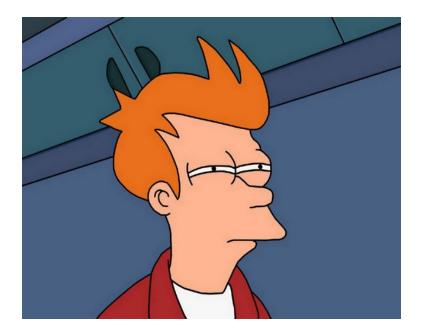# The Nix Codex

"Retrograde Project" Design Document
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Build 05/17/2011

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Theme, Setting, and Story

Theme: Steampunk with lots of industrial elements...I know I kind of already decided this. Lots of visible electricity, steam, heavy machinery, gears, pistons, pipes, sludge and oil, fire and molten metal, bronze and steel, and a very imposing and thick world. While it's steampunk, it won't take any of the human-elements of the steampunk theme in account; rather it make use of it's base elements and inject them into a new world. Various Earthly-like locales such as factories, mountains, caves, and some areas like floating fortresses/cities, space areas. Takes some bit from reality but is mostly it's own world. Player is alone and must face a seemingly infinite opposing force. The enemies are alien to the player's home world. The alien force mixes with the player's world to create an even more devastating foe. The player must feel overwhelmed and displaced in surroundings that would be normal for him/her otherwise. The end goal is to have the player reach some sort of epicenter or end point where the threat can be neutralized or lessened. The journey to this end goal must feel as though it has taken the player through many tough situations to get there. That way there's a feeling of accomplishment for the player to get to the end of the game. You could think of this sort of theme to be an almost steampunk version of Quake II/IV.

The overall tone should be Doom 64/Quake style; dark, atmospheric, and almost creepy at times.

Setting: I thought about having our initial setting be a far-future or far-past version of Earth, but I don't like having such alien elements so close to home. Instead our initial setting is a far off, fictional planet, which I will refer to as "Charon" for the time being. Actually the names come from two of Pluto's satellites; Charon, the player's home planet, and "Nix" refers to space and is the name of another of Pluto's moons (it is also the name of the Greek goddess of darkness and night). Charon is inhabited by billions of robotic intelligences and races. It could be the robotic equivalent of Earth. Flesh, carbon-based life is completely devoid on Charon and is relatively unknown for most of Charon's existence. The planet has features that may feel somewhat familiar for an Earthling, but it's both shaped by and purposed for the robotic life that's on the planet. The planet has mountainous and cave formations made up of various kinds of rock, but there's an abundance of iron and copper metals mixed in with these areas. Some organic areas could even be made up entirely of metals. Instead of having large water oceans, there's massive oceans and rivers of oil and sludge which the robotic inhabitants rely completely on. There's water too though, but it's the oil that's predominant. Deeper into the planets bowels is lots and lots of molten steel and factories where this molten steel is harvested as a resource. There are also gigantic cities and factories where the robots live and work respectively. The cities might resemble human cities in some sense but will mostly be more like big industrial landscape with some sort of crude living quarter areas. The factories and "techbases" take most of the focus here. These heavy industrial themed areas can be mixed in with many of the differing areas on the planet such as the cities, caves/underground, mountains, etc. So while the game is obviously focused on this sort of Quake II style industrial feel, we definitely want that to be mixed up quite a bit with less-industrial backdrops and areas.

As the story progresses, we make our way into the sky. The sky is colored a deep blue with whitish-yellow clouds drifting around. The blue Sun is ever present while in the sky. I don't know exactly how this transition will take place. Perhaps ride up a big sky elevator or hop a ride on a air ship. At any rate, this new setting is a flying fortress/city that's occupied by the enemy. The first bits will be hops and

skips on smaller floating bases and airships towards the main fortress. The visuals will still keep the overall steampunk feel but everything will look and feel meaner, darker, dirtier, and more imposing. There will be more woods, rusty metals, perhaps some stone and brick and lots of fire and steam. The smaller bases will be propelled by large rotating blades sticking out above the bases (much like a helicopter) while some will be propelled by large jets underneath. Some may have a combination of both. The airships will be zeppelin-like with large, round or oval heavy fabric or maybe metallic balloons that heft up large flying ships. The ships don't have to be symmetrical and there has to be a sensation that it's moving through the sky. So in a sense the airships move through the sky at high speeds and the floating bases and fortresses just sorta hover. The main base is the largest out of all of these sky craft and consists of a sort of city/factory/fortress; it's the main base for the enemy in Charon's sky. While it still comes off as a cobbling of the dark and dirty feel, the main base should have more cohesive elements and a slightly different look to it. We also start running into flesh-elements being woven into the map's structures. Lots of dirty and converted skins, organs, blood, etc. They should mix in with the tech and industrial elements of the textures and structures. At this point the flesh elements need to be blended in very subtly. At the end of this setting is a heavy looking airship or sky elevator which leads up into the next setting, the Nix.

The Nix is essentially a nullvoid, perhaps similar to space but it looks a bit different. There aren't any stars save for the one blue Sun that shows on Charon. Opposite is a gigantic purple and red swirling vortex or nebula. While we won't explicitly say so within the game, we want it to feel as though it's evil and where the enemy originally came from. The player can see Charon in the Nix much like you'd see Earth from space if hovering just above it's atmosphere. Everything else on the horizon is pitch black save for some asteroids flying by on occasion.. The first bits the player sees are similar in theme to the fortress that's floats in the sky of Charon. As the player progresses, the flesh and tech influences become more prominent. The tech bits will become darker, dirtier, and more worn out and varied. For the first few maps you make your way through similar floating fortresses however there are no longer rotating blades or jet thrusters. Instead these structures just float in the Nix. The fortresses here are more massive and more connected, however there will be bits with floating platforms and walkways which connect various structures. At a certain point we'll see a small planetoid in the horizon, sitting just in front of the purple-red vortex. The planetoid is a small, dark red or pink orb with various sprinklings of lights on it's surface. The player eventually makes his/her way to this planetoid. There he finds a very alien landscape with dark red stone and rock, lots of fleshy bits, and most predominately lots of brain-style matter decorating the landscape. Eventually the player finds out that the planetoid is basically a gigantic brain called the "Internecine" which has evolved from some unknown carbon-based lifeforms (humans, but we don't say that in-game) and has started to roam the universe in order to consume and integrate with other lifeforms. Once this is revealed to the player, we then make our way to the weak spot of the planetoid; an large exposed portion of the brain matter. After many tough battles through the large fortress that sits in the player's way, he makes his/her way to the exposed portion of the brain. The brain here looks similar to the bits of brain encased in the dark red rock found throughout the landscape, but it looks a little redder, is soaked in blood, and has a large pillar and lots of cables coming out of the center of it. This is the last setting that the player encounters in the game.

Episodes:
E1 - Subterror
E2 - Conglom
E3 - Vertigone
E4 - Nix
E5 - Encephalon

Story: Our player, the protagonist, is a nameless, genderless (maybe?) robot that is just 1 out of a billion inhabitants on Charon. About the gender, I thought we could, perhaps, let the player pick between male or female builds. Or to keep it simple, just try to keep the player genderless. If we did the former, it would require another player model. There's nothing particularly noteworthy about our protagonist save the fact that he/she/it works as some sort of laborer in the breaking up asteroids in the Nix. While coming back from a routine trip out into the Nix, a large shockwave originating from somewhere in the Nix rocks our poor bot's airship and he/she/it plummets back to Charon on a crash course. Our protagonist plows into a remote mountain range and deep underground where he/she/it badly damaged. In order to repair his/her/itself, she/he/it goes into a deep coma. Eons go by and our player is unaware of what terrible things are happening to the inhabitants of Charon. After finally being completely repaired, our player awakens. Because of his/her/its isolation deep in an underground cave system, our protagonist was safe from the activities happening above ground. This is where our first map, first episode, and where the general game begins. We start off in a small cavernous area with bits of scrap metal and wreckage strewn about the area. The player makes his/her/its way through a few rocky tunnels and chambers until finally arriving at a large chamber filled with molten metal. Opposite this molten metal chamber is a large industrial complex used to harvest the molten metal for power. In order to reach this complex, our protagonist must find a way across and onto the overhanging scaffolding/pipes coming from the complex. Up until this point the player does not come in contact with any monsters and only has the hammer for a weapon. Once climbing up on the first bit of scaffolding, we come across a destroyed robot comrade; this is where we pick up an Automag. Shortly after that, some Mongers spawn in near the complex. This is the first time the player should come across a threat that's not environmental. Once disposing of the Mongers, our player finally has a route back to the surface of the planet.

The first few maps involve the player making his/her/its way to the power complex and then through it. The player will weave in between some routes through the complex and through some more molten metal chambers and cave areas. There won't be a glimmer of the sky until a few maps in. I want to tease the player a bit with some skylight views in a few places before the player finally emerges from underground. The player will emerge from underground into a gaping canyon of sorts with it looking to be about mid-day according to the sky and the light levels coming from the sun. The rest of the first episode consists of the player traversing some mountainous areas, a complex overhanging on a steep cliff, and some more interweaving of outside areas and indoor structures. The end of the episode has our player getting ready to enter a city/industrial zone; the player enters through a blown out wall on the backside of a tall building.

The second episode starts the player off in a small room in a residential building of sorts. Since our player has been locked away in coma for a few thousand years, the building and the areas around it are starting to become a little rusty and decrepit. The player works his/her/its way through the building out onto an open area of some design; it could be a road or something similar. The player finds him/her/itself on the edge of an enormous city-factory. It resembles an Earth city in some respects but is much more industrial looking. In the distance on the horizon can be seen large destroyed buildings and lots of fire and smoke. Opposite is shown the vast oil ocean, and even further out is a small island which contains a large airship base. The last thing visible is the enormous sky base that the enemy is using to control its invasion operation. As it quickly becomes apparent that our player's people have been all but completely wiped out, the player makes the decision to find the source of the invading force. The player must make his/her/its way through various buildings, plazas, and other such areas in

order to reach one of the large oil pumping factories on the edge of the gigantic oil ocean. Once the player reaches this area, it will resemble a sort of modern day oil rig or oil processing factory. There will be lots and lots of pipes, spouts stretching up into the sky with flaming tips that burn off the oil, and lots of industrial elements. As the player makes his/her/its way through the maze of pipes, he/she/it eventually reaches the main factory building. As the player penetrates the bowls of this complex, he/she/it makes his/her/its way down below sea level and into a large, underwater (underoil?) complex. You can think of this area as a sort of underwater tube which extends out to the airship port. There are port holes and large glass domes from which you can see the massive oil ocean floating above you. Some of the areas here will be dark and cramped and there will be lots of pipes to have to walk through while other areas will be well lit and very open. After making his/her/its way through this underoil complex, he/she/it emerges from the side of a cavernous area in the side of a small mountain overlooking the airship port. Making his/her/its way down, he/she/it fight his/her/its way through to the main building on the airship island. After a tough battle, he/she/it makes his/her/its way onto a small airship, ending the episode.

