

Dr. Weirdo Specs Stuff

“Dr. Weirdo” is the working title for this project. The project itself is a platformer action title intended for release over Xbox Live Indie Games.

The goal is to release a three to four level game for 240 points as the first episode. If this game sells well enough (and still probably if it tanks) I'd like to work on the conclusion episode.

Basic Premise

The player assumes the role of Edward Hurtz, an experienced Paranormal Investigator. The profession sees a surprising amount of combat. Edward finds information about an ancient haunted mansion nearby a small village in England. Villagers claim that their friends and neighbors are being abducted nightly by strange creatures and taken to the mansion in question.

Edward arrives during one of these nightly raids and sneaks in to the mansion while the creatures are away doing their terrible business.

While investigating the mansion Edward must defeat strange genetic mutations, vicious thinking machines and brainwashed SAS soldiers, eventually discovering the Mansion's purpose: a giant research lab and staging area for, obviously, world domination. It is run by a scientist twisted by an unknown force. It is not known to Edward who's will he is bent to.

Characters

Friendly

- Edward Hurtz: protagonist. He is the main player-character of the game, as described above
- Stanley, a fringe journalist who suspects that his wife was kidnapped and taken into the mansion. He hacks into the mansion's computer systems and briefs you on each level. He also is responsible for saving your progress.
- Fitz, A mental projection of Dr Weirdo's clone. Physically, he is still a child who is being held in stasis. Dr. Weirdo's purpose for him is unclear at this time. He appears at the final level of this episode to reveal the true nature of Dr Weirdo.
- Elena Hurtz, Edward's sister. She saves Edward at the end after sensing he is in mortal danger.

Enemies

- Dr. Weirdo: antagonist. He is the owner of the mansion. He is secretly managing a number of projects intended to aid him in world domination. He is working towards the ends of a cosmic will on the surface, but secretly hopes to capture and contain the malevolent force for his own gain. He never was one for originality.
- Sterling, a sentient and genetically enhanced Gorilla. He is responsible for the overall security of the mansion. A formidable warrior with his brute strength and superior intelligence.

- PAL, the AI neuro-computer that operates the machine complex. She has infiltrated all the major information systems of the world's government and continuously compiles sensitive information on them. She also continuously scrapes information from the general web, not necessarily for the better.
- Sgt. Pepper. The Leader of a SAS detachment that was sent in to infiltrate the mansion. They never succeeded in their mission, and instead became human test subjects for Dr Weirido's mind-control technologies.

Gameplay Overview

The game will take place sequentially by level. Between each level there will be a tiny bit of exposition and a chance to upgrade various statistics like Firing Accuracy, Firing Strength, Ability Adeptness, etc. Also, players can upgrade their abilities at checkpoints as well.

Each level will contain the basic point a-to-b structure, with a number of hidden bonus items that grant the user extra health, ammo, or extra points to add to their statistics at the end of the level.

Each level will require no longer than 15 minutes to complete fully making the game very time friendly.

Player Gameplay

Game controls –

- Left analog stick moves and controls aiming while moving.
- Right analog stick also controls aim, and will override the aim direction of the left stick. This can be used to fire while stationary or to fire in opposite directions.
- Left Trigger – Throw grenade or other frag-type weapon.
- Right Trigger – Fire selected weapon.
- A Button – Jump
- B Button – Use selected ability
- Y Button – Bring up inventory, allowing you to select weapon, ability or grenades.

As you progress through the game you will be able to the following abilities –

- Firing Accuracy – How accurate weapon fire is. Higher accuracy means that each projectile follows the line-of-fire more closely.
- Firing Strength – How much damage relative to the selected weapon is dealt.
- Ability Strength – How much damage an ability deals/recovers.
- Throwing Strength – How far the player can throw frag-type weapons.
- Armor Bonus – increases the damage absorption.
- Health Bonus – increases the max amount of health.
- Ability Bonus – increases the max amount of ability slots.

Each checkpoint will allow the player to spend 2 points, while at the end of each level the player can spend 4 points on Edward's statistics. Health and Armor bonuses require 2 points to progress one level.

