of unique devices that can be found in different areas under the Badlands deepens the combat puzzle that exists in our game by adding different instruments to players' tool kits. The randomness of gadget availability forces players to experiment with different gadget combinations and play styles that they would otherwise miss out on. By varying the versatility of our instruments, as well as when they can find them, players can discover which instruments open up new combinations for playing styles and develop the skills necessary for mastery.

## What Makes Ours Unique?

**Beneath the Badlands** unique setting allows for the creation of novel gadgets. With Steam Power at the forefront of our in-universe technological development, many gadgets will contain or function using Steam, Pressure, or some other application.

## *Gadgets List*
### *(Click here to open.)*

# Standard Attributes

## Fuel

The utility of each Gadget can vary drastically. However, all gadgets will function using the resource of steam:

- **Regenerative Steam Power**
  - Used to access the primary function of said gadget.

## Damage, *Movement*, *Crowd Control*, *and State Changes*

All Gadgets will primarily fit into one of these categories: Damage, Movement, Crowd Control, and State Changes function

- **Damage**
  - For these gadgets their main purpose is to reduce the health of enemies.
- **Movement**
  - For these gadgets their main purpose is to allow players the option of repositioning themselves in the environment.
- **Crowd Control**
  - For these gadgets their main purpose is to halt the goals of the enemies. For example: rooting them in place or stopping their vision.
- **State Changes**
  - For these gadgets their main purpose is to affect the players stats. An example might be allowing the player to move faster than enemies.

## Acquiring New Gadgets

New Gadgets can be found in thematically relevant "Item Rooms"* throughout the many caverns Beneath the Badlands. There are many variations of many gadgets. Players can only carry 2 gadgets at a time, so choosing which gadgets to equip and which items to abandon is critical. Learning which gadgets synergise together is a crucial part of mastering BTB.

## Starting Gadget

Players in Beneath the Badlands are not equipped with a starting gadget.

# Body Modifications

Body Modifications in Beneath the Badlands, can be found in old depots around the environment randomly. They offer up a truly horrifying visual of what it means to complete the mission "at all costs". They allow for players to enhance their playstyle in drastic ways allowing them to change the potential flow of their build. The randomness of Body Mods availability gives players the manufactured stress of experimenting with different Mods and play styles that they would otherwise miss out on. By varying the versatility of our Body Mods, as well as when they can find them, players can discover which open up new paths to success that otherwise might not have been walked before

## What Makes Ours Unique?

**Beneath the Badlands** unique setting allows for the creation of truly terrifying Body Modifications. With Steam Power at the forefront of our in-universe technological development, many Modifications will contain or function using Steam, Pressure, or some other application. With the main application force being the visceral loss or mutilation of an associated limb.

## Body Mods List
### (Click here to open.)

## Standard Attributes

All Body Mods will primarily fit into one of the players limbs or Body slots:

- **Head**
  - These modifications will more commonly affect a players senses
- **Chest**
  - These will affect a players resources
- **Arms**
  - These will affect a player's personal actions (reloading, shooting, ETC.)
- **Legs**
  - These will affect a players movement as well as reactions with the environment
- **Hands**
  - These will affect a players interactions with the environment and their primary attack actions

## Acquiring New Body Mods

New Body Mods can be found in thematically relevant "Item Rooms" throughout the many caverns Beneath the Badlands. They will be found in odd contraptions that will remove an associating limb and replace it with their steampunk artificial counterpart. There are many variations of many Body Modifications. Players can only equip one Body modification in one slot per run, so choosing which limb to replace and which limb to keep is critical. Learning which Body Modifications synergise together with a build is a crucial part of mastering BTB.

## Starting Body Mods

Players in Beneath the Badlands are not equipped with a starting gameplay Body Modification.

# Combat

Players will engage in a Doom like paced combat puzzle. At first, they will lose a lot as they learn the skills they need to overcome our monsters, soon they will learn what decisions are the most important ones. They will have to make quick decisions about which enemies to target first, which enemies to leave for last, which weapons, gadgets to use and at what moment in time to use them. Using the environment to enhance these decisions from environment traps, false walls, and environmental pickups. They will use all the tools at their disposal to make quick effective decisions that give them that hero against all odds stress. Leaving them in rooms alone standing over all the monsters that once terrorized them in a cathartic triumph, in that similar feeling of dealing with all the necromorphs from Deadspace in an area knowing you won't be followed anymore.

## Acquiring New Skills

Players will be challenged to learn enemy attack patterns, weapon tempo, gadget combinations, body mod enhancements, and environmental hazards as they encounter new and different layouts of enemies, environments and gear. They will also be encouraged to take on new and interesting challenges through the badlands as well as our bosses.

## Core Skills

- **Managing resources**
  - Health
  - Ammo
  - Steam

- **Environment tools**
  - Navigating the environments
  - Traps
  - Pick ups
  - Cover
  - Spatial control

- **Marksmanship**
  - Hitting critical spots on enemies
  - Hitting activation points in the environment

- **Managing enemy positions**
  - Making sure to not get surrounded
  - Breaking up enemy comfort zones
  - Manipulating enemies into environmental hazards

# Controls

The primary supported controller type is keyboard and mouse. We also support any controller with out-of-the-box compatibility with Unreal Engine. However, as a first person shooter, keyboard and mouse is the recommended playstyle.

## Feeling of Controls

Controls should feel tight and responsive. Actions should flow into each other, incorporating slight input buffering out of lag to smooth out the experience. When possible, the game should predict the player's actions, such as reloading if they try to fire with an empty gun, or jumping if jump is held at the end of an action which prohibits jumps, but none of these actions should take place in a way which is unpredictable.

## Post-Production Features

The following features are desired, but not to be worked on urgently:

- Aim Assist for Controllers
- Control rebinding menu

# Key Mappings

**Format:**

Action: Default Keyboard Input / Default Controller Input

## Movement Inputs

- **Move**    *WASD / Left Analog Stick*
  Walk forward or backwards, or strafe left or right, or any combination of walking and strafing.

- **Look/ Aim**    *Mouse / Right Analog Stick*
  Look around or aim your weapons

- **Crouch**    *Left Control /Face Button Top*
  Crouch to move more quietly, and fit into smaller spaces.

- **Slide**    *Crouch, while sprinting*
  Slide across the ground.

- **Jump**    *Space Bar / Face Button Bottom*
  Jump into the air.

- **Sprint**    *Left Shift / Left Analog Stick Press*
  Speeds up your movement, makes more noise.

- **Dodge Roll**    **Alt / Face Button Right + a directional input from the movement input**
  Perform a dodge roll in the direction you input. Move quickly to dodge attacks, and gain slight invincibility frames.

## Weapon and Gadget Inputs

- **Primary Weapon** — *Left Mouse Button / Right Trigger*
  The primary action of the weapon you are holding. Typically, this fires a gun or swings a melee weapon.

- **Secondary Weapon** — *Right Mouse Button / Left Trigger*
  The secondary action of the weapon you are holding. Secondary actions are diverse, and range from aiming to alternate fire modes.

- **Melee Weapon** — *Upper Side Mouse Button or C / Right Analog Stick Press*
  The "pistol whip" of the weapon.

- **Reload** — *R / Face Button Left (A / B / X /Y)*
  Reload your active weapon.

- **Gadget 1** — *Q / Left Bumper*
  Input dedicated to the first of your two gadgets. Gadgets may have different behaviors and respond to pressing, pressing and holding, or releasing.

- **Gadget 2** — *E / Right Bumper*

  Input dedicated to the second of your two gadgets. Gadgets may have different behaviors and respond to pressing, pressing and holding, or releasing.

## Weapon and Gadget Inputs Cont.

- **Switch Weapon**
  *1-2 keys / D-pad left and right*
  Switch to the weapon in the corresponding slot.

- **Use Healing Item**
  *4 Key / D-Pad Down*
  Use a healing item to regain health

## Inputs in Menus

- **Navigate**
  *Mouse or WASD or Arrow Keys / Left Analog Stick or D-Pad*
  Navigate through menus

- **Select/ Confirm**
  *Enter, Left Click, or Space / A button*
  Confirm a selection, reply yes, or select a menu element

- **Deselect/ Dismiss**
  *Backspace, or right click / B button*
  Dismiss a prompt, reply no, or deselect a menu element

- **Text Input**
  *Keyboard / platform specific input method*
  Input text into fields.

## Other Inputs

### G / I/ Start
Opens the inventory/in game menu

### Escape / Select
Open the pause menu to access settings, or quit the game.

### F / Reload while seeing an interaction prompt
Interact with objects or characters in the environment

# Game Progression

*(Click Image to Expand.)*

## Beneath The Badlands Game Progression Chart

**Game Start**
Main Menu
- Game Options
- New Game
- Load Saves

**Cold Open**
Train Sequence
- Character Intros.
- Introduction to the World

**The Hub World**
The Tavern
- Lore
- Worldbuilding
- Friendly NPCs

**The Mines**
Exploration & Combat
- Defeat Rooms of Enemies
- Discover New Gear
- Find the Boss Room

Sub-Sections
- Section 1
- Section 2
- Section 3
(Ramping Difficulty)

Tinkering
- Purchase
- Equip
- Upgrade
- Modify

The Chimera
- Amalgamation of Enemies
- Spawns Adds
- Hallucination & Slow Effect

**Badlands #1**
Scavenging
- Gather Upgrades
- Sneak Through Ruins
- Avoid the World Boss
- Ramping Danger Levels

Descent
- Escape BTB
- Enter Next Level
- Decide When to Descend

**The Infestation**
Exploration & Combat
- Defeat Rooms of Enemies
- Discover New Gear
- Find the Boss Room

Sub-Sections
- Section 1
- Section 2
- Section 3
(Ramping Difficulty)

Tinkering
- Purchase
- Equip
- Upgrade
- Modify

Boss #2
TBD

**Badlands #2**
Scavenging
- Gather Upgrades
- Sneak Through Ruins
- Avoid the World Boss
- Ramping Danger Levels

Descent
- Escape BTB
- Enter Next Level
- Decide When to Descend

**Death**

**The Blood Pits**
Exploration & Combat
- Defeat Rooms of Enemies
- Discover New Gear
- Find the Boss Room

Sub-Sections
- Section 1
- Section 2
- Section 3
(Ramping Difficulty)

Tinkering
- Purchase
- Equip
- Upgrade
- Modify

Boss #3
TBD

**Badlands #3**
Scavenging
- Gather Upgrades
- Sneak Through Ruins
- Avoid the World Boss
- Ramping Danger Levels

Escape
- Enter Final Showdown
- Decide When to Escape

**Death**

**Final Showdown**
Sage
- Story Climax
- Mechanics TBD

**Game End**
- Run Dependent Outcome
- Story Conclusion

# Neutral NPC Design

The neutral NPCs in **Beneath the Badlands** are limited to robotic vendors and occasional narrative interactions with the game's deuteragonist/antagonist.

## Robot Vendors

### Appearance

The robots are all comprised of the same model, with varying texture and color differences to represent their different purposes. Some units are far more rusted, deformed and worn down than others, but their bases all are the same. These robot units are constructed using a humanoid body skeleton. They stand on two legs and operate using two arms with five humanesque fingers. The main unique trait of these units are the crane booms attached on their backs that hook onto a headpiece used for their visual and auditory processes.

### Model Versions

- **Bartender Robot** [ Hub Level ]
- **Vendor Robot** [ Mines Level ]
- **Vendor Robot** [ Infestation Level ]
- **Vendor Robot** [ Blood Pit Level ]

## Bartender Robot

**Appearance**
The specific differences between robots are TBD. The bartender will have a more professional and clean look, as it is used for customer service. It will be fitting in the persona of a typical bartender in a western saloon.

**Behavior/Functions**
- Sells Alcohol.
- Exchanges Dialogue with the Player.
- Acts as a communication device for CEO in narrative instances.

## Biomes Robots

**Appearances**
The specific differences between robots are TBD. Each biome will have a different robot present in the merchant area. They will have varied appearances, fitting their surroundings. The Mines robot may have a workers hat or markings from the coal being mines. The Bug Nest robot may have insects resting on it or small nests being laid on it. The Blood Pit robot may have blood stains and far more rust than the others, as it is in the deepest biome.

**Behavior/Functions**
- Sells Upgrades for Weapons
- Sells Gadgets
- Resource Replenishment (Coal, ect.)
- Some form of healing
- ***Does NOT sell Weapons or Body Mods***
- Exchanges Dialogue with the Player
- Acts as a communication device for CEO in narrative instances.

# Enemy NPC Design

Enemies are by far the most vital element of any Roguelite. Throughout each cycle of the game, Enemies will be the one constant. And as such should have the utmost consideration to their details and minutiae. Each enemy should factor in a variety of player choices and allow for freedom and expression in how they are approached. Through varied encounters each enemy tests a players skill through tests of judgment and split second decision making.

## Creation Philosophy

Each enemy should have a great deal of care placed into its creation and the functionality of its AI. Enemies should feel alive and sentient, a part of an ecosystem and not a set of goals or lines of code to be executed. Much of this comes down to fluid, and lifelike animations, as well as top quality sounds. In addition this means AI should be able to adapt, at least rudimentarily, to player input. While player capabilities vary vastly from run to run, the AI should have a set of options it can choose when a player makes a decision, be that evading, becoming aggressive, backing off etc. By creating a set of reactions that players can subsequently react to, it guides players to thinking more about combat, making more decisions and engaging with the varied systems at their disposal more. Lastly, each enemy should feel like it's a part of an Ecosystem. Enemies should consider other enemies of the same and different types. This can be used to each enemies advantage but should have consistent rules the player can learn and adapt to.

## What Makes Ours Unique?

Our enemies will provide challenges to players and be a consistent consideration. Besides unique and incredible character design, animation, and audio, each enemy feels alive. Its behavior, whether attacking the player is believable yet learnable. Our AI will react to player inputs and counter accordingly, making it more intelligent and lifelike. Lastly our enemies will consider one another and play off of their strengths and attempt to alleviate each other's weaknesses.

## Completed Enemy Checklist

❏ Do the Animations fit the Enemy
❏ Does the Sound fit the enemy
❏ Does it react appropriately to the player
❏ Does it have a series (2-3) of goals in mind besides " move to player and attack"
❏ Does it have interactions with the environment
❏ Does it have interactions with other enemy types
❏ Does it have interactions between enemies of the same type

## Enemy Types

**Mines Biome**
- Wolf
- Snake Parasite
- Flying Spider
- Scorpion
- Maiden's Hair
- Hydra
- *Amalgamation*

**Blood Pit Biome**
- Toxic Toad
- Gila Monster

**Infestation Biome**
- Tick
- Tarantula Hawk Wasp
- Giant Desert Centipede
- Grape Plume Moth
- *Not Deer*

**Badlands**
- *Sage*
- *Vulture*

## Wolf

### Appearance

The wolf would be a medium-sized creature, around the same size as its real-world counterpart. The structure will also be mainly the same, aside from it being slightly hunched over. The wolf's mouth will be large with long fangs protruding from it, possibly having its whole skull exposed. The main visual feature will be the growths of puppies on the back of the wolf, all of which will be in different stages of development. Some will echo the wolf's large mouth filled with teeth. There will also be puppy limbs protruding, like legs and tails. The wolf will also have patchy fur to show its emaciated body underneath. Possibly in these patches, there could be scars, growths, or protruding bone.

