

POST

VOID

dEVELOPER

aRTBOOK



(think Arcade Racers) FPS

1. Racing Arcade

- checkpoint + highscore
- Ammo for main  $\infty$  for pistol
- choose main weapon
- big hits knock back slowdown
- levels are ~~for~~ loops get to finish ~~But~~ X or of times.
- every kills give checkpoint time
- max range of ammo for enemies.
- Breakable walls/glass/gates etc.
- Short levels
- Deathland 0 on checkpoint timer is the same: start again from start
- Enemies: critter, melle, "furret" medium, Heavy.
- Get time from kill
- Theme: STRESS
- one long corridor

(think downhill)

2. ~~Platformer~~ Arcade Arena

- Randomized levels
- lvl a(?)
- köpa vapin/currency
- passive upgrades
- Binding of Isaac style will ~~be~~ designed arenas And randomized halls/Rooms
- always going down like Diablo
- ~~many enemies with special mechanics~~
- Speed is not changeable/upgradable so you don't feel slow
- Weapons - no weapon is better than the other just different
- one long corridor
- ~~get~~ pick up coins from corpses

3. Story  
(Lovingly)

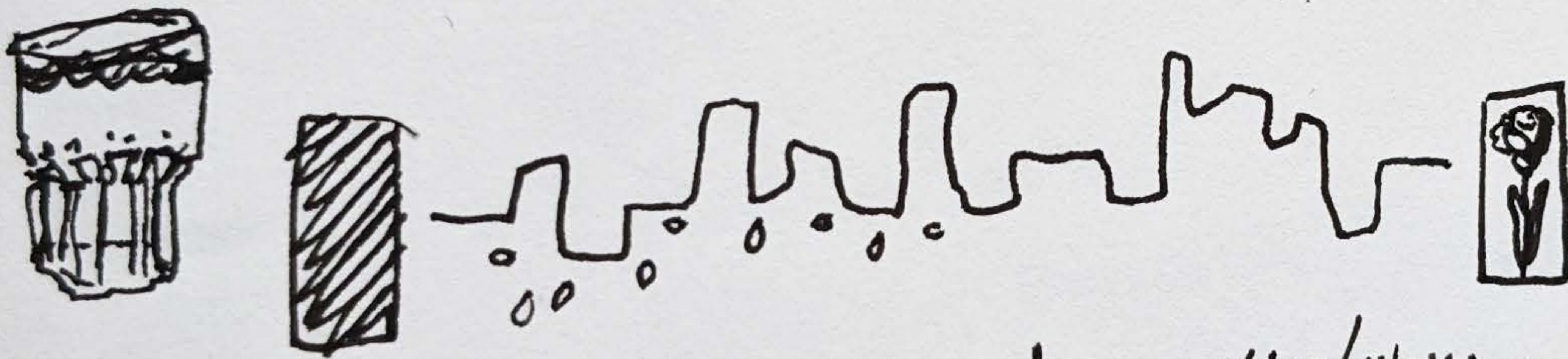
too time consuming

holding an urn



# YCY's FPS

- - Two hands holding weapons
- - Two hands holding time idol
- idols fill up and is shown at the start
- Death = fast flashes → highscore (health + time)
- Line of sight to aggro player (with max range) timer until check line of sight
- Radius to not run too far
- Full urn at the start try to fill
- ★ The urn fills with "LIFE" or some kind of energy



(1-1)(world-LVL)

- time passing/walking
- getting hit
- + shooting enemies

- gain less from enemies than you would getting shot
- if you dont have full time idol at the end, what happens?



