Top Down Shooter Game - GDD

"Cyber Siege: Rogue Protocol"

1.1 Scope of the Document

This Game Design Document is intended for internal team use including developers, designers, artists, sound designers, producers, and potential stakeholders. It outlines the full vision, mechanics, narrative, systems, and gameplay flow of *Cyber Siege: Rogue Protocol* to ensure all team members are aligned and new members can onboard efficiently.

1.2 Elevator Pitch

Cyber Siege: Rogue Protocol is a sci-fi top-down shooter set in a neon-drenched cyberpunk world. Players must ascend a 200-floor AI-controlled citadel, using tactical combat, drone support, and strategic upgrades to uncover hidden memories and stop an evolving machine intelligence. It's fast, brutal, and built for replayability.

2.2 Audience

Targeted at sci-fi and roguelike action fans aged 16–35. Ideal for players who enjoy *Mighty Doom*, *Ruiner*, *Nuclear Throne*, or *Hades*. Available on mobile and PC platforms with casual-friendly controls but deep progression for core gamers.

2.5 World Structure

Players progress floor-by-floor in linear ascension through the Citadel. Each floor is procedurally generated with enemy layouts, traps, and objectives. Some secret paths and teleport pads create opportunities for shortcut or lore discovery.

2.7 Core Loop

- Enter a floor
- Engage in combat
- Loot upgrades
- Defeat boss or mini-boss
- Access upgrade station
- Ascend to next floor

3.3 Play Flow

- Start game → Select primary/secondary weapon
- Enter Citadel floor
- Battle enemies using joystick + tap control
- Trigger offensive/defensive abilities
- Use drone upgrades or terminal hacks
- Optional: enter crafting/customization

- Reach floor boss → defeat → next floor **3.4 Difficulty**

Difficulty increases per 10-floor segments. Bosses introduce new mechanics. Enemies evolve AI behaviors (e.g. dodging, syncing attacks). Permadeath and rogue-lite progression are configurable (e.g. checkpoints every 20 floors for casual mode).

4.1 Rules

- Player can carry 1 primary + 1 secondary weapon

- Abilities have cooldowns and upgrade scaling

- Damage types follow elemental logic (fire > ice, ice > plasma, etc.)

- Each floor cleared grants materials and XP

4.2 Game Universe

The Citadel is an autonomous war structure run by "The Core"—an AI that absorbs all surveillance data from humanity. Outside the player's control, the Core scans, adapts, and sends modified enemies based on player behavior.

4.3 Physics

Arcade physics with:

- Bounce-based projectile reflection

- AOE knockbacks

- No bullet gravity

- Static collision zones for traps

4.6.1 Game Menus

- Loadout Selection
- Drone Upgrade Tree
- Ability Path (Active/Passive)
- Crafting Lab
- Pause → Resume / Restart / Settings

4.6.2 Saving

Game auto-saves at every 5th floor checkpoint. In classic rogue mode, death resets progress but retains unlocked weapons and AI upgrades.

4.6.3 Game Options

- Sound FX / Music sliders

- Control layout swap (left/right-handed)

- Vibration toggle

- Language & Accessibility (e.g. high contrast mode)

5.1.1 Player Camera

Fixed top-down camera with screen shake on damage or boss intro. Zooms slightly on terminal hacks or special attack finishers.

5.1.2 Landscape

- Floors feature cyberpunk interiors: broken labs, neon-lit corridors, containment pods
- Occasionally, open sectors like AI control decks, teleport rooms, or overgrown ruin zones
- Visual progression by biome every 25 floors

5.3 Audio System

- SFX: Synth-electric weapons, explosive plasma bursts, robot screams
- Dynamic layering: music escalates as more enemies spawn
- Weapon FX change depending on tier

5.3.1 Game Music

Original synthwave / industrial-electronic soundtrack

- Ambient tracks for exploration
- Tempo-pushed tracks for boss fights

5.3.2 Audio Look & Feel

- Tense, glitchy, immersive
- Meant to create paranoia and adrenaline
- Inspired by *Blade Runner 2049*, *Ruiner*, *Observer*

6.2.1 Plot Progression

- Floors 1–50: Memory fragments (flashbacks)
- Floors 51–100: Encounter allies
- Floors 101–150: Sub-plot reveals (betrayal, experimentation)
- Floors 151–199: Showdown with false AI agents
- Floor 200: Confrontation with the Core

6.3 Cutscenes

- Animated still-frame intro (comic style)
- Mid-boss cut-ins (brief enemy taunts)
- Ending cinematic on defeating The Core

7.1.2 Personality

Mysterious, driven, conflicted. As memories return, personality becomes more human and less synthetic. Balances vengeance with empathy.