### Behavior

The wolves will exhibit pack behavior. Their method of attacking is to overwhelm the player and attempt to get them surrounded, forcing the player to have to crowd control. Their main attack is to lunge at the player and bite or claw them. Possible behavior changes when the wolves' numbers are diminished? Distant howling/barking/growling/puppy barking/puppy yowling to alert player of their presence/hint at their upcoming appearance?

# Wolf Cont.

## Goals

- Use Pack Tactics and other enemies to surround the player
- Distract Player to allow slower/ more damaging moves or enemies to attack
- While fleeing, lure players into disadvantageous positions

## Overall Concepts

- Pack Tactics: Large groups (3+) of Wolves will attempt to surround the player to allow wolves on the edge of the player's vision or behind the player to attempt more damaging and deadly attacks. Pack leaders are assigned as the first to reach the player, other wolves will attempt to surround while the leader will evade and attempt to draw player aggression through audio cues and weaker bite attacks. Once the pack leader is killed, another wolf closest to the player's vision will assume the role of Leader until the pack is thinned substantially.
- Once a pack is thinned, remaining wolves will have a chance to become extremely aggressive or flee. If there are several other enemies remaining or the player is low on health, Wolves have a much higher chance of becoming aggressive. Wolves who flee will attempt to draw players into dangerous areas or into other enemies. A wolf who has fled and has been left alone for a long period of time may howl and call in backup.

## *Movement Style*

- Grounded wolves will run like dogs. They are faster than the player, however the player can use gadgets, modifications, or environmental objects to create distance if needed or desired.
- When the wolves reach 5~10 m from the player, they begin to slow down and assume the formation for the pack tactics as mentioned above.
- Circling wolves move much slower than movement speed and strafe sideways, heads always facing towards the player.
- Fleeing wolves will run at slightly less than full speed away from the player. Players should be able to catch or keep pace with the wolf as it tries to drag them into danger

## *Searching and Counterstealth*

- After scouts spot players they will engage and attempt to keep the player busy while the pack makes its way to the scout
- After losing the player, the pack will move towards the player's Last Known Position. Upon investigating the wolves will howl and split up, each heading in a different navigable direction
- If the player is found again by a wolf, it functions the same as a Scout calling the pack.
- If the player is not found again, the wolves will regroup near their previous kill and eat to regain HP.

## *General Moveset*

- Nip: Low Damage, Fast startup/recovery (<1 sec). Moreso used to grab player attention than damage. Used by the Lead of the Pack and other wolves attempting to flank. Low damage, can be chained into 2 more nip attacks.
- Bite: Medium damage, Medium startup/recovery ( 1~3 sec). Attempted by wolves attempting to flank and successfully flanked wolves. A move that takes a bit longer to wind up than a nip but deals significant damage.
- Maul: High damage, Slow windup/recovery (>3 sec). Attempted only by fully flanked wolves or Aggressive solo wolves. Pouncing attack that knocks the player down as the wolf mauls their face. This is not an instant kill, but should be considered a "failure" scenario for the player.
- Howl: No damage, high windup/recovery (30~45 sec). Exclusively used by fleeing wolves. After fleeing a long, incredibly audible, howl signifies the arrival of more Wolves.

## *Non Combat Behavior*

- Wolves will often lounge in packs, lying together around a fresh body or den like area.
- While lounging the wolves will whine and yip to communicate
- Additionally the wolves will attempt to bother other enemies, sniffing snake corpses, barking at spiders and scorpions and cowering from the Hydra
- Each pack has scouts, who will stay alert and pay attention, if the scout spots the player, it howls and initiates combat
- Scouts can also patrol simple pathways around the arenas to search for players, while remaining nearby to the rest of the pack.

## *Other Enemy Interactions*

- Spider:
  - Wolves will attempt to push players into webs or underneath spiders as they back up to avoid being surrounded or take damage.

- Snake:
  - Wolves will avoid areas the Snake can attack from

- Scorpion:
  - Wolves will part to allow a scorpion to attack the player, Scorpions can act as a Pack leader

- Maiden's Hair:
  - Standard grapple time (5 sec) additional wolves will attempt to free grappled wolves. Pushes player towards Maiden's Hair, similar to spider webs.

- Sage:
  - TBD

- Vulture:
  - TBD

## Snake Parasite

### Appearance

The snake would be around the size of an actual snake, and it is a parasitic creature in the game. It has an exposed spine that it uses to attach to the spinal cord of humans, giving them control over their motor functions. The snake's jaw is made to look more like its skeleton, which has it separated into two halves. The snake also has elongated fangs. The snake also has a bulbous mutated rattle, and the overall look of the snake would be withered. Scales and skin would be falling away, especially around the exposed ribs.

### Behavior

These enemies would be solitary. Since they are parasitic, you might encounter them while they are piloting a human host or when they are detached. They would be a tough fight while they have a human host, as they do not have to worry about the constitution of the body to pilot it. As long as the spinal cord is intact, they can use the body. The host would move in an awkward, zombie-like way. They will attempt to grapple the player, slow them down, or prevent them from shooting. Perhaps the snake could appear on its own or in a pack of other enemy types for varying combat.

When the snake is detached from a host, it is much more vulnerable and easier to kill, so it will be much more stealthy. It will attempt to latch on to the player and make them its new host, so their attack will still be a grapple aimed at disarming the player.

Possible that only the motor functions of the hosts are taken over, so they still cry for help and out of pain?

Mutated rattle might glow and emit very strange noises?

# Snake Parasite Cont.

## Goals

- Provide a variety of enemies for players to face with a consistent design and effects.
  - Civilian: mid range, area denial
  - Gunslinger: Long range, steady hitscan damage
  - Miner: Tankier melee, forced movement
- Keep its distance from the player, retaliate if necessary
- Surprise player at the beginning of combat by playing dead

## Overall Concepts

- Corpse Stealth: Snake Parasites are (somewhat) indistinguishable from other corpses found in the mines, only after awakening are they distinct and a threat
- Unique Critical Zones: The head of the snake, not the head of the corpse, is the Critical zone, this is often in less than ideal locations, such as wrists, guts, or legs.
- Separation: Snakes can expel themselves from the corpses they are piloting, while more vulnerable they are faster and stealthier
- Infestation variance: Snakes can inhabit a variety of bodies with unique movesets, the properties of the snake remain the same regardless

## Movement Style

- The snake slowly shambles at half the players speed, erratically but fluidly twitching from side to side as it moves
- Snake parasites will shuffle near other corpses or attempt to move towards there and patrol around the area
- Snakes natural movement incorporates evasive steps and lunges, making them difficult to hit while advancing or retreating.

## Searching and Counterstealth

- After losing the player, snakes will attempt to search briefly around the area, before returning to an inert state
- If a snake loses the player, and no other enemies initiate combat, the snake will return to an inert state.
- If the snakes current corpse has taken over 50% damage, some time after returning to an inert state, the snake will leave the current corpse and infest a new one

## General Moveset (Civilian Corpse)

- Twin Sweeps: Medium Damage, Medium Windup/recovery (1~3 sec). Snake heads extend from the corpses wrists and do 2 consecutive horizontal sweeps in opposite directions. Difficult to evade. Knocks the player backwards to keep them away.
- Acid spray: High damage over time, medium windup/recovery. (1~3 sec). Snake head regurgitates a large amount of acid making an area hazardous to traverse on the ground. Small damage ticks over 15-30 seconds add up to massive damage if the player stands in it.
- Chestburster: High Damage, High Windup/recovery (>15 sec). After a sizable windup a snake head launches from the chest of a corpse and pulls the player in. Can grab other enemies if they are in the way. Restores a chunk of health to the snake itself if it hits something living, and as such is used only when at low health.
- Flurry: High damage, low wind up/ long recovery (>15 sec). Used only in close range with a player. Snakes burst from all available areas as the corpse shambles slightly forward. Many swift attacks that deal low damage overall, but deal a large amount of damage altogether. Players can move and retreat from this attack while it's going on, and is used more to create distance than cause damage.

## General Moveset (Gunslinger Corpse)

- Fire: medium damage, low wind up(<1 sec), high recovery (8 sec). the gunslingers main form of attacking, hitscan pistol blast similar to the players primary fire. Recoil knocks the gunslinger off balance, evading some counterfire.
- Fan the hammer: high damage, medium windup(3~5 sec), high recovery (>15 sec). The gunslinger steadies itself and fans the hammer, shooting bullets wildly towards the player, each shot deals individually identical damage. If the player is moving, drastically reduces accuracy, if the player is still, deals incredible burst damage. Recoil knocks the corpse down upon completion.

## General Moveset (Miner Corpse)

- Foremans Shove: low windup/recovery (<1sec) no damage. The corpse shoves the player back, forcing them to stumble back. The player takes minor damage if this forces them into a wall, if it forces them into an enemy the player is knocked down
- Flail: medium damage, low wind up (1 sec), long recovery (8 sec). The miner flails its pickaxe around, dealing damage to everything nearby and knocking it back a bit. This move is telegraphed by a loud hiss emitting from the body before the flail
- Stonesplitter: high damage, medium windup (3~5 sec), medium recovery (3~5 sec). The corpse slings its pickaxe above its head and brings it down. On hit the player is knocked prone, on a miss the pick is embedded into the ground and the snake remains vulnerable for longer as it removes the pick.

# Snake Parasite Cont.

## General Moveset (Solo)

- Reattach: Medium windup, high recovery on miss (+8 sec), medium recovery on hit (1~3 sec), High Damage. The snake coils and rattles its tail before launching itself at the player. On a hit the snake grapples and mauls the player, dealing massive damage, recovering a portion of that for itself. On a miss the snake simply launches itself through the air and takes time to recollect itself.
- Constrict: medium windup, medium recovery (1~3 sec), no damage. The snake slithers forward and coils itself around the player's feet, slowing them up or knocking them prone.
- Reinfest: High windup, medium recovery (1~3 sec), The snake inhabits a nearby corpse and reassumes the Corpse moveset.

## Non Combat Behavior

- Snakes will remain relatively inert while non combative, stating still and keeping up the level of Corpse Stealth
- Infested corpses occasionally twitch and grow more restless the closer the player is to them, however remain still if the players is looking directly at them
- Wolves will occasionally sniff infested corpses, and a snake head will emerge and hiss to scare them away

## Other Enemy Interactions

- Wolf:
  - Will chest grapple wolves if in need of health

- Spider:
  - Will attempt to stick below spiders and offer them protection if the player gets too close

- Scorpion:
  - Leaves the Scorpion alone

- Maiden's Hair:
  - Standard Grapple Time (5 sec). If the Corpse is low on health, the snake ejects and leaves it to the plant to free itself faster.

- Sage:
  - TBD

- Vulture:
  - TBD

## Flying Spider

### Appearance

The spider will be a small creature, not quite the size of a regular spider but more the size of a small dog. The head and mouth parts of the spider will be enlarged, but the eyes will remain small and beady. The chitin on the thorax will be lumpy and misshapen, and the abdomen of the spider will be enlarged. Instead of being covered with chitin, the abdomen will look soft and lumpy. The abdomen will have a subtle glow to it. The legs of the spider will be very long compared to its body, allowing it to stand up taller if it wishes. The spider's pedipalps will also be elongated and sharp with chiton spikes. The spider has wings and can fly.

### Behavior

The spider will be the stealthiest mob. It will move quietly and will do its best to sneak up on the player. The only thing to alert its presence will be its glowing abdomen and its quiet shuffling from it moving around. The spider will dart around and shoot spines or venom at the player. The venom slows the player down to give the spider the advantage. The spider can also fly, and the buzzing of its wings makes it louder. The player must kill the spider fast or else it will drop its abdomen, which is an egg sack, which will hatch into dozens of smaller spiders that will then try to swarm the player. The baby spider can also fly faster than the fully grown spider. There is a delay between when the spider lays its eggs and when they hatch, so the player has a chance to destroy them before they do. The spider could get more aggressive if the babies are killed?

# Flying Spider Cont.

## Goals

- Entrap and slow players in webs, or deny them access to areas
- Drop from the ceiling/sky onto players and apply debuffs
- Spawn additional smaller spiders to harry players

## Overall Concepts

- Passive Area Denial: Spiders will be able to coat floors in web or spin webs between passages. While this won't deal damage immediately, it will slow players allowing the Spider or other enemies to catch up to players to deliver more damage
- Debuffs: Spiders will be able to deliver potent debuffs with its attacks. Webs slow players, bites will cause damage over time, as well as a screen effect.
- Stealth: Spiders should be able to blend in with environments around it, or use other animals as bait to set up its webs or lure players into more vulnerable positions.
- Spawning: Spiders can lay egg sacs, which spawn smaller, simpler versions of the Spider AI

# Flying Spider Cont.

## Movement Style

- Spiders have wings and can use them to fly. They spend most of their combat time midair, only landing to hatch eggs or weave webs.
- Spiders can land on vertical and inverted surfaces as well as the floor, however they cannot crawl along these surfaces.
- Movement of the baby spiders is far more simplistic, charging the player after spawning and attempting to maul the player
- Spiders will not directly get into fights with the player and only use melee moves as a last resort, instead preferring to stay 15~20 m from the player and shoot projectiles or lay nests.

## Searching and Counterstealth

- After losing the player, Spiders will retreat from the players last Known position and begin to set up traps again to fortify the spiders position
- Immediately upon losing the player spiders will launch webs towards the players last Known Position
- If the player comes in contact with an egg sac or web trap, the spider is notifies of the players location and will move towards that position, this is communicated with other enemies in the area

## General Moveset

- **Web Ball:** Slowdown, medium windup/recovery (1~3 sec). Spiders launch a ball of webs towards the player or towards where a player is running. On collision with a surface it coats it in web, which slows down player movement. On collision with a player it briefly stuns them as they remove webs, on Collision with an enemy, it does the same.
- **Dropping pounce:** Medium damage, Poison debuff, long windup/recovery (>15 sec). The spider drops directly down from the ceiling silently to pin the player to the ground and bite. Players suffer from damage over time as well as a lesser amount of initial damage.
- **Incisor bite:** Low damage, poison debuff, medium Windup/recovery (1~3 sec). Spiders already on the ground can attempt to bite players to inflict minor damage and the poisoned debuff. Only used in emergencies, as grounded spiders should attempt to hide and make their way to the ceiling.
- **Egg Spawn:** No damage, Long windup/recovery (>15 sec). The spider spawns a nest of smaller spiders which spawn after a set period of time and attack the player. These smaller spiders are only capable of using the Incisor bite and cannot poison the player.

