

Tab 1

Slam!!

Design Document - Poloe808

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Concept

“My body is pure, my body is a weapon.”

Pitch

Build up and conserve your momentum by running, grappling, and bouncing off of the terrain and enemies in order to ultimately become a living wrecking ball and **SLAM!!** into your enemies.

When you aren't invulnerable, you are free to jump around and build up as much speed as possible. However, you are vulnerable to attacks, and cannot attack any enemies or destructibles. Once you spike up, you conserve all your momentum, with any enemy that comes into contact with you taking damage based on how fast you were going, but you cannot control yourself.

Theme Interpretation

You *ARE* the thing damaging the enemies. You **ARE** the wrecking ball. Your body is pure. Your body is a weapon.

Pretty self explanatory, no?

Mechanics

Primary Mechanics

MVP (MUST HAVE ON SUBMISSION)

Normal/Invulnerable States

Invulnerable

You keep all of your momentum while invulnerable, but you cannot correct your trajectory while in this state.

While invulnerable, all enemies you come into contact with you take damage based on your velocity compared to theirs.

Normal

Walking/Running

Accelerate when holding one direction down without being interrupted

Can turn around without losing momentum, but it is delayed.
(Think Peppino Spaghetti/that one mario game)

Grappling

GRAPPLING HOOK.

Can turn horizontal momentum into vertical momentum and vice versa. Maybe you would be able to hook enemies toward yourself?

Enemies - 2 Main Types

Flying - Stationary/Swoop(?) - Shoots projectiles at the player

Grounded - Moves toward the player - Melee

The only way to damage enemies is to ram into them in the invulnerable state.

The enemies will take MORE damage based on the player's velocity compared to the enemies*

*Probably won't matter too much.. we probably want the player to one shot, just need to be going at a prerequisite velocity

2/28/25 Poloe

Ok so 3 breakpoints: (x and y are placeholders)

- less than X velocity you get bricked and lose momentum (?)
- More than X velocity but less than Y velocity, enemies just bounce back.
- More than Y velocity just kill them.

Game Loop

Once you get past the tutorial area and into the main area, the timer starts, and..

Two Options

9 Waves

There will be 9 waves of enemies that spawn in the playspace. Defeat all the enemies and move onto the next wave. Defeat all 9 waves as quickly as possible. Load into next one, and try to do better.

X Destructibles.

There are X amount of destructibles around the map and you gotta ram into all of them. While you're doing so, enemies will be spawning and trying to stop you. Destroy all the destructible as quickly as possible. Try again to beat your top time once you get the feel for the movement mechanics and locations of the destructibles.

Pros

- This would integrate much better into a game loop, with multiple things being improved upon each run, not just killing enemies
 - Could tie into the theme much better if we went with the computer virus route, destroying and messing with files while the anti-virus tries to stop you.
- (1/24 Poloe here, we went with this)

Development Timeline/Goals

Goals

Playtesting

- Playtest at LEAST every other day. **Preferably every day for at least 10 - 30 minutes *if possible*.**

MVP

Get ***at least*** a minimum viable product

- A stage
- Enemies and enemy spawning
- Momentum damage
- Player movement (minimum)
- Grapple (optional)

LEARN

- Let's just get used to the game design process.. And sitting down and actually coding.. *please*..
Give me **at least an hour a day of focused game development** for the remainder of the jam.

5/20/25

You can do this!

Art/Setting/Story?

Art will take on a more simplistic style. It was inspired by Just Shapes and Beats in color palette and style in an inverse kind of way.

The game will take place in a computer that you (a virus, named Bloopert!!) are infiltrating and taking down, due to spy shenanigans. You need to disable this computer specifically before you are detected and terminated by the antivirus.

Fun fact! B.L.O.O.P.E.R.T stands for
Backdoor
Lockout
Overtly
Operating,
Provoking
Every
Risk
&
Threat.

Basically a computer virus which can cause a lot of damage quickly but is very detectable because it sacrifices stealth for aforementioned efficiency. Good for bricking enemy communications, bad for keylogging 'n such.

Timeline

Must Do's

Preferable

Extra If Get Time

Jan 22nd

Nothing particular in mind

worked on the grappling mechanics

Notes: gotta rework the movement system to work in tandem with the grappling momentum thing

Rest Length = Tether (distance from grapple target to the player)

Jan 24thrd

Rework player movement to influence velocity.x and not just set it.

- Look for a suitable tutorial
- Follow and understand it
- Implement it
- Test it
- Repeat if it does not work.

Start designing a test stage to test the movement

Start brainstorming about assets/setting..

Jan 25th

Work on the grounded enemy

Complete some assets

- Player (we found him!!!!) (1/25/27 His name is Bloopert :) bloopert.exe)
- Platform
- Ground
- Destructable (likely a file)

Jan 28th

WHAUDGAWGDUIWHDSAHDDA

Finish firewall and file compatibility - half an hour?

Finish prototype stage/system 32

- Main section - Like an hour
- Subsection 1
- Subsection 2
- Subsection 3
- Subsection 4

- Subsection 5

Finally figured out Enemy detection so work on AI - an hour

PLAYTEST PLAYTEST PLAYTEST - 20 minutes or so

Work on Music (makes you happy) - an hour

Make more Tiles for more detailed tiles (curves ns hit) - half an hour (will probably do before anyway. Dont want to make the map and then take more time to change it halfway through....)

Brainstorm more interesting mechanics

- obstacles/codewalls
- Time pickups + less time?

Jan 29th

Learn about godot particle system for bashing your skull into obstacles

Credit:

Sean Cortex :) bing thanks - helped me debug the grappling code for like an hour

Jackolis Steward - Playtest

<https://www.youtube.com/watch?v=niggxMUm0fk> - curtjs - Grappling hook code credit

<https://kronbits.itch.io/freesfx> sfx credit

EXTRA POLISH (IF GET TIME)

- Grapple correction (if clicked close enough to a surface but not actually aiming at it, it'll automatically home in onto that surface)
- Map Details