

SST Design Doc

#SST

Game Pitch

A fantastical trippy spaceflight roguelite journey of strange puzzles, thoughtful action, and tricky maneuvering. As you meet new creatures and characters, you will find ways to help you beat time to try to protect your loved ones.

Design Pillars

1. Wistful, flowing maneuvering and combat
2. Progressive story and play options that develops over multiple plays
3. Approach to challenges will impact level progression, rewards and character reactions

Gameplay/Mechanics

1. Camera: Third-person perspective similar to Starfox, however camera is further back, allowing for more complicated maneuvers. Camera view may change depending on actions
2. Movement: Player is constantly moving forward - Boosting and Braking to adjust speed levels. Can strafe horizontally and vertically within the boundaries of the level
3. Challenges: Three main types of challenges include:
 1. a) Combat Challenges - each enemy unique in the way to defeat,
 2. b) Maneuver Challenges - complete tricky maneuvers such as flying through gates or controlling your speed to reach objects and goals, or
 3. c) Puzzle Challenges - finding ways to unlock cargo ships, break through passage ways, unlock secret areas
4. Mechanics:
 1. a) Shooting - use basic energy blasters or special multi-lock weapons,

2. b) [Gravity Ray](#) - Pull in smaller enemies to use as a shield or throw as a weapon, grab objects to analyze or hack, collect new items, protect creatures/objects
 3. c) [Shielding](#) - Block attacks - Physical weapons fully blocked - other energy attacks drain shield energy faster. If holding an object, they are protected by the shield. If hitting shield at the exact right moment, may bounce back physical attacks
 4. d) [Boosting](#) / [Braking](#)- boost ahead to enter a closing door or use breaks to slowdown to maneuver easier
 5. e) [Spinning](#) - While spinning, energy is absorbed by energy attacks. Spin can also fling enemies or cancel targeting systems attached to you.
 6. f) [Energy](#) - Depletes when using attacks, boosts, shields, etc. Energy can be absorbed through spins or can be collected through special maneuver challenges, or skimming across the ground
 7. g) [Skimming](#) - Skimming across the surface reflects your energy back to you so that you recharge faster. If boosting while skimming, you won't lose energy as quickly
 8. h) [Special Items](#) - Discovered through a player's journey, they will help the player unlock new approaches to combat, puzzles and navigating through environments
5. [Procedural Acts](#): Each stage has key "Acts" that will always appear in the stage which help progress the game forward, however between these Acts will be Procedural Acts which will depend on the player's approach to combat and puzzles, as well as what they uncover on the map. [Beslie](#)
 6. [Procedural Items](#): [Special Items](#) of a playthrough will vary depending on [Combat Challenges](#), [Puzzle Challenges](#), [Maneuver Challenges](#), or [Character Interactions](#)
 7. [Character Interactions](#): Characters will appear in various [Acts](#) based on [Story](#) or [Procedural](#) events. They will request help for [Short-Term Quests](#) or [Long-Term Quests](#).
 8. [Story Events](#) - Happen in Story [Acts](#) and progress the main story. These happen in specific [Stages](#) and will depend on previous [Story Events](#) and

[Character Interactions](#) completed.

[Story and Characters](#)

- While many systems are full of life, some are a shell of what were likely - these are the [Älter Systems](#), where some planets are missing and the remaining planets only have a fraction of lifeforms remaining, much of which is hostile or strange, or colonized by other galaxies for resources.
- [Tofu](#) is a young exo-paleontologist / paleobotanist exploring these planets, trying to understand the cause of extinctions and the rise of mechanical replacements of these lost creatures.
- [Tofu](#) is asleep dreaming of an exciting space battle ([Tutorial A](#)) when he is woken up by his [AI Assistant](#) who notifies him that they have arrived at the barren planet ([Tutorial B](#)) and that there's a strange structure somewhere ahead.
- After finding the structure, they collect [DNA](#) to study and recreate a lost lifeform. The strange looking, seemingly useless, but cute blob [Time Blob](#) is put into a virtual environment in the ship's [Cosmarium](#).
- Realizing they were short on resources, they plan their journey home. This takes the player through the [Tutorial](#) version of the playthrough.
- In this first playthrough, the player encounters [Unstoppable Enemy](#), an enemy that's seemingly unstoppable, and just as [Tofu](#) is defeated and the ship is about to blow up, [Time Blob](#) begins to sing a certain eerie pitch. When [Tofu](#) wakes up, he realizes he was brought back to the moment [Time Blob](#) was reformed with [DNA](#). They discover that it reacts to intense stress and will return to the initial moment of meeting.
- With this in mind, the group takes a different route home to avoid the [Unstoppable Enemy](#).
- As they reach the home galaxy, [AI Assistant](#) realizes there is something wrong. Sensors show that [Tofu](#)'s home planet, [Home Planet](#), has completely disappeared.
- This sparks a [Time Return](#) once again, taking the group to the first stage.
- From here, the true journey begins - Find a way to get home earlier and prevent another [Älter System](#).

Art Style

1. Colourful and sharp
2. Similar feel to psychedelic music videos
3. Flashy
4. Find inspirations for art

Music / Sound

1. Each of the [Stages](#) will have a version of the stage song for each of the [Challenges](#) as well as one for [Story Events](#).
2. Some songs will link to certain themes (e.g. Main Theme, Time Travel, [Unstoppable Enemy](#), [Home Planet](#))