## Non Combat Behavior

- While not in combat spiders will attempt to create web traps in the environment, covering surfaces or closing openings with webs
- Additionally Spiders not in combat will attempt to lay nests, albeit at a far slower rate than previously. These nests additionally do not spawn smaller spiders until the player enters combat.
- Finally, some spiders will elect to latch on to the ceiling above open passageways and rest, dropping down onto players if they walk underneath.
- Spiders tend to be more solitary and as such will try to keep their distance, but within line of sight of other enemies

## Other Enemy Interactions

- Wolf:
  - Can web wolves or consume dead wolves to regain health
- Spider:
  - Frequently stays above the Snake unless unsafe, out of its horizontal range, acting as a turret.
- Scorpion:
  - Webs areas around the scorpion to slow players down and allow the Scorpion to reach
- Maiden's Hair:
  - Extended grapple time (8+ sec) Spiders will lay nests in Maiden's Hair for camouflage and protection
- Sage:
  - TBD
- Vulture:
  - TBD

## *Other Enemy Interactions*

- Wolf:
  - Will chest grapple wolves if in need of health

- Spider:
  - Will attempt to stick below spiders and offer them protection if the player gets too close

- Scorpion:
  - Leaves the Scorpion alone

- Maiden's Hair:
  - Standard Grapple Time (5 sec). If the Corpse is low on health, the snake ejects and leaves it to the plant to free itself faster.

- Sage:
  - TBD

- Vulture:
  - TBD

## Scorpion

### Appearance

The scorpion will be the largest creature. It will be around the size of a bear. The height of the body will come halfway up the player's torso, and the tail will tower about 3-4 feet over the player's head. The scorpion will have three eyes and be covered in thick, spikey chiton. The back legs will be elongated, allowing the back end of the scorpion to lurch up high. Where the pincers were will be pronged stingers, and the tail of the scorpion will have a lure on it instead of a stringer. This lure is a light shaped like a lantern. The body hunches up, and the head is the lowest part of the creature. The chitin armor will be covered in little bumps as well as softer growths coming out from under the chiton.

### Behavior

The scorpion will first use its lure to trick the player into a false sense of security, and then attack. The scorpion will be a charging enemy, using the lure to get the player vulnerable and then charge forward with its stinger claws. The stinger claws are loaded with venom that will make the player hallucinate, lowering their visual field. It will also be able to make swipes at the player with the lure tail, though this will not inflict any status effects.

# Scorpion Cont.

## Goals

- Tank player damage and draw aggro
- Envenom players with stinger attacks
- Continuous pressure and advance, regardless of other enemies actions

## Overall Concepts

- Venomous Stinger: Applies a damage over time and visual debuff like the spider when using its stinger to attack.
- Armored plating: the Scorpion takes reduced damage on its back, claws, and legs
- Unique Critical Zones: the stinger is the scorpion's critical zone. Killing a scorpion by shooting the stinger causes it to burst, showering nearby enemies in poison and inflicting them with damage over time.

## Movement Style

- Scorpions walk straight in front of them, needing to slow down and rotate if they wish to change direction
- Scorpions can charge straight forward at high speeds but otherwise walk slowly, allowing themselves to turn.

# Scorpion Cont.

## Searching and Counterstealth

- While patrolling, scorpions will make erratic movement patterns to try and spot hidden players.
- After losing the player Scorpions will charge directly towards the players Last Known position and begin to search nearby

## General Moveset

- Claw swipe: Medium damage, low windup/ recovery (<1 sec). The scorpion's main method of attacking. A claw swing ending in a pinch. It can be chained into another swipe from the other side. Can hit enemies nearby.
- Claw Lunge: High Damage, Medium windup (3 sec)/ Long Recovery (>15 sec). The scorpion rears up on its hind legs and scuttles towards the player faster than just walking normally. When it gets near the player it attempts to lunge and pierce the player with its claws. The movement exposes its underbelly, which allows the attack to do normal damage if targeted there.
- Sting: High Damage, High Windup/Recovery (>15 sec). The scorpion launches its tail over its head to strike the player. If it hits, it poisons the player and deals massive damage. While charging the tail shakes back and forth, making it harder to hit.

# Scorpion Cont.

## Non Combat Behavior

- Scorpions will idly patrol nearby passages while not in combat
- If low on HP, Scorpions will feed and dismember corpses to regenerate health

## Other Enemy Interactions

- Wolf:
  - Mostly ignores the wolf, can function as the Pack leader but with its own moveset if close to the player
- Spider:
  - Immune to the slowing effects of the spiderwebs and unable to be stunned if struck with a web ball.
- Scorpion:
  - Takes vastly reduced damage from the snake and, unless there is a wolf pack active, will attempt to push the player into the snake
- Maiden's Hair:
  - Low Grapple time (3 sec). Will attempt to sting the player while successfully grappled by the plant.
- Sage:
  - TBD
- Vulture:
  - TBD

## Maiden's Hair *(Environmental Enemy)*

### Appearance

This enemy would look most like its regular counterpart as the corruption doesn't affect plants quite like it does animals. It does have long tendrils of hair disguised behind it, and these only become visible when it starts to move.

### Behavior

The plant will try to grab at the player with its tendrils of hair and make them vulnerable to attack. This enemy cannot physically harm the player, and it's easy to kill.

### Goals

- Grapple players to reduce movement
- Be used synergistically by both players and enemies

### Other Enemy Interactions

- General Enemies: If involuntarily moved into the plant itself will be grappled and have their speed reduced as they attempt to escape.

# Maiden's Hair Cont.

## Overall Concepts

- Grappling: The plant slowly grapples towards the player, much faster if the player walks into the plants. This drastically reduces movement speed and increases enemy aggression.
- Universal predator: If the player lures enemies into the Maiden's Hair they will grapple the enemies as well, allowing the player to play a risky game to gain an advantage.
- Stationary: the Maidens' hair remains rooted and cannot move.
- Variants (?): Certain forms of the Maiden's Hair have additional effects associated, certain subspecies can drain steam, inflict a hallucinogenic status effect, or drain health.

## General Moveset

- Ensnaring Reach: No Damage, Medium/ High windup(5~8 sec), Low recovery (>1 sec). The Maiden's Hair only method of attacking, Grappling the player takes some time with a gradual slowdown of the player and pulling into the center of the enemy. Upon reaching the center the player's movement is either drastically reduced or negated and players must destroy the Maiden's Hair before being able to move again.

## Non Combat Behavior

- The maiden's hair remains relatively inert while outside of combat, however it shifts slightly as if breathing

## Hydra *(Unkillable Stalker)*

### Appearance

The Hydra will be what became of all the humans in the mine and town that stayed behind. Their bodies would have fused together, much like the Rat King from The Last of Us 2. No face is visible, but the creature is a mess of limbs and external guts. Each time this enemy is injured, it simply grows a new limb.

### Behavior

This enemy can be encountered in a special room and the player must sneak by it undetected. If the Hydra spots the player or the player attacks it, it will begin slowly shambling after the player for the rest of the game. Like the Vulture, this creature cannot be killed. Its appearance in later chambers will be proceeded with the sound of its slow shambling and the muffled sound of human groaning. These sounds are incredibly quiet though, so the player must be listening for them.

### Goals

- Increase tension and a combat consideration
- Hunt player across rooms and Biomes
- Debuff players to allow for a Coup de Grace

# Hydra Cont.

## Overall Concepts

- Unkillable: The Hydra is Unkillable due it it's incredible regeneration, it can be slowed and limbs can be shot off, but it swiftly regenerates them
- Eternal Pursuit: After the first encounter, there is a small chance the Hydra appears in any subsequent encounter (run/ game?)
- Spiteful: The Hydra grows more aggressive and powerful if the player chooses to damage the creature
- Destructive: The Hydra can damage enemies and environmental hazards while attacking

## Movement Style

- They Hydra has a steady but slow walking pace, slower than the player but enough to consistently threaten them
- They Hydra can sprint but does so sparingly and rarely turns, running into nearby objects

## Searching and Counterstealth

- Upon spotting the player, the Hydra continuously knows the location of the player and pursues them relentlessly.
- If the hydra loses line of sight it might throw nearby enemies towards where the player was, killing them instantly.

## *General Moveset*

- Tantrum: Medium windup (3 sec), Low recovery, High damage. The Hydra rips off a pair of its own arms with another set and violently slams them around. Any creature hit by the tantrum is sent flying back.
- Intestine Bolo: medium windup (3 sec), medium recovery (1~3 sec). Low damage. The Hydra rips a section of its intestines out and throws them at the player. Upon hit the player is restrained and knocked prone.
- Surrogate projectile: medium windup(3 sec), low recovery, high damage. The hydra grabs a nearby enemy and throws them at the player, poisonous enemies explode in an AOE, spiders burst in a shower of smaller spiders.
- Punch: Low Windup (<1 sec), low recovery (1 sec), medium damage. A standard punch or flail when the player nears the Hydra. On a hit the player is sent flying back.
- Skewer and Punch: Medium windup (3 sec), low recovery, high damage. The Hydra breaks one of its right arms and charges forward. On a hit the player is impaled on the broken bone and lifted. The Hydra then punches the player in the face, sending them flying.
- Subsume: Long Windup (>8 sec), Long recovery (on success), Instant death. The Hydra screams and shuffles towards the player, reaching out, this shuffle is easy to evade unless otherwise restrained. On a hit the player begins to be subsumed into the Hydra, a last minute escape chance allows the player to shoot an exposed organ to break the grapple, the timing of this is based on players health (more HP, longer timer). On a failure the player is killed outright. On a success the Hydra reels in pain and cries.

# Hydra Cont.

## Non Combat Behavior

- While not in combat the Hydra stalks the area, searching for the player
- If the hydra comes across regular enemies while patrolling it will harass them, potentially dealing damage.

## Other Enemy Interactions

- General Enemies:
  - All enemies tend to avoid the Hydra as best they can, it is immune to grapples from Maiden's Hair or other environmental effects enemies create (acid, webs etc.)

- Boss Enemies:
  - The Hydra cannot appear in boss rooms

## Amalgamation (Boss)

### Appearance

The boss will be an amalgamation of the four mobs, and it will also be connected to Sage. The main part of the body will be scorpion-esque, and it will be larger than the regular scorpion. On the end of the tail, there will be the abdomen egg sack like on the spider, and the creature will have the same spiked pedipalps as the spider. The claws will still have stingers. The back of the creature will have growths of full-grown wolves made of chiton. The back of the creature is connected to Sage's stomach with a long snake trail.

### Behavior

The boss also emulates the behavior of the mobs. It mainly charges like the scorpion, except the venom inflicts slowness and hallucinations. It can also swipe with its spiked pedipalps, but it cannot shoot these spikes. Instead, its long-distance attack is to drop its chiton wolves, which then act like the regular wolves. The egg sack drops spiders, and they shoot spikes at you, but they do not shoot venom and they spawn without their egg abdomens.

## Tick

### Appearance

The tick would be large and look more armored with chitin than an average tick. Its chamber would be full of other mobs for it to feed on, and when it feeds its backside becomes massive. The chitin splits apart and reveals a soft, lumpy stomach. The tick's mouth parts would be long and sharp, and it will have noticeable human eyes.

### Behavior

The tick will try to feed on an animal in its chamber (this kills the mob), and then it will spray the player with a powerful burst of blood. This blood will harm the player and limit their vision and mobility. The tick will then try to feed on the player, and this attack would be devestating and may result in an instakill.

### Goals

- Gorge itself on enemies to charge powerful moves
- Debuff players to move in for a devastating blow
- Draw aggro with the threat of strong attacks

# Tick Cont.

## Overall Concepts

- Armored: the tick takes reduced damage from all non critical hits
- Consumption: The Tick will consume other mobs or corpses in the arena to charge it's powerful moves
- Unique Critical Zones: while gorged on blood, the abdomen stretches, separating the armor plating. Shooting these counts as a critical.
- Debuffs: Hitting the player with blood based moves will limit their vision and movement.

## Other Enemy Interaction

- Enemies with Debuffs: When the tick Gorges itself on these enemies, its blood attacks acquire minor versions of their debuffs in addition to the debuffs normally applied.
- Bosses: Ticks cannot feed on bosses or special enemies (maiden's hair, Plume moths etc.)

### General Moveset

- Vampiric bite: medium startup and recovery, low damage. The tick jumps forward and latches itself onto anything it hits. If it hits a mob, it kills it and gains 3 charges of blood. If it hits the player, they have the chance to remove the tick (similar to the Hydra's grapple) while being drained. The tick gains 1 charge of blood per second it's attached.
- Blood Vomit: low startup/ recovery, medium damage, 1 charge. The tick disgorges blood as a projectile towards the player. If hit, the player's vision is limited and their movement is slowed by the coagulating blood.
- Sanguine Expulsion: medium startup, low recovery, high damage, 2 charges. The Tick expels blood from its exposed abdomen, creating a damaging AOE attack. Upon being hit players suffer from the vision debuff and anything within the area is blown back from the tick.
- Lethal Drain: high startup/ recovery (<3 sec), Instant death, 3 charges. The tick lets out a screech and launches itself rapidly towards the player with a jet of blood. While flying towards the player, the tick can be shot and knocked out of the air, expending only one charge and ending the attack. Upon hit, the player is knocked onto the ground. If the player has over 25% HP they then have one last chance to shoot the tick off. On a failure the tick diegorges its remaining blood and sinks its mandibles into the player's neck, killing them instantly.

## Tarantula Hawk Wasp

### Appearance

This creature would be about the size of a human arm. Its chiton would be shiny, like its real world counterpart, and its wings would be orange as well. Its stinger will be long and barbed, and its legs would be human arms. The wings would appear to be made of human skin as well.

### Behavior

The wasp will hide on the ceiling and try to drop down on the player, attempting to sting them and limit their vision. The sting would also cause the player's vision to cloud up. A buzzing sound announces their presence, and shining a light on the ceiling reveals their shiny chiton bodies. If a light is put on them for too long they will drop down and attack.

