

In Irons

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High-Concept Statement:

In Irons is a dark, 2D top-down action game with dynamic movement mechanics. The core of the game is a harpoon gun the player can use to latch onto enemies and obstacles to move around the environment and deal damage.

Features:

- **Top-Down Combat:** Game plays similarly to other 2D dungeon crawlers where players must dodge enemies, traps, and projectiles.
- **Harpoon Gun:** The player is given a harpoon gun they can shoot to latch onto objects in the environment and enemies. Players will then be able to pull themselves or enemies to perform attacks, dodge, or move around the environment.
- **Dark Environment:** Environment and enemies are creepy. Players are trying to unravel the mystery of their character while navigating an occultists playground.
- **Mystery Elements:** The player is given control of their character in a strange world, with no recollection of how they got there or idea of their purpose. As they progress, players are given hints and journal entries detailing the events leading up to their characters current state of purgatory.
- **Challenging Gameplay:** Players will have to make full use of their weapons and movement abilities to stay alive. Players who master the controls and gameplay are rewarded for taking advantage of the unique features of the harpoon gun.
- **Roguelike:** Levels and upgrades are generated procedurally, giving the player unique gameplay experience and increasing replayability.

Overview:

- I. **Player Motivation:** Players are driven by the desire to discover the backstory of the main character.
- II. **Genre:**
 - Roguelike
 - Isometric
 - Action

- III. **License:**
- Unity 2018.3.4
 - Adobe Photoshop CC 2017 - 2018
- IV. **Target Customer:**
- Players who enjoy a challenge with a steep learning curve, similar to *Binding of Isaac* or *Nuclear Throne*
 - Players who enjoy a mystery story in a dark setting
- V. **Competition:**
- *The Binding of Isaac*: Melee combat and harpoon shot movement set *In Irons* apart from this.
 - *Nuclear Throne*: Game involves a melee combat core over projectiles and has a dark, occult setting.
 - *Crypt of the Necrodancer*:
 - *Enter the Gungeon*
- VI. **Unique Selling Points:**
- In Irons* features a unique harpoon gun that can be used on the player's adventure for discovery and combat. Hitting enemies with the harpoon gun has the player take the enemy and hurl them around like a wrecking ball. The harpoon gun allows the player to discover secret locations on the map, and dodge enemy attacks.
- VII. **Target Hardware:**
- PC
- VIII. **Design Goals:**
- Create a unique, yet familiar combat system that players can experiment with. Using the unique movement provided by the harpoon gun, players should be able to discover new, interesting methods of killing and dodging enemies. The act of flying around should be satisfying to do correctly. As the player progresses through the game, the enemies will pose a greater threat.
- IX. **Further Details:**
- Story arc follows the standard five stages of grief.
 - Environment is based around universe of a certain elder god created by an author famous for their horror writing and racism.
 - **<insert Nancy's screenshots here>**

MDA Breakdown

I. Mechanics

A. Harpoon Gun:

- Can grab walls, pulls player fast towards wall
- Can grab enemies, player has 1 of 2 options:
 - a) Option 1: Pulls player toward enemy, player uses dagger to stab enemy
 - b) Option 2: Pulls enemy toward player, player swings enemy like a wrecking ball
- Enemies in the “wrecking ball” can be thrown at other enemies to deal AOE damage

B. Dagger:

- Used to stab enemies that are stuck with the harpoon gun
- Can be used for close range if an enemy is too close for harpoon gun

II. Dynamics

- Players are encouraged to experiment with the mechanics due to the challenge posed by the game.
- Players are encouraged to explore the whole map to discover the backstory of the main character, Mattius.
- Players are encouraged to play through the game multiple times for unique game experiences, provided by roguelike map generation.

III. Aesthetics

- Challenge
- Exploration
- Discovery

Team Contract

I. Team Members:

Nicholas Kowalchyk - *Producer, Lead Engineer, Designer*
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Nicole Maiello - *Lead Designer, Programmer*
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II. Expectations:

Nicholas Kowalchyk:

- Implementing the game systems and code
- Creating a project backlog and prioritizing features
- Writing music
- Implementing SFX

Nancy Wang:

- Managing all assets
- Creating all assets
- Creating character sheets
- Creating animations

Nicole Maiello:

- Level design
- Storyboarding
- Enemy design
- Game balancing

III. Meeting Schedule:

Team will meet weekly during and after class time.