

SHADY WEASEL INTERACTIVE



Omega

Game Design Document

Version #06

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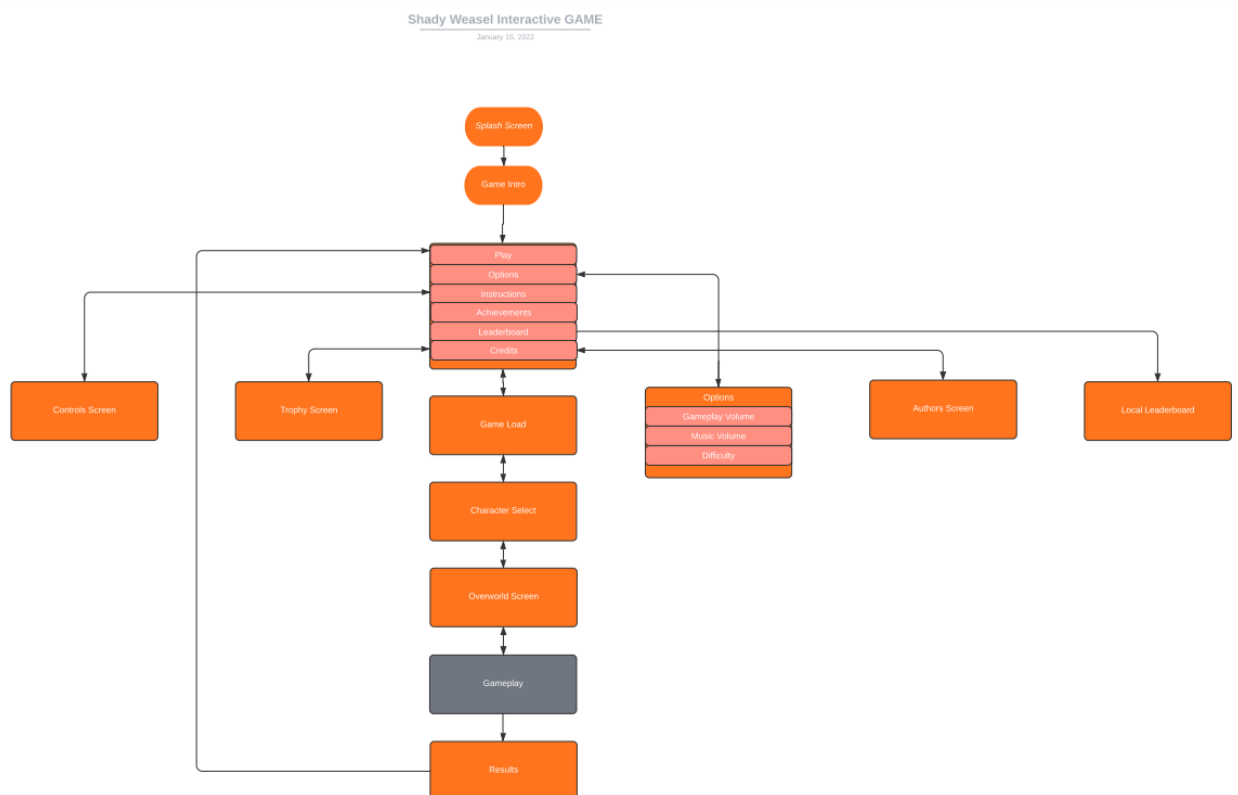
Version History

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I. Game Description

Omega is a 3D platformer set in a spaceship environment that contains a survivor colony of humans. After the player learns that the Omega spaceship is under attack by an alien race known as the *Indraks*, they must progress through the multiple platforming environments inside the ship to get to the energy core at the center, which is what the Indraks are protecting as their queen drains its power. The game will end with a boss fight to defeat the queen and secure the energy core that the survivors rely on for life support and power for the Omega. The ongoing theme of the game and central issue is that the ship's power has been turned off and the player needs to navigate their environments with a limited amount of light. Enemies will become more difficult to see, and resources that the player relies on, like charge packs and health pickups will become more scarce.

II. UI Flow



III. Game Mechanics

Common mechanics that the player will encounter include jumping, movement, shooting guns, using a flashlight, collecting battery/health pickups.