### Goals

- Deal massive damage by setting up opportune attacks
- Apply debuffs to the player
- Provide aerial melee DPS

## *Overall Concepts*

- Envenomed stinger: being stung by the Wasp will apply the venom status debuff and deal damage over time.
- Hive mentality: The Wasps grow more aggressive the more wasps are engaged with the player.
- Surface cling: while not flying, wasps will cling to vertical surfaces or ceilings and emit an ambient drone
- Reflective Carapace: The wasps shell reflects light and as such can be seen when guns are fired or light is produced

## *General Moveset*

- Flyby: low startup/recovery(<1 sec), low damage. The wasp flies at the player and claws at them with its hands.
- Bite: medium startup (1~3 sec)/ low recovery(<1 sec), medium damage. The wasp flies at the player with its jaws open and bites the player. On hit the player takes low triggering damage and damage over time.
- Sting: medium startup/ recovery (1~3 sec), medium damage. The wasp attempts to sting the player, on a hit it applies a visual debuff
- Impale: medium startup (3 sec)/ medium recovery (1~3 sec), high damage. While on the ceiling directly above the player the wasp emits a low hum and drops straight down onto the player impaling them with its stinger, applying the visual debuff, and knocking the player down

## *Other Enemy Interaction*

- Spider: Wasps will gather around laid spider eggs and feed on them to recover health.

## *Giant Desert Centipede*

### *Appearance*

This enemy is about 2 feet long and sports large fangs much like its real world counterpart. It drags around a large growth, so large that its hind legs cannot touch the ground. This makes the creature slow moving, but it is very quiet and low to the ground, making it hard to spot.

### *Behavior*

The centipede would try to creep close to the player without being spotted and bite them repeatedly and quickly. The room this mob would inhabit would have tunnels for it to crawl in and out of, and it would try to stay away from light.

### *Goals*

- Deal consistent damage to players making them a more active consideration in combat
- Chitinous shells provide reasonable defense up close from player attacks
- Unique mobility options and stealth make them harder to his from far away

# Giant Desert Centipede Cont.

## Overall Concepts

- Erratic movement: The centipede moves erratically making it harder to hit
- Camouflage: the outer shell of the Centipede is similar to that of the floor tiles, and as such it provides a sense of camouflage.
- Chitinous shell: the centipede takes reduced damage when attacked on its shell. Some attacks reveal the soft underbelly.
- Light sensitivity: Centipedes avoid light sources, including player sourced ones such as open flames, explosions or other lights.

## General Moveset

- Incisor bite: low wind up/ recovery (<1 sec), low damage. The Centipede makes a small bite from the ground, and can be chained together with other Incisor bites for a flurry that deals medium damage overall.
- Rearing snap: medium windup (3 sec), low recovery (1 sec), medium damage. The Centipede rears up on its hind legs and bites at the player, dealing medium damage. Reveals its underbelly to allow for more damage to be dealt.
- Trip up: medium wind up (1~3 sec), low recovery (<1 sec) no damage. The Centipede wraps itself between the players legs, knocking them down and allowing for other creatures to close in or deal critical hits.

## Other Enemy Interaction

- Knockdown Criticals: enemies with drop moves (wasps, spiders etc.) can use those moves on knocked down players

## Grape Plume Moth *(Swarm Enemy)*

### Appearance

This enemy would be the same size and appearance as its real world counterpart.

### Behavior

The enemy would be more of an environmental threat, it would try to swarm the player and limit their vision. They cannot harm the player and are easy to kill.

### Goals

- Distract the player and limit their vision
- Provide soft cover for stronger enemies
- Apply debuffs to the player

### Overall Concepts

- Swarm: The Plume Moths attack only in larger swarms, shooting into the swarm damages the overall health bar, as such killing individual moths is unnecessary. AOE moves are particularly effective, potentially taking care of the swarm all at once.
- Debuffs: The Moths attacks apply a variety of debuffs, to covering the players vision to slowing them down
- Soft Cover: Any bullets that hit the swarm do not pierce (unless otherwise specified by mods) and as such the swarm can provide a form of mobile cover for other enemies to attack through to get close.
- Cannibalistic regeneration: whenever the Plume Moth swarm deals damage, it slowly replenishes the size of the swarm

## *General Moveset*

- Biting swarm: permanent, low damage. The swarm ambiently deals a small amount to all enemies within its radius. This attack applies the blinding debuff to the player after 3 seconds of remaining within the swarm.
- Swarm Lunge: medium (1~3 sec) windup/ low recovery (<1 sec), low damage/time. The swarm bunches together and launches at the player. On hit the player takes small triggering damage, but initiates damage over time and a speed debuff.

## *Other Enemy Interactions*

- Fleshy Enemies: Will attempt to remain in front of them, these enemies will attempt to walk around the swarm or hide behind. While low on health the plume moths will swarm around enemies to replenish health.
- Armored enemies: Armored enemies are immune to the sapping effects of the moths and as such will stay within and move with the swarm to benefit from the soft cover
- Bosses: Bosses are immune to the sapping effects, but the plume moths can still regenerate from being near them. Bosses, however, cannot benefit from the soft cover of the swarm while they are regenerating.

## Not Deer (Boss)

### Appearance

This boss would appear like a normal deer at first, then it later reveals that it's connected to a more corrupted Sage. It would have a strange way of moving, as if it was being piloted by something else. Then, it would split open, revealing the many bugs inside it. The eyes on the deer portion would be glassy, and the swarm that comes out of it will act like a mass. The inside of the deer's mouth will have bug mouthparts including pedipalps and fangs.

### Behavior

Like stated before, the bug mass attached to the deer would act as a mass. Occasionally, mobs could split off and attack the player. The mass can also be thrown at the player, causing them to be bit and stung multiple times. The deer potion can also attack the player by bucking and biting.

### Goals

- TBD

# Not Deer Cont.

## Overall Concepts

- TBD

## Movement Style

- TBD

## Searching and Counterstealth

- TBD

## General Moveset

- TBD

## Not Deer Cont.

### Non Combat Behavior

- TBD

### Other Enemy Interactions

- TBD

## Vulture *(Surface Boss)*

### Appearance

The vulture will be a huge creature, 10 to 15 feet tall. The vulture will have multiple heads, small sunken eyes, and extremely boney necks. The beak of the vulture will hinge almost at the back of the head, and the whole beak will be serrated. Inside the beak closer to where the vulture's head starts there will be a row of human teeth, and the vulture will have a human tongue. The vulture will have one pair of massive wings, and long thick clawed legs. The body will be disemboweled, so the creature's intestines hang out of the body to the point where they drag on the ground and leave a blood trail. The vulture will also have thick exposed ribs that have chiton growths on them to make them armored, and these form a cage around the exposed body.

### Behavior

The vulture is a stalker. There is only one in the whole game and it only lives in the above-ground portion of the map. The player will see hints of the vulture when they are above ground, like rebar nests, blood trails, and poop. The vulture will slowly get more aggressive the longer the player is above ground to put pressure on them to finish up and return underground. The vulture will start out in the distance, and it will get closer to the player, hiding behind buildings and peaking out with its heads. It will also peak into buildings with its heads, and it will reach into buildings with its claws. The vulture cannot be killed. If it is attacked, it will go into a frenzy and kill the player. It cannot be killed at this stage of the game.

# Vulture Cont.

## Overall Concepts

- TBD

## Movement Style

- TBD

## Searching and Counterstealth

- TBD

# Vulture Cont.

## General Moveset

- TBD

# Vulture Cont.

## Non Combat Behavior

- TBD

## Other Enemy Interactions

- TBD

## Sage (Boss)

### Appearance

At this point, Sage is horribly mutated. The only parts of her that remain remotely human are her head and torso, but her spine has been elongated and sharpened. Her arms and hands have been elongated and mutated into chitin weapons, eyes have sprouted all over her face and torso, and her mouth now unhinges at her ears. She now has an engorged abdomen and she looks spider-like. She has four legs, two with weapons fused to them. Her weak spot is protected by tendrils of intestines that connect her to the room around her.

### Behavior

For most of the beginning of the fight, Sage will attack by swiping with her arms and legs, occasionally darting from one side of the room to another by pulling on her intestines. Once the intestines have been cut and her weak spot has been damaged, the battle will enter phase two. She will retreat to the walls and ceiling and attack from afar by spawning past bosses and mobs that are now powered up. While this is happening, the player must use one of intestines now layer on the floor to grab Sage, pull her down, and strike her weak spot.

### Goals

- TBD

# Sage Cont.

## Overall Concepts

- TBD

## Movement Style

- TBD

## Searching and Counterstealth

- TBD

# Sage Cont.

## General Moveset

- TBD

# Sage Cont.

## Non Combat Behavior

- TBD

## Other Enemy Interactions

- TBD

# Camera

As a first person game, the use of the camera will be quite simple. During gameplay, the player will never leave the first person camera, which is kept at Aster's eyeline at all times. The exception is that if Aster performs any "roll" movement, the camera will not roll.

## Camera Shake

Camera Shake occurs to add impact to actions. This includes firing weapons, taking damage, landing, or being near an explosion, among many other things. Camera Shake should be more subtle for subtle effects, like firing a weapon, and extreme for extreme effects, like a nearby explosion. Developers will keep in mind that too much camera shake in a 3D game disrupts a player's ability to see the environment, and that extreme camera shake should only be used when that is the intention. Camera shake can be toggled in the options menu.

## Vignettes

Subtle vignette may be used in some situations, such as taking damage, being stalked by an enemy, or to enhance the darkness of a cave. Vignettes should be kept subtle, and not overbearing.

## Field of View:

The default FOV will be 90, but adjustable in menus.

## Lens Flares and Splatters

As a first person game, our camera is taking the role of our character's eyes. Consequently, we don't want any effects which only occur to cameras, such as lens flares, rain drops, or splatters. Note this philosophy only applies to "special" effects like the aforementioned examples. Color grading or other post process effects may be applied.

## Dodges

During a dodge, the animation on the camera should be snappy, starting with a big movement and then settling.

## Cutscenes

None of the above rules apply to non-first person cutscenes.

# HUD

The HUD of **Beneath the Badlands** should be minimalistic and only display absolute essentials. The goal is "Clean Screen" design.

Because player status like health is integrated into the character model visible in first person perspective, the only information remaining to be displayed is ammo count and ability
cooldowns.

A mini-map will be on display during gameplay in the overworld/hub. Once the player descends
into the caves below, the mini-map will not be available.

## List of Information in HUD

- Aster's health
- Ability cooldown status
- Ammo count
- Mini-map (overworld and hub only)
- Reticle when aiming
- Button prompts when around interactive items

# Menu Systems

*(Click Image to Expand.)*
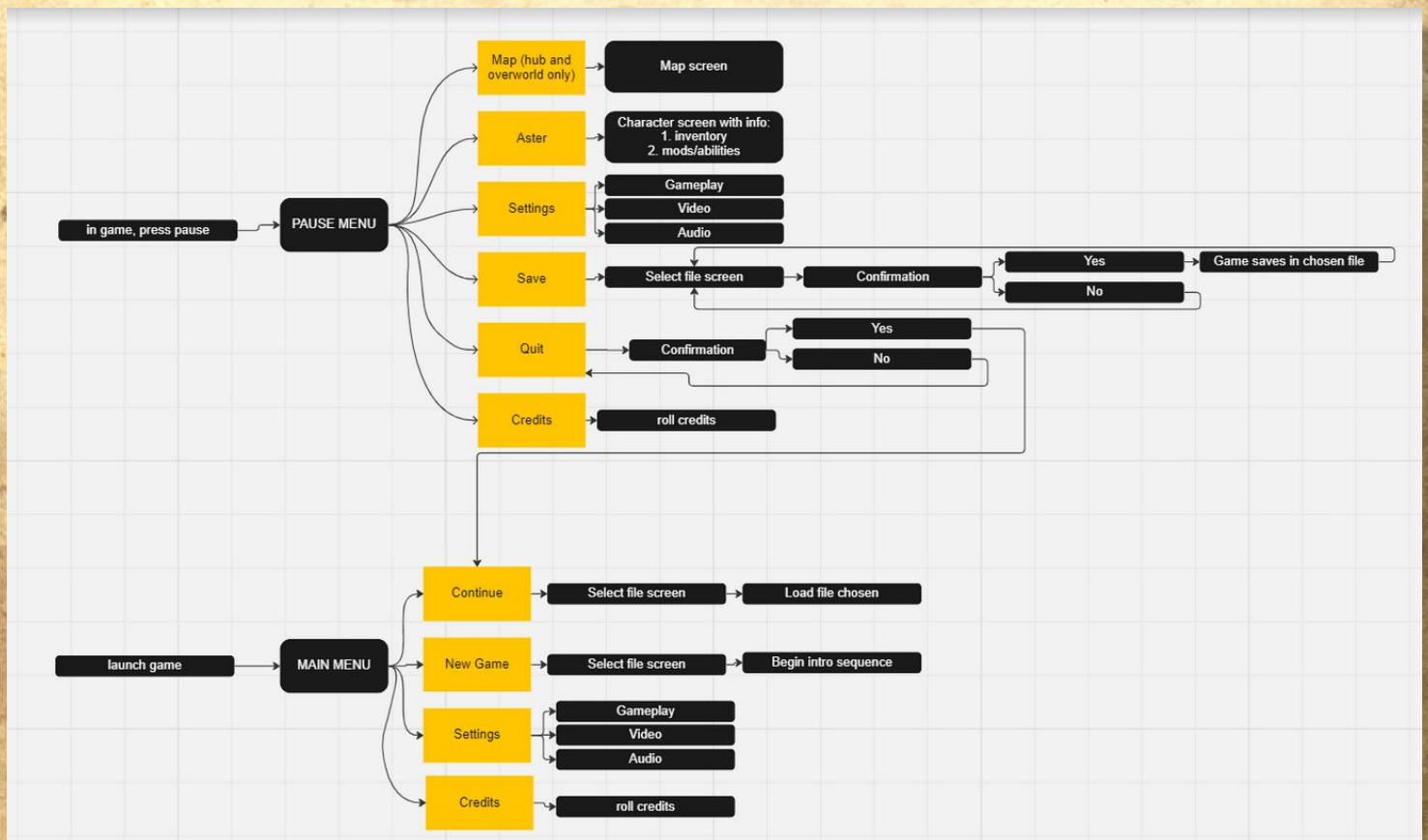
# Help Systems

## New Control Introduction

When there is a new mechanic/control being introduced, there will be a notification added to the HUD (reference Red Dead Redemption 2) that will disappear after a set amount of time.
- The game _will not_ pause for the purposes of tutorials.
- The game _will not_ have any mandatory guides for menu navigation.
- **_No mandatory tutorials._** They break immersion.

## Menu Help Section

If players need a refresher on controls and/or mechanics, they may reference the controls section in the menu.

There is a potential to have a "Help" section in the menu that explains controls and mechanics with screen recordings playing on a loop being executed in real time.
- Ex. Nier Automata, Super Mario Odyssey

# Game Options

Game Options are an excellent way to make a game approachable, accessible, and tailored to the player's preferences. With the inclusion of a Game Options menu, the potential audience for our game expands to include people from all walks of life.

