



X STATEMENT:

PHOTON UNIT NANO KANNON

eL33T-FOAR



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High Concept

P.U.N.K. is an action based puzzle game that utilizes a 2D side view camera where you can see the full stage as you complete each level. You play as a Steam Punk technician who navigates through the inner workings of clocks in order to fix the broken links, avoid or kill the enemies



and solve the puzzles. The player uses a P.U.N.K (Photon Unit Nano Kannon) to both zap enemies as well as use beams of light to fill power nodes with enough energy to progress through the stages and fix the system.

Features

P.U.N.K (Photon Unit Nano Kannon) - Shoots slow moving squares of light in such unison that it appears to be a solid line; looks similar to a lazer¹.

Reflection – The lazer¹ that shoots from the P.U.N.K is able to be reflected off of mirrors to achieve different outcomes and go to different angles.

Enemies with Mirrors – Enemies don't seek out to attack you, they use your own weapon to kill yourself.

Activatable Nodes – Nodes that are activated by the P.U.N.K lazer¹ that allow the environment to move or be manipulated.

Lightning – Kills the player when touched.

Goals

Short Term: Moving around and staying alive.

Intermediate: Shooting the P.U.N.K. and completing puzzles.

Long Term: Repairing Clocks.



¹ - The spelling of Lazer with a Z is intentional.

Design Pillars

Node Based Puzzles:

- Necessary Input -> Designated Output
- Requires a specific amount of energy for the node's to be active
- Requires the P.U.N.K. lazer's energy

P.U.N.K.:

- Lazer based firing
- Used for solving puzzles and combating enemies
- Physics and reflection
- Straight shooting

Aesthetic:

- Steampunk colors and feel
- Clocks and Cogs
- Pixel / Modular



Visual Style

P.U.N.K. will feature a pixelized, steampunk theme to bring its world to life.

Steampunk was chosen to make the game look immediately appealing to the player, and give a sense of cohesiveness to the world, while limiting the content that actually fits into the game. The environments will consist of treated wood mixed with bronze metals, while gears constantly spin in the background and steam scatters into the air. The main character will be equipped with a "vintage" laser weapon and will have to stand out with brighter colors and a clear silhouette. Our color palette will consist of many tones of brown, as well as golden yellow, gray for smoke, bright red for the lazer, and bright blue for interactive materials such as mirrors.

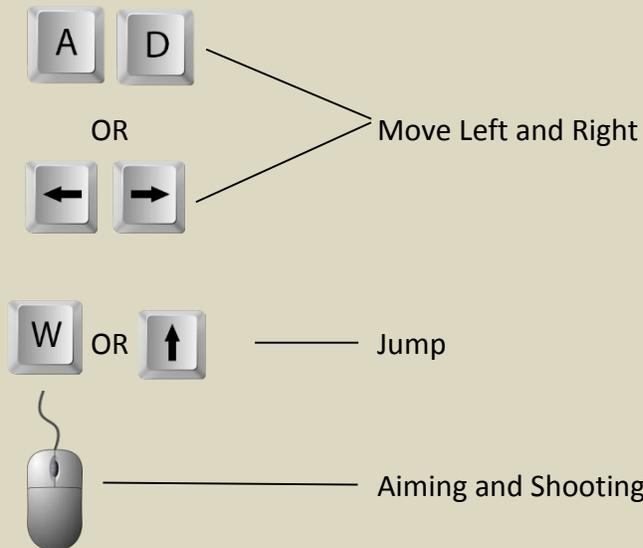


Pixelized graphics help establish the game as a "small" experience, and give charm to the characters and enemies. It also complements the fact that our levels will be made of blocks and 90° angles. We want to avoid as much as possible the "brushy" feel that most flash games have, and pixels are a sure way of making the levels look sharp.

Backstory

The backstory of the character is that he is a simple technician who has a niche for repairing clocks. He grew up in a family who has always been heavily involved in the military. The character became very anti-war and wanted to take the path of a more practical and simple job by repairing clocks.

Controls



Comparative Analysis

	<u>P.U.N.K.</u>	<u>Mega Man</u>	<u>Portal Flash Game</u>	<u>Dirk Valentine</u>
Action puzzles	Solving puzzles whilst avoiding enemies	Jumping and shooting	Shooting portals whilst avoiding turrets	Solving puzzles whilst avoiding enemies
Unique weapon	P.U.N.K.	Mega Buster	Portal Gun	Chain Cannon
Move and aim all directions	All Directions and Moves	Shoots forward only	All Directions and Moves	All Directions and Moves
Simple mechanics	Mild Complexity	Jump and Shoot	Mild complexity	Strict Actions
Interesting aesthetics	Steam Punk	Future	Clean/Clinical Controlled environment	WW1 Steampunk
Environment interaction	Node Activated Puzzles	Jump and Shoot	Portals/Gravity	Chain grabbing/bridges
Varying enemies	Varying complexity	Varying complexity	One type of turret	Simple Enemies