Weapons

The player starts off with a basic pistol with a fairly slow firing rate. Throughout the course of the game Edward will have the option of obtaining the following weapons –

- SMG – A basic submachine gun with a higher rate of fire, but each projectile does less damage.
- Shotgun – Sprays a number of projectiles, does high damage at medium to close range
- Assault Rifle – Higher rate of fire, more damage.
- RPG – Highest damage, extremely slow rate of fire. Does splash damage.

The player can also spend stat points to buy and upgrade specific ability. Each ability uses up a certain amount of ability slots, which recover slowly over time. The player starts the game with 10 slots. These abilities include:

Name	Description	Stat	Slot
Flamethrower	Fires a wave of flames whichever direction the player is aiming in. Certain enemies that aren't instantly killed will run around for a bit and then die, also incinerating any other enemy they contact while in this state.		
Level 1	Fires a short burst	1	1
Level 2	Fires a slightly longer burst, slightly more damage	1	2
Level 3	Fires a second long burst, more damage.	2	2

Name	Description	Stat	Slot
Icebeam	Fires a solid beam of ice in whichever direction the player is aiming. Certain enemies will freeze solid which can then be shattered by weapon fire.		
Level 1	Destroys lesser enemies and shatters larger ones, only does damage to stronger enemies.	1	1
Level 2	Destroys lesser and larger enemies, will freeze stronger enemies	1	2
Level 3	Freezes anything but bosses.	2	2

Name	Description	Stat	Slot
Medicate	Recovers increasing amounts of health		
Level 1	20% of max HP	1	2
Level 2	30% of max HP	2	3
Level 3	50% of max HP	4	4
Level 4	75% of max HP	6	6

Name	Description	Stat	Slot
Shield	Temporarily decreases amount of damage taken		
Level 1	Absorb 10% of damage for 10s	1	1

Level 2	Absorb 25% of damage for 15s	2	2
Level 3	Absorb 35% of damage for 20s	4	4

Name	Description	Stat	Slot
Devastation (1 Level)	Obliterates all enemies, ineffective against bosses.	10	10

Level Overview

Level 1 – Jungle level. In this level the player will face off against a myriad of mutant animal hybrids. Some non-enemy types should be included like small flying frogs, lizard monkeys, etc. The environment should be a mix between an advanced technological lab and a lush green forest.

The main boss is a sentient gorilla known as Sterling¹ who oversees general security of the mansion. The battle ends in a draw, and in the ending cutscene for this level he informs “Dr. Weirdo” of the security breach.

Art direction - Enemy types here are things like Crocoducks, or spider-people with human arms for appendages, spider fangs and human eyes. Things along that line. Somewhat obscure but not over the top absurd.

Level 2 – Machine level. In this level the player will be assaulted by a fleet of efficient thinking machines. The environment is similar to electronics research labs, except the things here are optimized for killing the player and not downloading explicit material.

The end boss is PAL, a super intelligent but horribly warped neurological computer. To defeat her you must destroy the four machine gun turrets that defend her core processing systems.

Art direction – I can’t think of any specific types of enemies here at the moment.

Level 3 – SAS Level, This is the training area used for Dr. Weirdo’s elite force of brainwashed SAS soldiers. The environment is like a sadistic training camp for the army.

The boss of this level is Sgt. Pepper, the leader of a detachment of SAS operatives who were captured and brainwashed by Dr. Weirdo. He was the first to “volunteer” and as such, isn’t entirely sane.

Level 4 – Last level, This level is the entrance to the upper level of the mansion, where the more dangerous and experimental projects are in preparation. Before Edward can infiltrate them he is confronted by Fitz, the mental projection of Dr. Weirdo’s clone. Fitz explains the real nature of the mansion and reveals the identity of the owner, Dr Weirdo, to Edward. Before Fitz can finish, Sterling interrupts and engages Edward in combat.

Ultimately, Edward loses the battle but is saved at the last second by his sister, Elena.

