

# Weapons & Powers

## Concept Document

by OsaX Nymloth

General notes:

Notes:

- Interactable means any object player can interact with that isn't enemy, for example
  - explosive barrels etc. will explode
  - electrical circuits will shock any enemy nearby
  - toxic barrels will explode and unleash a toxic gas

Animations:

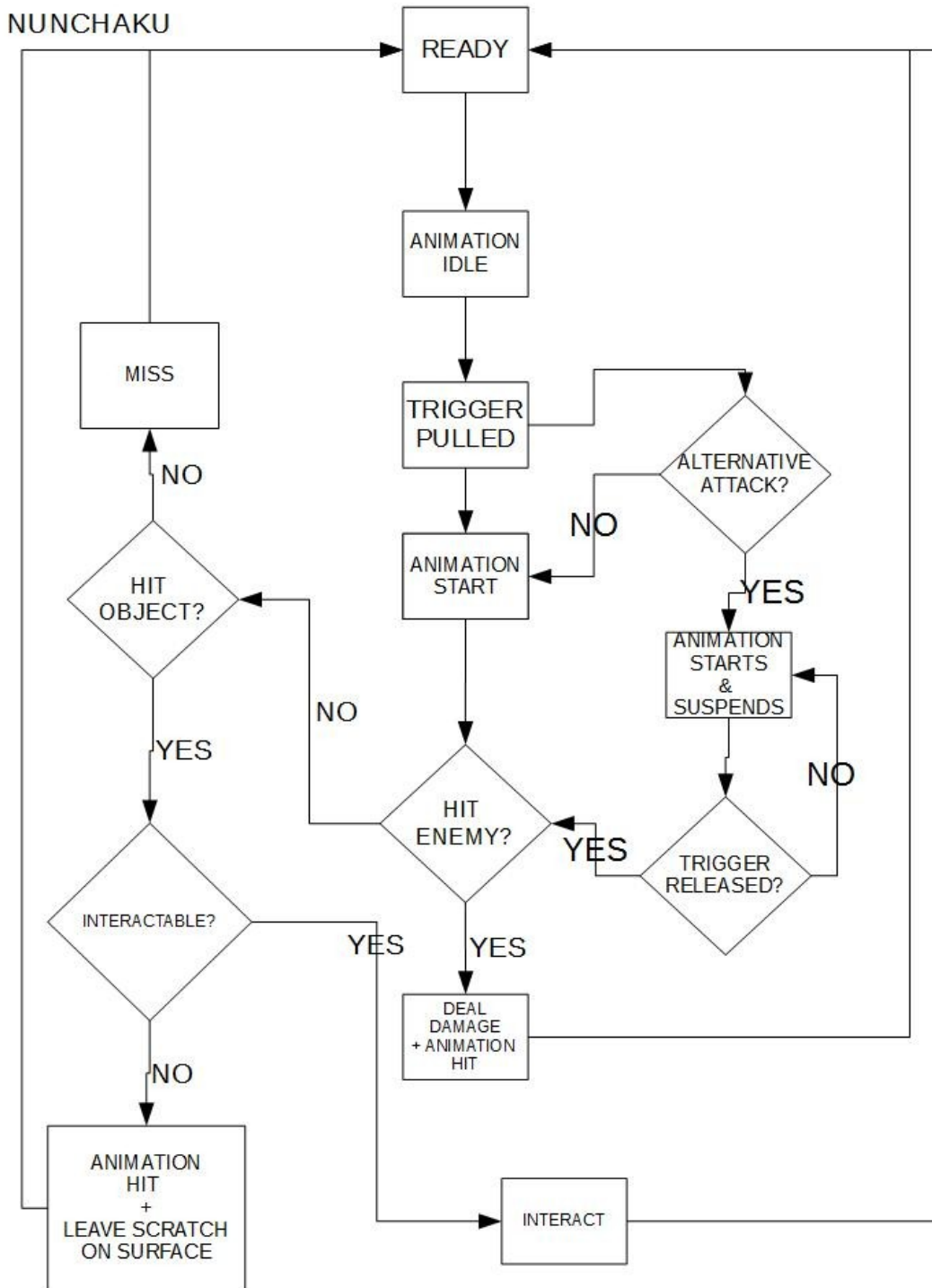
- Idle animation plays when player doesn't use weapon for more than 6 seconds and consists of two actual animations:
  - normal idle animation
  - special animation that runs only on longer periods of inactivity from the player (15+ seconds)

Powers:

- Fiddle has specific animation of failing to use selected power. These could all be the same, but with differently hued/colored effect (magic-like glow?) to make it easy to distinguish which power failed casting.

