Last Wish

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

Last Wish is a character action FPS game, where you take control of a 'robot' named Wrex, a cowboy looking bot with a pancho. Equipped with an array of weapons, a lasso to pull enemies, and the good old trusty kick, Wrex seeks out to find someone long lost to him when he was put into a robot body.

Inspiration

ULTRAKILL

ULTRAKILL gives the player an **high octane action FPS experience** and with high speed movement and combo focused FPS combat **encouraging players to make each arena an experiment**, making combat engaging and fresh.
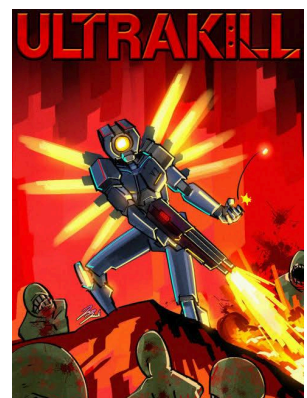
Devil May Cry

Devil May Cry, which ULTRAKILL takes inspiration from now also mainly is the inspiration for Last Wish. Specifically the gameplay in using combos and **getting your combat grade up by using different methods to achieve S-ranking each arena**. This I feel keeps combat fresh and encourages player experimentation.

Player Experience

The player will experience the game's combat dance, **requiring quick endurance and experimenting**. The player must learn and use the weapons they gain, using the lasso pull and kick away mechanics to keep combat flowing and using environmental hazards to their advantage in each arena.

Platform

The game is developed to be released on windows PC

Development Software

- Godot
- Blender
- GIMP
- Sound software TBD

Genre

Singleplayer, FPS

Target Audience

Fans of **boomer shooters** who are up for combat challenges as well as enjoying a story-line about finding purpose in life.

Concept

Gameplay overview

The player controls a robot cowboy, using a variety of weapons but primarily **a lasso that can pull enemies and themselves toward enemies or hold them in place**, and can **kick enemies around, using the lasso to do tricks with momentum.** Enemies can get knocked out of the arenas, exploded by barrels or other environmental hazards c which influences the flow of combat. By navigating through each combat scenario, the player must **strategically experiment with their equipment** to fight in each arena and move onto the next.
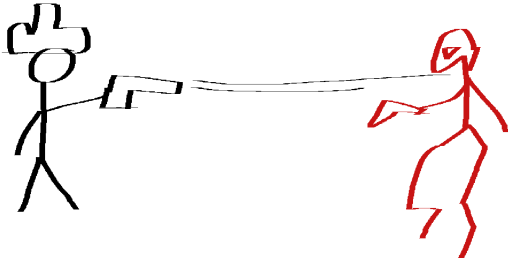
The problem

Boomer-Shooters, which are built from arena shooters, need another step to stay fresh, and incorporating more design philosophies from other games, such as DMC, can spice things up.

While I enjoy the recent upsurge of FPS games taking from the older Quake/Doom style games, ultimately it'll run its course if not providing a new fresh set of combat mechanics to master. Games like DMC present a combat dance that relies on knowing your equipment to make each experience unique to the player and putting that in an FPS
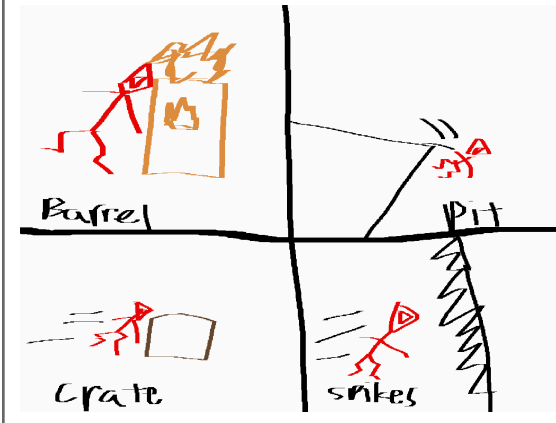
where the lasso and kick mechanic enhance the experience with your currently equipped weapon.

Primary Mechanics

Mechanic	Mockup (10/10 drawings)
Shooting Variety of weapons the player can shoot enemies with, ranging from the classic double barrel to a rocket launcher. Weapons having unique traits for situations (Rocket launcher can provide rocket jump for example).	
Kicking The player can kick around enemies, as their melee, which will knock the enemy away. Mixing it with the lasso, can provide a layer to the combat dance.	

| Mechanic	Mockup *(10/10 drawings)*
<u>Lasso</u> The player mass can use the lasso kicking away enemies, pulling them to get kicked, pulling the player toward the enemy, and holding them in place.	

Secondary Mechanics

| Mechanic	Animated Mockup *(Art not necessarily final)*
<u>Environmental</u> Different types of environmental hazards can be used against the player or in favor, such as explosive barrels that enemies can be kicked into, or kicking them off the arena.	