## What Makes Ours Unique?

**Beneath the Badlands** is an experience meant to be enjoyed by anyone. In order to accommodate the widest audience and to avoid inadvertent exclusion, Beneath the Badlands will feature a robust set of Options. These options can be categorized under a few main umbrellas each serving a specific purpose.

## Graphics Settings

Giving players access to Graphics or Video Settings enables players with different levels of hardware to experience our game. By adjusting the quality level and disabling certain visual features, players can curate their experience for better performance and personal taste.

## Graphics Settings Cont.

- **Graphics Quality Preset**
  - Low/Medium/High/Ultra*
- **Display Mode**
  - Full Screen/Windowed
- **Display Resolution**
  - 1280x720/1440x900/1920x1080/etc.
- **V-Sync***
  - Enable/Disable
- **Field of View**
  - 60 - 150*
- **Depth of Field***
  - Enable/Disable
- **Anti-Aliasing***
  - Enable/Disable
- **Texture Quality**
  - Low/Medium/High*
- **Screen Shake**
  - Enable/Disable
- **Lighting Quality Presets**
  - RTX / Lumen / Performance

## Audio Settings

Exposing specific channels allows players to remix audio levels to their desired setting.

- **Master Volume**
  - 0 - 100
- **Ambient Sound Volume**
  - 0 - 100
- **FX Sound Volume**
  - 0 - 100

## Gameplay Settings

Gameplay settings refers to parameters specific to our game such as the option to skip dialogue. Giving players access to these settings allows them to experience our game in the way they'd most enjoy - be that with expedited cutscenes or with a more minimalist HUD.

- **Cross Hair**
  - Enable/Disable
  - Opacity: 0 - 100*
- **Cutscenes**
  - Default/Fast Forward/Skip*
- **Dialogue**
  - Default/Fast Forward/Skip*

## Controls and Accessibility

The goal of game design is to create fun experiences; accessibility opens our creations to a wider audience. Allowing players to rebind controls not only lets players better tailor their own experience but also gives access to players who may use alternative control schemes due to disabilities or other factors. Captioning and language options allow our stories to be told to a more global audience.

- **Controls**
  - Rebind to...
  - Reset to Defaults
- **Captions**
  - Enable/Disable
  - Language
- **Language**
  - English, Spanish, French, Cantonese, etc.

# Replaying & Saving

## Replaying

Due to the roguelike structure, players are expected to replay the game many times to achieve even a single total victory. A single play through, ending with victory or death, is called a "run". At the end of a run, the player is reset to the start of the game, and loses any progress besides introduction cutscenes and tutorials. They return to the beginning of the gameplay segment. In addition, they lose all progression gained during their previous lives, with the exception of the visual changes of replacing more of the body with body mods. Those mods are broken and non functional until they are found again in a future run.

Once a player does win, it is common to want to replay the game even more. True mastery over a roguelike is the ability to win any run, no matter what items you get, regardless of any other RNG factors.

## Saving

At the end of every run, the game saves certain progress to the meta-progression save file. This save file keeps track of what body parts are visually replaced with what, statistics about the player such as how many runs they have won and their winstreaks, and any meta-progression unlocks. Meta-progression unlocks are limited to alternative starting equipment, optional challenges, and a larger loot pool.

Whenever the player passes through a loading zone, a single-run save file will be written. If the player exits the game, or the game crashes, they can reload this save. The save deletes itself when the player dies.

# Story & Narrative

## Story Logline

A bounty hunter and their companion accept a contract to discover the cause of a town's desolation, only to find there is a far great horror hidden beneath.

## Three Act Structure: Act 1

The game begins with our protagonist, Aster, and their partner, Sage, traveling on a steam locomotive across the Badlands. Aster and Sage are bounty hunters that have been contracted by the leading industry giant, The Daedalus Corporation, to uncover what happened to a desolate mining town after all communications were lost. When approaching the town, their train is attacked by a large creature. The creature ravages the train, throwing the car that Sage is in down into the chasm of the open-pit mine. An injured Aster makes their way down the open-pit track, where they find the crashed car but no signs of Sage. Aster heads for a tavern inside the chasm. Inside, they find a working-bot. The Daedalus Corporation uses the robot to assist them with their injury by offering a mechanical body modification for their injury. After learning how to utilize their new body upgrade, Aster begins their descent into the caves to find Sage.

## Three Act Structure: Act 2

The second act begins when Aster enters the cave. Aster is faced with a variety of mutated creatures that emerge from different areas in the mines. Periodically, Aster finds mine shaft entrances that lead back to the surface. The looming threat of the creature that attacked is still present, so they must act fast to collect what resources they can before heading back into the beneath. There are workstation checkpoints that have robots present to keep Aster in contact with Daedalus while also supplying them with resources and upgrades. Aster finds Sage within the first biome of the mines, but she has started to become corrupted by whatever has mutated the flora and fauna in the area. She is fighting with her own mind and runs from Aster, deeper into the mines. Aster follows a cycle of upgrading, scavenging, fighting and traversing the mines to chase after Sage as the curse overtakes her more and more. The final confrontation occurs when Aster finds Sage is fully overtaken by the curse at the bottom of the mines.

## Three Act Structure: Act 3

The final act begins with Sage attacking Aster in a chase sequence. This chase causes the cave system to collapse around them as they escape. When reaching the surface, Aster is met with not only the threat of Sage, but the creature that attacked their train at the start. Aster fights the creature and Sage, emerging victorious and having to put an end to their partner's life in order to stop the curse. Aster has lost part of themself by losing Sage, but also sacrificed their human body for machinery to survive these trials. Aster leaves the town solemnly. However, it is revealed to the player that the curse is not fully defeated when a small mutated creature emerges from the rubble.

# Primary Plot Points



ACT I | ACT II | ACT III

Climax
Highest Obstacle
Subplot
First Culmination
Higher Obstacle
First Obstacle
The Lock-In
Predicament
Inciting Incident

Resolution

The Set-Up | Obstacles | Resolution
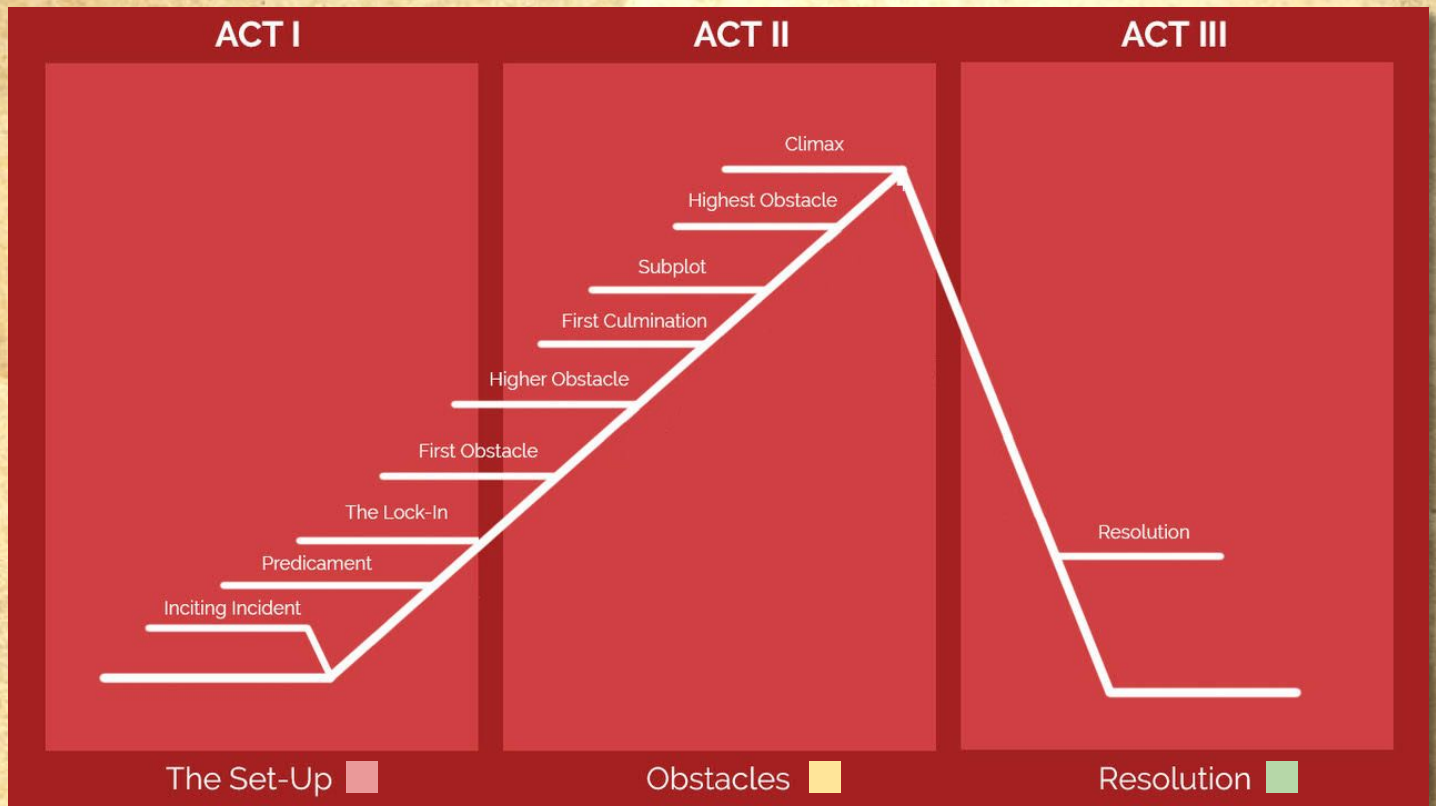
## Status Quo - *The Ordinary World*

Modern society has adopted steam-based machinery as its primary form of technology and advancement. Large corporations have been stripping the Earth of its resources for industrialization. Aster and Sage are bounty hunters, taking on odd jobs to make ends meet. They receive a contract from the leading industry giant, The Daedalus Corporation, requesting that they investigate why a mining town in the Badlands has gone off the grid. The duo heads off on a steam locomotive to uncover what happened.

## Inciting Incident - *The Crash*

Upon their arrival to the mining town, Aster and Sage's train is attacked by a large vulture-beast. The crash separates the two bounty hunters, leaving Aster injured and alone. When they awaken, they begin searching for what happened to Sage after the events of the crash.

### Predicament - *Lost Partner*

In searching for clues about Sage's whereabouts, Aster explores parts of the decrepit mining town. The looming threat of the vulture requires them to stay hidden and quiet. They discover a trail of blood and fabric from Sage's clothing trailing off into a mineshaft. However, an injury to their right arm starts to overwhelm them. They must find supplies to stave off their wounds and survive their search for Sage.

### The Lock-In - *The First Modification*

Aster enters a shawty tavern in an attempt to find some medical supplies. When they enter the tavern, they find an old, rusty working-bot present at the bar. The robot slowly energizes back to life and presents itself as a robot representing The Daedalus Corporation that contracted the hunters. The CEO of Daedalus uses the robot as a mouthpiece, informing Aster that their success on this mission is vitally important, and their reward will be multiplied: considering the circumstances. The CEO offers for the robot to perform an operation to give Aster a mechanical replacement for their injured arm. Without the assistance, Aster will likely die, and surely will not be stable enough to search for Sage. They reluctantly accept, gaining their first body modification and all the benefits and downsides that come with it. They set off into the mines to follow Sage's trail.

## Primary Plot Points Cont.

**\*First Culmination - *Make Contact w/ Sage***

In each biome, there will be a narrative interaction with Sage. First, you will learn of her infection, seeing that the curse has become to corrupt her and distort her mind. She will flee from Aster in a crazed frenzy. In Biome 2, she will begin to fuse more with the curse, swapping her speech back and forth as her mind fights for control.

**\*Subplot/Rising Action - *Discover the World***

Subplot elements will be presented in each biome depending on what context is fitting. In the Mines, you will find worker's journals, audio logs and documents showing their working conditions. You will find rusty equipment, but in general it will be more established since it is closer to the surface. As you travel down into the Bug Area, you will find more context as to how the animals have been affected by this curse. Logs on how rapidly they have been mutating, visuals of their corruption and other thematic instances depicting the flora and fauna converting will be on display. The final biome, the Blood Pit will have many items showing how insanity drove the townspeople to become sinister and deranged. They began trapping humans and animals in cages, dissecting them for research. However, in time it becomes clear that they also began cannibalising each others, driven truly mad by the world they had created this far beneath.

\*These sections are repeated for plot progression throughout the different dungeons.

### Highest Obstacle

The final obstacle and hardest encounter in the game will be the final showdown. Aster must defeat Sage, as she has become the new host of the curse. Her mutated form will be a horrific create of varied animalistic body parts, merged with her human form. Aster must evade her attacks and escape the caves as they collapse around them. When they reach the surface, Aster will have to defeat the vulture looming over the Badlands and defeat Sage to rid the land of its corruption.

### Climax

Once the vulture is defeated and Sage is weakened, Aster must decide whether to kill Sage to end the curse, or join Sage and take revenge on humanity. The weight of this choice will be tested throughout the story, but ultimately depend on the player's sympathies and beliefs outside of the game.

### Resolution

Aster will have two courses of action depending on the player's choice. In one choice, Aster will end Sage's life, putting the curse to and end. Creatures will begin to scatter and become crazed by the loss of their hive mind. They will gather Sage's body and burn it in a funeral pyre within the town's ashen remains. Aster will cut their hair as a symbol for their loss before leaving the scene. However, as they trail off, back in the distance the player will be shown a small glimpse of the curse's corruption creeping out from the fire. With a fade to black, the credits will roll. The alternate choice is to join Sage inside the curse and whatever ramifications that entails. Aster's mechanical limbs will begin to spark and crack as the curse enters their body through Sage's influence. Their skin will pulsate with blackened veins and their eyes will turn black as the camera cuts to the credits.

# Game World

During the American Civil War, railways became the prime transportation source. Soldiers and supplies were able to be transported in a fraction of the time. This technical marvel motivated The Daedalus Corporation, aka Daedalus, to engineer trains and railways to be massively beneficial. Daedalus began utilizing steam and piston technology to enhance the weaponry their soldiers were using on the battlefield. These steam based implants were fueled by the internal pulse and heart rate of the user. The usage of steam technology allowed for weapons to fire much faster than the reloading of a musket. Steam tech was integrated as an implant for many soldiers, in order to power their weapons consistently. After the Union's victory, there was massive number of soldiers returning to normal life with these implants. Industries capitalized on this new widespread technology by creating products that benefited from the same sources that these weapons had be based upon. Over time, Daedalus developed a plethora of devices and services that benefited the ownership of an implant. Society became one with these implants, adopting them into normal life over the generations. In modern day, steam implants are commonplace. While some implants are equipped for menial tasks, but some have much more in depth and invasive ones for heavier duty work. All technology requires steam "charge" in order to operate, or can operate off of pistons, water wheels, wind and combustion. The medical field began to absorb these technologies as a way to stave off incurable illnesses and preserve body functions for the sick. Slowly society has become dependent on this steam technology by way of bodily enhancements and operational abilities. The resources required to frequently maintain these upgrades and mechanical elements for people and machines has taken a heavy toll on the environment and the world. The resource shortage causes for sources to be stripped to their barest bones and for organic space to be retaken by machinery. Frontier towns begin forming out West to mine for more resources.