The third episode starts off with our player walking off of the small airship and onto one of the smaller floating bases. From this point on resistance is much higher because our player is setting foot on enemy territory. While the player is up in the air, he/she/it cannot see the main fortress. Instead there are a number of smaller fortresses and a number of large airships that are within view. As our protagonist explores, he/she/it makes some progress towards the main fortress. The first few maps have our player skipping along on smaller bases, floating islands, and some narrow walkways/scaffoldings. The player eventually reaches a very large airship about halfway through the episode. He/she/it gains entrance to the airship through a small cargo port just before it takes off. By this time it starts to grow dark out and a thunderstorm beings rolling in, completely changing the mood of the maps. Whether or not there would be actual rain (oil rain?) is debatable as that's getting a tad fancier than I'd like...but we definitely want thunder/lighting. The large airship begins to take off as soon as the player steps on board and it begins flying towards the edge of the main flying fortress. The airship is extremely large and will probably take up a map slot on its own. The player must make his/her/its way up through the various levels of the bowels of the ship to reach the top level. Once on the bridge, the player flips a switch to direct it to the large fortress and end the level. The remaining maps have our player working his/her/its way onto and through the main fortress. The fortress has to feel absolutely massive; it has to be the biggest feeling structure up to this point in the game. The player walks off of the airship and onto some scaffolding in a large, open-air hanger of sorts. From the air, you can see a gigantic sky elevator that goes up from the center of the fortress and then disappear into the clouds. Our player then decides that he/she/it must reach the center of the fortress and get a ride on the sky elevator. The player makes his/her/its way through various parts of the floating fortress. Many areas float just below the fortress and there's lots of areas where the player could fall to his/her/its death. As the player makes his/her/its way up through the fortress, he/she/it gets more solid footings. Areas open up and there are less places to fall. Eventually our protagonist find the elevator just as a large beast is coming down from it; a Cannonade. This is the first time the player meets up with the Cannonade monster. After defeating him, our player walks into the elevator and the episode ends.

The fourth episode starts our player riding up the large elevator. First it starts off in the clouds with the view obscured and then finally it opens up into the nullvoid that is the Nix. The only things that can be seen on the horizon at this point is the blue Sun and the terrible swirling vortex opposite. After that short ride on the elevator, our player reaches a small hovering platform with a walkway leading to a small stronghold. Our player makes his/her/its way to this stronghold, which then has some more routes webbing out across the endless Nix. Gravity is normal while the player is within any of the man made structures. However the player will have instances where he/she/it must cross gaps between these solid

areas through the Nix or through an asteroid field. In this instance gravity is reduced to 1/2 or 1/4 and the player can hop across on floating platforms or large asteroids. Once making his/her/its way through the smaller strongholds and structures, a large, mountainous asteroid comes up on the horizon, The asteroid is as large as a moon or small planet and it has been hollowed out to make room for a factory of some sort. In fact it's part of the system of mineral harvesting facilities where our protagonist once worked. The player makes his/her/its way to the large floating factory asteroid. This portion of the episode has lots of solid ground. I didn't want two episodes in a row where the player is constantly watching his/her footing as to not fall to his/her death. The factory is massive but it has fallen into decay and corruption by the enemy. Most of the structure as become rusty and dirty and it's slowly being consumed by the flesh of the enemies. Our player decides to investigate to asteroid to see if any of his comrades are still alive or if there's a way to find the source of the enemy. Our player enters the factory near the bottom and has to work his/her/its way up through the asteroid and onto it's other side. Once there, the player finally sees the source of the invasion - the fleshy brain planetoid sitting on the cusp of the terrible vortex. After a hop, skip, and a jump, the player makes his way to the surface of the planetoid, ending the episode.

The fifth and final episode has our player making landing on the enemy planetoid. At this point the vortex dominates the horizon of the black void of the Nix and the Sun is just a small spec opposite. The landscape is dark and twisted, taking many tech and industrial elements and mixing them with flesh and a dark red stone. Opposition is very fierce here and our protagonist figures out that this is the root of the horrible enemy he/she/it has been facing up to this point. The planetoid is very porous and caves are everywhere. We will force the player to go underground quite a bit. As the player progresses, he/she/it reaches a large crater with a sort of containment complex in the middle. He/she/it makes his/her/its way to this complex. After finding a way to open massive doors, we find that it houses a passage to the bowels of the planetoid. However blocking our way is a gigantic defensive fortress of a monster; the Mammon. After a tough battle, the player gains access to this shaft and makes his/her/its way down to the Internecine. The Internecine is the engine that drives the entire planetoid; it is a gigantic brain that has fused with many technologies to become almost omnipotent. But it's one weakness lies at the center of the planetoid. The rest of the episode has our player making his/her/its way through various complexes that have been strewn throughout the center of the planetoid. Once the player reaches the center, he/she/it enters a massive chamber in which the Internecine is occupying. A large monolithic rod sticks out from the middle of the massive brain and go through the planetoid; you can see this rod point directly at your home world. The player must find a way to destroy the Internecine and stop the enemy from doing further damage across the Universe. Once our player finds the way to destroy it, the planetoid begin to crumble and the episode ends. We find out through either a simple cutscene or some text that the player is able to make his/her/its way off of the planetoid via the rod that sticks out of the Internecine before it explodes. However in the chaos the planetoid had shifted it's orbit and was pointing towards the violent vortex instead of your home planet. Given the desperate situation, you have no choice but to jump into the vortex to save from being blown to bits in the ensuing explosion. The story and game ends with bit of a cliffhanger. That way we can save ourselves some room for a sequel if we get the opportunity.

Game Entities

Weapons & Ammo:

- Hammer:

  - *Behavior:* Melee weapon that does moderate damage but is slow. Starting weapon. When powered-up with the *Furnace* powerup, the weapons does 8x damage at the same rate. Uses no ammunition.
  - *Appearance:* It's a big, bronze sledgehammer with a wooden handle. When powered-up with the *Furnace* powerup, it's appearance changes. The bronze will glow a bright, incandescent orange-red color and will be on fire. Animation should consist of a simple swing of the hammer...perhaps two alternating swings which can be randomized for some variation.

- Automag:

  - *Behavior:* Fully automatic, semi-rapid fire small arms hitscan weapon. Has a rate of fire of about 2 rounds per second. Very accurate. Not meant to be totally useless but it is low tier in relation to the rest of the weapons. Starting weapon. Uses lead ammunition.
  - *Appearance:* It will be a one-handed, small pistol-like weapon reminiscent of a pepperbox pistol from the old days. The barrel housing consists of 4 individual barrels. The entire barrel housing spins while the weapon is firing, similar to a minigun. Muzzle flash will be visible but minimal. The weapon is colored gunmetal with gold or bronze accents and details.

- Scattergun:

  - *Behavior:* Short range weapon which fires scatter spread of hitscan shots; 8 to 12 shots in total. The scatter is spread out on a horizontal plane; no vertical spread exists. Spread is very significant and the weapon's effectiveness diminishes dramatically beyond short range. Gun must be pumped before firing. Has a decent rate of fire...probably similar to the Doom shotgun. Uses lead ammunition.
  - *Appearance:* While this is the mandatory fps shotgun weapon, I'd like it to look unique. The weapon will have a thick octagonal shaped barrel which will sit in a heavy looking stock. The barrel flares out horizontally towards the muzzle of the gun. The muzzle itself is flat on the end and has 8-12 individual holes where each shot would fire from. The pump will wrap underneath the straight part of the barrel like in a normal pump-action shotgun but it will be thick and take up half of the bottom part of the barrel. The barrel will be colored gunmetal while the rest of the weapon will be colored with greens and browns. The animation just consists of the player pumping the shotgun and then firing it with a visible muzzle flash. Perhaps have two different pump animations which can be played randomly for some variation. Inspiration for the design comes from this weapon.

- Phalanx:

    - *Behavior:* Heavy hitscan weapon which fires a stream of hitscan shots in a tight spread pattern. Fires 3 shots simultaneously in rapid fire, perhaps 3 shots per second (so 9 hitscan shots in total per second). Shot spread is minimal but visible so that it's effective at peppering targets even at long range. Has a 2-3 second cool-down time when player lets off of the trigger. Uses lead ammunition.
    - *Appearance:* This weapon's design is heavily inspired by [this design](#) as well as [Metalstorm](#). The weapon is carried under-arm and held by two hand-grips; one towards the front of the weapon and the other towards the end of the weapon. The body of the weapon consists of a blocky stock from which protrudes a set of 9 long barrels. The barrels will be colored bronze while the rest of the weapon should be a mix of greens and browns. There are no moving parts, just the animation of the weapon firing from each of it's 9 barrels with muzzle flash visible. There's room for creativity for the stock of the weapon as it's basically just supposed to look like a heavy, blocky stock of some sort.

- Thermite Mortar:

    - *Behavior:* Heavy weapon which fires large flaming orbs of explosive thermite. Has a moderate rate of fire. Very accurate but projectiles move at a moderate speed. When projectiles come into contact with anything solid, it explodes doing radius damage. Contact with the projectile does damage in addition to the radius damage. Direct hits do lots of damage while radius damage is moderate to light, depending on how close the object is to the center of the explosion. Radius of damage is medium in size. Flying projectile maintains it's flight trajectory in a perfectly straight path until a certain distance is reached. Once that distance threshold is reached, gravity begins to act on the projectile and it is pulled towards the ground. Uses thermite ammunition, 1 per shot.
    - *Appearance:* The weapon should resemble a large, long, heavy steel cannon. The barrel is long and octagonal; similar to the Scattergun's barrel, but much bigger. The barrel goes into a heavy looking stock which tapers off from the barrel. A guard or some sort of flare will jut off from the body of the gun underneath the barrel. The weapon is carried underarm like the Phalanx with two hand grips; one at the front and one at the back. The barrel will be colored gunmetal with bronze/gold accents and the body of the weapon should be colored with a sort of metallic crimson color. The projectiles will be medium sized balls of fire, orange-red in color and incandescent. While flying through the air, they should be almost tear-drop shaped with fire flying behind them. Upon explosion, the projectile will transform into a small orb of the same texture/color as the flying projectile, but then rapidly expand into a large orb explosion. Similar to [this video](#).

