

Battlenauts

Battlenauts is a chaotic 2.5D Space-Shooter. It was originally conceived for the Brackey's 2021.2 Game Jam with the theme being "Let there be chaos" but I decided I wanted to continue development because I saw potential for the game. The game is still designed to follow the theme of the jam. This is a short manual meant to help you understand how the game is to be played. Most of the contents of this manual will be implemented into the main menu of the game at some point but for now, I'd prefer to spend most of my development time on making the actual game. In this manual, you will find instructions for controls and in-game mechanics and how they function.

Controls

W / A / S / D - Movement Controls (Arrow Keys work too)

B - Flip the ship around

Spacebar - Fire your ship's current weapon

Weapons

Basic Shot - Does 2 damage per shot and fires at 180RPM. (Fires two shots for 4 damage total)

Enemies

Basic Enemy - Can spawn at a random elevation from either the left or right side of the screen and moves in the opposite direction at a randomly chosen speed between a predetermined interval. Fires its own version of the basic shot that does 2 damage per shot (4 damage total) and fires at 30RPM. If the player collides with this enemy, it will instantly be destroyed and damage the player for 5 points of damage. Provides 25 score under normal circumstances but does not provide score if it collides with the player. Has 12 HP.

Kamikaze Enemy - Can spawn from any side of the screen and is always seeking and moving towards the player on a slight delay so the player has room to dodge the enemy. If it collides with the player, it explodes, dealing 15 points of damage to the player. Provides 45 score under normal circumstances but does not provide score if it collides with the player. Has 4 HP.

Hazards

Hazards are mechanics that occur every 60 seconds starting at the 1 minute mark. Two types of hazards spawn at once, one being a permanent change to gameplay and one being a temporary change to gameplay that lasts 60 seconds.

Permanent Hazards

All enemies' spawn rates will be increased by 25% of their default spawn rate.

All enemies' health pools will be increased by 20% of their default health pool.

All enemies' movement speed will be increased by 10% of their default movement speed.

Temporary Hazards

Gravity is enabled for the player's ship.

Player's movement controls are reversed (Up is the new down, down is the new up, left is the new right, right is the new left).

Power-Ups will now spawn as their negative counterparts (See the Power-Ups section).

Player's movement speed is slowed down by 30%.

Player's movement speed is sped up by 30%.

Power-Ups

There are four different tiers of power-up in this game: Super, Normal, Bad, Dangerous. Normal power-ups have a 15% chance to be dropped by any enemy and spawn under normal circumstances but have a 33% chance to spawn as a Super power-up (This 33% probability is only rolled for if the power-up spawns at all so the 15% chance must succeed first). Bad power-ups will ONLY spawn during the negative power-ups hazard while also having a 33% chance to spawn as a Dangerous Power-Up (Same probability rules apply as above).

Health Pack

Full Heal - Heals the player to 100HP.

Health Pack - Heals the player for 40HP.

Damage Pack - Damages the player for 20HP. If the damage would kill, it instead leaves the player at 1HP.

Death Pack - Instantly puts the player at 1HP.

Fast Fire

Sonic Fire - Fire Rate is tripled. Lasts 45 seconds.

Fast Fire - Fire Rate is doubled. Lasts 30 seconds.

Slow Fire - Fire Rate is halved. Lasts 30 seconds.

No Fire - The player's weapons are completely disabled.
Lasts 15 seconds.