# 1 Weapons

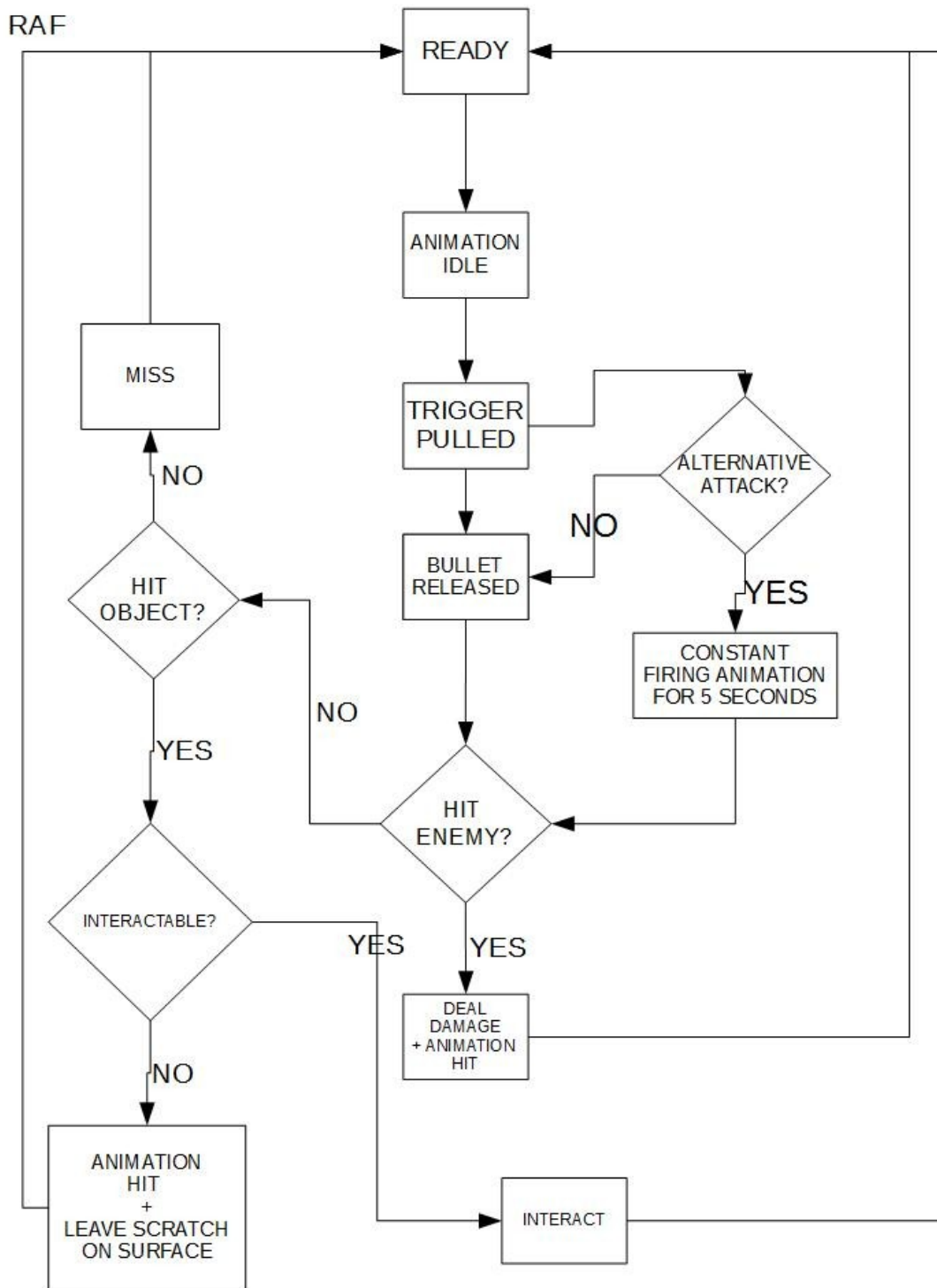
## 1.1 Nunchaku



Notes:

- Special animation:
  - second idle animation with player's character swinging nunchaku, showing off his skills.
- Alternative fire mode:
  - weapon is suspended till trigger is released. Can last infinite amount of time, provided player actually holds down the fire button
- From the trigger to hit, animation takes around 0.3 second before swing connects with target
- Hit animation for hitting object and enemy is almost the same. Feedback will be different for user because hitting enemy will result in additional splash sprite appearing on the enemy – while hitting anything else results in a smaller “dust splash”.
- Hitting or missing will ultimately result in nunchaku going back to it's default ready state. This takes around 0.2 second and in this time frame weapon can't be used.