- BAMM (Big-Ass Mega Missile) Launcher:

    - *Behavior:* Explosives-style weapon which fires a large, heat-seeking missile projectile laden with thermite. Rate of fire is very slow and the weapon cannot be switched out until it's reloaded. The projectile moves very slowly but can turn on a dime, giving it superb tracking ability. To lock on, the crosshairs must be on a monster or player at the time the weapon is fired; maybe have the crosshairs turn a color to indicate lock-on.

Once locked-on, the missile will follow it's target indefinitely until it hits it's target or some other solid object. The weapon can be fired without a lock, in which case the missile acts like a mortar. It will follow an arc trajectory until it hits a solid object. When the projectile hits it's target or a solid object, it explodes doing radius damage. If the projectile makes a direct hit, it does massive damage along with the radius damage. The size of the radius damage is very large; amount of radius damage done is determined on how close a monster/player is to the center of the explosion. Uses thermite ammunition, 5 per shot.

- *Appearance:* The weapon is relatively small in comparison to it's power. The body of the weapon is stubby and blocky. The top is sectioned into a 3-face piece that's flat on top and sloped down the sides of the weapon. The sides are flat and the bottom portion is a smooth curved underbelly. The front of the gun consists of 4 ports or muzzles from which the missiles are fired. You can see a texture of the missiles through a grating on the top of the weapon. A thin, stick-like shoulder butt sticks out the back of the weapon with a C-shaped should mount. The weapon should be colored a dark/burnt orange with white or bronze highlights. The projectiles are fat, stubby looking missiles, shaped and proportioned similar to a beer keg. The explosion should look exactly like the Thermite Mortar's projectile, just bigger. The projectile color should reflect that of the weapon, except with a hazard patch on the very tip of the missile.

- Scatterpulse:

  - *Behavior:* Fully automatic, rapid fire weapon which fires thin electrobolt projectiles in a tight spread circle pattern. Rate of fire is about 4 shots per second. Fires 6 electrobolts at a time in a defined circle pattern with slight spread applied to each projectile. Projectiles move at moderate to high rate of speed. Very balanced weapon which can be used in a variety of roles and ranges. Does not excel in any one area. Uses volt ammo, 6 unit per shot.
  - *Appearance:* Rifle-like appearance with a long barrel and a geometric-looking body. The barrel consists of 6 segmented parts, each with a muzzle. The 6 parts form together to a seemingly solid piece. This barrel assemblage rests within a floating barrel guard which extends off of the main body of the gun. The stock is similar to a shotgun stock, but a little more stylish and techy looking. Two ammo canisters jut out from the body of the weapon, point away and out from the weapon. The canisters are shaped similar to the Volt Shells. The weapon is colored a light metallic blue with white highlights. The projectiles are thin beams structured similar to little lightning bolts. They are colored a light yellow.

- Tachyon Driver:

  - *Behavior:* Long-range laser hitscan weapon. Probably the most complex weapon out of the bunch. Has a variable charge attack which does damage on a sliding scale. The weapon can be fired in a semi-rapid fire mode and shoots a thin, piercing beam hitscan. Can be fired as fast as 4-5 shots per second like this. Damage is minimal but it's very accurate. Holding the fire button will charge the weapon; behavior is the same but damage output is increased. At full charge, the weapon fires the same piercing beam but is able to bounce off of walls. It can bounce 5 or 6 times before dissipating on the last

solid object it hits. The weapon has a short cool-down period when charged before it can be fired again. The weapon takes 2-4 seconds to charge completely. Uses volt ammo, 1 unit when fired quickly and up to 20 units when fully charged.

- *Appearance:* Should have a sort of high-tech, rifle-like appearance given it's behavior. The most notable aspect of the gun is the barrel. The barrel consists of a 3-pronged control rod system. Each rod is triangular in shape. The rods are arranged in a triangular pattern in relation to each other. So there is no "contained" barrel, but rather a floating barrel consisting of these control rods. The body of the weapon is rifle like, similar to a sniper rifle. Relatively simple but sleek looking. When charging, the control rods expand slowly to accommodate the extra power of the projectile. Once fired, the control rods go back to their original position. The control rods do not move when fired without a charge. The weapon is colored a dark metallic purple with white/silver highlights. The projectile is similar to the Scatterpulse's except that it's bigger/thicker. It's a lightning bolt or sorts and is colored a light yellow. The thickness of the bolt grows as the charge of the weapon is increased. At full charge, small glowing yellow halos appear in each place where the bolt bounce from.

- Dissever:

  - *Behavior:* A high-powered melee weapon with considerable blade range. Meant to be scarce. When fired, the weapon protrudes two lightning "whips" which are then in the direction the player is facing. While it's hard to say what units of measurement will be using (probably mp), it will be equivalent to about 128 mp in the Doom universe. The electrics whips phase through all enemies they come in contact with, doing enormous damage. The weapon also has a lock-on ability within a certain range which allows the player to propel himself to it's target very quickly and attack. Rate of fire is slow; it takes about 3-4 seconds to reload before firing again. If the lock-on is used, it can leave the player vulnerable as it brings him in very close proximity with enemies. The weapon also gives the player a 10% non-degradable armor boost which lasts as long as the weapon is equipped. Uses volt ammo, 20 units per shot.
  - *Appearance:* The weapon is mounted on the forearm and consists of a diamond-shaped shield with two port-holes jutting out from underneath the shield. These two port holes are where the electric whips shoot out from. The whips themselves are snake-like lightning bolts that move in the same fashion as a real whip. They are colored a light yellow. The main weapon is colored white in the center with a light blue trim going around the outside edge. Animations consist of a quick swipe of the forearm with the electrowhips shooting out from the weapon and striking the targets. A variant of that animation to play randomly for some variation would be nice.

- Phase Collider:

  - *Behavior:* Ultimate-style weapon. Meant to be scare but devastating to any opposition. Fires small projectiles which have a moderate speed. Has a high rate of fire. Projectiles pierce or "phase" through enemies and only dissipate until they hit a solid surface such as a wall. While each projectile is phasing through an enemy, it creates an invisible radius of damage; the size of this radius depends on the size of the enemy the projectile is passing through. The larger the monster, the larger the radius. Any enemies within this

radius take momentary damage. A quick animation of dancing lighting will play over the enemy which will indicate it's taking damage. The projectiles themselves also do damage for every tic they are inside of the enemy, although this damage is relatively minimal. Very effective against large opponents and hordes of enemies. Uses both thermite and volt ammo; 1 and 5 of each per shot, respectively.

- *Appearance:* I've contemplated on a compact, dual-cannon design with each cannon firing one after the other, similar to the Devastators from DN3D. However the descriptions will work with a singular cannon design as well. Both cannons are identical but mirrored from each other. The barrel is short and square with a large, obtuse muzzle in the center. The muzzle sits directly on top of a cushioning spring of sorts which compresses each time the weapon fires a projectile. The body of the gun has to look very high tech with lots of details, shapes, etc. Much like how the BFG in Doom looks. On top of each cannon is a small, rectangle porthole where you can see some yellow lighting dancing around. The weapon makes a dull electric hum while it's equipped. The weapon is colored a dark purple with bronze highlights. The projectiles are small oval, jellybean-shaped balls of electricity. They are colored yellow and have electric webs dancing around them.

The Dissever and Phase Collider are meat to be almost separate from the rest of the weapons in that they are very powerful and aren't meant to be in balance with the rest of them. In this sense they are to be special and rare within the game.

- Lead Pack:

  - *Behavior:* Upon pickup, gives the player 10 units of Lead ammunition.
  - *Appearance:* It will look like a bundle of 10 bronze-colored bullets bound together with some sort of simple strap.

- Lead Crate:

  - *Behavior:* Upon pickup, gives the player 50 units of Lead ammunition.
  - *Appearance:* Will look like a small, rectangular wooden crate. It won't have a top so the player can see the bronze bullets inside. On the side of the crate, it will say "LEAD".

- Thermite Core:

  - *Behavior:* Upon pickup, gives the player 1 unit of Thermite ammunition.
  - *Appearance:* Will be a gunmetal colored sphere with an orange seam running around the circumference and maybe some other small detail facets.

- Thermite Carton:

  - *Behavior:* Upon pickup, gives the player 6 units of Thermite ammunition.
  - *Appearance:* Will hold 6 of the Thermite cores in a sort of egg-style carton.

- Volt Shell:

- *Behavior:* Upon pickup, gives the player 60 units of Volt ammunition.
- *Appearance:* Will be a cylindrical container with a transparent center area. Your able to see dancing yellow electricity inside of this area.

- Volt Generator:

  - *Behavior:* Upon pickup, gives the player 300 units of Volt ammunition.
  - *Appearance:* Will be a sort of elongated octagonal shaped battery of sorts with transparent bits in the middle so you can see dancing yellow electricity.

Pick-Ups & Power-Ups:

- Keys:

  - *Behavior:* Upon pickup, gives the player a key which can open a locked door or switche. It can be used an infinite number of times. There are three different colors - silver, bronze, and gold.
  - *Appearance:* It should probably look like a old-world style metallic key. Nothing too fancy here.

- Gear Keys:

  - *Behavior:* Upon pickup, gives the player a gear which can open a locked door or switch. Once used, it is removed from the player's inventory and cannot be pickedup or used again. There are three different colors - silver, bronze, and gold.
  - *Appearance* It should resemble a regular ole gear but with a key portion sticking out of one of it's teeth. I thought maybe it should just look like a regular gear, but there's nothing really there to show that it's a key. So a gear with a key sticking out of it doesn't make much sense but it gets the point across.

