

My Super Spooky Extra Scary Blood Sucking Alien Friend



Synopsis

MSSSESBSAF is a turn based roguelite game with a painstakingly hand-crafted item and area combining system.

You play as Trudy, a young technician on a spaceship possessed by a transdimensional alien. The power is down, and all you have to guide you is some old logs.

The alien hunts you as you move through the spaceship, trying to survive, gather materials, and collect batteries to keep the lights on.

Inspiration

MSSSESBSAF takes inspiration from mascot horror games, 80's thrillers, and surreal puzzle games.

Platform

Windows, with a potential switch port in the future.

Development Software

RPG Maker MZ for programming
Krita for art

Genre

Single player, turnbased, roguelite

Target Audience

Teens to adults, fans of classic monster/alien movies. The game is “spooky” not “scary”, so it's a bit more accessible.

Concept

Gameplay Overview

The player moves through zones, choosing when to fight the alien or run away.

Each zone is a combination of 2 elements that you chose in the previous area by setting cubes in a machine. There are five different cubes: Fire, Ice, Plant, Earth, and Shadow.

So, for example, if you place an Ice Cube and a Plant Cube in the machine, the next area will have both ice and plant elements.

Each zone is completely dark, aside from the center. The player can turn on lights, but it consumes power. To restore power, the player must find batteries.

Due to time constraints, there is only one version of each area, so 15 areas in total, however, in the future, I plan to add more variations.

You can also find 2 types of materials: resources and catalysts.

Resources can either be used on their own, or combined with a catalyst to create a new item.

There are 4 catalysts:

- The bottle throws whatever the item is at the enemy in a concentrated strike. If it deals damage, there is a chance for a critical hit.
- The bomb throws whatever the item is at the enemy and explodes. It deals more damage than the bottle, but has RNG.
- The syringe applies whatever the item is to the player.
- The medallion is a bit of a wild card, and transforms the item into something special.

Any resource and catalyst can be combined, and some combinations might harm the player, or benefit the enemy. Each combo was manually made, so the player must use logic to decide which items to combine.

The alien also adapts to the environment, being resistant to the corresponding element. I.e, in the fire area, the alien takes less fire damage. This encourages the player to

switch up which cubes to use. The alien also avoids light, so there's a lower chance of being attacked there.

The player moves through areas, whittling down the alien's health until it is defeated. Or, perhaps something else?

Theme interpretation

Alchemy = combining and making something new.

Shadows = The alien is mysterious and lurks in the darkness and shadows.