TriJam 118 - Toxicity

# Game overview

## Game name

Toxic Shooter

## Game concept

Absorb 2 types of enemy’s projectile to form a toxic projectile to shoot.

Destroy all enemies.

## Genre

Top-down shooter.

## Gameplay

The Player starts in the middle of the screen and he can move around in a restricted space. The Player must absorb the enemies’ projectiles which contain different substances. Combining two different substances, can create a toxicant substance that the Player uses as a projectile to fight back the enemies.

The enemies randomly appear from outside of the restricted player-movement area and they randomly attack the Player with substances.

There are two zones around the player, zone A is for the first substance and B for the second. Using his controls, the player must absorb the substance when it is inside its equivalent zone. Failing to do so, will result in player taking damage.

## Concept Gameplay



## Winning Condition

Scoring System. The Player wins by constantly trying to beat his previous score.

## Losing Condition

Health. The Player’s health reaches 0. The Player loses health when he absorbs a substance which is not within its zone or when an enemy’s projectile hits him/her.

# Look and feel.

Simplistic cartoony characters and bright colours.

The game will be a top-down experience with a static camera view. The player can move around the area, but the camera won’t follow him/her. The enemies spawn outside the camera view but they move in and start attacking.

# Game Mechanics

## Mechanics

Shooting, Absorbing, Crafting, Object avoidance

## Control system

The Player will be using WASD for his/her movement and the mouse buttons to absorb and shoot projectiles.

# Goals and objectives

The long-term objective is to achieve exceedingly high score.

The short-term objectives are to avoid the enemy’s attacks or absorb them to fight back.

# Characters

## Player

### Health

The Player will start with maximum health at 100 and 3 lives. Depending on the enemy, and how far the game is, the Player will get affected by their attacks differently.

There will be healing power-ups throughout the game level if the Player performs well.

### Attacks

The Player will be firing projectiles which deal damage depending on his/her progress in the game.

The Player will also have some power-ups attacks that he/she will be able to use against enemies.

## Enemies

### Health

The enemies come in waves. The enemies deal with damage differently, depending on the wave they appear in.

### Attack

The enemies come in waves. Each wave is more difficult than the previous one in a unique way. They shoot 2 projectiles at random rate and in random order.

# Visual UI/UX

### HUD

There is a canvas that will be showing the player’s health, powerups, score, kills, toxic ammo.

### Concept UI

# Tech

The project will be made using Unity 2021.1.4f1 and Visual Studio 2019.