- Expander:

  - *Behavior:* Upon pickup, gives the player 1.5x the space for ammunition. Does not stack with other ammo expansion pickups.
  - *Appearance:* A sort of high-tech backpack or storage device with a receptacle where it's "plugged in" to the player. Will be colored with browns and greens.

- Augmenter:

  - *Behavior:* Upon pickup, gives the player 2.5x the space for ammunition. Does not stack with other ammo expansion pickups. Will replace the Expander if it has already been picked up.
  - *Appearance:* Similar to the Expander but a little bit bigger. Colored with browns and

reds.

- Topocaster:

  - *Behavior:* Upon pickup, reveals the entire map in the player's Topograph. If structures are marked as "hidden", they will not be revealed. Will reveal the map's exit as well as any secret areas.
  - *Appearance:* Box-like structure with a plug-in port on the back and a view port on the front with the picture of a map outline.

- Stamina Kit:

  - *Behavior:* Upon pickup, provides 15 units of health. Can not go beyond 100%.
  - *Appearance:* Will look like a canister or canteen of some sort with a red cross on it to indicate it's a health item. Colored white.

- Stamina Pack:

  - *Behavior:* Upon pickup, provides 30 units of health. Can not go beyond 100%.
  - *Appearance:* Similar in shape to the Stamina Kit, but wider and taller. Also colored white.

- Ration:

  - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, provides 10 units of health. Can not go beyond 100%.
  - *Appearance:* A small, flat disc with some with a wrench symbol on it. Colored dark grey with the symbol colored white.

- Repair Kit:

  - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, provides 20 units of health and 20 units of whatever active armor is equipped. If no armor is equipped, provides plasiteel armor of the indicated amount.
  - *Appearance:* Rectangular box with a wrench symbol on it. Colored dark grey with the symbol colored white.

- Plasisteel Armor:

  - *Behavior:* Upon pickup, provides the player with 100 units of armor.
  - *Appearance:* Looks like a breast plate similar to that of medieval armor. Is colored a dull grey.

- Reactive Armor:

- *Behavior:* Upon pickup, provides the player with 100 units of armor. In addition, it provides the player with a 15% boost of protection from lead ammunition attacks and 10% boost of protection from thermite ammunition attacks.
- *Appearance:* Looks like a breast plate similar to that of medieval armor with extended shoulder guards and rivets. Is colored bronze with a matte finish.

- Reflective Armor:

  - *Behavior:* Upon pickup, provides the player with 100 units of armor. In addition, it provides the player with 20% protection from volt ammunition attacks.
  - *Appearance:* Looks like a breast plate similar to that of medieval armor. Has some reflective plating and glowing lights on it. Is colored a light blue with a glossy finish.

- Armor Module:

  - *Behavior:* Small chunk of armor that adds 5 units to the player's overall armor integrity. Will add to the currently equipped armor; if no armor is equipped, will provide plasiteel armor. Can be combined to give the player up to 250 units of armor in total.
  - *Appearance:* Small, thin rectangle with angled corners. Should sort of resemble a plate that would go on a piece of armor.

- Accelerator:

  - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, it increases the player's firing and movement speed by 2x. Lasts for a predetermined amount of time. Cannot be stacked.
  - *Appearance:* Is a mechanical heart which has a fast beating animation. Is colored gunmetal with bronze highlights. Floats above the ground just a little bit.

- Telewarper:

  - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, a small module is thrown in the direction the player is facing. This module acts as a temporary telewarp point. The thrown module that was in the inventory is then replaced by an activator. Upon using the activator, the player is telewarped to the area where the module was thrown. It can be activated only within a certain range and it may be disable from use in certain areas. If the module is thrown in an area where there isn't enough space for the player, the player will be killed instantly upon telewarping. If a module is thrown out, unused, and then the player exits the level, the player loses this item for the next map. The module can only be used once. Cannot be stacked.
  - *Appearance:* The module is a simple hexagon plate with an antenna sticking out of the top with a small, blinking red light. The activator looks somewhat like a TV remote with one big button. Both are colored a dark grey with some sort of colored highlights.

- Infrared:

  - *Behavior:* Power-up which brightens the ambient lighting of a level so that you can see

better in darker areas. Also allows you to see the outlines of enemies through all objects and walls up to a certain distance. Lasts for a predetermined amount of time. Cannot stack.

- *Appearance:* Looks like a pair of really slick goggles. Probably colored a dark grey or silver.

- Voltshield:

  - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, a small horizontal bar is thrown in the direction the player is facing. Once it lands on the ground, an electric shield is displayed. This shield blocks all entities, projectiles, and attacks for a predetermined amount of time. Once the time is up, the shield is destroyed. The shield would be about 128x128 mp big in Doom's universe. Cannot be stacked.
  - *Appearance:* Before the shield is displayed, it's basically a horizontal bar, triangular in shape with a small horizontal slit on top where the shield shoots of from. The bar is much smaller than the size of the shield. The shield itself is made up of a translucent yellow with the edges being opaque. Electricity dances inside of the shield.

- Proximite:

  - *Behavior:* Upon pickup, is placed in the user's inventory. Upon use, a small mine is thrown in the direction the player is facing. The mine can attach itself to any solid surface. Once an enemy wanders into it's predetermined proximity radius, it will explode causing radius damage. A well timed Proximite can also stick to an enemy before exploding in a few seconds, doing a lot of damage. If crushed or otherwise disturbed, it will explode.
  - *Appearance:* A small circular plate with three thermite cores cut in half and soldered to it. Has a small blinking red light on top which turns green right before it explodes.

- Booster:

  - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, the player is given the ability to boost into the air for a predetermined amount of time. While in booster mode, the player can hold the jump key to fire the booster and use the direction keys to influence his direction. The player can fly up only to a certain altitude before the booster must stop to cool down. Cannot be stacked.
  - *Appearance:* Has a plug-in port on one side of it and would attach to the backside of the player. The booster is a small blocky thing with a sort of jet port sticking out the bottom of it.

- Orbit: Sentient personal offense and defense hovering bot module. The player is equipped with a bare Orbit and must find plugins to add functionality to the little bot. The Orbit hovers just over the player's left or right shoulder at all times. When the player dies, so does the Orbit. There are four available plugins, each with their own strengths and weaknesses. The base orbits come in a variety of colors and shapes but they all share the same basic characteristics. They have some form of vertical propulsion and have ports where plugins are connected. Once a plugin is picked up and equipped, the player may pick up another plugin but he cannot equip it

until the currently equipped plugin has expended. The plugin is expended once the ammuntion runs out or if the player purges the plugin from the inventory. Plugins cannot stack in the inventory.

- Armor Orbit:

    - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, it attaches a medium-sized volt shield which can block many small arms attacks. Can only protect in the direction the player is facing. Also has a small single-fire lead pistol attack which has a rate of fire of about 1 shot per second. Cannot stack.
    - *Appearance:* The pickup is a small cube, the outlines of which glow white. The walls of the cube are colored dark grey. On the sides of the cube is the letter 'A' which stands for Armor. The attachment is a small pistol barrel which has a circular guard halfway down the barrel. The circular bit is where the electroshield is projected, which is translucent yellow in color and is also circular. The plugin is colored white or silver.

- Vulcan Orbit:

    - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, it attaches a 3 barreled spinning vulcan cannon. The cannon can fire up to 4 rounds a second, focused at one enemy at a time. Cannot stack.
    - *Appearance:* The pickup is a small cube, the outlines of which glow bronze. The walls of the cube are colored dark grey. On the sides of the cube is the letter 'V' which stands for Vulcan. Is a pretty simple looking 3-barreled minigun-style cannon which attaches directly to the Oribt's port. Is colored bronze.

- Flare Orbit:

    - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, it attaches a small flamethrower head and fuel canister to the Orbit. The Orbit fires a wide horizontal spread of flames which does small damage to a wide range of area. Cannot stack.
    - *Appearance:* The pickup is a small cube, the outlines of which glow dark red. The walls of the cube are colored dark grey. On the sides of the cube is the letter 'F' which stands for Flare. The attachment looks like the tip of a flamethrower. It has a port where the liquid thermite shoots out and a pilot flame white ignites the fuel. Sticking off to the side is a small cylindrical canister where the fuel is kept.

- Strum Orbit:

    - *Behavior:* Upon pickup, is placed in the player's inventory. Upon use, it attaches a strum rod to the Orbit from which the lightning bolts shoot from. The Orbit can lock onto and attack three of the closest enemies at once, doing moderate damage. Cannot stack.
    - *Appearance:* The pickup is a small cube, the outlines of which glow dark purple. The walls of the cube are colored dark grey. On the sides of the cube is the letter 'S' which stands for Strum. The attachment resembles a short rod. It's fat where it

connects to the Orbit and then tapers down to a point. At the point there is a small ball which is where the attack comes from. The lightning attack consists of yellow bolts, just like the rest of the player spawned lightning in the game.

- Delirium:

  - *Behavior:* Upon pickup, powers-up the player so that damage output is increased by 5x and player's movement speed is increased by 1.5x for a predetermined amount of time. The player's view becomes slightly distored and tinted orange.
  - *Appearance:* The shape is that of a 3D hexagon prism. The lines that make up the prism are opaque while the walls are translucent. The color of this hexagon orb is orange. In the middle of the orb would be the design of some evil looking face of a monster.

- Furnace:

  - *Behavior:* Upon pickup, powers-up the player so that the Hammer weapon does 8x damage for a predetermined amount of time. Automatically switches the player's active weapon to the Hammer and changes it's appearance. If combined with the Delirium power-up, damage potential increases to 13x. Hamma Time!
  - *Appearance:* The shape is that of a 3D hexagon prism. The lines that make up the prism are opaque while the walls are translucent. The color of this hexagon orb is red. In the middle of the orb would be design of a flaming hammer.

- Overflow:

  - *Behavior:* Upon pickup, powers-up the player so that 200 units of health are added to the player's current health total. Total maximum amount of health is 250 units. This is the only way a player can obtain more than 100 units of health.
  - *Appearance:* The shape is that of a 3D hexagon prism. The lines that make up the prism are opaque while the walls are translucent. The color of this hexagon orb is green. In the middle of the orb would be the design of a health cross.