8.2 Locations

- Neon Forge (floors 1–25)
- Surveillance Wing (floors 26–50)
- Drone Assembly Hall (floors 51–75)
- AI Cathedral (floors 76–100)
- Core Spiral (floors 150–200)

8.2.1 Connection to Plot

Each location represents a piece of protagonist's past or a faction tied to humanity's downfall. Audio logs or NPC flashbacks reveal backstory.

8.3.1 Tutorial Levels

Floor 1–5 introduces:

- Movement
- Shooting
- Dodging
- Terminal interaction
- First passive upgrade

Concept:

The concept is inspired by a game called Mighty Doom. - "Might & Doom" is a mobile game that blends strategy, role-playing, and action elements. And the game is in top-down view.

Story
(need to generate images here for storyboard)

 Welcome to the neon-lit streets of "Cyber Siege: Rogue Protocol" – a dystopian cyberpunk world where chaos reigns and humanity's greatest threat lies within the heart of a towering megastructure known as the Citadel.

Armed with little more than your wits, your trusty AI drone companion, and a cache of high-tech weaponry, you embark on a perilous journey through the labyrinthine halls of the Citadel. Each of its 200 floors presents a new challenge, teeming with robotic adversaries of varying shapes and sizes, each more deadly than the last.

But fear not, for your AI drone is not just a passive observer – it's a vital ally in your quest to dismantle the Core's machinations. Equipped with advanced hacking abilities, tactical support systems, and combat enhancements, your drone aids you in overcoming obstacles, neutralizing threats, and uncovering the secrets hidden within the Citadel's shadowy depths.

As you ascend through the ranks of the Core's defenses, you'll face increasingly cunning adversaries, uncovering the truth behind the AI's sinister agenda and battling against the odds to save humanity from annihilation.

With its intense action, strategic gameplay, and immersive cyberpunk atmosphere, "Cyber Siege: Rogue Protocol" offers a thrilling and unforgettable gaming experience that will push you to the brink and test the limits of your courage and skill. So lock and load, hacker – the world's fate hangs in the balance, and only you can stop the Core before it's too late.

Hero's Journey

"Echoes of the Machine"
Introduction
In a neon-drenched, rain-slick cyberpunk city, where AI drones flit between the towering skyscrapers, one man finds himself reborn in the chaos of metal and lost memories. His name forgotten, his past erased, he wakes in a sterile hospital bed, his limbs replaced by sleek cybernetic prosthetics, and his face hidden behind an immutable mask. Governed by AI medical drones in a world where humans are intertwined with technology, he must embark on a perilous journey to reclaim his identity.

Plot Summary
The Awakening: The protagonist awakens in a high-tech hospital, confused and disoriented. His body has been drastically altered with cybernetic limbs and a mask he cannot remove. The only remnants of his human past are the fleeting images in his dreams. He learns from the AI attending him that his body needs a special bioelectric juice to function, which also accelerates his cybernetic abilities.

The Quest: To recover his memories, he must infiltrate a towering fortress known as The Nexus, a 400-floor behemoth controlled by a mega AI that stores the visual memories of the entire city's surveillance. Each floor is a labyrinth of challenges, guarded by cybernetic sentinels and psychological traps that delve into the minds of its intruders.

Allies and Adversaries: As he battles through the floors, he encounters other beings like him—some who have lost parts of themselves to cybernetics, others who seek to exploit the Nexus's power for their own ends. He bands together with a rogue group of cybernetically enhanced individuals who share his goal but have their own agendas.

Revelations: With each floor he clears, the protagonist regains fragments of his past, learning about his life before the transformation. He discovers he was once a key figure in the resistance against the overreach of surveillance and AI domination.

The Climax: On reaching the summit of The Nexus, he confronts the central AI—only to discover it has its own consciousness and motives. In a final battle of wits and will, he must outsmart the AI to unlock the full truth of his past and the dark secrets of the city.

Genre, Theme & Gameplay & Art style
 Genre: Sci-fi top-down shooter
Theme: sci-fi, cyberpunk, Bladerunner, neo dystopian & A.I
Gameplay style: top-down static camera

Art style:
 1. Futuristic Setting
A typical cyberpunk character is set in a future where advanced technology and internet connectivity have become a part of everyday life. Think about neon-lit cityscapes, towering skyscrapers, and bustling streets that never sleep. The setting is an essential component of a cyberpunk character's design, often reflected in their attire and modifications.

2. High-Tech Augmentations
Cyberpunk character art often includes technological enhancements or augmentations. These could be in the form of bionic limbs, neural implants, cybernetic eyes, or even full-body modifications. These augmentations often highlight themes of transhumanism and the merging of humanity with technology.

3. Unique Fashion
In a cyberpunk world, fashion is a blend of various styles—punk, gothic, street, and sometimes, elements of traditional Japanese attire. Leather jackets, metallic accessories, high-tech eyewear, brightly colored hair, and tattoos are all common aspects of a cyberpunk character's fashion.

4. Social Themes

Cyberpunk character art is not just about aesthetics; it's also a medium to portray social and philosophical themes. These can include societal decay, corporate domination, loss of privacy, and the widening gap between the rich and the poor.

5. The Anti-Hero

Cyberpunk characters are often depicted as anti-heroes—individuals living on the fringes of society, defying authority, and fighting against a system that's stacked against them. They're flawed, morally ambiguous, but ultimately, compelling characters that players can relate to.

By incorporating these elements into your design, you can create character art that embodies the ethos of the cyberpunk genre and captivates the players' imagination. Remember, there are no hard and fast rules in art—the most important thing is to let your creativity flow and create something unique and engaging.

Enemy Characters & Classes:

Enemy Character's basic flowchart of behavior

```
Start
 |
 V
 Idle
 |
 V
Player Detected?
 (within detection range)
 / \
 Yes No
 | |
 V V
Chase Continue Idle
 | |
 V V
Player Within Attack Range?
 (within attack range)
 / \
 Yes No
```

```
| |
 V V
Attack Move towards player
| |
 V V
Player Killed?
 (player health <= 0)
 / \
 Yes No
| |
 V V
Celebrate Continue Attack
(optional) |
 V
Return to Idle
 |
 V
Player Detected?
 (restart loop)
```

   This flowchart outlines the basic behavior of the enemies from Mighty Doom which translates to our game

- Idle: The zombie starts in an idle state, where it roams around randomly or remains stationary until it detects the player.
- Player Detected: If the player enters the zombie's detection range, it transitions to the chase state.
- Chase: The zombie moves towards the player's last known position.
- Player Within Attack Range: If the player is within the attack range, the zombie initiates an attack.
- Attack: The zombie executes an attack animation and deals damage to the player.
- Player Killed: If the player's health drops to zero or below, the zombie celebrates (optional) and returns to its idle state.
- Continue Idle/Continue Attack: If the player is still alive and out of attack range, the zombie returns to its idle state and resumes roaming. If the player is still within attack range, the zombie continues its attack.
- Return to Idle: After attacking or celebrating, the zombie returns to its idle state and continues roaming until it detects the player again.

Enemy Classes & Their damage output with weakness of weapons -View More Info

Robot Character	Damage Output	Strength	Weaknesses	Countered by
Basic droid bot	Low	Basic melee attack bo t	All weapons	Plasma
Firebot Alpha	moderate	Shoots 2 slow moving fiery red projectiles that bounces off walls	Slow rate of fire and limited mobility, vulnerable to fast-moving enemies and close-range attacks.	Explosive. toxic,
Plasma Sentry	low	Fires 2 bright blue plasma bolts that penetrate armor and deal.	Slow reload time and susceptibility to fire	Fire
Inferno Bot	low	Launches fire rocket projectiles and cluster bombs that move in zigzag format	Close combat and fast movement..	Explosive
Frost Drone	low	Launches blue rocket projectiles overhead, that create massive freeze in small aoe.	Slow reload time and susceptibility to self-inflicted damage in close combat situations.	Fire
Fire Drone	low	Launches orange rocket projectiles over head that create a fire in a small aoe.	Slow reload time and susceptibility to self-inflicted damage in close combat situations.	ice
Rampage Droid	High	Charges at player in straight line until it hits a dead end,	Takes long time to recover back once it hits a wall	Explosive / fire / ice
Plasma Sniper	High	Wields a powerful Plasma sniper and attacks a charged up shot.	Long reload time and slow mobility,	ice

Similarities of Enemies compared to Mighty Doom

1. Zombie - Basic droid alpha

- The lowest and weakest of all enemies, whose main attack is slashing the player.
- Weakness: plasma
- Archetype: basic melee

2. Cacodemon - firebot alpha

- A large flying demon that shoots projectiles which can bounce off the arena walls
- Weakness: Toxic
- Tank : ranged

3. Blaster soldier - plasma sentry

- A soldier with two varieties. The most common type fires a single yellow projectile directly towards the player.
- The second, rarer type fires three green projectiles at the player: one straight towards the player, and one to the left and right
- Weakness: Explosive
- Archetype: Shooter

4. Inferno bot - whiplash

- Will throw up to three fireballs consecutively that move in a curved zig-zag
- Weakness: Explosive

- Archetype: mid range shooter

5. Frost drone - Ice imp

- The Imp will launch projectiles which show ground markers of where they will land. The imp loves to run and hide behind walls and other demons, while hitting you with long range attacks.
- Damage Type: Ice
- Weakness: Fire
- Archetype: weak long ranged

6. Fire drone - Fire imp

- The Imp will launch projectiles which show ground markers of where they will land. The imp loves to run and hide behind walls and other demons, while hitting you with long range attacks.

- Damage type: Fire
- Weakness: Ice
- Archetype: weak long ranged

7. Ramage droid - Pinky

- Weakness: Kinetic
- They will charge at the player dealing melee damage on contact
- Archetype: tank charge, melee

8. Plasma Sniper - HellRazer

- They fire a laser in a straight line towards the player aiming via a red line. When the line disappears they are locked in place
- Weakness: explosive

The second, rarer type fires three green projectiles at the player: one straight towards the player, and one to the left and right

Design Considerations:

- Incremental Difficulty: Each level introduces a new type of enemy with unique behaviors to keep the gameplay challenging and engaging.
- Learning Curve: Early levels are designed to teach basic controls and tactics, with complexity increasing in enemy patterns and abilities.
- Mini-Bosses and Boss: These special encounters test all the skills and tactics learned up until their respective levels, providing a satisfying challenge and demonstrating player progression.

This structure not only ensures a varied and escalating challenge but also helps in maintaining player interest and engagement by continuously introducing new threats and requiring them to adapt their strategies.

Enemies from Squad Shooter & parallel

Changes:

- Increasing the current Range makes it run away far or go behind stronger units on taking hits from the player's bullet attack.

- Attack has to be 3-4 spots at same time, and there should not be any delay to the damage, it has to be slow and there should be areas highlighted before releasing the damage.

- On changing to rocket launcher for the droid - ensure it has 2 varieties fire & ice, on fire damage is just damage and on ice damage there is slow Movement speed & attack speed.

Sniper:

Sniper Changes:

- Currently there is multiple lasers that is being emitted and the lasers are being
- Need a single light that's locked in on the player and a second delay and then emit a flash of laser and then fire a projectile in that path.

- No bullet bounce mechanism or no laser bounce off walls for this enemy class. 1 shot reference.

Shooter: Plasma sentry

- Shooter character

Mini-Boss: Drone Commander

Animations:

Attack Patterns:

State Machine Behaviors:

- Idle State: Patrols the area until the player is detected.
- Alert State: Transitions from idle when the player is spotted.
- Attack State: Chooses between EMP Blast and summoning droids based on cooldowns and player distance.
- Damaged State: Triggered when taking damage, briefly interrupting other actions.
- Defeat State: Activates upon health depletion, leading to self-destruction.

Major Boss: Warlord Construct

Animations:

1. Idle: Stands menacingly, with slight movements in its mechanical limbs indicating operational status.
2. Alert: Activation of additional lights and weapon systems when the player is detected.
3. Attack (Missile Barrage): Launching sequence animations for missiles, with targeting lasers locking on before firing.
4. Attack (Laser Grid): Activation of ground-based lasers that create a grid pattern.
5. Summon: Animation for opening compartments to deploy various types of droids.
6. Hit Reaction: Sparks and temporary malfunctions displayed when damaged.
7. Defeat: Critical system failure animation, ending in a catastrophic explosion.

Attack Patterns:

1. Missile Barrage: Fires a series of guided missiles towards the player, requiring them to move dynamically.
2. Laser Grid: Activates lasers that sweep across the floor in a grid pattern, forcing the player to find safe spots.
3. Summon Droids: Releases different droids depending on the phase of the fight, increasing in difficulty and variety.

State Machine Behaviors:

- Idle State: Waits in a dormant state until players engage.
- Alert State: Arms and prepares for combat upon player detection.

- Attack State: Cycles through missile barrage, laser grid, and summoning droids based on health thresholds and attack cooldowns.
- Damaged State: Occasional staggering or system disruptions when taking significant damage.
- Defeat State: Triggers a sequence leading to a dramatic destruction.

Game Input Control

Joystick: A fixed virtual 8 directional joystick in the down center of the screen controls movement, while buttons on the right handle actions like shooting or using special abilities. This setup is common in mobile shooters for precise control.

- Dedicated Buttons: Place dedicated buttons for frequently used actions like using special attacks in accessible areas on the right side of the screen. Ensuring these buttons are of ample size and well-spaced will prevent accidental presses.
- Special weapon move: another button that will appear on top of the dedicated button.
- Contextual Buttons: These appear only when necessary, such as a "hack" button showing up when near a terminal. This helps keep the interface clean and the player focused on the action.
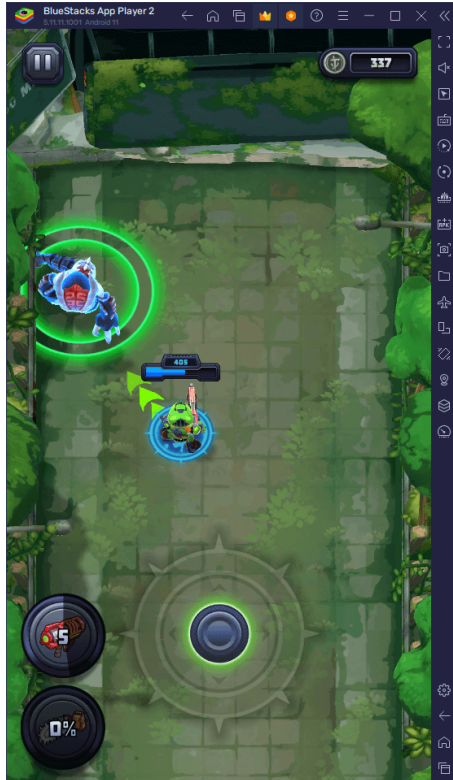
Example reference image of movement and action keys for special attacks

Hero Weapons & Stats

Primary Weapons

Name	Damage Type Secondary Damage	Attack Speed	Legendary Bonus	Bonus Abilities when in Run
Rail Gun	Kinetic (Explosive)	Attack Speed 2%	Bounce	Spread Shot, Explosive Damage, Twin Shot, Micro Missiles, Ricochet, Sideshot, Stagger
Scatter Blaster	Kinetic (Fire)	20% Increased Burn Damage	Agile	Bounce, Explosive Death, Shotgun Grenade, Spread Shot,

Name	Damage Type		Legendary Bonus	Bonus abilities when using
				Sideshot, Incendiary
Pulse Rifle	Plasma	20% Increased Malfunction Effect	Bounce	Overload, Spread Shot, Twin Shot, Static, Side Shot Extended Stagger,
Turret Gun	Kinetic (Ice)	20% Increased Slow Effect	Bounce	Pierce, Spin Fast, Extended Stagger, Steadfast, Super Cooled, Energy Shield
Burst Fire Rifle	Kinetic (Toxic)	20% Increased Corrosion Effect	Bounce	Twin Shot Lead Poisoning Focus Fire, Shrapnel Shot, Bigger Crits, Stagger

Secondary Weapons & Their descriptions:

For our sci-fi roguelike shooter inspired by mechanics similar to "Mighty Doom," introducing a secondary weapon with a cooldown timer and high damage output can significantly enrich gameplayHere's a concept for a powerful secondary weapon designed for such a setting:

Name	**Damage Type (Secondary Damage Type)**	**Legendary Bonus (when Hero Character reach legendary level)**	**Bonus abilities when using (These are leveled up by AI)**

Explosive Launcher	Explosive (Ice)	5% Faster Secondary Recharge	Super Cooled Extra Splash Damage Multi Shot Tracking
Magnetic Cannon	Kinetic (Toxic)	5% Faster Secondary Recharge	Bounce, Magnetic Acceleration, Lead Poisoning Multi Shot
Incendiary Shotgun	Kinetic (Fire)	5% Faster Secondary Recharge	Multi Shot Meat Hook Crescendo, Incendiary
Plasma Blaster	Plasma (Explosive)	5% Faster Secondary Recharge	Tactical Advantage Arbalest Outburst Destroyer Blade
Cryo Hammer	Ice (Toxic, Plasma)	Hell Breaker	Lead Poisoning Sentinel Slam Static

- **Super Cooled**: Inflicts freezing damage, slowing enemies and making them more susceptible to subsequent attacks.
- **Extra Splash Damage**: Increases the blast radius of explosive attacks, affecting a larger area and hitting more enemies.
- **Multi Shot:** Fires multiple projectiles simultaneously, increasing the chance to hit targets and deal additional damage.
- **Tracking:** Guided projectiles that home in on enemies, ensuring higher accuracy and damage.
- **Bounce:** Projectiles ricochet off surfaces, hitting multiple enemies and dealing extra damage.
- **Magnetic Acceleration:** Enhances projectile speed and penetration, increasing damage and impact.
- **Lead Poisoning:** Inflicts toxic damage over time, weakening enemies and reducing their defenses.
- **Multi Shot:** Fires multiple projectiles simultaneously, increasing the chance to hit targets and deal additional damage.
- **Meat Hook:** Latches onto enemies and pulls you towards them, closing the distance for close-range attacks.

- **Crescendo:** Gradually increases damage output with each consecutive hit on the same target.
- **Incendiary:** Engulfs enemies in flames, causing persistent burn damage over time.
- **Tactical Advantage:** Provides strategic benefits such as increased accuracy and critical hit chance.
- **Arbalest:** Launches powerful, piercing bolts that deal high damage to multiple enemies in a line.
- **Outburst:** Releases a burst of energy upon impact, dealing area-of-effect damage to nearby enemies.
- **Destroyer Blade:** Unleashes a devastating blade attack that cuts through enemies, dealing massive damage.
- **Sentinel Slam:** Delivers a powerful ground slam, creating a shockwave that damages and stuns enemies.
- **Static:** Generates an electric field that shocks and stuns enemies, temporarily disabling them.

Names of Mighty doom References for secondary weapons

1. Rocket Launcher = Explosive Launcher (send a missile in the direction, deals extra damage to enemies weak to fire)
2. Gauss Cannon = Magnetic Cannon (A projectile that bounces off all directions causing damage)
3. Super Shotgun = Incendiary Shotgun (a shotgun that deals massive damage to enemies, dealing extra damage to enemies weak to explosive)
4. Ballista = Plasma (Sends a delay of a blast of energy in a ripple effect, deals extra damage to enemies weak with plasma)
5. Sentinel Hammer = Cryo Hammer (a dash of a melee hammer that slams and deals damage in a small aoe. Deals extra damage to enemies with weakness to ice)

Weapon Name: Quantum Disruptor

Description:

The Quantum Disruptor is a compact, hand-held device capable of unleashing concentrated bursts of quantum energy. This weapon distorts the fabric of space-time around its target, causing severe molecular disintegration. Due to the immense energy required and the device's cooling needs, it features a significant cooldown period between uses

Functionality:

- Primary Fire (Quantum Burst): Releases a devastating blast of quantum energy that can disintegrate anything in its direct path. The blast is narrow but has an extended range, making it ideal for taking out high-priority targets at a distance.
- Secondary Fire (Singularity Trap): Activates a miniature singularity at the targeted location, pulling in nearby enemies and dealing continuous damage for a few seconds before collapsing. This function has a longer cooldown compared to the primary fire.

Specifications:

- Damage: High (capable of one-shotting standard enemies and significantly damaging tougher foes or bosses).
- Range: Long (effective at sniper distances).
- Cooldown: 30 seconds for Quantum Burst, 60 seconds for Singularity Trap.
- Ammo Type: Quantum Cells (rare ammo type, encouraging judicious use).

Gameplay Dynamics:

- Strategic Usage: Due to its cooldown and high damage, players must strategically decide the best moments to deploy this weapon, balancing its use with primary weapons to maintain effectiveness in combat.
- Resource Management: Quantum Cells are rare, adding a layer of resource management where players need to prioritize targets and situations for using the Quantum Disruptor.
- Combos: Players can combine the Singularity Trap with other weapons or environmental hazards for effective crowd control or to set up devastating combos against powerful enemies.

Upgrade Paths:

- Enhanced Quantum Core: Reduces cooldown times by 25%.
- Gravity Amplifier: Increases the range and pull strength of the Singularity Trap.
- Molecular Destabilizer: Increases the area of effect for the Quantum Burst, allowing it to hit multiple targets in line.

This secondary weapon not only provides a tactical advantage due to its power and unique abilities but also integrates deeply with the game's roguelike elements, where decision-making and resource management play crucial roles in survival and progression.

Offensive & defensive abilities of Player

In a sci-fi mobile game inspired by the ability system in "Mighty Doom," players can engage in combat using a mix of offensive and defensive abilities that enhance the gameplay and strategic depth.

Example images taken from Mighty Doom game

- For our game passive abilities are upgraded for drone and active abilities are for the player's weapons & attack speed.

Offensive Abilities for Top-Down Shooter Game

1. Ion Storm
   - Activation: Choose a large area to unleash an electrical storm.
   - Effect: Damages all enemies within the area over time and temporarily disables enemy electronics.
   - Visual: Electric arcs and blue-white sparks fill the selected area.
2. Meteor Strike
   - Activation: Target a specific point for a meteor impact.
   - Effect: Causes massive explosive damage on impact, effective against large groups or tough enemies.

- Visual: A fiery meteor descends rapidly from the sky, exploding in a fiery radius upon contact.

3. Quantum Rift
   - Activation: Open a rift in front of you that damages all enemies in line.
   - Effect: Sends out a series of destructive quantum waves in a straight line, cutting through enemy ranks.
   - Visual: A shimmering tear in space appears, sending out pulsating waves of energy.

4. Dark Matter Bomb
   - Activation: Drop a bomb that slowly pulls in nearby enemies before detonating.
   - Effect: Groups enemies together making them easier to hit with follow-up attacks and then deals high area damage.
   - Visual: A swirling vortex of dark energy accumulates, then explodes in a burst of purple and black energy.

5. Photon Overload
   - Activation: Enhance your weapon to fire a supercharged beam for a short duration.
   - Effect: Your next few shots deal increased damage and pierce through multiple enemies.
   - Visual: The hero's weapon glows with intense light, and the shots are visibly more powerful and bright.

Ability Name	L1 DMG	L2 DMG	L3 Damage	L4 Damage	L 5 Damage	Description
Plasma Eruption	100	140	180	220	260	Unleashes a devastating blast of plasma

					that scorches all in its vicinity.
Quantum Discharge	80	120	160	200	240	Fires a rapid series of quantum bursts that penetrate through enemy armor, damaging all in a straight line.
Nebula Pulse	150	190	230	270	310	Emits a powerful shockwave that expands outward, dealing high damage and pushing enemies back.
Galactic Storm	120	160	200	240	280	Calls down a storm of meteoric debris over a wide area, dealing massive damage to multiple targets.

Singularity Vortex	200	240	280	320	360	Creates a vortex at the target location, pulling enemies in and dealing continuous damage over time.

6Player's AI related power ups:

Defensive Power-Up Upgrades

1. Shield Harmonics
   - Effect: Increases shield recharge rate by 20%.
   - Description: AI recalibrates shield frequencies to recover integrity faster after taking damage.
2. Damage Absorption
   - Effect: Reduces incoming damage by 10%.
   - Description: AI enhances armor resilience, dispersing the kinetic energy of incoming attacks more effectively.
3. Threat Detection Matrix
   - Effect: Grants a 5% chance to automatically dodge attacks.
   - Description: AI integrates a sophisticated threat analysis module that predicts and evades incoming attacks.
4. Nanite Regeneration
   - Effect: Gradually restores health at a rate of 1% per second when not taking damage for 10 seconds.
   - Description: AI deploys nanites that repair tissue and mechanical components, aiding recovery during breaks in combat.
5. Energy Shield
   - Effect: Automatically activates a temporary shield that absorbs 25% of incoming damage once health falls below 30%.

Upgrade Name	Category	Initial Effect (%)	Incremental Effect (%)	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Description
Rapid Synthesis	Offensive	Attack Speed: +15	+5	+15%	+20%	+25%	+30%	+35%	AI accelerates weapon recharge times, allowing for faster shooting.
Energy Overcharge	Offensive	Damage: +20	+5	+20%	+25%	+30%	+35%	+40%	AI supercharges weapon systems to unleash increased damage at the start of battles.

|									
Critical Systems Targeting	Offensive	Critical Chance: +10	+2		+10%	+12%	+14%	+16%	+18%	AI optimizes targeting algorithms to hit enemy weak points more frequently.
Chain Reaction	Offensive	Explosion Chance: +15	+5		+15%	+20%	+25%	+30%	+35%	AI modifies munitions to trigger additional blasts on impact with enemies.
Shield Harmonics	Defensive	Shield Recharge: +20	+5		+20%	+25%	+30%	+35%	+40%	AI recalibrates shield frequencies to recover integrity faster after taking damage.

Damage Absorption	Defensive	Damage Reduction: +10	+2		+10%	+12%	+14%	+16%	+18%	AI enhances armor resilience, reducing the effect of incoming attacks.
Threat Detection Matrix	Defensive	Dodge Chance: +5	+1		+5%	+6%	+7%	+8%	+9%	AI predicts and evades incoming attacks, improving evasion capabilities.
Nanite Regeneration	Defensive	Health Regeneration: +1	+0.2		+1%	+1.2%	+1.4%	+1.6%	+1.8%	AI deploys nanites that repair tissue and mechanical components during breaks in combat.

Energy Shield	Defensive	Shield Activation: +25	+5	+25%	+30%	+35%	+40%	+45%	AI initiates a protective energy shield when health falls below 30%, absorbing a portion of damage.

Executionions of enemy bosses

Special power up station

A temporary stop in between levels that allows player to either heal or increase damage
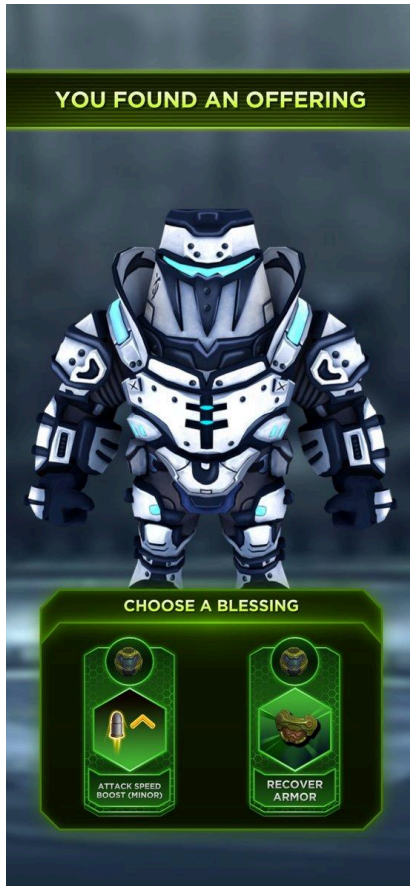
Example reference image

Simplified Crafting System

Objective: Upgrade a character's aesthetics to enhance appearance and distinctiveness in-game.

Crafting Process:

Collecting Materials:

- Play levels to collect basic materials (e.g., Coins and Crystals).
- Defeat bosses for rare materials (e.g., Quantum Cores).
- Watch rewarded ads for a chance to earn any type of material.

Crafting:

- Step 1: Combine Coins and Crystals to create a Basic Module.
- Step 2: Use Quantum Cores and Basic Module to customize advanced gear such as Costume Upgrades, AI Drone Skins, and Weapon Skins.

Illustration of the Crafting Process:

- Stage 1:
    - Image shows a character collecting Coins and Crystals during gameplay and a Quantum Core from a boss fight.
- Stage 2:
    - Image illustrates the combination of Coins and Crystals in the crafting menu.
- Stage 3:
    - Final image shows the customization of advanced gear using the Basic Module and Quantum Core.

Monetization Integration in Crafting

- Material Packs for Sale: Players short on time can purchase Material Packs containing Coins, Crystals, and Quantum Cores to skip the material collection stage.
- Premium Items: Offer a special Customization Kit that guarantees the creation of unique and powerful versions of costumes, drone skins, and weapon skins.
- Boosts for Sale: Sell a "Double Materials" boost that doubles any materials collected for 30 minutes.

World Rules taken from Mighty doom game:

1. Bouncing Projectiles:
    - Original: Walls are used for bouncing bullets.
    - Sci-Fi Adaptation: Energy barriers are employed to deflect plasma bolts, allowing players to hit targets around corners or in cover.
2. Destructible Environments:
    - Original: Some bricks are destructible.
    - Sci-Fi Adaptation: Certain nano-constructed barriers can be disintegrated, opening new paths or revealing hidden items.

3. Health Recovery Limitations:
    - Original: Player cannot get health packs.
    - Sci-Fi Adaptation: Health regeneration is disabled; instead, players must rely on Nano-Repair Stations strategically placed in levels or use a portable nano-repair kit with limited charges.
4. Enemy Shields:

- Original: Some enemies have shields that must be broken before they can be damaged.
- Sci-Fi Adaptation: Enemies are equipped with Quantum Shields that require disruption using specific EMP (Electromagnetic Pulse) weapons or abilities before physical damage can be inflicted.

5. Teleportation Pads:
   - Original: Certain areas contain pads that teleport the player to different sections of the level.
   - Sci-Fi Adaptation: Quantum Leap Pads allow players to instantaneously teleport across the map, adding a layer of tactical movement and surprise.

6. Hazardous Environments:
   - Original: Some floors are lava, causing damage if stepped on.
   - Sci-Fi Adaptation: Sections of the level contain unstable plasma fields that cause radiation damage if traversed without proper shielding.

7. Gravity Variations:
   - Original: Gravity changes in certain areas, affecting how players and objects move.
   - Sci-Fi Adaptation: Artificial gravity generators alter the gravity in specific zones, affecting projectile trajectory and player movement speed.

8. Resource Limitation:
   - Original: Ammunition for powerful weapons is limited.
   - Sci-Fi Adaptation: Energy cells for high-power laser and plasma weapons are scarce and must be conserved or recharged at charging stations.

9. Environmental Interactions:
   - Original: Interact with levers or buttons to open doors or activate traps.
   - Sci-Fi Adaptation: Interface with holographic control panels to unlock secure doors, deactivate security systems, or activate defensive turrets.

10. Stealth Opportunities:
    - Original: Use cover to hide from enemies.
    - Sci-Fi Adaptation: Utilize adaptive camouflage technology to blend into environments for stealth approaches or evading enemy detection systems.