Art

Theme Interpretation

Using browns to indicate rusting and old worn out industrial environments. In contrast a 'lower' section below the main environment be this greenish-blue hue. Environments and characters based off of this temporary palette.

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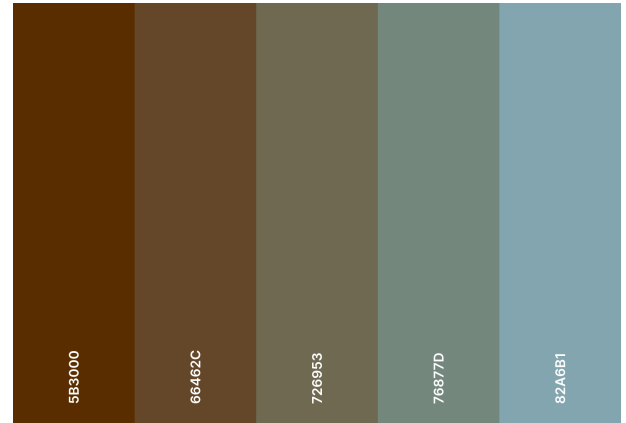
Shader/Texture Design

A **DitheringShader/Low Res shader** as usually traditional with these kind of boomer-shooters, using dithering for shading and indicating you're viewing this from a 'robot's eyes in a way.
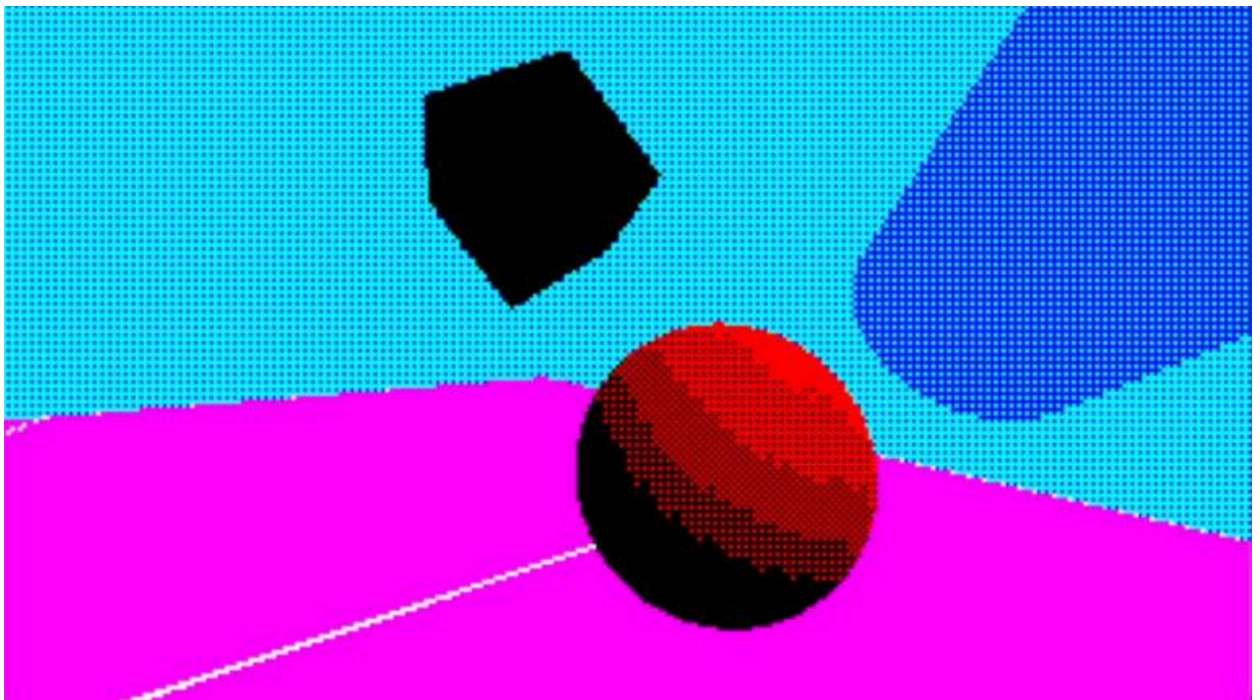
Temp showcases, from Godot Shaders by jonwarlickmedia'

Audio

Music

Right now music inspiration is a mix of old-western and synths. The idea is that the environment takes place on a 'Mars-like' planet, with an industrial section. And a secret 'cult' area potentially, which would mix in more orchestral-choir music.

Sound Effects

Mix of traditional gun sounds usually found from the 90s, and as well each sound effect being 'coated' in a kind of 'crunchy' effect, as if audio gets corrupted.

Game Experience

UI

Current UI Mock-up (WIP).

Controls

Keyboard

Arrow keys / WASD, L-click shoot, R-click lasso, Q kick. Mouse wheel/1-9 key nums to switch weapons.