- Overkill:

  - *Behavior:* Upon pickup, powers-up the player so that everything that's within a certain radius of the player is damaged by a certain amount, most likely causing major damage. The concept is similar to those screen wipe power-ups in vertical/horizontal shoot- em ups.
  - *Appearance:* The shape is that of a 3D hexagon prism. The lines that make up the prism are opaque while the walls are translucent. The color of this hexagon orb is bright yellow. In the middle of the orb would be the design of a mushroom cloud.

- Overlord:

  - *Behavior:* Upon pickup, powers-up the player so that it provides immunity from all attacks for a predetermined amount of time.

- *Appearance:* The shape is that of a 3D hexagon prism. The lines that make up the prism are opaque while the walls are translucent. The color of this hexagon orb is white. In the middle of the orb would be the design of a deity with white eyes.

- Recluse:

  - *Behavior:* Upon pickup, powers-up the player so that he becomes semi-invisible and makes no sound. Monsters that are awake will immediately begin to infight with the next closest monster. Monsters that are not awake will not awaken when the player is in front of them unless fired upon. Lasts a predetermined amount of time.
  - *Appearance:* The shape is that of a 3D hexagon prism. The lines that make up the prism are opaque while the walls are translucent. The color of this hexagon orb is dark purple. In the middle of the orb would be the design of a humanoid which fades in and out.

Monsters:

- Monger:

  - *Behavior:* Infantry-style monster. Low health, low speed, high pain chance. Attack consists of a single lead hitscan shot and a weak melee attack at close range. Drops a Lead Pack upon death.
  - *Appearance:* An all-flesh humanoid of some design with poor equipment and a poor stature. Carries a simple looking heavy rifle in both arms. Wears a heavy bronze helmet with a single horizontal slit where he's able to see. The bottom portion of the helmet where his mouth would be has a simple rebreather apparatus. He's dressed in simple leather clothing and black boots with bronze shoulder guards and a sash slung around his shoulder. His melee attack is a quick rifle swipe.

- Minion:

  - *Behavior:* Higher tier infantry-style monster. Slightly higher health than the Monger, low speed, slightly lower pain chance than the Monger. Attack is a blast of a dual 3-shot lead hitscan. No melee attack. Drops two Lead Packs upon death.
  - *Appearance:* Is a humanoid but is slightly taller and beefier looking than the Monger. Has a similar attire but his helmet is meaner looking with some spikes or horns and a heavier looking rebreather apparatus. Has shoulder guards as well as some sort of breastplate armor. Instead of arms, he has two light machine guns in their place. It would look as though you took your arms, bent them 90 degrees at the elbows, and stuck them straight out in front of you. Your forearms would be the machine guns while the rest of your arm would be metallic extensions which the machine guns hang from.

- Drillborg:

- *Behavior:* Infantry-style melee monster. Medium health, high speed, high pain chance. Attack is a drill on it's left arm which it can only use at melee range. Used to rush or overwhelm the player.
- *Appearance:* A humanoid but with significant mechanical implants. He is a good foot or more taller than the player. His left arm is a large drill which constantly spins. His legs have been replaced with lightweight, gazelle like legs which take long, quick strides. His upper torso, right arm, and part of his head is the only things that are still flesh. His chest has bronze plats bolted to it and half of his head is mechanical with bronze plates and a glowing yellow eye.

- Samrog:

  - *Behavior:* Infantry-style monster. Medium health, low speed, medium pain chance. Has a moderately damaging electric ball projectile attack. Also has a moderately damaging melee attack.
  - *Appearance:* Similar in shape and size to the Drillborg, but different parts of it have mechanical implants. He has legs, part of an upper torso, and a left arm which are still flesh, all of which looks very muscular and beefy. However his right arm, most of his upper torso, and head are all mechanized. In his left are he carries a hammer that is identical to the players which he uses to do his melee attack. His right arm and hand have been turned into a strum rod from which he fires his electric ball attack. The strum rod is attached to where his hand would be. It's a rod which is fat where it's attached and then tapers down to a point. At the point there is a small orb. His head doesn't resemble a human head but rather more of a blocky construct which houses a single, glowing yellow eye. Your able to see moving gears and mechanical bits floating in his mechanized torso. It's electric ball attack is colored a light blue.

- Strumcaster:

  - *Behavior:* Small, compact flying mechanical monster that can be mixed in well with a variety of other monsters. Low health, low speed, medium pain chance. It never flies below the player's head unless forced; it always aims to fly just above the player's head. It fires a small electric ball attack when at range. Just before melee range, it fires out a lightning stream from it's two strum rods towards the ground. Once the player get within a certain range of this attack, it will automatically be attracted to the player and do small intervals of constant damage. The only way to break free from the attack is to get out of it's range, cause the monster to go into it's pain state, or to physically separate yourself from the stream with map structure or a shield. If multiple Strumcasters gather together close enough and perform this attack, the lightning streams can merge together to form a more powerful attack.
  - *Appearance:* This guys is very much inspired by an [avatar I made a while back](). He will look very similar to this except that the strum rods sticking down towards the ground will look slightly different. They will be the tapering rod with the orb on the point. The top of the monster has a small, exposed brain (like the Acrobande but without any protection). It's electric attacks are colored a light blue.

- Acrobande:

- *Behavior:* Large flying monster that excels at longer ranges. Medium health, medium speed, low pain chance. It's only attack is a fully charged Tachyon Driver blast. While a hit from it can really hurt, the player is given ample warning from the slow glow in it's eye and a charge-up sound. It can fire about every 5 seconds. It also always stays just above the player's head. However it also stays out of the player's melee range as well. It will attempt to maintain a certain distance from the player but will approach the player if he's too far away. It also makes a priority to always faces it's target; it's turning speed is very high so it would be hard to attack it from behind if it has it's attention on you. Drops a Volt Shell upon death.
- *Appearance:* The main body of the monster is composed of bronze colored hexagon plates formed together into an orb. The top portion of the monster is a glass dome which houses a big, pink brain. The front of the monster consists of an imposing, red eye from which it's attack is fired from. Horizontal, triangular fins stick out of the back of the monster and act as stabilizers of some sort. While charinging up it's attack, the red eye slowly glows brighter and brighter until it finally fires.

- Trepidon:

  - *Behavior:* Mid-style monster, very dangerous at close and melee ranges. High health, low speed, low pain chance. Carries two Phalanx weapons which is used to devastating effect at close range. Can be a nuisance at longer ranges. He is one of two monsters that can fire his attacks while still walking. Could be considered a sort of sub-boss monster. Drops a Lead Crate upon death.
  - *Appearance:* He's about 1.5x the height of the player and he's very wide. His legs are heavy, reverse-jointed and they allow him to stride along very smoothly, albeit rather slowly. He doesn't have a head but more of a torso/head combo. It's long and fusalage-like. On the top of his torso is a cavity shaped similarly to the torso where a long, elongated brain sits. His torso is sticks out a bit past his main body. On the front of his torso is some grating and a horizontal slit in which sits a red light. His shoulders are broad and flat, sticking out a ways past his main body. Both Phalanx weapons are mounted similar to how the machine guns are mounted on the Minion; 90 degree bends at the elbow with the weapons pointing directly forward. The whole monster has a very Mechwarrior-feel to it's design.

- Umbride:

  - *Behavior:* Aggressive flying monster that can be used in a variety of different roles. Medium health, high speed, high pain chance. It carries a large bronze shield the size of it's body and a flaming bronze warhammer. At range is fires a single heat seeking thermite missile from a pod on it's back which moves at a moderate speed and does moderate damage. At range it has a very damaging warhammer attack. It can only attack with it's warhammer about every 2-3 seconds. It protects itself with it's shield when not attacking. It's shield cuts the damage it takes by 75% as well as protects it from pain chance. However the shield only protects it from frontal attacks. Will not go below the player's head height unless forced to; this makes it's melee attack somewhat harder to evade since it's comes from above.

- *Appearance:* At one point this monster was humanoid, but it is mostly mechanized now. It has a flesh torso but it's appendages are mechanized. It's legs are now jet thrusters which enable it to fly. It's left arm is now a moving robot appendage to which its giant bronze shield is permanently attached. The shield itself is big enough to cover the entirety of the monster. It's shaped similar to that of a coffin lid and is decorated with rivets and various facets and details. It's right hand is also a robotic appendage to which a giant bronze warhammer is attached. The warhammer is shaped similar to yours, but it's much bigger, is flaming, and has spikes sticking out of it. The head is a bronze metallic model of a human skull but with a single glowing red eye in the middle of it's forehead.

- Aegis:

  - *Behavior:* Defensive-style, sub-boss monster. Made for damage soaking and harassment at long ranges. Very high health, very slow speed, very low pain chance. Also turns very slowly. Has two different attacks based on the player's range. At long range, it will fire successive BAMMs at the player at a rate of about 1 every 10 seconds. Once the player reaches a predefined range, it will fire a constant stream of Scatterpulse shots. If the monster is placed in a portion of a map that is sufficiently dark, it will activate it's spotlight and light up its target. The monster becomes defenseless on it's own once flanked. Drops 4 Armor Modules upon death.
  - *Appearance:*This monster appears to be all mechanical as there are no flesh/blood bits showing. Only with it's death animation will the flesh and blood become exposed. The monster's metal body could split open and show lots of blood and a brain sitting in the middle of the metallic shell. It's tank-like and moves along on two giant, wide treads. The front of the monster is supposed to look almost like a wall; thick and imposing. It's face resembles two cattle guards off of a train, smashed together and put on steroids, almost giving it a sort of snow plow look. From it's face, the rest of it's body is very boxy and oblique. On the top of the monster, two ports pop up from a single hinge; these ports have muzzles which point towards the player and fire the BAMMs. Once fired, the muzzles close again and are flush with the top of the monster's body. On the front on the monster there are 6 small muzzles, aligned smoothly along the precipice of the face. Three muzzles on the left and three on the right; this is where the Scatterpulse projectiles are fired from. Directly in the center of the monster's face is it's spotlight which it uses if a room is at a certain light level. The whole monstrosity is colored a dark bronze with dark brown highlights and hazard striping along it's bottom edge.