# Character Sheets

## Character Sheet - Aster

### Personality
The protagonist, Aster, is a nonbinary bounty hunter in the North American west. Taking on various tasks for frontier towns and industrial corporations, Aster has experience exploring the terrain and understands how society operates in the area. They have seen the effect mankind has had on natural lands and how industry has altered the cultural landscape. Their allegiances are morally gray, taking tasks from all sources. Steadfast and determined, with a hint of sarcasm: Aster has a resilient personality, but becomes irritable and jaded when they are held back. Their priority is always to achieve a goal. Be it reward or victory, Aster is driven to complete the challenges set before them at any cost.

### Appearance
Aster is tall and lean with a fair amount of scrapes and scars across their face and body. Their hair is dark brown and thick, set into a long braid, while the underside is shaved into an undercut style. The top of their head is obscured by a worn out gambler hat. They are outfitted in clothing to handle the rough wilderness. They wear gritty and rough clothing, including a poncho, cowboy boots and leather chaps. After the introduction of the game, their right arm is modified and replaced with a mechanical arm with multiple uses for combat and function. As the player progresses, more body parts can be replaced with modified machinery, altering the appearance and abilities of Aster.

## Relationships

Aster is the romantic partner and coworker of deuteragonist-turned-antagonist, Sage. Their relationship is very close, however, they hold many disagreements about society and how life works. This causes them to often get into fights, but in the end they are always able to reconcile. They have a witty rapport, often picking at each other sarcastically. Sage is a positive influence in Aster's life, attempting to bring more empathy to their perspective and push them to challenge the unethical sides of society.

## Goals

The goal of Aster during the game starts out being the contract alone. Their goal is to complete the job successfully and collect The Daedalus Corporation's lofty reward. However, as the game progresses, Aster's goals begin to multiply. After Sage is separated from Aster, they take on the task of finding and rescuing her. Saving Sage from the curse and destroying its source all become challenges that Aster takes on. In the end, when the curse has overtaken Sage, Aster must admit their failure and defeat her in order to end the curse. They emerge victorious in their initial goal for the corporation and reward, but lost everything in doing so.

# Character Sheet - Sage

## Personality

The deuteragonist-turned-antagonist is Sage, a fellow bounty hunter. Sage is opinionated, passionate, and loyal. A risk taker by heart, Sage is strong willed and always standing up for what she believes is right. She has a strong disdain for the corporate system that has arisen in society due to industrialization. The classism and destruction of the Earth are all issues she speaks out against frequently. Her skills center mostly around knowledge of flora, fauna and the human body: such as medicines. She avoids taking on any jobs for the upper class or corporate figures, as her moral beliefs stray from their goals. However, taking jobs that push back against the powerful corporations often lands her in dangerous situations.

## Appearance

Sage is a slender woman of average height, standing at a few inches shorter than Aster. Her hair is a deep brown, with a slight auburn tint, parted down the center with long bangs sweeping to the left of her face and over to her ear. The rest of her hair is pulled behind into a tight braid and wrapped with a flowing, brown, green and turquoise hair band. Small details of her appearance and outfits all display this turquoise coloring, such as her eye makeup, earrings and other jewelries. Her attire is made of multiple light-weight fabric pieces, such as a cloth poncho, thin undershirt and loose sashes attached at her waist and belt. Her arms are wrapped with a blue-tinted fabric which intertwines between her fingers. A dark brown satchel hangs over from her right shoulder onto her left hip. She wears a belted, single legged chap on her right leg, and cowboy boots adorned with tassels.

### Relationships

Sage is the romantic partner and coworker of fellow bounty hunter and protagonist, Aster. Sage pushes against Aster's stubborn beliefs about how society cannot be changed, while Aster helps to bring Sage a sense of security and stability. Their conflict in beliefs draws out very diverse and unique interactions: positive and negative. She holds Aster is very high regard, prioritizing them, as well as others in need, over herself. Sage accepts a contract from The Daedalus Corporation alongside Aster, because she fears for their safety above her own moral code.

### Goals

Sage's goal prior to the game's introduction is to push back against the corporations and bring society back to its natural roots to save the environment. As the introduction begins, Sage's goal becomes more centered on assisting Aster on their contract, and keeping them both safe. After Sage is displaced and corrupted by the curse, her goals become much less clear. Internally, her goal is to maintain control over her mind. However, the Sage that is born from the corruption has the goal to spread the curse's reach and consume more organic life.

# Character Sheet - Robot(s)

## Personality

The robot models present throughout the game act as orbital characters and mouthpieces for The Daedalus Corporation to communicate with Aster. The first robot that is introduced is a bartending unit within the tavern of the hub world. The robots are all pre-programmed to provide a series of helpful and cordial dialogue options. However, due to the nature of Aster's mission and its rough beginning, the CEO of Daedalus has begun to utilize the robots as a form of communication. The robots will often glitch out: changing outputs to convey the CEO's correspondence. The CEO allows Aster to use these robots for assistance, parts and resources in order to better assure their victory for the contract.

## Appearance

The robots all are comprised of the same model, with varying texture and color differences to represent their different purposes. Some units are far more rusted, deformed and worn down than others, but their bases all are the same. These robot units are constructed using a humanoid body skeleton. They stand on two legs and operate using two arms with five humanesque fingers. The main unique trait of these units are the crane booms attached on their backs that hook onto a headpiece used for their visual and auditory processes.

### Relationships

The robots are familiarized with Aster very quickly as they enter and progress through the mine systems. The hub robot is most familiar with Sage, often exhancinging more banter than the rest, due to their frequent returns. The robots are however, programmed beings, and thus are only able to respond in a finite number of ways. Their relationship to Sage is purely analytical. She made no use of their services as she was dragged down into the mines and all the robots have done is make note of her presence as she has passed through their respective areas.

### Goals

The robots' goals are purely to complete whatever task they are programmed to do. They have no emotional sentience and act upon programmed command, or by whatever the CEO uses them for during communication.

# Biome Descriptions

## Town/Badlands

The first playable area is an old western mining town in the desert. The town has pronounced, bulky steampunk elements in its machinery and buildings, and large pits for mining. Plant life is sparse and harsh, buildings are rotted and collapsing, and machinery is entirely rusted over. Weeks ago, the town was thriving. The player is a bounty hunter hired by the company that owns these mines, tasked with finding out why production has stopped there. The player travels in with their partner on a train which crashes at the edge of town, and finds out it has been completely abandoned. They are also separated from their partner during the crash. Further parts of the town are inaccessible due to collapse. After exploring and scavenging for mechanical pieces, the player must go underground in the mines to continue their mission. Throughout the game the player will resurface from underground to explore and scavenge in previously inaccessible areas of the town. Just beyond the town is a visible area of plain desert and cliffs. Within the town there are large areas not populated by buildings, referred to as the badlands. There is a large and unbeatable vulture-esque creature that stalks around the town, making it unsafe to stay there for long periods of time.

# Mines

The second playable area is the mines located underneath the town. The mines are a procedurally generated cave system, with randomized pre-designed halls and rooms. There is abandoned rusty equipment everywhere, copper ore deposits along the ceiling and walls, and it's lit only by sparse oil lamps. There are secret rooms that can be found with powerful upgrades, and the main objective in this area is progression. One of the randomized rooms is a shop with a traveling robot salesman, where upgrades can be gotten in exchange for scavenged items. The sound in the mines is echoing, mainly dripping from stalagmites and creaking machines/wood, and it is difficult to tell which direction they come from. The mines are where the first real combat will occur. The enemies that appear in the mines are wolf creatures, snake parasites, a stealth spider, and a giant scorpion. The bossfight will occur in the final room, and will be against a horrifying amalgamation of all the mine enemies. After completing the bossfight, the player will take an elevator back up to the surface and emerge in a different, previously inaccessible part of the town.

# Infestation Area

The third playable area is the bug nesting area, accessed after traversing the second available section of the town. It is located underground and is another procedurally generated cave system, with randomized pre-designed halls and rooms. There are nests on all surfaces consisting of patterned burrowed holes and broken items from the town. The walls and ceiling are dripping with a viscous slimy substance, and there are scuttling noises coming from all directions randomly. The light source is bioluminescent plant and bug life. There are secret rooms that can be found with powerful upgrades, and the main objective in this area is progression. One of the randomized rooms is a shop with a traveling robot salesman, where upgrades can be gotten in exchange for scavenged items. The enemies in the bug nesting area are tarantula hawk wasps, an armored tick, a giant desert centipede, and grape plume moths. The bossfight will occur in the final room, and will be against a grotesque bug-filled deer creature. After completing the bossfight, the player will take an elevator back up to the surface and emerge in a different, previously inaccessible part of the town.

# Blood Pit

The fourth playable area is the blood, accessed after traversing the third available section of the town. It is located underground and is another procedurally generated cave system, with randomized pre-designed halls and rooms. It is filled with cages and cells embedded in the walls, and there are weapon racks and blood all throughout. It also has various skeletons and large pools/lakes of blood. The main ambient sound in the prison consists of distant screaming and metal clanking. The lighting will be a constant, faint red glow, source unknown. There are secret rooms that can be found with powerful upgrades, and the main objective in this area is progression. One of the randomized rooms is a shop with a traveling robot salesman, where upgrades can be gotten in exchange for scavenged items. This is the last time this shop will appear. The enemies in the blood pit are toxic toads and gila monsters. The bossfight will occur in the final room, and will be against TBD. After completing the bossfight, the player will take an elevator back up to the surface and emerge in the final, previously inaccessible part of the town.

# Level Designs

## Tutorial Level - *The Rim*

***Beneath the Badlands*** tutorializes its mechanics by dropping players down onto a cliffside on the upper strata of the Pit. Players are immediately challenged to climb the cliffside and return to the Badlands while facing the first enemies, traps, and puzzles of their journey.

**Genre:** FPS Action Rogue-like (Western-Steampunk)
**Location:** "The Rim"
**Difficulty:** Easy
**Length:** Short
**Purpose:** Learn how to navigate the badlands, get to safety, and begin the search for Sage.

## Objectives

The Pit features multiple levels which the player must climb in order to reach the surface. There are many opportunities for players to learn their toolkit and become acquainted with the Badlands.

**Main Objective:** Escape The Pit.
**Side Objectives:** Investigate where Sage has gone.

## Abilities

On the cliffside the player will find gadgets enabling them to use abilities to make combat, platforming, and overall navigation easier as they progress.

> **Available:** Impeded until final abilities.
> **Location Found:** Predetermined location*
> **Usability:** Defeat Enemies, Platform/Progression, Destroy Environment.

## Metrics

The metrics refer to how far the distance the player has to cover, how far they can shoot, or how far overall abilities travel inside the area of space. This section is also meant for conveying a sense of scale and presence so the player can believe in the area they are in and allows us to subconsciously urge specific feelings regarding certain rooms.

> **Size:** Overall Level Size Impeded for Playtesting
> **Proportion:** Impeded due to playtesting.
> **Shooting:** Impeded due to playtesting.
> **Abilities:** Impeded due to playtesting.

## Enemies

The Badlands are home to an onslaught of recognizable creatures with a twist. Different creatures appear as the player progresses upwards.

> **Types:** Scorpion/Tank, Vulture/Unkillable Boss
> **Availability:** Impeded due to playtesting.
> **Locations:** Combat "Rooms" or sections of the Rim and in the final area.

## Biome

The biome surrounding The Rim, is inhabited by roving packs of enemies and some minor hazards. As a tutorial, a balance should be struck between realistic difficulty and easing players into the experience. Players will be facing different arrangements of these dangers as they climb further upwards and out of the Pit.

**Interactables:** Explosive Barrels (Explosion/Fire)*, Oil Lanterns (Fire)*, Unstable Crystals*.
**Obstacles:** Elevation*, Mining Equipment*, Crates*, Minecarts*, Piping*, Cover.
**Hazards:** Pitfalls*, Broken Pipes (Steam)*.

## Items/Loot

At the top of a massive quarry, a smattering of loot and gear can be found to equip our recently marooned protagonist.

**Types:** Gadgets, Body Mods, Keys, Currency, Key Items, Healing Items, Coal.
**Usage:** Player Use, Collecting, Resource.
**Availability:** Intentionally limited to just a few examples of each resource.
Locations: In specific, curated locations coinciding with mechanics as players learn them.

# Biome - Badlands

TBD

**Genre:** FPS Action Rogue-like (Western-Steampunk)
**Location:** "The Nests"
**Difficulty:** Intermediate*
**Length:** Medium*
**Purpose:** Investigate the "Nests" and discover why/how the creatures are mutating.

## Objectives

TBD

**Main Objective:** Discover where and how the creatures are mutating.
**Side Objectives:** Locate the Whereabouts of Sage + Collect Weapons, Gadgets, Body Mods, and Treasure.

## Abilities

TBD

**Available:** Impeded until final abilities.
**Location Found:** Treasure Rooms*, Shops.
**Usability:** Defeat Enemies, Platform/Progression, Destroy Environment.

## Enemies

TBD

**Types:**
**Availability:**
**Locations:**

# Biome

TBD

**Interactables:** Unstable Crystals*, Egg Sacs, Mushrooms
**Obstacles:** Elevation*, Eggs/Egg Sacs, Piping, Cover, Nesting Walls/Pillars
**Hazards:** Pitfalls*, Broken Pipes (Steam)*, Stalactites*. Bug Nests, Poison Pits, Parasite Infested Objects.
**Types:** Level Two contains similar room types as all other levels, except that all the rooms play to a more vertical design. Close Quarters, Hybrid, Long Distance, Treasure, Arenas, and Misc.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Loot | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Currency, Health, Keys, Coal | Currency, Health, |
| Obstacles | Cover, Multiple Elevations, | Cover, Multiple Elevations, | Cover, Multiple Elevations, | Cover | Elevation |
| Hazards | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Stalactites, Poison Pools | None |
| Interactables | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Unstable Crystals | None |
| Description | Tight level design in close quarter -hallway like areas. Used to promote immediate gameplay, choices, etc. Has a high saturation for jumpscares and quick thinking for the player. It features a gameflow relative to the speed the player wants. Treasure rooms may be part of these. | A mixture of open large areas and close quarters design. Main point is for player comfortability. A sort of "regular" template type that gives the player multiple ways of play whilst keeping the flow similar to both the Large Scale and Close Quarters type. Treasure rooms may be part of these. | Features further sight lines, lesser cover, and more subconscious choice for the player. Gives the player more freedom for abilities rather than gunplay but features more openness for long range. Treasure rooms may be part of these. | Used for either Bosses or lesser player skill tests. They are large open spaces relatively surrounding an area that holds a boss or grouping of enemies. Basically a standard battle arena the player can be tested in. | Broad area of level template. Features template connection rooms (turns, tunnels, etc.), can also feature treasure rooms, replenish rooms, and such. |

## Items/Loot

TBD

**Types:** Gadgets, Body Mods, Keys, Currency, Key Items, Healing Items, Coal.
**Usage:** Player Use, Collecting, Resource.
**Availability:** In most rooms. Mods, Gadgets, Healing Items, Currency are dropped by Enemies or found. Keys, Key Items, and Superior Mods/Gadgets are found in Treasure Rooms or purchased in Shops.
**Locations:** CQ, Hybrid, LD, Treasure Rooms are where all can be found.