## 1.2 RAF

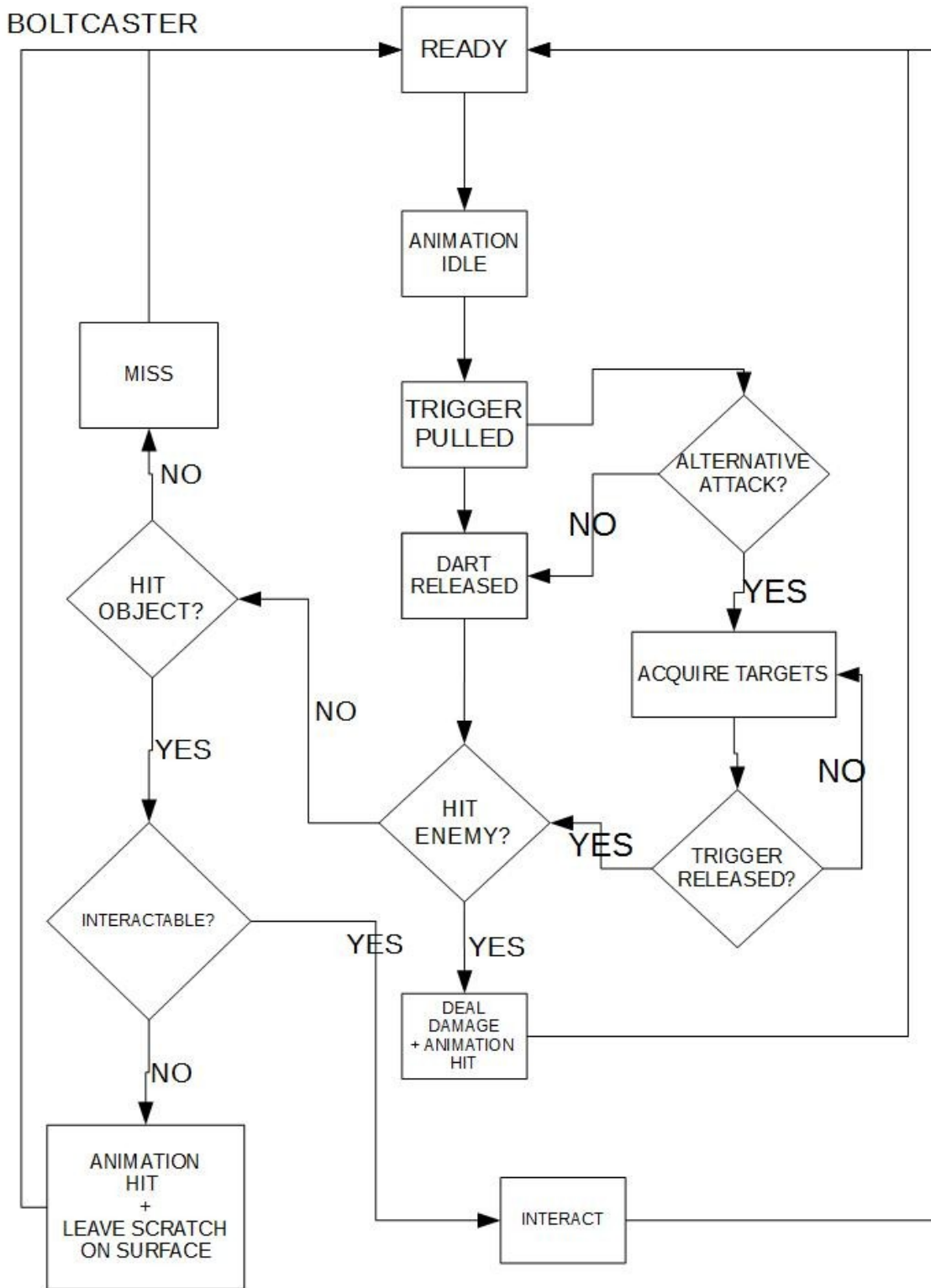


Notes:

- Special animation:
  - PC examines the rifle, bit similar to how characters in other FPS games do when picking up totally new weapon
- bullet is released as soon as trigger is released and travels with a speed of 50 units per second (no hitscanning). Damage is dealt immediately.
- Time of bullet animation and before next bullet can be shoot is 0.1 second
- Alternative fire mode:
  - Alternative fire mode have a special weapon effect: rifle starts emitting smoke and starts getting reddish in color the longer it lasts.
  - After full 5 seconds the animation for “too hot to handle” plays, which makes weapon unavailable for 0.5 second
  - Once alternative fire mode is activated, it must run for 5 seconds. Player can not stop it.

## 1.3 Boltcaster

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Notes:

- Special animation:
  - player pulls Boltcaster close to his “face” and aims around, proclaiming “bam!” after 1.5 second
- Alternative fire mode:
  - as long as player holds the trigger, new targets are acquired when they get in range.
  - enemies leaving out of range for whatever reason are deleted from list of targets
  - When trigger is released, scanning finished and list of targets is finalized. This causes a small delay between release of the trigger and actually launching the projectile of around 0.2 second
- loading a new dart between shots take 0.3 second