- Cannonade:

  - *Behavior:* Boss-style monster; meant to be very imposing and aggressive. Very high health, medium speed, very low pain chance. Has two alternating version of a projectile attack and a melee attack. The first version of it's projectile attack consists of a 1-2 barrage of Thermite Mortar projectiles. He fires one, readjusts his aim, and fires the second; he can do this while walking and he is the only monster other than the Trepidon that can shoot while moving. The second version of this attack consists of him firing a circular spread of 8 total Thermite Mortar projectiles. He fires two starting the direction he is facing and then swings his arms around to fire 6 more rounds from front to back.

His melee attack consists of him doing a dramatic head-butt towards the ground, doing massive amounts of damage and knocking the player back. Drops a Thermite Carton upon death.

- *Appearance:* The Cannonade is the poster child for this game, and as such he is required to be representable enough to fill that role. He is supposed to be towering over the player's size; probably 3.5x taller than the player. Starting from the top and working my down, his head is gigantic and made of solid metal; probably a dark bronze. It's domed and has a lipped band of some dark metal running around the circumference with large bolts holding it in place. The rest of the head is shaped in a sort of hexagonal cylinder and cut off flat at the chin. His eyes are a pair to two thin, horizontal stripes that glow a bright red. The mouth is one focal point of the monster; it's a giant gaping jaw with squared off, oblique teeth that fit together like a meshing gear when he closes his mouth. The head and teeth are inspired by [another avatar I made a while back](). When his mouth is open, you can see an inferno raging inside of his innards. His head sits atop a sort of stubby but wide and geometrical torso. I liken it to the red torso that's seen in the [Death Egg boss in S&K3](). In fact it's torso is a crimson color. He has jutting, gear-like shoulder blades which support short but think piston-like arms. His hands are comprised of two pincher fingers and a large muzzle hole in his palms from which he fires his Termite projectiles. He has very heavy, standard joint legs which are piston-like and sort of make him look like he's squatting. His feet are wide and flat. It's appendages are colored gunmetal with bronze highlights. There are no visible flesh and blood bits but he does have some. His death animation could show his gigantic metal skull bursting open and brain matter exploding and sloshing on the ground around his corpse.

- <u>Flayer:</u>

  - *Behavior:* Boss-style flying monster. Compact design and very fast. High health, high speed, low pain chance. It has an unavoidable charging electric zap attack (think similar to Archvile attack) which can only be dodged by finding cover. It also has a devastating melee attack consisting of two Dissever electrowhips, one for each of it's hands. While its electrowhips have a range of about 128 mp, it can swing them out farther than that, making it deceptively less threatening at first. If it cannot get within range with its whips, it will switch out to it's electric zap attack. Unlike other flying monsters, it will go below the player's head height in order to attack. Drops a Volt Generator upon death.

  - *Appearance:* You can think of this design as almost like a flying scorpion of sorts. It has a segmented body and is meant to look like a sleek and agile engine of death. It's torso is egg-shaped and has a number of appendages jutting from it. From it's rear is a multi-jointed tail which curves back and under the body of the monster. At the tip of this tail is a large strum rod from which it's unavoidable zap attack comes from. The strum rod looks much like the others; fat at the attached end and then tapering down to a point, with an orb at the point. Two triangular stabilizing fins jut up and outwards from it's back. The arms are simple mechanical appendages which house simple muzzles from which the electrowhips come out from. Unlike the Dissever which the player can wield, it's electrowhips are constantly fired out from its muzzles; they dangle towards the ground and move and sway when the monsters moves around. It's head is a simple, egg-shaped appendage sitting on top of a short but stick-like neck. It has two bug-ish eyes sitting on the sides of it's head, colored blue. The eyes are flesh and a small brain can be seen sticking out the back of it's head. It's body is colored gunmetal with blue highlights.

This guy is heavily inspired by the [Pulverizer](#) from Armored Core: Last Raven.

- Mammon:

  - *Behavior:* High tier boss-style monster. Extremely large. Very high health, medium speed, no pain chance. Slow turning speed. Has some very dangerous attacks but isn't exactly aggressive. More of a mobile fortress meant to shift the focus to it in a battle. Technically it's a flying monster but it cannot change it's altitude; it can only move on a horizontal plane and it hovers about 64 mp from the ground. Attacks consists of a salvo of 4 BAMMs fired from 4 separately spaced areas on it's body. It will randomly fire electro ball projectiles in all directions. It also has a powerful electric zap attack which can only be avoided by taking cover. Unlike the Flayer's zap attack, it will hit any and all targets that are within view of the monster. Directly underneath the monster are lightning bolts which zap from the bottom of the monster to the ground; similar to the Strumcaster's melee attack. The player can walk underneath the monster but will be subject to taking a large amount of damage from the lightning streams flowing from the monster into the ground. It will occasionally summon two Strumcasters from a port on it's body. If it falls off of a ledge, instead of plummeting fast, it will slowly glide down.
  - *Appearance:* This monster is sort of a mini-fortress or tower; much more of a turret-style monster. It's the largest monster in the game, probably 4x the height of the player and much, much wider. It has a smooth, rounded bottom which hovers over the ground. The base supports a sort of monolithic tower structure which houses the monsters massive brain and mechanical eyes. You can see the brain sitting in the middle of the monsters through some grating. The tower is shaped similar to an inverted cone, at the top of which sites two electric blue eyes. The eyes are arranged vertically to each other and can spin 360 degree around independent of each other. The all encompassing zap attack comes from the eyes as well as the electro ball spam attack. The salvo of BAMM missiles comes from 4 ports on its hovering base; one located on each cardinal direction of the circular base. The Strumcasters spawn through ports on the side of the coned-shaped body. The electric attacks are colored blue.

- Internecine:

  - *Behavior:* Highest-tier boss monster; final boss. Used on the last map only. Large but not as big as the Mammon. Very high health, very low speed, no pain chance. Can fly but it's very, very slow. Doesn't have any attacks but it has regenerative and resurrecting powers. Any monsters within a certain set radius of it (256 or 512 mp) will have their health regenerated by certain increments and any corpses will be resurrected (with only 10% health). It can bring any monster back to life except for the Mammon and the Cannonade. It can fly freely in any direction it wants; it is not limited in it's movement behavior like some of the other flying monsters.
  - *Appearance:* This monster is basically a gigantic flying brain. After the conquest of the robotic inhabitants that are player hails from, it has begun to add many mechanical implants to itself. The brain matter is an evil-looking dark pink/red color, darker and redder than any of the other brains that are seen in other monsters/textures. Thick wires and other such things probe and stick out from it. The entire brain sits in a large mechanical chassis or cradle. The metallic cradle takes up the bottom portion of the

brain and wraps up to it's backside. The backside part of the cradle houses various mechanical looking devices; gears, exhaust grates, stuff like that. At the front there is a large, reddish-pink mechanical eye with a dark red pupil which slowly pans around. The eye housing is metallic and connects from the bottom part of the cradle and is sunken deep within the brain matter.

Miscellaneous:

- Flaming Oil Drums that explode when shot
- Giant electro-core, seemingly used as an energy storage solution, turned into explosive shock bombs when shot.
- Gas-lamps, used as a lighting source. Need large, pillar-like lamps, smaller lamps with exposed flame, and small ceiling lamps.
- Steam/smoke
- Flame
- Sparks
- Small embers popping up from molten metal/lava
- Thick bubbling on the top of oil
- Crates! Big crates, little crates, and every size in between.
- Rusty metallic pedestals with the shape of a gear sitting on the top of it.
- Need lot of generic looking metallic scraps of various designs. Some fresh and shiny, some rusted, some covered in blood.
- Dead and destroyed robotic corpses for decor.
- Flesh and blood decor - pools of blood, brains of various sizes which have been damaged, piles of innards.
- Placeable corpses for most of the monsters.
- Pipe-like spikes, some with robotic heads on them and other with brains on them.
- Earth-like trees which can be used for the first episode and third episode. Need a large tree, medium tree, and a bush-like small tree.
- More trees but more twisted and more alien looking. No leaves; something sort of like a tree that's been burned.
- Large metal piece of superstructure that can be placed. Large and small pipes, I-beams, large gears, other various industrial-type peices.
- Mechanical debris; parts and whole engines that have become rusty and inoperable, pieces of larger, complex machinery.
- Chains, large and small, that can be placed in a map or hung from a ceiling.
- Small airships and heliships that can be seen flying around the horizon/map.
- Secret objects, easter eggs...anything fun like that that we can think up of along the way. Could be used to unlock secrets, etc.

The Player:

Ideally I would like a player to be able to choose between a male or female base model. I don't want to discriminate against females here! Choosing either a male or female model won't have any impact on gameplay whatsoever; it would be purely cosmetic. The male model might be just a tad taller with

broad shoulders, board chest, and just slightly wider. The female model might be slightly shorter and slimmer with a slightly curvier build and uh....robo boobs, I guess. Otherwise, they share the same features. If we can't do that, then the player model should be as genderless as possible.

The overall design of the player model should be humanoid; standard-joint legs with feet and knees. A torso where the legs connect. Arms with elbows and hands and some sort of fingers. And a neck leading up to a head. Like some of the monsters, it should be easy to visibly see some of the robotic parts exposed. Perhaps the chest chould have a portion of it opened up where you could view gears, wires pipes. A small, vertical exhaust port would come up from the it's back; steam could shoot out of this port. The overall design and feel of the player model should reflect that he/she is a worker. So the legs and arms/hands should look bulky and industrial- grade; very durable and tough. I thought it might be a little silly at first, but I think he/she should wear gloves. Pistons or pull-rods could be made visible on the legs/arms. Overall a little transparency on the inner-workings would be pretty cool. The head should almost be like a hat for a human; it can be interchangeable. The regular head should resemble a human somewhat; oval in shape with two eyes or some sort and a mouth/communication of some sort. Plain but still stylized. Because of the line or work our player is in (busting up rocks in space) he/she wears protective gear; a small chest place that sits up high on the chest and simple shoulder guards. On the backside of the model there should be various ports or sorts where things can be "plugged in". Some of the various pickups/powerups hook up here. It would be pretty cool to actually see those pickup models on the player in one of the ports when said pickup is used.

Customizability is a big goal for the player model. Aside from being able to choose a gender, a player would be able to choose from a variety of either predetermined colors from from a sliding RGB scale. Colors are separated into two different section of the player model. A base color would would color the majority of the player's body and a secondary color would would color smaller details. These colors apply to the player's Orbit as well.

