

Chroma Carnage

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*AI concept art



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What sets this project apart?

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OVERVIEW

- **Theme / Setting / Genre**

- Chroma Carnage is a chaotic roguelike where the player must battle robots in a sci-fi themed laboratory. It is a 1st person shooter with high mobility and weapon variety.

- **Targeted platforms**

- PC
- Released on Itch.io

- **Monetization model**

- Free on release

- **Influences**

- #1: Doom Eternal (Gameplay)
 - The high intensity and high mobility create the chaotic combat
- #2: Enter the Gungeon (Gameplay)
 - The procedural generation from the weapon upgrade rooms to the boss
 - Locking the player in the same room as enemies are spawned
- #3: Futurerama (Theme)
 - The future theme with robots

- **Competitors**

- Enter the Gungeon: If the player enjoys procedural dungeon roguelikes
- Ultrakill: If the player enjoys high intensity 1st person shooters

- **The Elevator Pitch**

"Chroma Carnage is a chaotic, 1st person roguelike where the player clears out robots stationed in each segment of the laboratory. They can find rooms that store new weapons to increase firepower. Once the player is confident, they can fight the floor boss and clear the laboratory of rogue robots"

- **Project Description**

Chroma Carnage is about how rogue robots took over a laboratory and wiped out the other humans researching inside. As a special agent, it is your job to clear out the resisting robots and bring order to the laboratory again.

The high intensity combat is what should stick out the most as the player explores the laboratory. The unique weapon variety is something that should influence replayability and improve combat. The different unique enemies types should also make the player think on how to handle each room.

*AI concept art



WHAT SETS THIS PROJECT APART?

- **What sets this project apart?**

- **Chaotic Combat:** The maneuverable environment and the amount of enemies require the player to be agile and aware of their surroundings.
- **Unique Enemy Types:** the different types of enemies force the player to engage each room differently.
- **Weapon Variety:** the variety of different weapons gives the player a chance to fight the enemies differently and use the environment based on their current weapon.

- **Core Gameplay Mechanics**

- **Mobility:** High movement speed lets the player move around quickly. The ability to Dash lets the player cover distance quickly. Being able to mantle ledges lets the player scale vertically so they have more room to fight. Double jump also allows the player to scale vertically more easily.
- **Weapons:** The multiple types of weapons have differing fire modes, fire rate, damage, and unique effects. The unique effects are applied to the base weapon fire. As the player does damage, they build up unique fire percentage with each unlockable weapon has a unique attack
- **Procedural Generation:** The random generation provides a new layout every time which provides replayability. The enemy spawns are random which gives each room a different feel each time. The unique weapon rooms provide a different weapon each time so the player can't expect the same thing.
- **Enemies:** Different types of enemies have the player engage each enemy differently. Some are melee types and some are range types. A boss enemy is the final enemy in the game which has 3 different attack moves the player has to evade.

STORY AND GAMEPLAY

Story

As robot production and utilization has become normal, worksites and facilities are filled with them with just humans to oversee them. The robots in a laboratory go rogue one day which leads to robots overwhelming and capturing the site. As a special agent, you must work your way in and destroy all hostile robots and the one commanding them all.

Gameplay

Players must clear out an overrun laboratory with rogue robots inside. The different types of robots provide unique encounters in each room as the player has to deal with different kinds of robots. The player has high mobility gear which allows movements like double jumping, dashing, and ledge grabbing.

The Laboratory provides different types of weapons the player can find and use to help increase the damage output. Each weapon has different firing modes and applies unique damage to enemies. Applying damage increases the player's unique fire bar which can be used with found weapons to release their stronger weapon ability.

Schedule

- **Time Scale:** 3 Month Limit to finish and \$0 asset budget

- **Milestone 1 : Weapon System**

Gun Name	Unique Type	Fire Mode	Normal Fire Mode	Unique Fire Mode
Null Shard	none	Semi Auto	Fire a plain single bullet	none
Crimson Helix	Explosive	Semi Auto	Single explosive bolt that sticks on impact then explodes	Launch a concussive blast to knock enemies back
Glacier Beam	Ice	Burst	Burst of Cyro rounds that slows down enemy movement speed	Apply freeze effect to enemies around player
Corroder	Acid	Auto	Fire acid pellets that apply acid to enemies which does damage over time for 5 seconds	Spray an acid mist in front of player to apply acid effect
Thunder Jaw	Electric	Shotgun	Fire a spread of electric bullets which bounce once and applies electric effect to enemies it hits which stuns enemies for 1 second	Stun all enemies around the player for 1 second
Eclipser	Laser	Auto	Fire a constant beam that can pierce through enemies and walls	Fire a single beam that does significant damage

- **Milestone 2 : Mobility System**

- **Dash:** the player has 2 dashes that recharge overtime. The dash launches the player in whatever direction they are currently moving.
- **Ledge grab:** The player can grab a ledge close to them to pull themselves up allowing for more vertical mobility.
- **Double Jump:** Lets the player jump twice so that they can move into the air better and have better vertical mobility.

- **Milestone 3 : Dungeon System**

- **Room Enter:** Close all the doors and spawn enemy wave or spawn weapon in loot room
- **Room Clear:** Open all doors so player can advance through laboratory
- **Loot Room:** Grant the player a new weapon
- **Combat Room:** Spawn enemy wave
- **Boss Room:** Spawn Boss

- **Milestone 4 : Enemy System**

- **Melee:** Strafe around room until they decide to run at the player and attack
- **Self Destruct:** Run directly to the player and explode when close enough
- **Range:** Strafe around the room until they want to start their range charged attack
- **Flying:** Fly around until they decide to do their lob attack which explodes on contact
- **Brute:** When close enough, do a jump attack at the player. When further away, do a triple ranged attack at player
- **Boss:** has 3 Different attacks
 - Lunge directly at the player dealing significant melee damage
 - Fire a stream on ranged attacks for 3 seconds which destroy on impact
 - Fire 2 rings of projectiles from the boss which destroy on impact