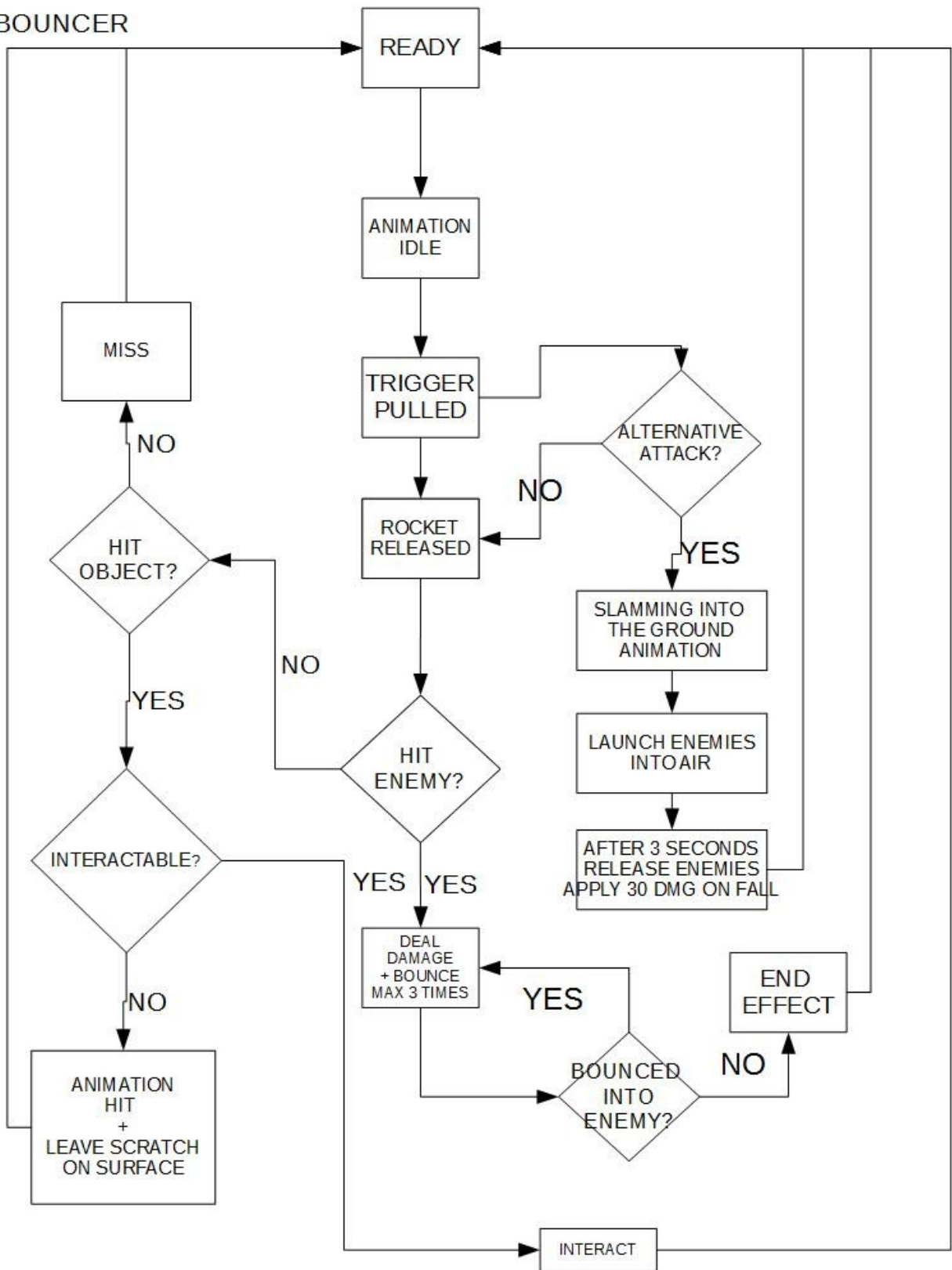
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## 1.4 Bouncer

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# BOUNCER

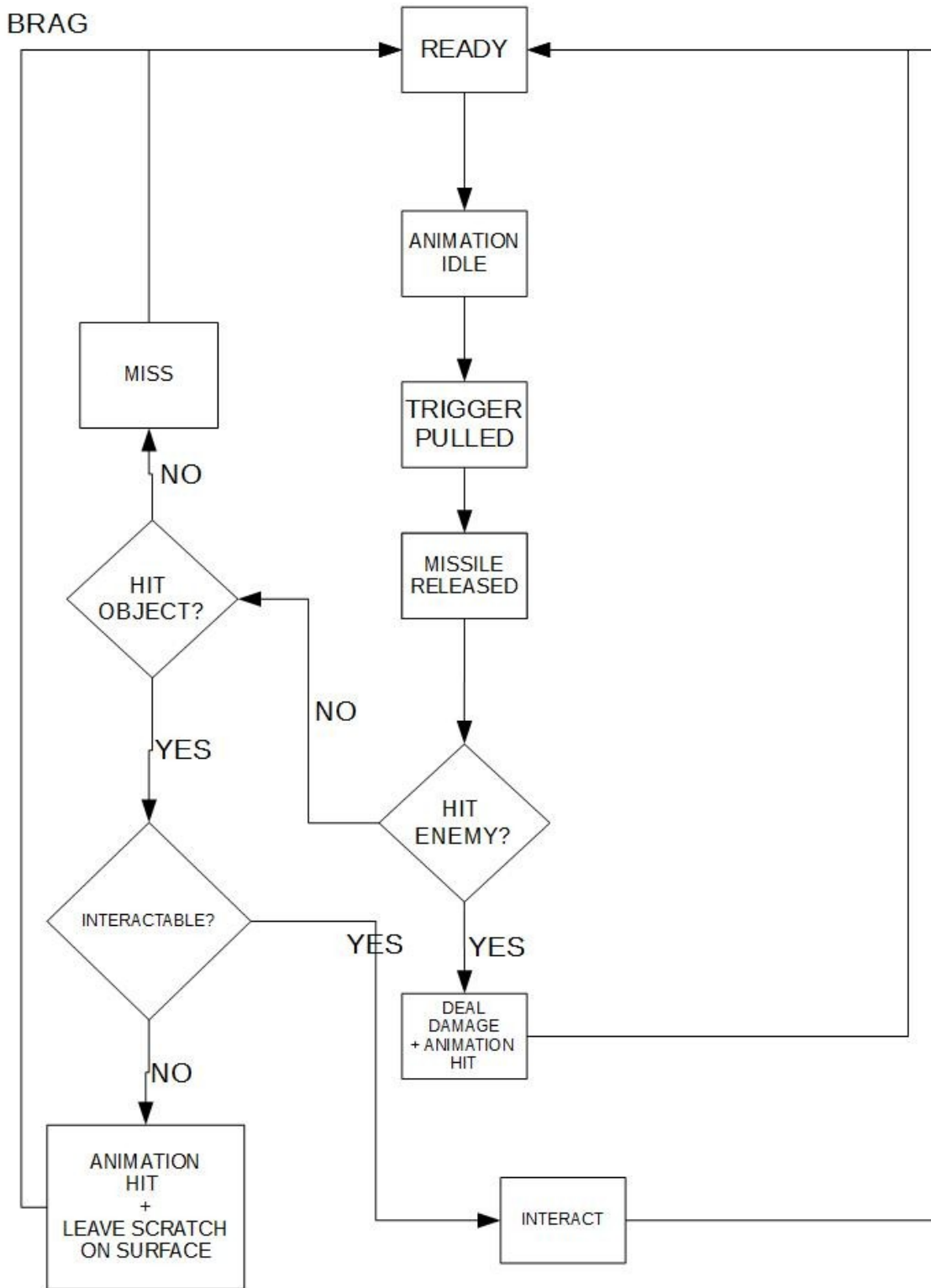


Notes:

- Special animation:
  - player character drops the gun and picks up three balls used as ammunition and starts juggling them for some time (around 5-6 seconds max)
- Alternative fire mode:
  - player must release the trigger within 3 seconds since alternative fire mode is activated – if he doesn't do it, attack is released automatically
  - enemies suspended in air take normal damage
  - if enemy launched into air lands into a hazard (fire, lava, bottomless canyon etc.) he is killed on impact
  - cooldown between alternative fire modes: 3 seconds
- Every hit enemy bounces total of 3 times before it falls to the ground – standing up animation takes around 1.25 seconds. Enemy hit by other bouncing enemy won't bounce, but will lose it's footing and will need to stand up again.

## 1.5 BRAG

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Notes:

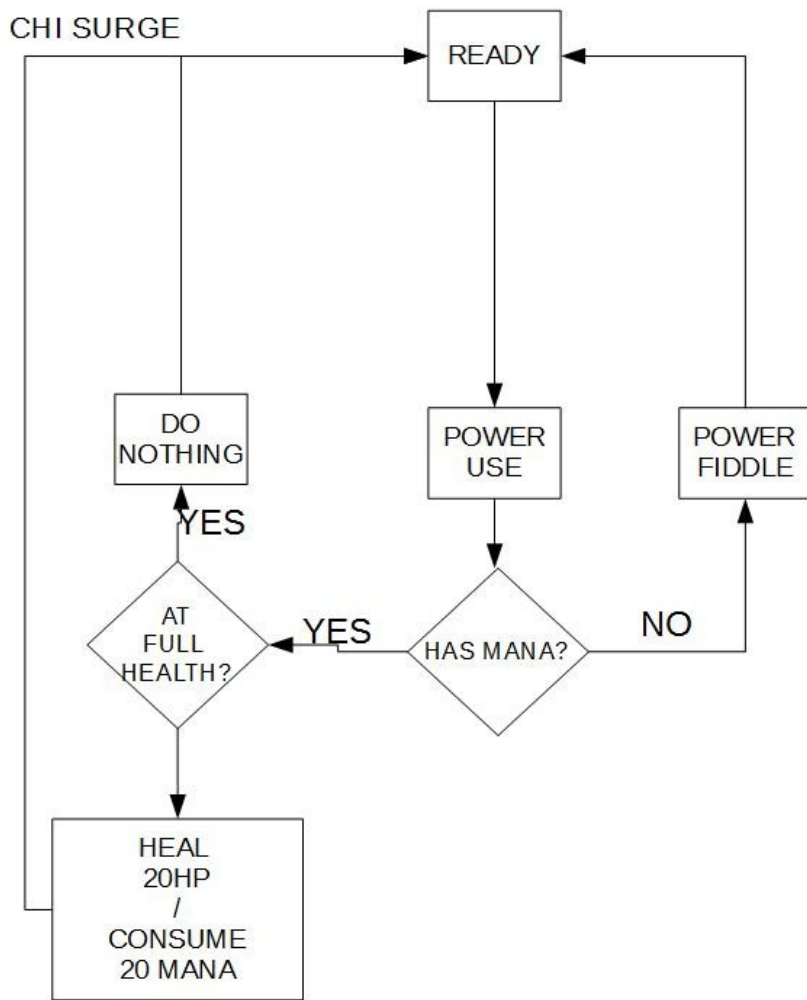
- Special animation:
  - player character visibly struggles to keep the weapon “on ready”, drops it slightly and complains how heavy it is
- Alternative fire mode:
  - none
- Weapon effective radius is 30 units from the center of impact (where projectile landed)
- Enemies behind destructible covers take 30 less damage
- Enemies behind indestructible covers take 50 less damage
- Whole area of effect is covered in glowing green substance, that remains in place till end of the level