## Metrics

TBD

**Size:** Overall Level Size Impeded for Playtesting Individual MAX Room Size is constant throughout all levels (40x40 Meters X and Y, Infinite Z)
Individual MIN Room Size is impeded due to playtesting.
**Proportion:** Impeded due to playtesting.
**Shooting:** Impeded due to playtesting.
**Abilities:** Impeded due to playtesting.

# *Puzzles*

TBD

**Direct:** Locked Doors, Platforming
**Indirect:** Explodeable Blockades (Hole in wall). , or Puzzles requiring certain Abilities.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Direct | Doors, Platforming | Doors, Platforming | Doors, Platforming | Doors | Platforming |
| Indirect | Barricades, Ability | Barricades, Ability | Barricades, Ability | None | Barricades |

# Level 1 - *The Mines*

"The Mines" are a conglomerate of carved out tunnels, caves, and chasms. The player has to traverse a series of enemy filled rooms, risky platforms and avoid pitfalls and busted steam pipes, all whilst exploring many forgotten mining tunnels in search of their companion Sage.

**Genre:** FPS Action Rogue-like (Western-Steampunk)
**Location:** "The Mines"
**Difficulty:** Easy-Intermediate*
**Length:** Short-Medium*
**Purpose:** Investigate the "Mines" and discover the whereabouts of Sage.

## Objectives

The Mines feature multiple floors the player must explore in order to discover the whereabouts of Sage. There are many options to be distracted by this mission regarding enemies, steam, and treasure.

**Main Objective:** Investigate The Mines.
**Side Objectives:** Go deeper into The Mines and locate Sage. (Collect Weapons, Gadgets, Body Mods, and Treasure).

## Abilities

Inside The Mines the player can hone their abilities to make combat, platforming, and overall navigation easier as they progress.

**Available:** Impeded until final abilities.
**Location Found:** Treasure Rooms*, Shops.
**Usability:** Defeat Enemies, Platform/Progression, Destroy Environment.

# Enemies

The Mines are home to an onslaught of recognizable creatures from the surface, with a subterranean "poisoned" twist. Different creatures are found in most rooms surrounding this biome. As the player progresses deeper, the more and more enemies surface.

**Types:** Grunt/Wolf, Scorpion/Tank, Spider/Flying, Maiden's Hair/Environmental, Hydra, Amalgamation/Boss
**Availability:** Impeded due to playtesting.
**Locations:** Most rooms outside of treasure rooms, and connection rooms.
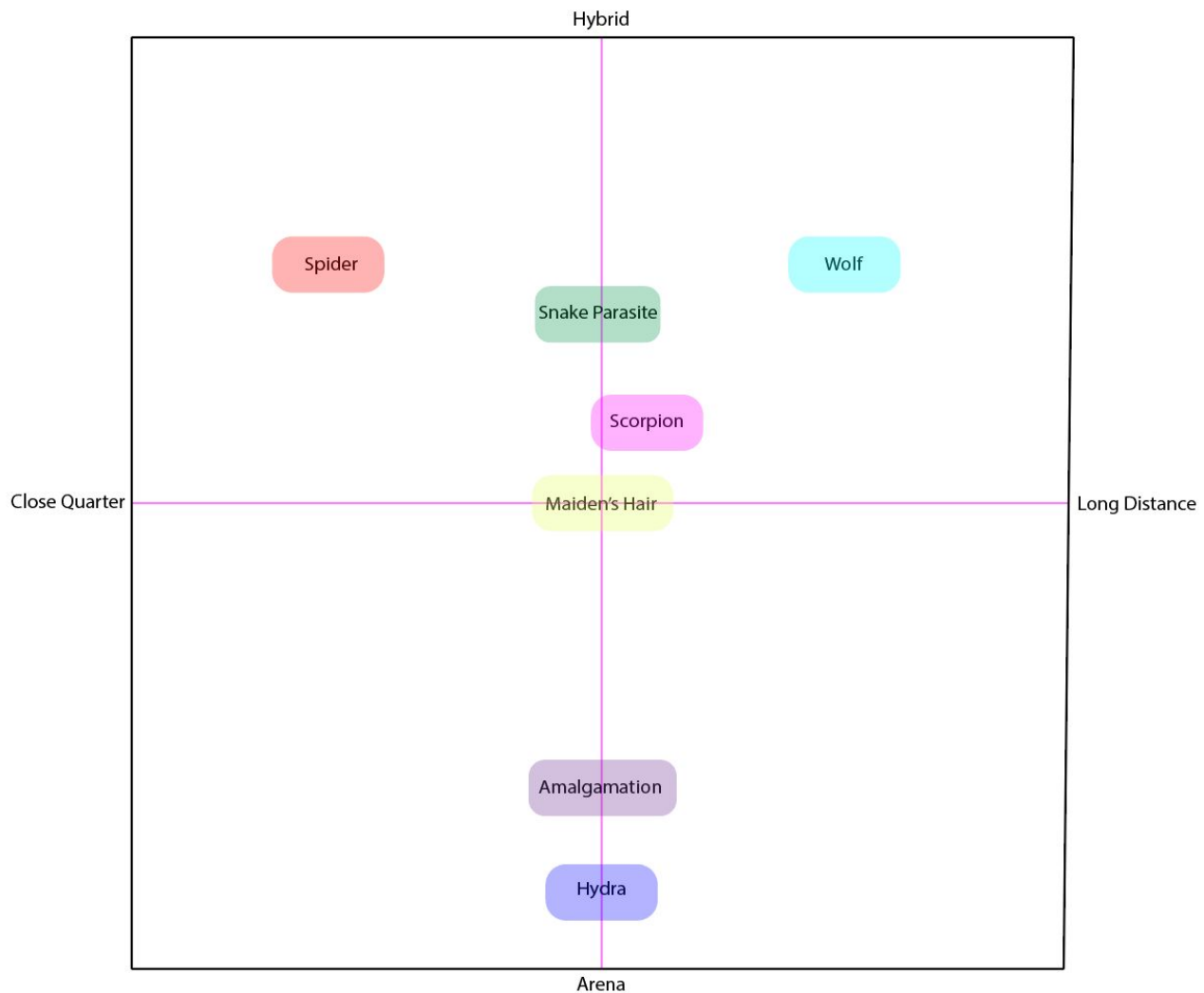
# Biome / Rooms

The biome surrounding The Mines, is inhabited by many real threats outside of enemies. Creating multiple believable and understandable spaces inside of a South-Western mine is the goal, so realistic threats do occur. A complete understanding of erosion, mining practices, and underground rock formations will better the experience and aid it in becoming more believable.

**Room Overview:**

Using a procedural spawning system, each level will be randomized from the start. The base control we have as designers is of each individual room that would be spawned. There are roughly 10-15 different kinds of rooms per room type (10 x 3 // 15 x 3) not including Arena rooms. With a target of 15-20 rooms per level, the level of randomness is large as well as the chance to come across a similar room in another run. However in order to eliminate too many repetitions, and without making more than 15 rooms, each room also has a border spawn around it allowing for more differentiating space.
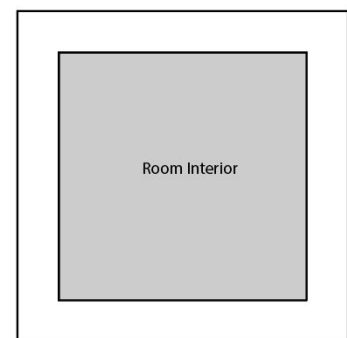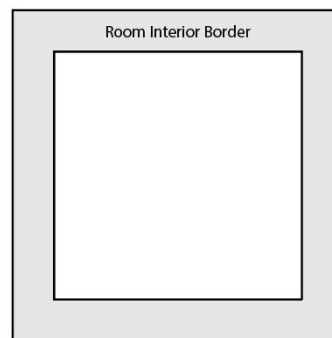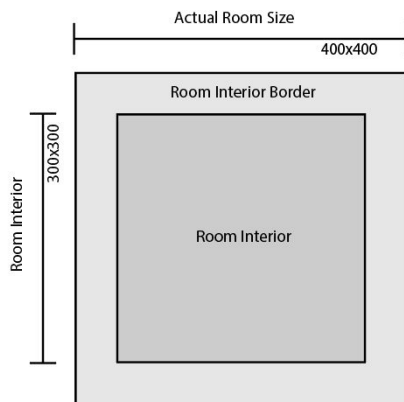


The actual room size is there at 400 x 400 pixels. This is a scaled up dimension of the room scale in engine. The engine features a 40 x 40 meter wide room. Imagine every 10 pixels is one meter.

The 'Room Interior Border' is meant to be an enclosed area acting as a second canvas for room connection hallways / passages, as well as space for treasure rooms. Being an area for extra rooms / hallways it also acts as an area for overflow from the 'Room Interior' (ie. if there is a larger puzzle in the room, this space can be free to use for more organic shape and more space.

Summary of Room Interior Border
    - Acts as guarenteed extra space for interior overflow, treasure rooms, and connection pathways.
    - Allows freedom for Room Interiors to be shaped differently.

The Room Interior size is at 300 x 300 pixels. This is a scaled up dimension of the room scale in engine. The engine features a 40 x 40 meter wide room. Imagine every 10 pixels is one meter. So the main space of this room is 30 x 30 meters.

The 'Room Interior' is meant to be the main play space for the player. It features most enemy spawns, puzzles, platforming, and overall challenges. It is a fixed area so that the interior may be structurally different to the border and the rest of the room, allowing for more of a baseline of game flow, and for whatever general level challenges we want to change everytime.

Summary of Room Interior
    - Acts as main space for room flow and challenge
    - Enables us as designers to construct a general border then fill it with unique challenges, puzzles and interactions.

**Interactables:** Explosive Barrels (Explosion/Fire)*, Oil Lanterns (Fire)*, Mining Tunnel Supports*, Unstable Crystals*.

**Obstacles:** Elevation*, Mining Equipment*, Crates*, Minecarts*, Piping*, Cover.

**Hazards:** Pitfalls*, Broken Pipes (Steam)*, Stalactites*.

**Types:** All rooms pertaining to one level share aesthetics and theme, however there are multiple different types that suggest different styles of play. Close Quarters, Hybrid, Long Distance, Treasure, Arenas, and Misc.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Loot | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Currency, Health, Keys, Coal | Currency, Health, |
| Obstacles | Cover, Elevation, Crates, Minecarts, Piping | Cover, Elevation, Crates, Minecarts, Piping | Cover, Elevation, Crates, Minecarts, Piping | Cover | Elevation |
| Hazards | Pits, Broken Pipes, Stalactites | Pits, Broken Pipes, Stalactites | Pits, Broken Pipes, Stalactites | Stalactites | None |
| Interactables | Barrels, Lanterns, Supports, Unstable Crystals | Barrels, Lanterns, Supports, Unstable Crystals | Barrels, Lanterns, Supports, Unstable Crystals | Unstable Crystals | None |
| Description | Tight level design in close quarter -hallway like areas. Used to promote immediate gameplay, choices, etc. Has a high saturation for jumpscares and quick thinking for the player. It features a gameflow relative to the speed the player wants. Treasure rooms may be part of these. | A mixture of open large areas and close quarters design. Main point is for player comfortability. A sort of "regular" template type that gives the player multiple ways of play whilst keeping the flow similar to both the Large Scale and Close Quarters type. Treasure rooms may be part of these. | Features further sight lines, lesser cover, and more subconscious choice for the player. Gives the player more freedom for abilities rather than gunplay but features more openness for long range. Treasure rooms may be part of these. | Used for either Bosses or lesser player skill tests. They are large open spaces relatively surrounding an area that holds a boss or grouping of enemies. Basically a standard battle arena the player can be tested in. | Broad area of level template. Features template connection rooms (turns, tunnels, etc.), can also feature treasure rooms, replenish rooms, and such. |

## Items/Loot

As Mines are known for, these hold many treasures to be sought. Once thriving, yet now abandoned, there are still many forgotten and undiscovered areas that remain.

**Types:** Gadgets, Body Mods, Keys, Currency, Key Items, Healing Items, Coal.
**Usage:** Player Use, Collecting, Resource.
**Availability:** In most rooms. Mods, Gadgets, Healing Items, Currency are dropped by Enemies or found. Keys, Key Items, and Superior Mods/Gadgets are found in Treasure Rooms or purchased in Shops.
**Locations:** CQ, Hybrid, LD, Treasure Rooms are where all can be found.

## Metrics

The metrics refer to how far the distance the player has to cover, how far they can shoot, or how far overall abilities travel inside the area of space. This section is also meant for conveying a sense of scale and presence so the player can believe in the area they are in and allows us to subconsciously urge specific feelings regarding certain rooms.

**Size:** Overall Level Size Impeded for Playtesting
Individual MAX Room Size is constant throughout all levels (40x40 Meters X and Y, Infinite Z)
Individual MIN Room Size is impeded due to playtesting.
**Proportion:** Impeded due to playtesting.
**Shooting:** Impeded due to playtesting.
**Abilities:** Impeded due to playtesting.

# Puzzles

The player not only comes across environment related puzzles regarding platforming and the use of specific abilities, but they also stumble upon old facades setup by the old miners who wanted to hide their treasure for themselves.

**Direct:** Locked Doors, Platforming
**Indirect:** Explodeable Blockades (Hole in wall). , or Puzzles requiring certain Abilities.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|-------|---------------------|------------|-------------------|------------|---------------|
| Direct | Doors, Platforming | Doors, Platforming | Doors, Platforming | Doors | Platforming |
| Indirect | Barricades, Ability | Barricades, Ability | Barricades, Ability | None | Barricades |

# Level 2 - *The Nests*

"The Nests" are a series of deep fissures and canyons. Covered in all things needed for a healthy mutated bug to grow. The player has to traverse a series of enemy filled rooms, climb nesting supports to cross underground canyons and power their way through the bug nests the area gets its name from. A focus on more vertical elements separates this level from level 1.

