ShockOverload Concept Overview

Bullet hell multiplayer
Players (2-6)
Target Rating: Teen (Violence) 13 & Up

Game Summary:

Let me take you back at a time when gladiators were fighting in huge arenas. This was one of the greatest entertainment that all the people from the town could get. However, it is also an opportunity for all of those courageous fighters to reclaim their freedom. There were only two ways to do that. The first one, kill all the fighters, remain the top position and take your freedom or by impressing the crowd by an amazing battle between life and death and hope for the best. Until now, nothing has changed yet. People still enjoy watching how people are fighting or racing to death.

Welcome to 3013 or as people love to say, The Tech World. Do you remember all those people who worked at the grocery store or at any other   Not anymore. Everything has been changed with robots. Even fighting with robots. That's right. People got bored by watching battles between man. Now is the era of high Robotech machines. At the beginning to watch how robots are fighting was fun. However, with time the crowd felt like those robots were clumsy and not as exciting. That's why we moved to robots with AI (Artificial Intelligence). They've made the crowd alive again. But not only them, the robots as well. Those machines had their own thoughts, their own feelings. They were almost like… human beings but in a different shell. And here is the sad part. Those robots had never and never will be seeing the world from outside the arena. They were like animals, trapped in those bars like prisoners. That's why they bring back the old school rules of how to reclaim your freedom. However, there is a price to your it and the question is, will you do it?

Game Outline:

A faced paced, bullet hell multiplayer game where players scale dynamic environments filled with a bullet, explosions, and lasers while out jumping, shooting, and reflecting their opponents. Grabbing weapons such as a rail gun or grenade launcher to give them an edge during their matches. Competing with up to six players in chaotic levels. Presented in a Cyberpunk pixel art environment of complete mayhem and face paced action.

Win/Lose Condition:

Win: Player with the most kills by the end wins.

Death: Dead character's turn into a ghost on a turret rail system they can control and are able to shoot at other characters. This stated is Limited to a short period of time in which killing other players reduces the time for a respawn.

Camera design:

Centers around the average position of all characters. A character that finds themselves outside of the camera's view is given a time limit to return otherwise they die.

Level Themes

- Gravity Rotating Arena
  - A constantly rotating arena that throws in tricky pitfall for good measure.
- Flooding Lava Tower
  - A paradise tower filled with falling ledges and spikes along with the threat of a rising tide of lava chasing the participants.
- Bullet Shower
  - A Battle worn field with the occasional shower of bullets raining down on the unfortunate.
- Machine Gear level
  - A Spring and gear filled factory complete with spinning platform and crushing bulkheads.

Player/Character design

Character states:

- Living:
  - Accesses to picking up power weapons and other pickups within the arena
- Ghost:
  - Movement is limited to a rail system outside the arena.
  - Form lasts 30 seconds and this time limit can be reduced by 10 per player killed.
  - Access to control over environmental traps and mounted weaponry.
  - No access to Reflector, power weapons, or Grappling hook while in this form.

Character:
1 square High and 1 Square across

Movement

- Jump:
    - Height = 3x the characters height

Run Speed: 3x the player's width per second.

Health: characters instantly die when hit.

Abilities

Living:

- Wall Jumping
- Shooting (**Main Mechanic**)
- Reflector
- Grappling hook
    - Pull yourself to one surface at a time.
        - Pulls them towards their target at the same speed as a running character.
    - Hook another character to switch places with them.

Ghost:

- Trap operation

Power Weapons

Pick up Items that are either one use of having a very limited number of shots.

- Gravity Shifter
    - Reverse Gravity in the desired direction in 90-degree increments for a limited time.
- Black Hole Lobber
    - Fires a grenade that pulls character and movable objects in towards its center before exploding.
- Giant magnet
    - Lets out a stream of force strong enough to throw players and projectiles in its path.
- Napalm Spitter
    - Fires a rocket-propelled cylinder filled with napalm that ignites a radius for a limited amount of time.
- Teleporter
    - Shots a beacon that teleports the user to its location.
- Bullet shield
    - Stops incoming fire for a limited time before throwing it back.
- Hole Puncher
    - Fires a barrage of bullets in a straight line and eats through ammo quickly. Look up minigun for reference.

- Ion Cannon
  - Fires ball of energy that trails a stream of smaller bullets behind.
- Troll Rocket
  - Fires a homing rocket that chases after its target.
- Swarm projector
  - Fires a pulsing sphere of bullets that fire out a mini bullet.
- Arc Caster
  - Emits a continuous beam of radiation as a long wipe like line until it runs out of power.

Hazard/Traps

Hazards serve as both usable traps for goes and automated hazards while they are not being used by one. Posing another level of timing for the characters.

Traps:

- Laser Grid
  - Emits a Grid pattern with a small area of escape.
- Machine gun turret (10 degrees of rotation)
  - An automated turret that fills targets in range with bullets.
- Rocket Cannon Tank (10 degrees of rotation)
  - A small Remote controlled slow moving tank the fires rockets.
- Plasma Spires
  - Sets for a torrent of fiery columns of plasma in four directions.
- Mines
  - Explode when they are touched or take any damage.
- Grenade Turret
  - Launches a barrage of grenades at targets within its range.

Hazards:

- Breakable Platforms
  - Weak Platforms that collapse when shot.
- Swing/suspension platforms
  - Unstable platforms tired off with wires and cables that are prone to swing.
- Rising Lava
  - A massive flood of hot lava.

Similar Titles:

Samurai Gunn(2013), Enter The Gungeon(2016), Downwell(2015)