ment  
ement











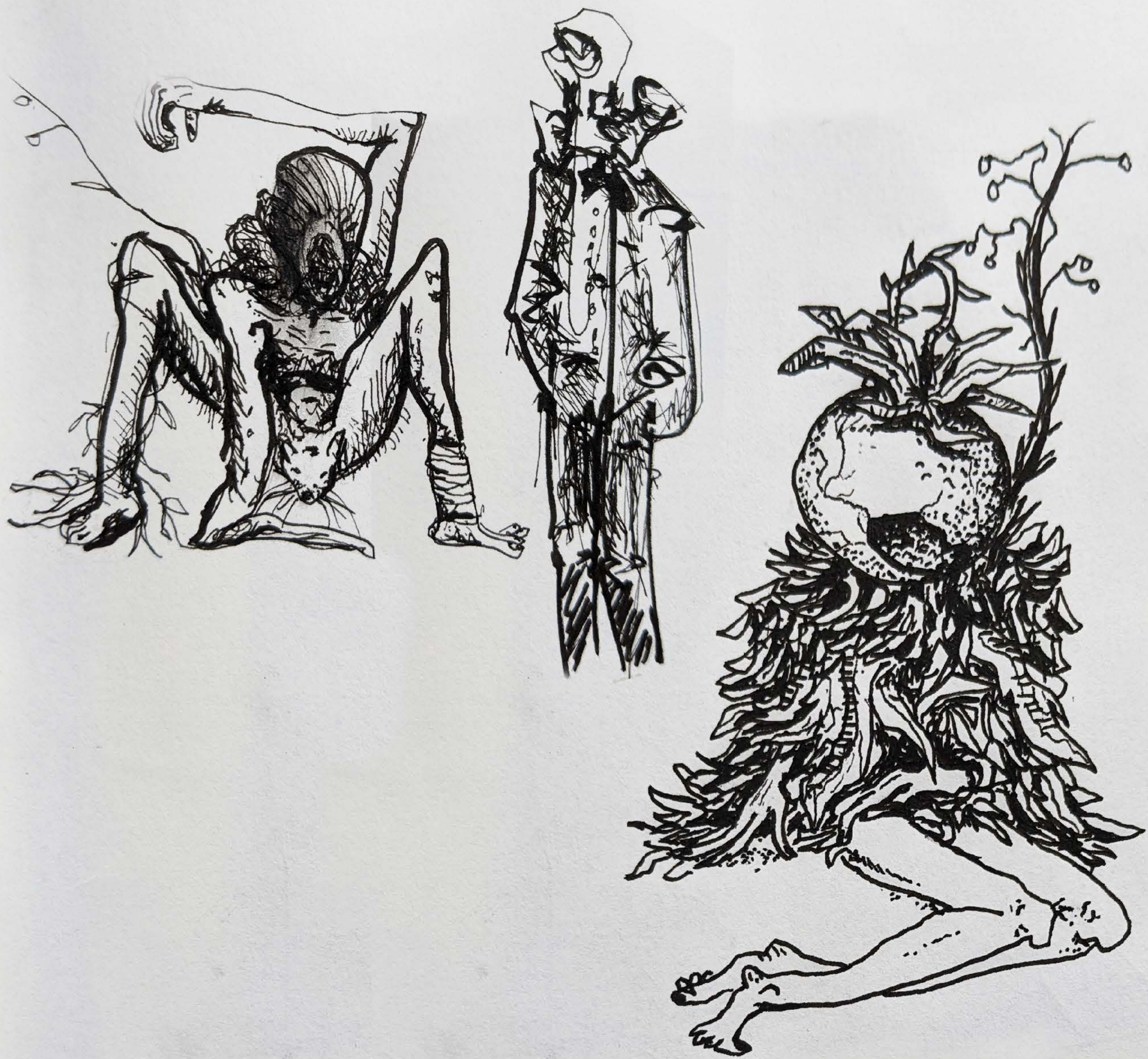












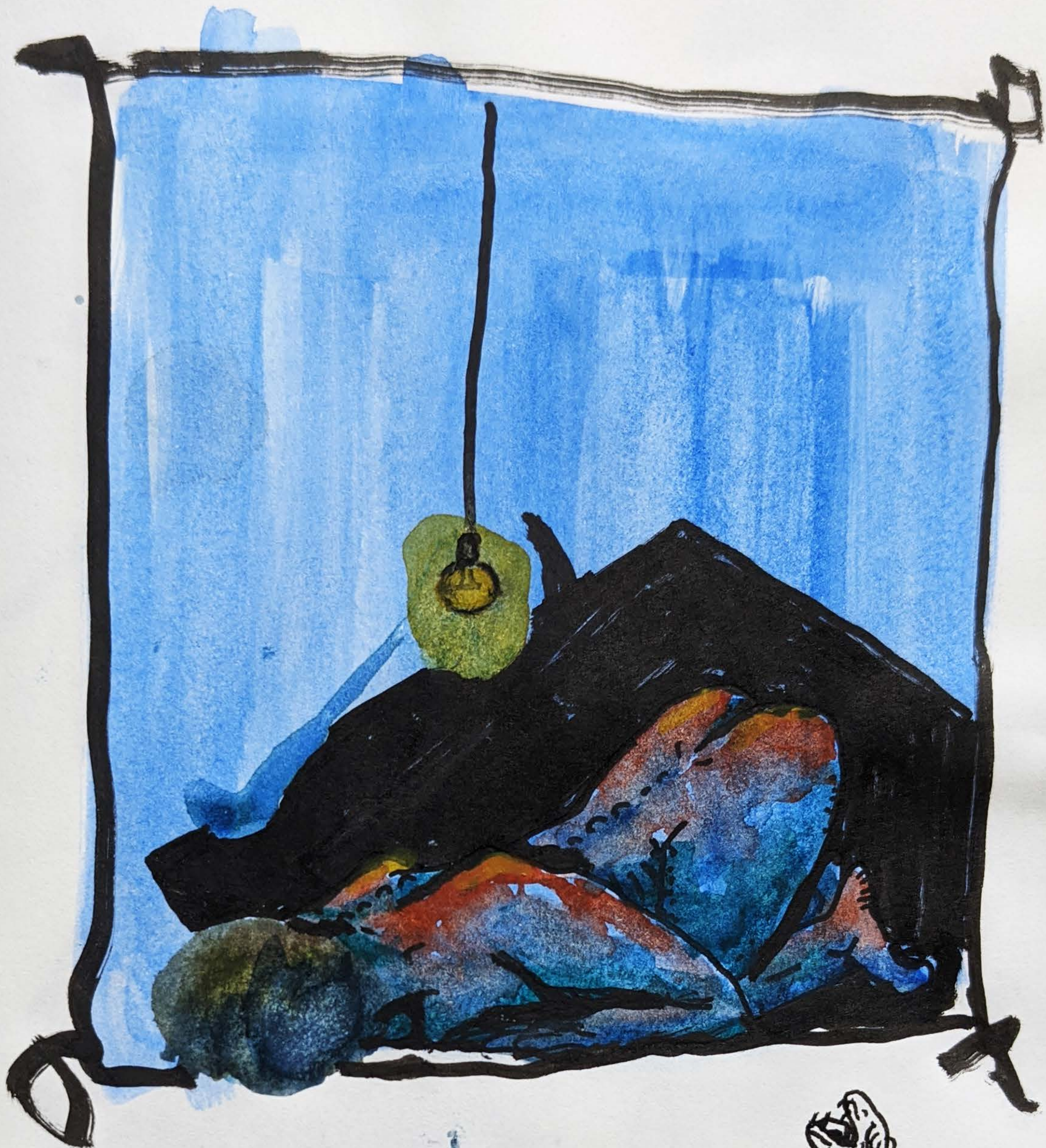


## The VRN Idea

- the player holds an item that sucks in souls or whatever from your kills
- Depending on if it's full or not you have to play a level ~~again~~
- at the end of each run there is a ~~temptation~~ altar that you place the urn on. if it's full you advance if not then play another randomized lvl to fill it with kills.
- Trick is that you lose ~~its~~ contents like a timer and if you get hit you lose more
- ~~In shops you can get~~ if it's low at the end of a run the next lvl could be easier to catch up
- get more souls up close but also lose by getting hit
- get more souls by head shots
- UI wise slow it at the start of the run and when you put it up on the altar