Throughout the game, a player can unlock various new parts for his/her robot by doing any number of different tasks. Various part types can be unlocked - new heads, new shoulder guards, new chest plates, and new orbit models. All new parts are purely cosmetic and should in no way directly effect the gameplay mechanics. We can and should get creative here with all the various different part designs so that there is a lot to choose from and a lot of different variety.

Game Sounds

Hammer
- Attack: Swinging, swhooshing sound as it flies through the air. Need two or three slight variations of this sound.
- Impact: Depends on what's being hit. For monsters, need a very meaty, bloody blunt impact. Like if you took a hammer and bashed a large piece of meat. For solid surfaces, such as map structures, need a few here as well. Need a dirt impact, a rock impact, a wood impact, and a metal impact. Two or three variations of each would be good.
- With Furnace powerup active: The Hammer makes a burning fire and crackling sound while the weapon is idle. All other sounds remain the same.

Automag
- Attack: Heavy sounding, somewhat generic bullet attack sound. Pistol or rifle like. Need one or two variations.
- Impact: Need bullet-hit sounds for monsters. Need twangy, ricochet sounds when solid objects and map structures are hit. Need a couple of each.

Scattergun
- Attack: Needs to sound just like a shotgun blast. One or two variations. Need a pump reload sound for the reload action inbetween shots.
- Impact: Uses the same sounds as the Automag projectile impact sound.

Phalanx
- Attack: Uses the same sounds as the Automag projectile sound, but they need to sound just as good when the sound is being played over and over very quickly.
- Impact: Uses the same sounds as the Automag projectile impact sound.

Thermite Mortar
- Attack: Bellowing, rumbling cannon explosion sound. Very jarring and imposing. Need a clanky, metal-on-metal sound for the next shell round cycling into the barrel inbetween shots.
- Projectile: A sorta sutble whistling/hissing/crackling sound as it flies through the air.
- Impact: Very big explosion sound, maybe with some popping and crackling of thermite in the background.

BAMM Launcher
- Attack: The sound of a missle or rocket coming out of a tube or launch platform. Not really loud or explosive, but definitely intimidating.
- Projectile: Jet-like; flame under pressure with a sort of high hiss sound.
- Impact: Similar to the Thermite Mortar impact, but maybe longer and more explody with the sound of dirt and rocks hitting the ground near the end of the sound.

Scatterpulse
- Attack: Sci-fi, high-tech laser-ish sound. Pew pew! Need a few slight variations.
- Impact: Staticy, electric buzz.

Tachyon Driver
- Attack: There are three; one for each stage of fire. Semi-rapid fire mode (no charge state) needs that sci-fi, high-tech laser sound (maybe use Scatterpulse sound, but needs to sound good when fired slowly); very "pew-pew" sounding. Needs a mid-powered sound that will play anywhere from a small to large charge (just before the full charge); will sound similar to the no-charge lasers sound, be needs to be fuller/heavier with some electricity/crackling sounds. Fully charged the laser sound must be very heavy and should also have a hint of an explosion-ish sound as if the discharge was very violent; probably should sound almost exactly like a big thunderclap since the weapon shoots out what is essentially lightning.
- Impact: Just like the attack, there needs to be three impact sounds for each possible charge state. For the lowest, it will use the same impact sound as the Scatterpulse projectile. The medium charge state will be similar to the low charge state sound, but lower and with more electricty crackling. Highest charge state needs to have electricty crackling sound mixed with a low explosion sound; this will be played at each point where the beam bounces from.

Dissever
- Attack: Very vicious, crackling electric sound mixed with a whooshing sound and with a loud crack at the end of the attack; think of a whip made of electricity. Two variations at least would be good.
- Impact: Need sort of a whipping sound with crackling electricity mixed in. Two or three variations would be good.

Phase Collider
- Attack: Another sci-fi-ish, laser sound, but needs to sound significantly different and more powerful than the one used by the Scatterpulse and Tachyon Driver. Maybe tone down the buzzing, electricty a bit and put more emphasis on a plasma/laser rifle sound. Also needs the sound of a solid projectile firing out of a barrel as this is a combination of a solid and electric ammo weapon. Also need to have an electric hum sound as the weapon charges, starting out somewhat low in volume and gradually getting louder until it reaches full charge.
- Projectile: Makes a very apparent crackling sound as it flies through the air.
- Impact: Since the projectiles pierce through enemies, they don't actually make an impact sound. Rather they should make a very deathly sounding electric buzz as they dish out damage on all enemies within the invisible radius of damage; like the sound of something being electrocuted. When they hit a solid surface, they make a sort of fizzle and poof sound.

Armor Orbit
- Attack: Uses the same solid round sounds that the Automag/Scattergun/Phalanx does.
- Impact: Uses the same solid round impact sounds that the Automag/Scattergun/Phalanx does.
- Shield: When an attack hits it, it makes a small buzz/electric sound.

Vulcan Orbit

- Attack: Uses the same solid round sounds that the Automag/Scattergun/Phalanx does.
- Impact: Uses the same solid round impact sounds that the Automag/Scattergun/Phalanx does.

Flare Orbit
- Attack: Makes a whooshing flame sound.
- Impact: When it hits an enemy or solid surface, makes a burning and crackling sound.

Strum Orbit
- Attack: Makes a continuous buzzing electric sound.

Pick-ups
- Keys/Gear Keys: A sort of quick, metallic jingle sound; like if you took a keychain and jingled it a bit or dropped it on a hard surface.
- Health Items: A sound of a robot making a relief sound...like "ahhhhh", but very mechanical and robot sounding. When inventory health items are used, this same sound is made.
- Armor Items: The sound of a sledgehammer hitting a hard metal surface, but mechanical/robotic sounding and eachoed a little bit.
- Powerups: Not sure here, but there are any number of cool things we could do. Sound sound epic and sorta like the player has just become super powerful or something.
- Ammo: A sort of crunchy, metallic sound. Maybe like the sound that's made when you load a mag into a weapon.
- Weapons: The sound of a gun cocking...not the same as the Scattergun reload sound though.
- Orbit: Upon pickup of any of the four different orbit attachments, a sort of miniature robotic power-up sound is made. Upon use from the inventory, a robotic chirp sound is made as the player's Orbit becomes active.
- All other items: A quick electronic sounding chirp or something like that. Something simple and subtle.

Monger
- Awake: Makes a sort of low grumble/growl. Alternate can be a slightly louder yell or grunt. Should sound like the sounds are being made under a large, metal helmet or mask of sorts.
- Active: Sounds of heavy breathing under a heavy helmet or mask. Need a few alternates.
- Attack: Uses the same solid round sounds that the Automag/Scattergun/Phalanx does.
- Impact: Uses the same solid round impact sounds that the Automag/Scattergun/Phalanx does.
- Pain: An "Ooof" and "Aagh" sound, or something like that. Again, must sound as though it's coming from under a heavy helmet or mask.
- Death: A sort of pitiful, painful moaning and then a "plop" sound as he slumps to the ground.
- Gib Death: Since there will be copious amounts of blood and gibs flying around, it should be as meaty, fleshy, and bloody sounding as possible.

Minion
- Awake: Also makes a sort of low grumble/growl sound, but lower and meaner. Alternate can be a

loud "Ahhhh!" or "Aaargh!". This monster wears a sort of re-breather attached to a large helmet, and he also has come robotic parts in him. So the sounds should be somewhat muffled and slightly robotic sounding.
- Active: Same sounds of heavy breathing, but slightly more robotic.
- Attack: Uses the same solid round sounds that the Automag/Scattergun/Phalanx does.
- Impact: Uses the same solid round impact sounds that the Automag/Scattergun/Phalanx does.
- Pain: Similar to the Monger with an "Ooof" and an "Aagh", but more muffled and more robotic.
- Death: This death sound should be a little more defiant sounding than the Monger's. Maybe a death scream that starts out somewhat human sounding but quickly gradients to a very robotic sound, with a little electric crackle at the end. Also makes a "plop" sound as he slumps to the ground.
- Gib Death: Same as the Monger's basically. Maybe throw in the sound of some metal bits falling to the ground too.

Drillborg
- Awake: Makes a sort of low-pitched robotic screech.
- Active: Is relatively quiet but will occasionally make a low-pitched robotic "mmmmmm" sound. His robotic legs make clanking and thud sounds when he is walking.
- Attack: The giant drill on his left arm will rapidly spin as he sights in on the player and starts to move in for the attack. The sound should probably be like a something a large power-saw makes as its running.
- Impact: When the drill makes contact with the player or another monster, there needs to be a very meaty and grinding sound made. Like if you were to take a saw and try to cut through a really tough piece of old meat.
- Pain: A quick, low-pitched and robotic sounding "AH!"
- Death: A combination of the sound of machinery failing and collapsing and a very robotic sort of grumble leading to a quick scream. There should be a loud metal thud as the large drill hits the ground.

- Gib Death: Same as the Monger's and Minion's, but the sound of the drill hitting the ground needs to come through more.

Samrog
- Awake: Makes a purely mechanical language sound; very robotic and low-pitched. Should sound like he's saying "attack!" but in a completely indiscernible language.
- Active: Makes a little more noise than the Drillborg but makes no walking noises. Maybe some robotic chatter, all indiscernible.
- Attack: Melee hammer attack makes the exact same sounds as the player's hammer. Lightning ball attack makes a quick "Bzzt" sound when fired.
- Projectile: As the lightning ball flies through the air, it makes a subtle electric buzzing/humming sound.
- Impact: Upon impact with the player, monster, or solid surface, it makes a electric buzz and dissipation sound.
- Pain: Whatever painful expletives a robot would make. So similar to the active chatter sounds, indiscernible, but more painful sounding.
- Death: A robotic screams, maybe sounding like "EEEeerrggghhh" or something. With a solid thud sound as he hits the ground.
- Gib Death: Again, same as the Monger, Minion, and Drillborg. No obvious large metal chunks hitting the ground like the Drillborg; so probably similar to the Minion's gib death.

Strumcaster
- Awake: Since this little guy is mostly robotic, his awake sound should be a simple electronic chirp of some kind.
- Active: Makes a very subtle, humming drone sound as he hovers around the map.
- Attack: The electrical ball attack sound is exactly the same as the Samrog's. The close-range strum attack sounds similar or exactly the same as the Strum Orbit's attack; it makes a continuous buzzing sound.
- Projectile: Uses the same sound as the Samrog's electrical ball attack as it flies through the air.
- Impact: Uses the same sound as the Samrog's electrical ball as it hits a player, monster, or solid surface.
- Pain: A sort of electrical alarm or error horn, some sparks, and then a quick "beep" as the monster rights itself.
- Death: Makes a sort of whistling electrical sound, like pressure is being release, and then some more electrical distress sounds which slow down and stop (sorta like the sound a little toy makes as it's batteries start dying). When the monster falls from the air and impacts the ground, a metallic crashing sound is made.
- Gib Death: The monster makes a small explosion sound. Needs sound of small bits of metallic shrapnel hitting the ground. Lastly, there needs to be the sound of a busted up and bloody brain gibs hitting the ground and bouncing around a bit.

Acrobande
- Awake: A very loud and ominous robotic awakening sound. Someting that sounds like a large machine warming up and coming to life.
- Active: Makes a subtle, humming drone sound as it hovers around the map; similar to the Strumcaster's active sound, but maybe a bit louder and lower-pitched.
- Attack: Sounds exactly like the player's Tachyon Driver weapon attack.
- Impact: Sounds exactly like the player's Tachyon Driver weapon projectile impact.
- Pain: Similar to the Strumcaster's pain sound, but has a deeper, lower pitch and should be just a tad longer in length.
- Death: Almost exactly like the Strumcaster's death sound, but a tad longer and lower-pitched. Crashing sound needs to be bigger too.
- Gib Death: A big explosion followed by the sounds of various bits of shrapnel hitting the ground and lots of bloody brain gibs bounding around.

Trepidon
- Awake: A bellowing, half-beast and half-robotic howl. Maybe something like "aaaAAARGGWWEEooo" or something. Must be very foreboding and full-bodied since this is a large upper-echelon monster.
- Active: Should occasionally made some metallic grinding noises and very low robotic grumbles. The monster strides on large, metallic reverse-joint legs and should make heavy sounding metallic footstep sounds.
- Attack: Uses the same solid round sounds that the Automag/Scattergun/Phalanx does. Since he carries to Phalanx weapons, we don't want all of those sounds playing so close together to sound too overpowering.
- Impact: Uses the same solid round impact sounds that the Automag/Scattergun/Phalanx does.

- Pain: Sould still have that half-beast, half-robot quality like the awake sound; needs to be one of the longer pain sounds. Should sound like "Ahhhh oooo" or similar.
- Death: Makes a really short howl of some sort, maybe lightly higher-pitched than the rest of the sounds since it's in pain, and then the rest should consist of the sounds of large, heavy metal pieces fall apart and onto the ground.
- Gib Death: Similar to the regular death but with the sounds of brain gibs falling to and bouncing around on the ground.

Umbride
- Awake: A very aggressive, high-pitched shriek that has a sort of robotic echo in it.
- Active: Also high-pitched and aggressive sounding. Should be something like "eeeyAAAAAeeee". Since he flies around with two jets for legs, there needs to be a good, high-pressure jet whine as he flies around.
- Attack: It's war-hammer melee attack sounds very similar to the player's hammer, but should be a little heavier/meaner. It's heat-seeking thermite missile attack sounds exactly like the fire sound of the player's BAMM Launcher.
- Projectile: Sounds exactly like the Thermite Mortar's projectile sound as it flies through the air.
- Impact: It's war-hammer impact sounds exactly the same as the player's hammer impact sound. The impact of the thermite missile should sound like the Thermite Mortar's projectile impact explosion, just not as big/loud.
- Sheild: When a projectile hits it (except for certain projectiles like explosives), it should make a "tink" sound. Just like a bullet hitting the side of a large peice of metal.
- Pain: Still high-pitched and robotic sounding; should be like "Aahhhwwwerrlllll".
- Death: Similar to the Awakening shriek, but slightly lower pitched and then ending in a sort of bloody gurgle. Makes a hard crashing sound as he falls back to the ground.
- Gib Death: Makes a large explosion sound with lots of fire, burning, crackling sounds. Makes the same hard crashing sound but with the sounds of bits of shrapnel hitting the ground. Also needs the sounds of bits of fleshy torso and brain gibs falling to the ground and bouncing around.

Aegis
- Awake: A low-pitched, monotone, almost silent robotic droning sound. Something like "uuuuuuunnnnnnnnnnnnrrrr"
- Active: Makes the sound of a modern day tank as it moves and turns.
- Attack: Uses the same BAMM projectile attack sound as the player's BAMM Launcher. Also uses the same sound as the player's Scatterpulse weapon firing sound.
- Projectile: Again, uses the same sounds of the player's BAMM missile as it flies through the air. Scatterpulse projectile makes no sound as it flies through the air.
- Impact: Yet again, makes the same sounds as the player's BAMM missile/Scatterpulse projectile as it hits a player/monster/wall.
- Pain: Low pitched, monotone, robotic, but sounds a little crunchier since he's in pain.
- Death: Slightly higher pitched than the Awake or Pain, but still monotone and robotic. Sound sound like "eeeeeeerrrrrr" with some sparking sounds, hissing, and then an explosion.

Cannonade
- Awake: Very loud and intimidating. Should be somewhat robotic and have a metallic echo. Maybe something like "eeeeeeaaaaAAWHAAAARRRGGG".

- Active: Footsteps should be very heavy and thunderous. Will occasionally make a sort of growl or gurgle, again with the same robotic/metallic echo.
- Attack: Uses the same sounds as the player's Thermite Mortar weapon attack. Monster makes a sort of higher-pitched war scream right before hit goes in for it's melee headbutt attack.
- Projectile: Uses the same sounds as the player's Thermite Mortar projectile as it flies through the air.
- Impact: Uses the same sounds as the player's Thermite Mortar projectile as it hits a player/monster/wall. Melee headbutt attack should sound very violent and almost explosive; should be a big, metallic "BANG" with sound of bits of rocks and dirt falling back to the ground.
- Pain: Makes a slightly higher-pitched yell with the same robotic/metallic echo. Perhaps sounding like "Aaaaahhfffff"
- Death: Very dramatic with the same robotic/metallic echo quality. Should start out as a scream and then transition to a gruesome, meaty and bloody gurgle. In the background there should be the sounds of steam hissing, some sparks, and then at the end the sound of large piece of metal and chunks of flesh crashing into the ground. One big crash at the end as the upper portion of it's head and jaw hit the ground.

Flayer
- Awake: A sort of insect-sounding screech or yell, with a robotic tone. Must sound very aggressive.
- Active: Makes a high-pitched droning growl or gurgle, again with a robotic tone.
- Attack: For it's unavoidable electric zap attack, there needs to be the sound of build-up of an electric charge...perhaps a sort of buzzing/popping sound with a background sound of a machine slowly powering-up. The attack should sound almost like a big thunder-clap since the attack is essentially a big, homing hitscan lightning bolt. It's Dissever attack sounds exactly the same as the player's.
- Impact: Sounds the same as the player's Dissever weapon impact sound.
- Pain: A quick insect-like hiss, with a robotic tone.
- Death: Similar to the awake sound but lower-pitched from the beginning. The sound gets lower and lower and then moves to a purely robotic sound. The monsters needs to make a big crash as it hits the ground.

Mammon
- Awake: A very low-pitched, monotone, robotic drone, perhaps sounding a bit like "ooooooouuuuuuuunnnnnnnnn".
- Active: Doesn't make an active sound aside from the sound of electricing zapping to and from it's underbelly.
- Attack: Uses the same attack sound as the player's BAMM launcher. Also uses the same attack sound for it's unavoidable electric zap attack as the Flayer. And also uses the same generic electro-ball attack as the Strumcaster. It does not make a sound when it summons Strumcasters.
- Impact: Uses all the same impact sounds for per each attack.
- Death: Makes a similar sound to it's awake sound, but then it quickly followed by a huge explosion with fireballs and sparks and crashing/clanging metal.

Internecine
- Awake: Should be a very dreadful sound, almost like if you were to slam and hold down the keys on an old acoustic piano. If that can be done in a sort of robotic tone, I think that might be it. It must be a very pervasive sound.
- Active: Doesn't have a traditional active sound but it does make a subtle sound when other monsters

are in it's vicinity. If a monster is close enough to it, it will be healed in small increments. The sound made when monsters are being healed should be a very slight, low-pitched drone of some sort.
- Attack: It doesn't really have an attack but it does have a resurrecting behavior. The sound it makes when it resurrects a monster should be a sort of meaty/bloody gurgle but played backwards.
- Death: A very defiant, almost telepathic scream which then coalesces into a very meaty sounding explosion followed by a meaty/metallic crash to the ground.

Player (Male)
- Use: A simple "Umphf" sound will work. Needs to sound robotic. May want atleast one variation.
- Pain: Should be pretty self-explainatory. Needs to sound robotic. May want 2 or 3 variations.
- Death: Also should be self-explainatory. Needs to sound robotic. May want atleast one variation.
- Gib Death: Same as death but should sound more painful and maybe the player should explode. Needs to sound robotic.

Player (Female)
- Use: Same as male but a female should probably provide the base sound.
- Pain: Same as male.
- Death: Same.
- Gib Death: Same same same!

Environment Sounds
- Teleporting
- Normal Speed Door Open/Close
- Fast Speed Door Open/Close
- Lift Raise/Lower
- Platform Move
- Other, Misc. Moving Structures (eg. crusher)
- Hissing Steam (ambient)
- Electric hum (ambient)
- Electric spark (ambient)
- Fire
- Bubbling Liquids
- Burnining Sound (lava)
- Machine hum (ambient)
- Piston sounds (ambient)
- Electronic switch (on/off)
- Mechanical switch (on/off)
- Gibs and gore bouncing
- Blood splats
- Exploding oil barrels

- Exploding/Zapping electrocores
- Terrain walking sounds (metal, stone, gravel, wood, flesh, dirt, shallow liquids)
- Terrain impact sounds (""   "")
- Liquid terrain splashes (water, oil, lava, blood)

Misc. Sounds
- Chat/Message sound
- Very subtle electronic drone/scanning sound when player is viewing the automap.
- Some sort of installation sound when player changes his/her player model visuals (power-drill sound or something).