**Genre:** FPS Action Rogue-like (Western-Steampunk)
**Location:** "The Nests"
**Difficulty:** Intermediate*
**Length:** Medium*
**Purpose:** Investigate the "Nests" and discover why/how the creatures are mutating.

## Objectives

After the discovery of some strange and powerful mutated creatures. Aster is now focused on discovering how it forms and from where.

**Main Objective:** Discover where and how the creatures are mutating.
**Side Objectives:** Locate the Whereabouts of Sage + Collect Weapons, Gadgets, Body Mods, and Treasure.

## Abilities

Inside The Nests the player can hone their abilities to make combat, platforming, and overall navigation easier as they progress.

**Available:** Impeded until final abilities.
**Location Found:** Treasure Rooms*, Shops.
**Usability:** Defeat Enemies, Platform/Progression, Destroy Environment.

# *Enemies*

TBD

**Types:**
**Availability:**
**Locations:**

# Biome

The biome surrounding The Nests, is deep caverns full of disgusting bug nest building pieces. Gelatinous covered stalks of nesting connect the faces of each underground ravine, whilst eggs and emptied sacs fill the ceilings and floors. Fungi growth is rampant and poisonous pools of bug decay are constantly surrounding the player.

**Interactables:** Unstable Crystals*, Egg Sacs, Mushrooms
**Obstacles:** Elevation*, Eggs/Egg Sacs, Piping, Cover, Nesting Walls/Pillars
**Hazards:** Pitfalls*, Broken Pipes (Steam)*, Stalactites*. Bug Nests, Poison Pits, Parasite Infested Objects.
**Types:** Level Two contains similar room types as all other levels, except that all the rooms play to a more vertical design. Close Quarters, Hybrid, Long Distance, Treasure, Arenas, and Misc.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Loot | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Currency, Health, Keys, Coal | Currency, Health, |
| Obstacles | Cover, Multiple Elevations, | Cover, Multiple Elevations, | Cover, Multiple Elevations, | Cover | Elevation |
| Hazards | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Stalactites, Poison Pools | None |
| Interactables | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Unstable Crystals | None |
| Description | Tight level design in close quarter -hallway like areas. Used to promote immediate gameplay, choices, etc. Has a high saturation for jumpscares and quick thinking for the player. It features a gameflow relative to the speed the player wants. Treasure rooms may be part of these. | A mixture of open large areas and close quarters design. Main point is for player comfortability. A sort of "regular" template type that gives the player multiple ways of play whilst keeping the flow similar to both the Large Scale and Close Quarters type. Treasure rooms may be part of these. | Features further sight lines, lesser cover, and more subconscious choice for the player. Gives the player more freedom for abilities rather than gunplay but features more openness for long range. Treasure rooms may be part of these. | Used for either Bosses or lesser player skill tests. They are large open spaces relatively surrounding an area that holds a boss or grouping of enemies. Basically a standard battle arena the player can be tested in. | Broad area of level template. Features template connection rooms (turns, tunnels, etc.), can also feature treasure rooms, replenish rooms, and such. |

## Items/Loot

The caverns in The Nests house many overgrown items featured in the mines, nesting supports, and egg sacs acting as blockades. Often times strange crystals can be found and destroyed allowing for other passages to open up as well.

**Types:** Gadgets, Body Mods, Keys, Currency, Key Items, Healing Items, Coal.
**Usage:** Player Use, Collecting, Resource.
**Availability:** In most rooms. Mods, Gadgets, Healing Items, Currency are dropped by Enemies or found. Keys, Key Items, and Superior Mods/Gadgets are found in Treasure Rooms or purchased in Shops.
**Locations:** CQ, Hybrid, LD, Treasure Rooms are where all can be found.

## Metrics

The metrics refer to how far the distance the player has to cover, how far they can shoot, or how far overall abilities travel inside the area of space. This section is also meant for conveying a sense of scale and presence so the player can believe in the area they are in and allows us to subconsciously urge specific feelings regarding certain rooms.

**Size:** Overall Level Size Impeded for Playtesting
Individual MAX Room Size is constant throughout all levels (40x40 Meters X and Y, Infinite Z)
Individual MIN Room Size is impeded due to playtesting.
**Proportion:** Impeded due to playtesting.
**Shooting:** Impeded due to playtesting.
**Abilities:** Impeded due to playtesting.

## Puzzles

The player not only comes across environment related puzzles regarding platforming and the use of specific abilities, but they also stumble upon old facades setup by the old miners who wanted to hide their treasure for themselves.

**Direct:** Locked Doors, Platforming
**Indirect:** Barricades, Breakable Nests, or Puzzles requiring certain Abilities.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Direct | Doors, Platforming | Doors, Platforming | Doors, Platforming | Doors | Platforming |
| Indirect | Barricades, Ability | Barricades, Ability | Barricades, Ability | None | Barricades |

# Level 3 - *The Blood Pit*

The "Blood Pits" are a series of spherical air pockets deep in the Earth's crust. They feature thick pools of blood, lava, and a collection of malice. The player has to weave their way through these spacious caverns whilst avoiding cremation and enemies, all while being slowed down by the thick blood pits where the area gets it's name from. This level's focus is to slow the pace of the player while forcing them to make many more drastic decisions and challenging perception.

**Genre:** FPS Action Rogue-like (Western-Steampunk)
**Location:** "The Blood Pits"
**Difficulty:** Intermediate-Hard*
**Length:** Medium*
**Purpose:** Investigate the source of the corruption and discover who is behind it all.

## Objectives

Now aware of the source of the mutations, Aster now ventures ever so deeper attempting to reach the epicenter of where all this corruption started.

**Main Objective:** Locate the source of the evil.
**Side Objectives:** Locate the Whereabouts of Sage + Collect Weapons, Gadgets, Body Mods, and Treasure.

## Abilities

TBD

**Available:** Impeded until final abilities.
**Location Found:** Treasure Rooms*, Shops.
**Usability:** Defeat Enemies, Platform/Progression, Destroy Environment.

# Enemies

TBD

**Types:**
**Availability:**
**Locations:**

# Biome / Rooms

The biome surrounding The Blood Pits are large open hubs of heat, culmination of mutation and malice, as well as blood. Deep pits of life harvesting are scattered everywhere as most areas carry an evil presence within them. Also lava streams and volcanic tubes are piercing many rooms.

**Interactables:** Unstable Crystals*, Egg Sacs, Mushrooms
**Obstacles:** Elevation*, Eggs/Egg Sacs, Piping, Cover, Nesting Walls/Pillars
**Hazards:** Pitfalls*, Broken Pipes (Steam)*, Stalactites*. Bug Nests, Poison Pits, Parasite Infested Objects.
**Types:** Level Two contains similar room types as all other levels, except that all the rooms play to a more vertical design. Close Quarters, Hybrid, Long Distance, Treasure, Arenas, and Misc.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Loot | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Gadgets, Currency, Health, Keys, Coal | Mods, Currency, Health, Keys, Coal | Currency, Health, |
| Obstacles | Cover, Multiple Elevations, | Cover, Multiple Elevations, | Cover, Multiple Elevations, | Cover | Elevation |
| Hazards | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Pits, Broken Pipes, Stalactites, Poison Pools, Bug Nests, Parasite Covered Objects | Stalactites, Poison Pools | None |
| Interactables | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Nesting Walls, Unstable Crystals | Egg Sacs, Unstable Crystals | None |
| Description | Tight level design in close quarter -hallway like areas. Used to promote immediate gameplay, choices, etc. Has a high saturation for jumpscares and quick thinking for the player. It features a gameflow relative to the speed the player wants. Treasure rooms may be part of these. | A mixture of open large areas and close quarters design. Main point is for player comfortability. A sort of "regular" template type that gives the player multiple ways of play whilst keeping the flow similar to both the Large Scale and Close Quarters type. Treasure rooms may be part of these. | Features further sight lines, lesser cover, and more subconscious choice for the player. Gives the player more freedom for abilities rather than gunplay but features more openness for long range. Treasure rooms may be part of these. | Used for either Bosses or lesser player skill tests. They are large open spaces relatively surrounding an area that holds a boss or grouping of enemies. Basically a standard battle arena the player can be tested in. | Broad area of level template. Features template connection rooms (turns, tunnels, etc.), can also feature treasure rooms, replenish rooms, and such. |

## Items/Loot

The Blood Pits are an unknown area many couldn't imagine venturing into. A nearly unrecognizable realm, many things are considered alien yet others many recognize the base components with malice that has grown atop of.

**Types:** Gadgets, Body Mods, Keys, Currency, Key Items, Healing Items, Coal.
**Usage:** Player Use, Collecting, Resource.
**Availability:** In most rooms. Mods, Gadgets, Healing Items, Currency are dropped by Enemies or found. Keys, Key Items, and Superior Mods/Gadgets are found in Treasure Rooms or purchased in Shops.
**Locations:** CQ, Hybrid, LD, Treasure Rooms are where all can be found.

## Metrics

The metrics refer to how far the distance the player has to cover, how far they can shoot, or how far overall abilities travel inside the area of space. This section is also meant for conveying a sense of scale and presence so the player can believe in the area they are in and allows us to subconsciously urge specific feelings regarding certain rooms.

**Size:** Overall Level Size Impeded for Playtesting
Individual MAX Room Size is constant throughout all levels (40x40 Meters X and Y, Infinite Z)
Individual MIN Room Size is impeded due to playtesting.
**Proportion:** Impeded due to playtesting.
**Shooting:** Impeded due to playtesting.
**Abilities:** Impeded due to playtesting.

# *Puzzles*

The player not only comes across environment related puzzles regarding platforming and the use of specific abilities, but they also stumble upon old facades setup by the old miners who wanted to hide their treasure for themselves.

**Direct:** Locked Doors, Platforming
**Indirect:** Blood Pit draining, Lava flow altering, or Puzzles requiring certain Abilities.

| Types | Close Quarters (CQ) | Hybrid (H) | Long Distance (L) | Arenas (A) | Miscellaneous |
|---|---|---|---|---|---|
| Direct | Doors, Platforming | Doors, Platforming | Doors, Platforming | Doors | Platforming |
| Indirect | Barricades, Ability | Barricades, Ability | Barricades, Ability | None | Barricades |

# SFX Summary

## Ambients

Loopable background effects to set the scene, tone, mood, etc.

- Town/Hub Area
- Train into Town
- Badlands
- Mine
- Nesting Ground/Bug Hive
- Prison/Blood Pit

## Environmentals

One-off sounds around the level not directly connected to a character.

**Combat:**
- Explosions
- Bullet Impacts (Creatures and environment)
- Bullet Casings Falling
- Debris/Smashing Objects
- Fire

**Environment**
- Any material-on-material impacts (Wood on stone, Metal on wood, Metal on metal, etc.)
- Rockslides
- Wood Creaking
- Metal/Pipes Creaking
- Water Splashes
- Rail Movements (Outside train & Minecarts)
- Lightbulbs
- Music Box
- Radio

# Interactables

Non-character sounds directly triggered by character actions, usually props or the like.

### Weapons
- All weapons have a Primary Fire, Secondary Fire, Melee, Reload
- Rail Spike Driver
- Pressure Chamber Shotgun
- Chainsaw Sword
- Repeat Crossbow
- Clockwork Carbine
- Auto Revolver
- Steam Gatling
- Steam Cannon

### Abilities:
- Dynamite
- Turret
- Shield
- Mine
- Smoke Box
- Train Horn
- Looking Glass
- Steam Grenade
- Chain Blast Mine
- Harpoon Gun
- Chainshot Pistol
- Steam Thrower
- Bullet Crusher
- Buzz Saw Turret
- Steam Puncher
- Extra Canister
- Steam Strafe Exhaust
- Steam Jetpack
- Steam Inflatable Cover
- Decoy
- Beyblade Launcher
- Molten Rock Shooter
- Overclock
- Can Opener
- Mobile Caltrops
- Saw Wheel
- Flash Freeze Water Canister
- Recycler
- Firebox
- Spurs

## Interactables Cont.

Non-character sounds directly triggered by character actions, usually props or the like.

### Props
- Doors
- Levers
- Item Pick-ups
- Item Dropping
- Elevator between Biomes
- Minecarts

## Non-Playable Characters

Non-character sounds directly triggered by character actions, usually props or the like.

### Enemies

*Mines*
- Scorpion
- Wolf
- Spider
- Snake Parasite
- Vulture
- Maiden's Hair
- Hydra
- Amalgamation (Boss 1)
- Corrupted Sage?

*Infestation Area*
- Tick
- Tarantula Hawk Wasp
- Giant Desert Centipede
- Grape Plume Moth
- Not Deer (Boss 2)

*Blood Pit*
- Toxic Toad
- Gila Monster
- Sage (Boss 3)

### Neutrals:

*Robots*
- Bartender in Hub
- Shopkeeps

*Friendlies:*
- Sage (Pre Corruption)

# *Player Sounds*

All sounds tied to the player character.

**Movement:**
- Running
- Walking
- Jumping
- Clothing Rustles
- Dodges
- Slides
- Crouch/Sneak Walking

**Body Mods:**
- Boiler
- Pile Driver
- Steam Visor
- Regenerator
- Steam Punch
- Pneumatic Spring Legs
- Rocket Legs
- Third Arm
- Auto Loader
- Overclocked Arms
- Armor Plating
- Steam Powered Wings
- Powered Hearing Aids
- Powered Forearms
- Steam Jets on Sides
- Repairing Tools
- Reactive Steam Armor
- Enhanced Steam Plant
- Danger Piston
- Steam Recapturing Lungs
- Roundhouse Kick Legs
- Melee Pressure Chamber
- Proximity Alarm
- Pollution Legs
- Recycler Legs

**Exertions:**
- Running
- Damage
- Dodges
- Jumping

# UI

All sounds related to UI; menu, buttons, inventory, main screen, etc.

- Main Menu
- Pause Menu
- Shop Screen
- Credits

# Music Summary

**Beneath the Badlands** is a narrative rogue-like; meaning the player will most likely fight the same battles more than once. Having music that is played several times and loops should be enjoyable each fight and still elevate the battle. Designed to be impactful, dramatic, and loopable without being repetitive, Beneath the Badlands' soundtrack aims to bring the narrative and the game play to a higher level of meaning for the players. The goal is to not be an afterthought with sound and music, keeping the tempo with the pace of the story and with the player's enlightened senses.

## Aster's Theme

Aster's theme song has a call and response juxtaposition paralleling the conflict between completing the mission and saving Sage. As a morally gray character, Aster's theme song makes the listener feel divided between the comfortable major scale melody and the off-sound minor third.

## Sage's Theme

Similarly to her personality, Sage's theme song is calm and confident. The dynamic between a major key to a minor key foreshadows her slow corruption throughout the game.