

The Planets - GDD

<https://colorum-the-chromamancer.itch.io/the-planets-demo>

Game Overview:

Story Summary:

- Aliens called the **Palorans** have taken over Earth
- **8 Emperors**, named after the Planets in the Solar System (and Pluto) rule in a Pseudo-Roman Society
- Each of them controls a different Area of the World, and follows their own personal Agenda, transforming their areas to fit their needs
- Amongst humanity, a **Rebellion** arose, led by Human Gladiator Antares and noble Paloran Archer Sagittarius
- Both of them disagree in their Methodology and don't get along very well, however, as the story goes on, they learn to trust each other
- Together, the two take on the **Emperors**, learning more about their motives in the Process
- In the End, they find that one of Earth's Leaders before the takeover, **Tellus**, sold Earth to the intruders, saving his Life and Position as Leader

Instructional Goals:

- Make Moral Decisions and live with the Consequences!
- Learn to trust the People around you!

Common Questions:

- **What is the game?**
 - This is a story-based 2D Action-Platformer with Hack n Slash and Run & Gun Elements
 - It is based on the Gameplay **Mega Man** Games and the character-based Storytelling of **Metal Gear Rising: Revengeance**
- **Why create this game?**
 - As it is based on 2 Games/Game Series I'm very fond of, it has a lot of concepts I would like to toy around with
 - It is also comparatively simple, so it shouldn't be too difficult to implement
- **What do I control?**
 - The Player controls either Antares or Sagittarius, and *through their actions*, have an *indirect influence* on the Rebellion
- **What is the Main Focus?**
 - The Main Focus is on **Combat**
 - The secondary Focus is on **Platforming** as Primary Movement Tool
 - The **Story** takes a bigger Focus as well

- **What is different?**
 - Through a higher Focus on Narrative, the player's actions are more impactful
 - There are important choices during the story, that impact the way the story unfolds
 - The game has a bigger focus on Close Combat, with more flashy attacks and movement options

Feature Set:

- **Movement:**
 - Walk
 - Jump + Wall Jump
 - Dash/Air Dash
 - Shield Dash (Antares)
 - Arrow Jump (Sagittarius)
- **Combat:**
 - Sword Combos (Antares)
 - Arrow Shots (Sagittarius)
 - Special Weapons
 - Boss Weaknesses
- **Special Weapons:**
 - Martian Spear: Strong Forward Charge, breaking some cracked walls
 - Venusian Mirror: Mirror Shield that deflects projectiles
 - Mercurian Caduceus: Speed Boost that can be transformed into a Projectile, regaining energy when hitting
 - Jovian Bolt: Summons lightning that supercharges the player's Gear (temporary invincibility, deals contact Damage) and can power electrical devices
 - Saturnian Sickle: Freeze nearby enemies in time for a short time (Akin to Guilty Gear Roman Cancels)
 - Uranian Sky: High Jump that reflects projectiles
 - Neptunian Trident: Summons wave that travel across the floor, which can extinguish Fire, or grow vines from saplings
 - Plutonian Helm: Turns the player intangible, which allows them to pass through grate walls
- **Misc.:**
 - Levels can be selected in any order
 - Players can choose whether to spare or kill emperors, using a thumb gesture associated with gladiatorial fights

Game World:

Overview:

- The World is essentially Earth, but thrown back into a mix of Sci-Fi Alien Tech and Pseudo-Roman Society
- Humans and **Palorans** live mostly in Harmony together, though a lot of people are upset with the Inequality caused by the **Emperors**

Key Locations:

- Martian Colosseum: Giant Colosseum with nearby Military Training Facilities
- Venusian Garden: Exotic Garden, showcasing multiple alien lifeforms, as well as particularly well trimmed plants (Particularly Venus Fly Traps)
- Mercurian Post Office: Office building designed to manage all messaging and postal services in the Empire
- Jovian Palace: A large Palace built for Jupiter's pleasure
- Saturnian Clocktower: A high Clocktower, controlling most clocks on the planet
- Uranian Observatory: An Observatory filled with mysterious books and devices
- Neptunian Harbor: A military harbor, connected to a mysterious underwater base
- Plutonian Scrapyard: A subterranean Scrapyard of old Robots with flowing Rivers of molten Metal

Boss Weakness Chart:

<u>Mars</u>	<u>Venus</u>	<u>Mercury</u>	<u>Jupiter</u>	<u>Saturn</u>	<u>Uranus</u>	<u>Neptune</u>	<u>Pluto</u>
Venus	Uranus	Mars	Neptune	Jupiter	Saturn	Pluto	Mercury
<i>Mercury</i>	<i>Pluto</i>		<i>Venus</i>				<i>Jupiter</i>

<u>Titan</u>	<u>Triton</u>	<u>Phobos</u>	<u>Deimos</u>
Jupiter	Mercury	Mars	Mars

Art Gallery:

Character Sprites:

Antares Sprite:

Sagittarius Sprite:



Title Screen:

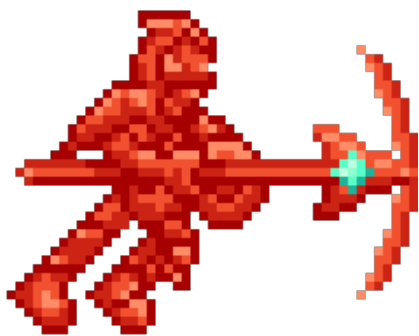


Stage Select Screen:



Special Weapons:

Mars:



Pluto:

