

Enemy Design Document

Grunt #1

General Idea

- Cannon fodder enemy
- Really easy to fight
- Really easy behavior

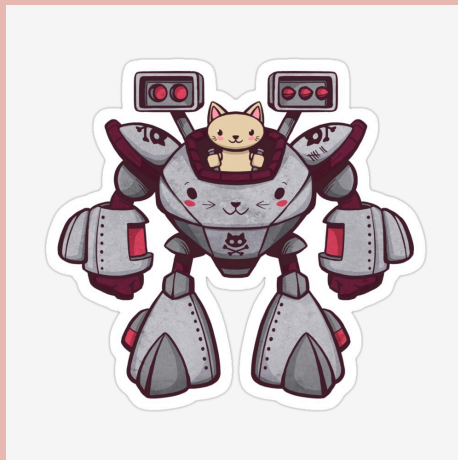
Look

Main Characteristic

- Pathetic
- “No thoughts, head empty”
- Plain
- Easy to overcome

Potential Idea

- Cat enemies
- Perhaps have a ship shaped as either a cat head that looks like it's shooting furballs?
 - Or maybe shape it into a paw that shoots claws



Behavior

- Gets killed with one hit from the player
- Shoots in a straight line. From top to bottom
- Spawns as a row of four
- Exit the screen after time threshold has been reached
- Straight line projectile pattern

Example Scenario

- Player is playing the game
- A row of four of the enemies spawn in from the sides and shoot at the enemy
- Player dodges the attacks and kills the enemies
- After x amount of seconds have passed, any remaining enemies alive exit from the sides

Grunt #2

General Idea

- More challenging grunt compared to the first one
- Has more movement in its behavior
- More difficult to aim and more difficult to avoid

Look

Main Characteristics

- Mischievous
- Mysterious
- Tricksters

Potential Idea

- Fox enemies



Behavior

- Spawns in groups of three
- Moves down to the midway of the scene and moves up in a zigzag formation, shooting during the process
- Dies in three hits from the player
- Zig zag projectile pattern
- Exit by moving to the bottom edge of the screen

Example Scenario

- Enemies spawn in groups of three and move in a zigzag motion moving from the bottom to the top, shooting along the way
- Enemies remain idle for a moment to let player get time to fire back after avoiding
- After x amount of seconds, any remaining enemies exit the scene by moving to the bottom

Grunt #3

General Idea

- The toughest grunt
- Shoots the most projectiles

Look

Main Characteristics

- Moves in a pack
- Deadly
- Makes player's say "goddammit, not these guys"

Potential Idea

- Wolves



Behavior

- Spawn in a circle
- Spin in a circle that shoots bullets
- Radial projectile pattern
- Require five shots to get killed
- Exits by going to the location of the player (think of the rockets from the dummy boss in undertale)

Example Scenario

- Enemies spawn in as a row that turns into a circle
- Enemies spin while shooting, creating a radial pattern
- Enemies stop for a moment to allow the player to hit them

- After x amount of seconds, remaining enemies find the player's location as a variable and go to that location. This will give the player the ability to move away without them actively aiming the player

Boss #1

General Idea

- Bulky enemy that shoots burst of projectiles
- Has shields that need to be destroyed before getting the weak spot

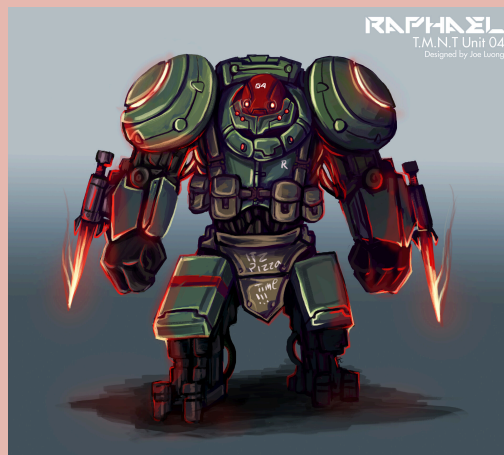
Look

Main characteristics

- Buff
- Defense-heavy
- Boisterous
- Cocky

Potential Idea

- Turtle
 - Have a ship that is designed like a turtle and its shell is the shield. Once all the shields are destroyed, it's a naked turtle that gets killed with one shot.



Behavior

- Spawns from the top of the screen and moves left to right as an idle state
- When it attacks, it shoots a burst of spread projectiles (i.e. Asriel's spread attack in Undertale)
- Shield has high "health" that needs to be depleted in order to beat it
- Health bar is literally one pixel or something
 - For the funnies and it also reflects a turtle being vulnerable without its shell

- When the shield depletes completely, the player can hit the enemy with one projectile and it explodes in sparkles

Narrative design document

Preface

This document was originally a collaborative document between myself, Denis Borodin, and the lead narrative designer of “AdoraBullet”, Floor Kieviet.

To see Floor Kieviet’s work, please [click here](#)

Questions to be answered

- Why is the player in space?
- Why is the player killing the enemies?
- Who are the enemies?
- What are the motives?
- Who is the main character?

Main character

- Name

Rae Stellaris

- Motive

Avenge her parents death and assure the safety of her planet Lunaheim.

- Backstory

When Rae was just a baby, her parents died in a fight trying to protect Lunaheim from Emperor Quack's army. Both her parents were well-known space protectors and their death was an important date in Lunaheim's history. Rae's grandparents ended up taking care of her.

When Rae grew older she decided to join the galactic bootcamp against her grandparent's wishes. She wanted to enroll in the camp at 16 and grow to be a strong soldier just like her parents. Her biggest driving force was her dream to avenge her parents and defeat emperor Quack. Her grandparents were shocked by her strong will and let her go.

While training the coaches always thought Rae had a strong sense of righteousness and anger. Both her drive and her connection to her parents helped her get promoted to Corporal.

As soon as her promotion ensued Rae begged for a mission to defeat emperor Quack. The coaches knew this would be a suicide mission, but they also knew that even if they said no, Rae would steal a ship and go regardless so they accepted and sent her out to defeat emperor Quack.

Game description

Join Rae Stellaris in an epic quest through the cosmos in this cutesy, Game Boy-inspired bullet hell. As the daughter of legendary Lunaheim galactic soldiers who died protecting the planet in a fight against Emperor Quack, Rae's destiny is to destroy the Emperor Quack to avenge her parents and keep her home planet Lunaheim safe.

Rae Stellaris is the daughter of Legendary Lunaheim galactic soldiers who lost their lives in a fight trying to defeat Emperor Quack. Following in her parents' footsteps, Rae trained for four years in the galactic bootcamp and earned the rank of Corporal. After her promotion, Rae demanded for the mission to defeat Emperor Quack alone. Her superiors knew it was a suicide mission, but due to Rae's tenacity and determined righteousness, they let her go with the fate of Lunaheim in her hands.

Player lines (Written by Floor Kieviet)

Rae [Start of game + Big player sprite]

"Hiiii ^_^ :3"

"I can't believe I'm finally out here in space and away from Lunaheim :p"

"I am exactly where my parents were years ago!!! That is just so *amazestars*."

"Can't wait to get in my bubblegum core ship and **KILL** some ~~people~~ space grunts!"

"Emperor Quack will be sooooo sadge when I turn his silly grunts into space junk teehee"

"I'll stop talking now before I come off as mentally **SILLY!**"

"Emperor Quack, here I *comet!*"

First grunt [Before attacking]

"Let's play hide and seek! I hide and you seek professional help!"

Rae [Random after each phase]

Suggestions:

"xd"

"*spits*"

"I'm not like other girls.. I'm worse"

Character Profiles

Rae Nebula

- Background

- Orphan at the age of 3 due to her parents both dying during a galactic dogfight against Emperor Quack's army. This would later be a driving force in her enrolling into the galactic bootcamp
- Enrolled into bootcamp at the age of 16
- After 4 rigorous years, Rae climbed up the rankings and was promoted to Corporal status
- Due to her mental instability derived from her bloodlust for the fall of Emperor Quack, she's sent out on suicide missions as a last resort.

- Goal

- Kill Emperor Quack

- Motive

- Avenge her parents while also ensuring Von's freedom

Emperor Quack

- Background

- Originally was a regular duck from his home planet.
- Was raised in a laboratory where scientists kept him and other animals and dissected them. Installing various types of tech into them to see changes in their strength and intelligence.
- Seeing enough death of his friends, Quack revolted against his scientists, amassing a massive following of other animals that would later evolve into a bloody revolution.
- Using the tech that the scientists made, the animals were able to biologically enhance themselves to overtake the planet
- As a result, Quack and his compatriots founded the Radical Alliance Bureaucratic Imperial Empire of liveStock (aka RABIES)
- Using their newfound intelligence and technological advancements, Quack began his journey of establishing himself and his subjects as the superior race

- Goal

- Take over Von in order to enslave mankind and expand his colony

- **Motive**

- Assert himself and his people as the superior race after centuries of enslavement