

Dimension Hunter GDD

Summary

It is a metroidvania game inspired by metroid and dark souls where you play an unnamed bounty hunter.

Story

In some distant galaxy there exists a mysterious tower, containing relics and artifacts of unimaginable worth and power. The tower itself is said to be created by a man called the the Mastermind . He created many robot minions, biological experiments and traps to guard the tower. The tower is so well guarded that some people who tried to climb it actually died while some are also lost, but one thing is for sure, no one has reached the top. In the game you play a renowned bounty hunter, trying his luck to climb the tower.

Design Ideas

There will be about 5-7 different areas in the game, each one with unique bosses. Some area might have more than one boss fight. Defeating the boss will unlock new powers necessary to progress through the tower, there will be 5 of this kind of power. There are going to be around 18-25 unique enemies scattered around all area. There will be items and weapons that the player can find as well as NPC.

Player Design

Player Movement:

Run, Jump, Duck, Aim, Heal, Roll Dodge

Player Stats

Damage

Critical hit chance

Critical damage

Fire rate

Move speed

Max Health

Currency

Killing enemies give spare parts which can be used to upgrade your gears, or can be traded for items from NPC.

Essence

Killing enemies sometimes give you essence, that can be used to heal 50% of your max health.

Player Upgrades

Weapon Chips (6-8)

These items allow your weapon to switch modes.

Chip Ideas:

- Regular
- Shotgun mode
- Rapid fire
- Electric Shock
- Bio Cannon
- Chrono Gun

Abilities

These abilities will be unlocked throughout gameplay

Dash/Roll -- Invincibility frame + forward movement (default)

Throw Grenade -- Destroy walls, deal damage to enemies (get from boss)

Rocket Boost -- Press X mid air to fly upwards

Robot Hound-- You will be able to control a robot hound to scout

Items

Options for items:

- A. All item is on one homogenous type called relic
- B. Item is split into category clothes, headwear and accessory

Relics (25-30)

Items that either change the player stats or add upgrades to player abilities. You can equip 5 of these at a time. There will be around 25-30 relic in the game

Relic Ideas:

Regular Relic	Effect
Bullet Time	Slow Down enemy projectile
Soldier Vest	Reduce physical damage taken by 10%; Combo: Soldier Helm, extra 10% all damage reduction
Soldier Helm	Immune to critical; Combo: Soldier Vest , extra 7% damage reduction
Bump Stock	+20% Fire Rate
Hunter Goggles	+10% Crit Chance
Extra Battery Pack	+1 Max Essence
Gas Mask	+ 15% bio damage resistance

Boss Relic	Effect
Old Hunter Goggles	+15% crit chance; Combo: Old hunter cape, + 0.2s Roll Invul Time
Old Hunter Cape	+15% evasion chance
Mad BioChemist Mask	+ 50% Bio damage Combo: Labcoat, Grenade deals bio damage
Mad BioChemist Labcoat	+ 50% Bio Resistance - 25% Combustion Resistance - 25 % Energy Resitance
Mad Engineer Goggles	+ 15% all damage Combo: Suit, Grenade deals energy damage
Mad Engineer Suit	+ 15% Energy Resistance + 15% Combustion Resistance + 15% Bio Resistance
Flashbang	Your grenade will stun enemies for 1s

Areas

Tower Outside: The outside of the tower filled with weaker enemies

Tower Entrance: the beginning of the tower, this is where player encounter first boss

Tower Basement:

Central Tower:

Bio Lab:

Power Station:

Mastermind Chamber :

Enemies

Non player character that is aggressive towards the player which the player need to fight

Enemy Ideas (18-25)

- Termite->small weak enemy moving at a fixed path
- Hound->melee enemy that jumps at you
- Wasp->Flying enemy charging at you
- Eye-> Flying enemy shooting projectile
- Worm-> Immobile enemy that shoot projectile at you, larger hp
- Spider-> Big melee enemy that jumps at you
- Artillery Spider -> Spider but it shoots rockets at you

Boss Ideas

The tower is created by the Mastermind, helped by the Mad Duo: Mad BioChemist and Mad Engineer

Bosses

Tower Entrance Bosses

Guardian -> AI robot that can control crystals, it has the mastermind face mask - Done

Basement Bosses

Giant Spiderbot -> A giant spider robot that are able to drop bombs from the ceiling. Big body to contain the bomb and long legs to maneuver

Central Tower Bosses

Injured Bounty Hunter-> An injured bounty hunter, he will fight you if you heal him. He uses shotgun, and stun grenade to fight.

Bio Lab Bosses

Every boss here are resistance to bio damage

Experiment 005 -> A large beast with 2 mutated head, he will lunge at the player or throw acid spit on the player. He is really agile so the battle will be fast paced, however he doesn't have a lot of health.

Experiment 013-> A big pile of blob, he can absorb your energy damage. He is weak to combustion damage. If you can deal enough energy damage to him, he will take damage from the overload, however he can direct back the energy he absorb at you. Other than that he can throw gooey substance at you that deals bio damage and slows you.

Mad Biochemist -> A guy wearing a labcoat and a gas mask. Throw biochemical bombs as weapon. Will inject himself with serum to turn into a brute when cornered.

Power Station Bosses

Freeze Kong-> The robot is a giant monkey. It has 2 pipes like arm that shoots freezing spray at the player. He will generally try to freeze you using his freezing spray and run at you while freezing the floor. He can however slip on the ice floor and fall sliding towards the direction he is moving while continuing to spray ice at you. If you get frozen, he will bump his chest and strike you, you have to get out of frozen state before he strike you or it will deal a lot of damage.

Mastermind Chamber Boss:

Mad Engineer-> A guy riding a large robot. The robot use a spinning saw to attack, it can also launch homing missiles at the player

Trap Ideas

- Spike trap -> regular spike trap attached to floor or wall
- Death cube -> Giant cube moving up and down that can smash the player
- Shock trap -> a horizontal trap that shocks at an interval

NPC Ideas

Relic Hunter -> Buy/Sell relics for spare parts

Old Bounty Hunter -> Upgrade gears for spare parts

Injured bounty hunter-> You can use your essence to heal him.

If you heal him, he will try to kill you. Once you kill him he will drop a gear. He will die once you kill the boss in the area if you don't heal him and drop the gear anyway.

Mysterious man->Sell cursed relic for spare parts.