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## 2 Powers

### 2.1 Chi Surge

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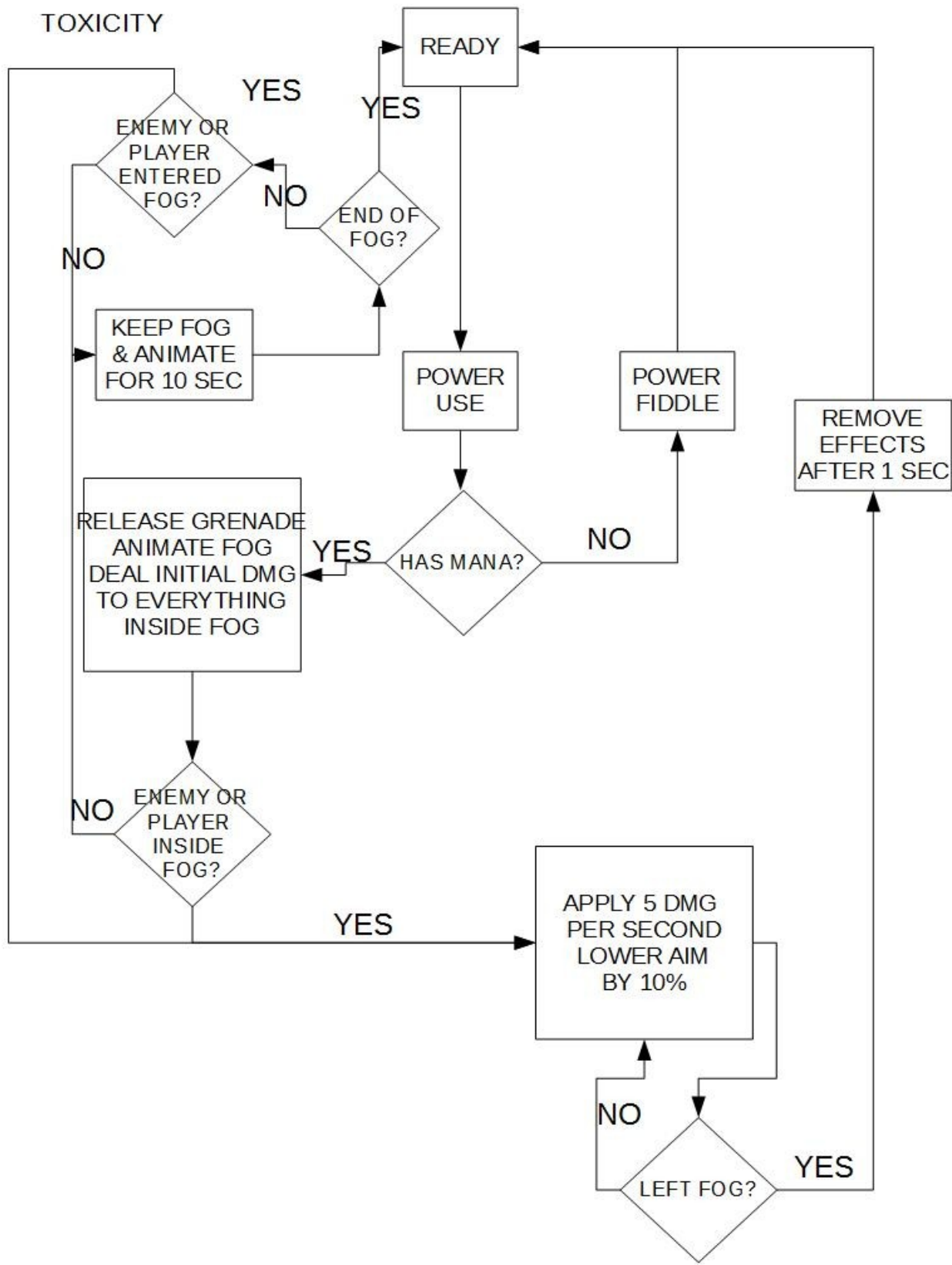
Notes:

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## 2.2 Toxicity

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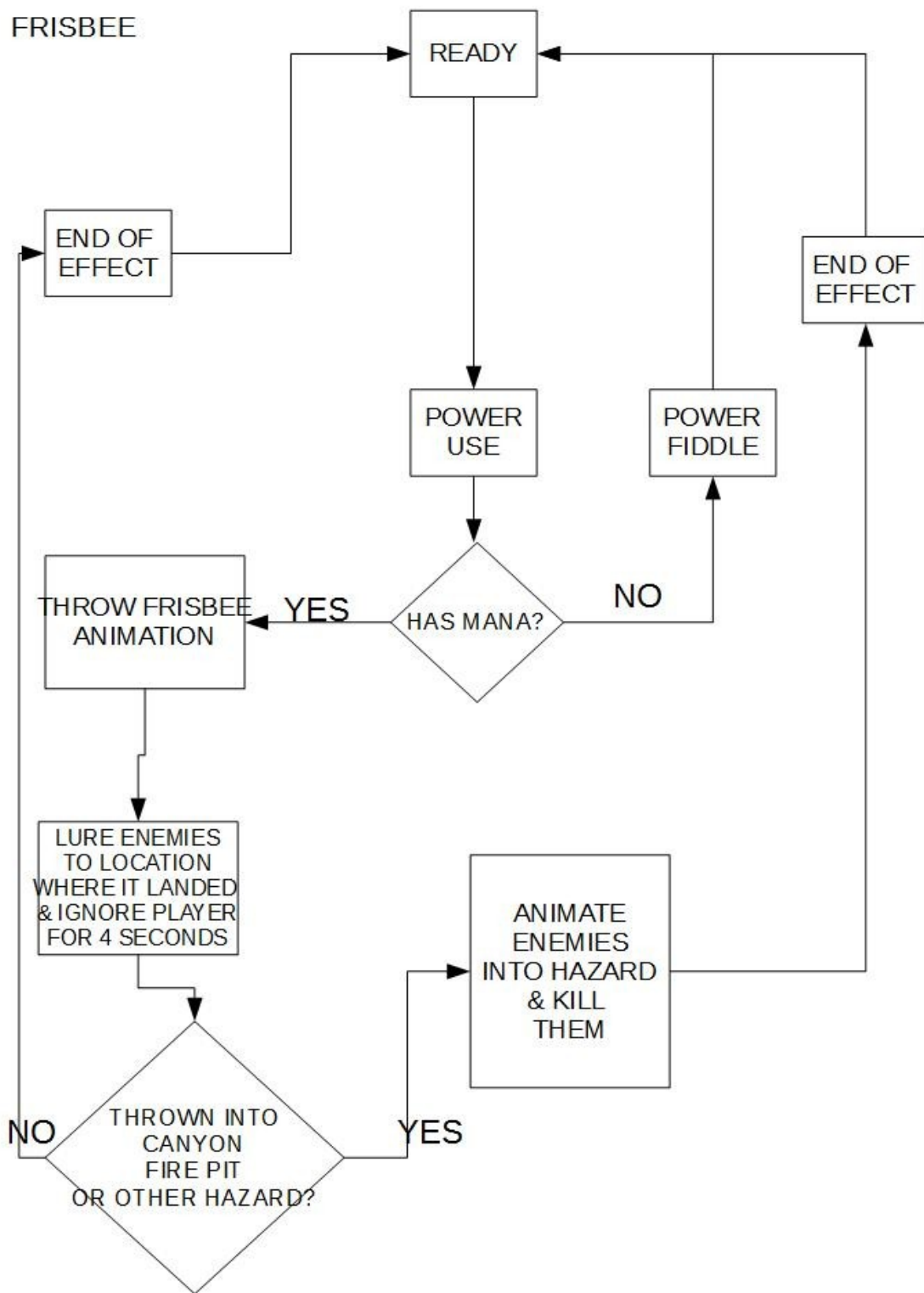
Notes:

- total time of this toxic fog staying in place: 10 seconds
- Player entering the fog receives aim penalty in the form of green filter that limits the visibility

## **2.3 Frisbee**

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FRISBEE



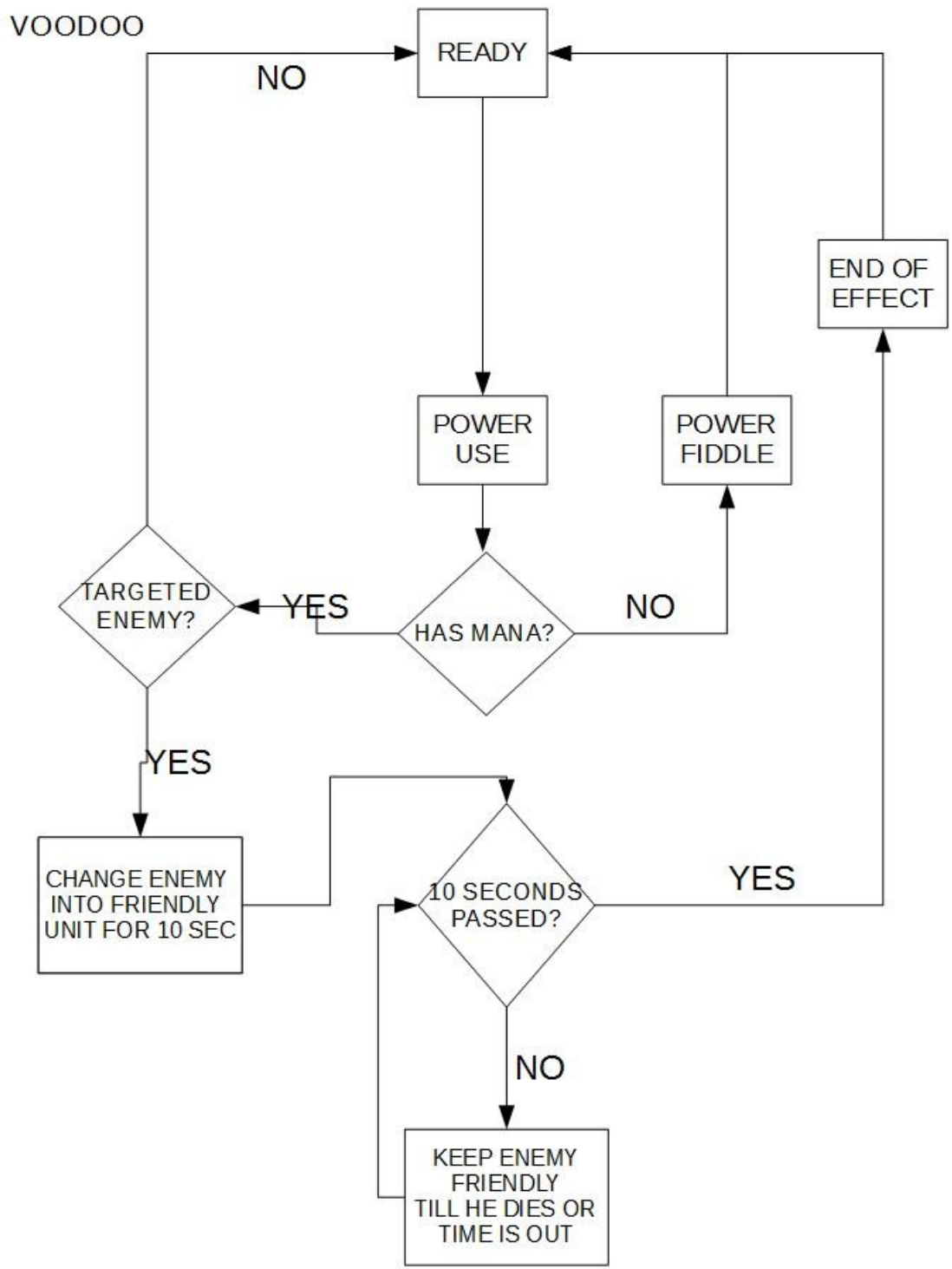
Notes:

- Enemies shoot when they're "interested" in this power will wake up from their state and start fighting player
- Flying enemies that will react to Frisbee being thrown into bottomless pit of any sort will fly out of the pit after effect wears off

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## 2.4 Voodoo

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Notes:

- All attributes of enemy that is under control of this power are reset to their basic values for that enemy. That means enemy that has suffered damage will now be at full HP when player uses Voodoo on it.
- Controlled enemy will fight the closest opponent
- If controlled enemy do not have range or weapons to fight closest enemy that is of flying type, it will look for other enemy that it can fight with.

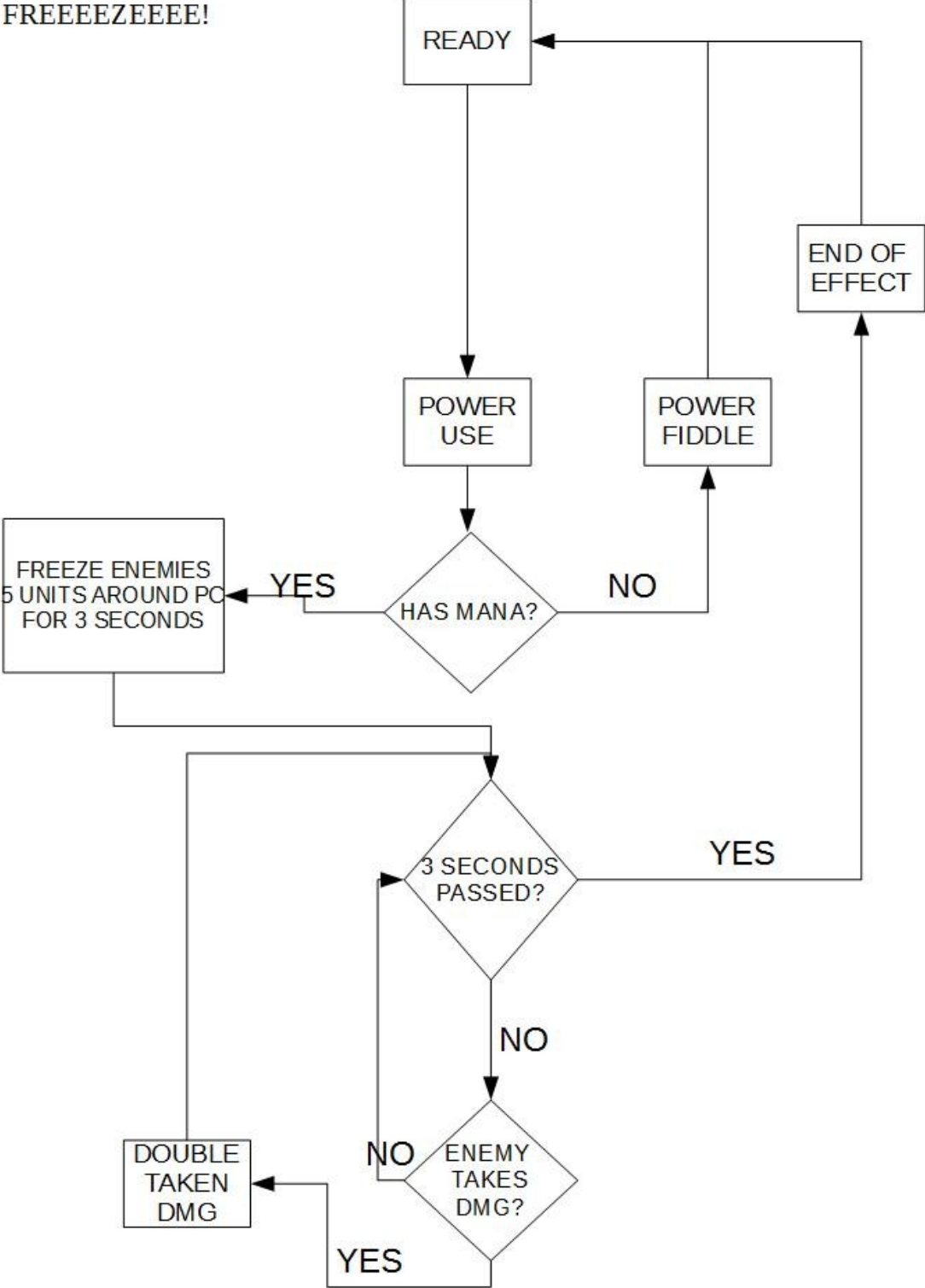
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## 2.5 Freeeezeeee!

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FREEEEZEEEE!



Notes:

- Freezing wave takes a total of 0.35 second before it reaches maximum distance from the player's
- Frozen enemies are visibly covered in frost/ice and they can't move or react in any way
- Enemies killed when under effect of this power are shattered like ice
- Enemies that survived are thawed and will resume their normal behavior 0.30 second after effect wears off

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