Health: Displayed as an EKG line with a heart BPM number beside it, health can be recovered by the player collecting health pickups placed throughout the game, or their health can slowly recover if enough time passes without the player taking any damage. A heartbeat sound will begin to get louder as the player loses health, or slow down and get quieter as the player gains more health. The EKG line will gain more spikes as health gets lower.

Flashlight: Used to investigate areas where there is no other light source. This can reveal enemies hiding in the dark or navigate platforms and obstacles that are hidden from the player. The flashlight will lose 1 percent of its power every second. There is no time limit for the player to finish a level, but if the flashlight runs out of power, it will be very difficult.

Charge Packs: Charge packs are used to restore the player's ammo. The player will have to be careful about how much they use either one of these items because they are both draining the same supply of power.

Platforms:

Floating Platforms: Platforms that rise as the player stands on them

Moving Platforms: Platforms that move from side to side, or up and down.

Bouncy Platforms: Platforms that bounce the player into the air if they collide with them. These are essential to moving past some areas in the game.

IV. Stages

Stage 1: As power begins to fail onboard the Omega, the player character wakes up due to the failure of their cryosleep pod. The player will begin exploring the ship from this stage where they will encounter the two weaker types of enemies: Meeqs and Feldrae. The player does not need to eliminate all enemies to proceed, but they will need to find the optimal route to get to the next stage while conserving as much of their resources as possible (battery and health). It will consist of various types of platforms, but will not be as difficult to traverse as later stages will be.

Stage 2: As the player is now familiar with the game's mechanics, this stage will be more difficult than the previous, despite the player's chosen difficulty level. This stage will introduce turrets, which are capable of firing heavy rounds at the player if they are in range, but only from a stationary position. The lighting in this stage is darker than the previous areas, which may be hiding other enemies in the shadows. There will be less health and battery pickups in this stage than the previous.

Boss Stage: If the player has successfully navigated every preceding stage of the game, they will arrive at the core room, where they will find the *Indraks* queen. The queen will be heavily armoured, with only one weak point on its body that the player will have to figure out how to use to their advantage as the battle progresses.

Level Hub: The player controls their chosen character and can move through a hallway with several doors that will take them to levels that they have already completed. Levels will display a red light if the level has not been completed before or is inaccessible for any other reason. Completed levels will show a green light. The level hub will use the same side-scrolling camera view as the other game levels.

V. Enemies/Bosses

The alien race that has invaded the player's ship are known as the *Indraks*. They are a colony-like species of alien that feed off of the type of resource that the power core is made of, which is used to power the player's ship. This race consists of different tiers of common-type enemies and a queen:

Queen: Boss to be battled at the final stage of the game. The player will only need to defeat this enemy once at the end of the game to complete it. The queen will have a key weak point on its body that can be shot, but is difficult to access due to the level's design and the boss' attacks.

Turrets: They are immobile but have significant range and can deal heavy damage to the player. However, the cannon is slow firing, allowing the player to shoot this enemy if they time their movements and shots correctly.

Feldrae: They are armed with a laser rifle and patrol an isolated/designated area if the player is not in their sight. If the player is in their sight, they will fire at them at a faster rate than a Turret, dealing a moderate amount of damage. This enemy also has a sturdy forcefield that will need to be destroyed by the player before that can kill them.

Meeqeks: The easiest to defeat, but the fastest of all the common-type enemies. They attack by running towards the player and shooting at them frequently. They patrol the ship constantly and if the player passes one by, they may come back to shoot them when they are not prepared for it.

Drones: An invasive drone ship that will often fire projectiles downwards at the player while seeking their position to continue firing. The player will either need to run for cover or find this enemy in the dark and shoot them.

VI. Characters, Pick-ups, Weapons, etc.

Characters:

The game will have two selectable player characters with unique stats that are displayed in the character selection screen right before the those the character. Their names are unknown as they are just one of many survivors on the ship.

White Character: This character will have more health/HP, but their movement speed will be slower and more cumbersome. They will have more ammo than the other selectable character.

Red Character: This character will have less health, but they will be able to move faster. They are not able to shoot as many rounds off a single charge when compared to the white character.

The player's choice in their character will be critical depending on their playstyle and the difficulty level they have selected.

