

Gdod game jam 25

Theme: Diminishing Returns

What comes to mind:

Risk of rain's items decreasing in effectiveness the more you have

A game where the more you use a skill/weapon the worse it gets

A top down shooter where when you kill an enemy it explodes, which destroys floor tiles that you can fall into

Maybe something like Don't Break The Ice

Ok here we go

Game loop:

Game starts with an elevator bringing you to a floor

Start with small rooms

Explosions destroy tiles

Falling through holes in the floor brings you to the last level you were on

Floor tiles should probably re generate over time

Killing enemies charges the elevator to take you to the next floor

Maybe there's like a two minute time limit, and every time you clear a floor it adds a little time

There should be a leaderboard, sorted by how many floors you climb before you die or run out of time

Weapon ideas:

Pistol

Dual Pistols

Machinegun

Grenade Launcher

Steak Gun (Shoots steaks that bounce between enemies)

Pencil Crossbow (shoots pencils that pierce enemies)

Fire extinguisher (Pushes enemies around, generally low damage)

Enemy Ideas:

Zombie (explodes on death and damages floor tiles)

Drone (Can fly over floor tiles and shoot projectiles)

Technical things needed:

Simple weapon system

Health and damage system

Charging the elevator when killing enemies

Loading into next/previous floors

Scoring system

Scoreboard

Things i learned:

Make arrow keys and option for moving

Greatly reduce accel and decel time for player

Make zombies slower

Increase initial spawn delay

Last things needed:

~~just need scoring,~~

more enemies,

difficulty tweaks,

main menu,

Room random generation if at all possible

possibly upgrades (but that may not happen)

leaderboard (may also not happen)