Weapons:

Laser Gun - Unlimited ammo, basic gun. Can run out of energy causing the player to wait for it to charge up again. Use wisely.

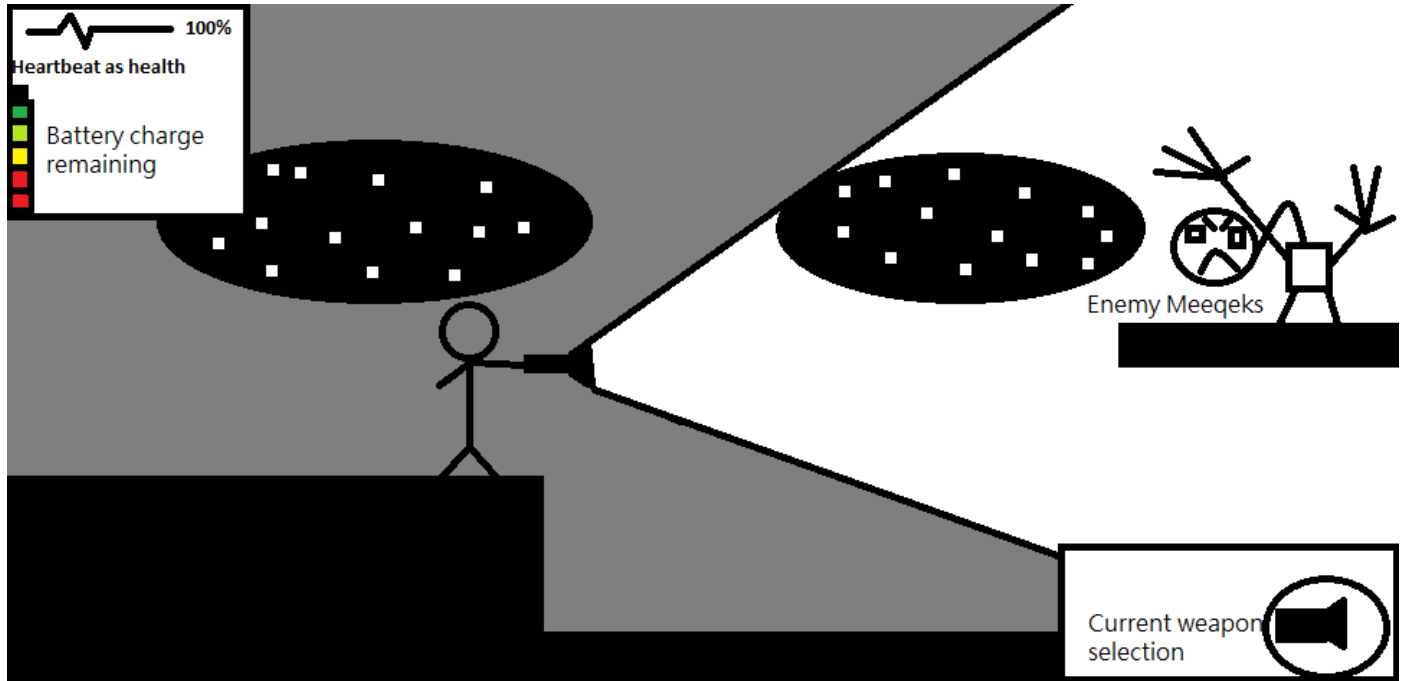
Flashlight - A flashlight with a finite power supply. Can run out of power and the player has a limited amount of time before this happens. The flashlight cannot be recharged until the player has completed their current level.

Pick-ups:

Battery packs - A pickup to power up the flashlight and laser gun.

Health packs - Restore a portion of the players health by lowering their heart rate.

VII. Sketch of Playable Stage



VIII. Level Difficulty Descriptions

Easy - Higher player health, higher damage to enemies, shorter gun cooldowns, longer flashlight duration, and more frequently placed battery and health pickups.

Medium - Less player health, less damage to enemies, longer gun cooldowns, shorter flashlight duration, and less frequently placed battery and health pickups.

Difficult - Least amount of player health, least damage to enemies, longest gun cooldowns, shortest flashlight duration, and scarce battery and health pickups.