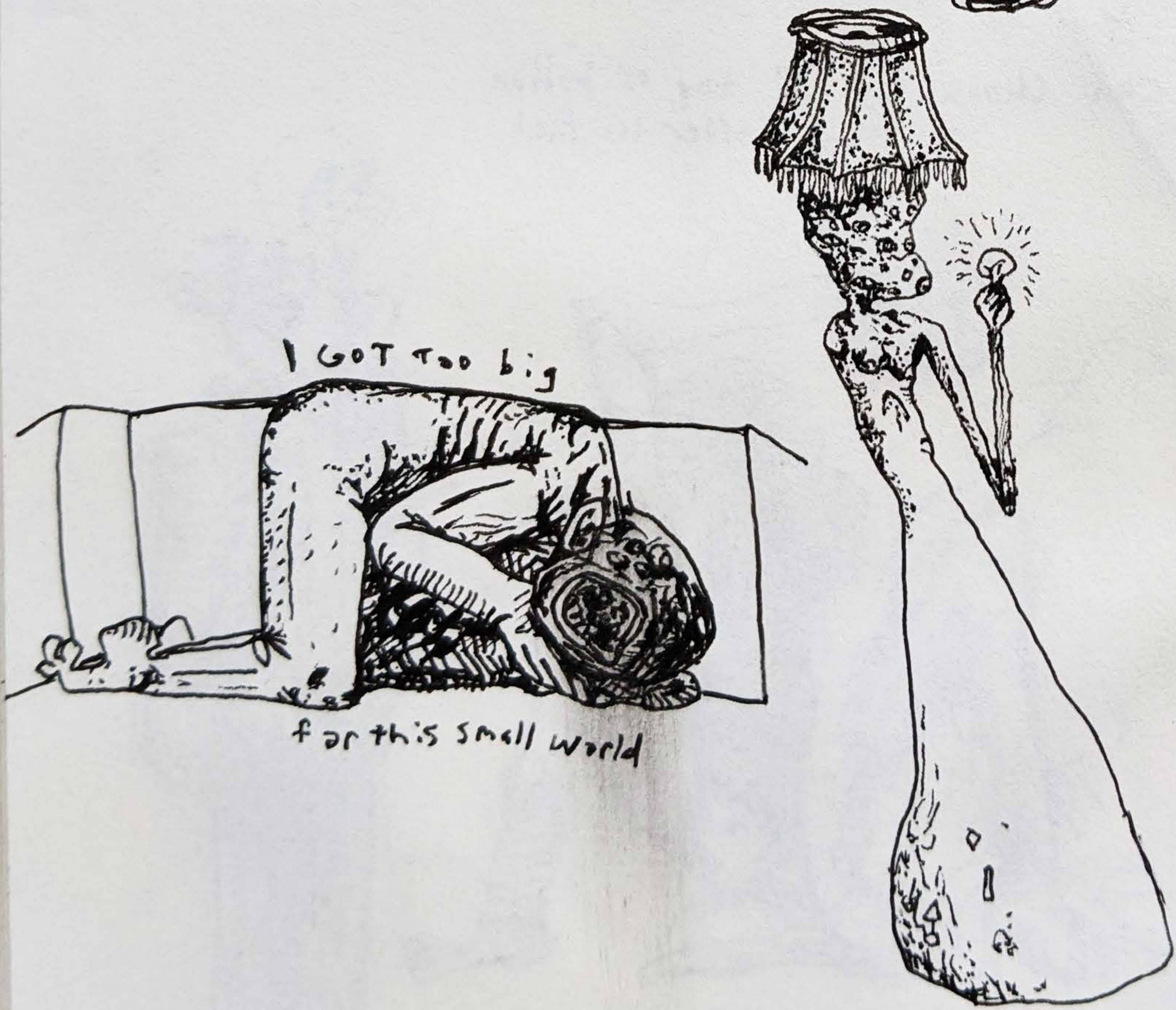
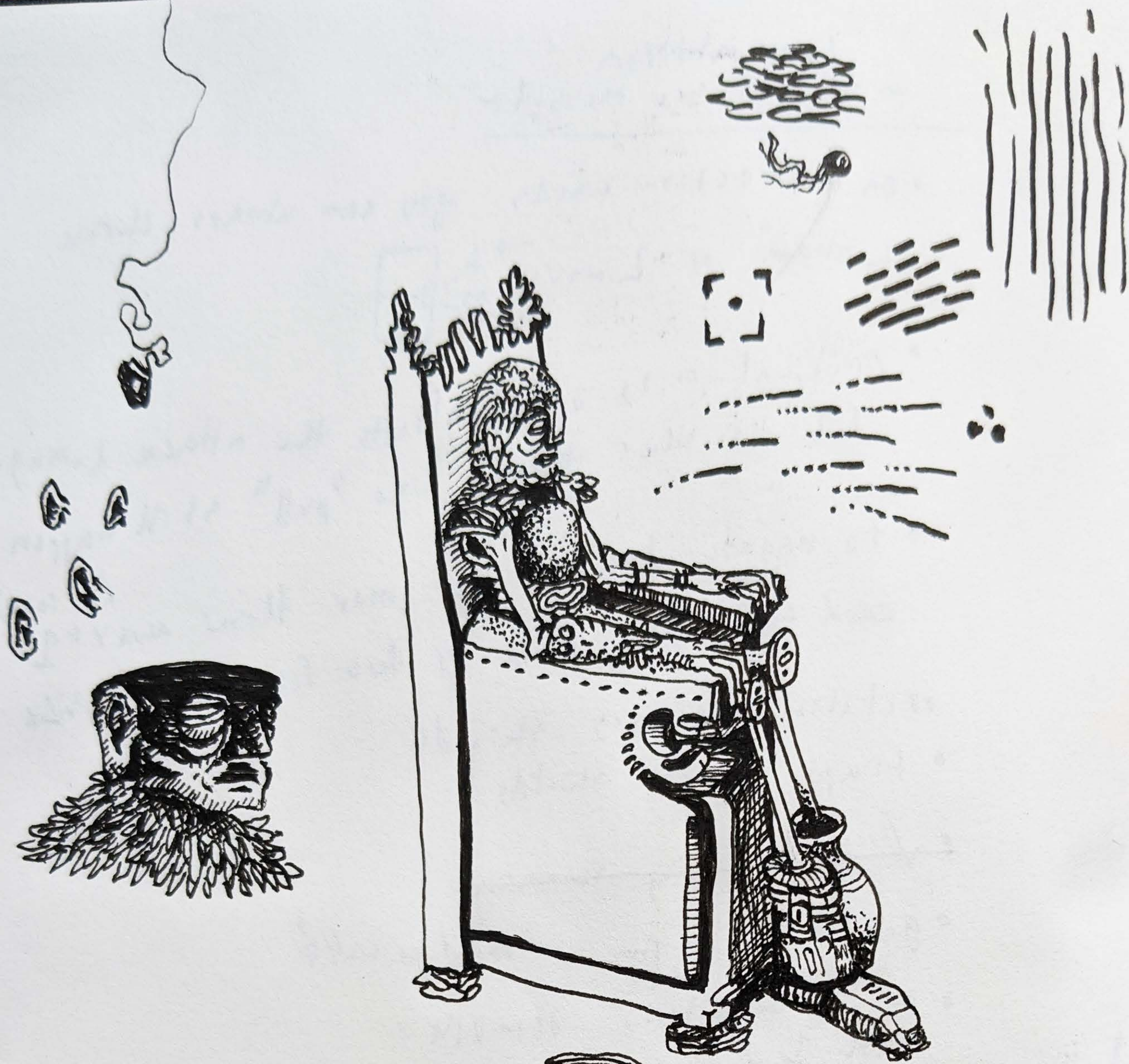


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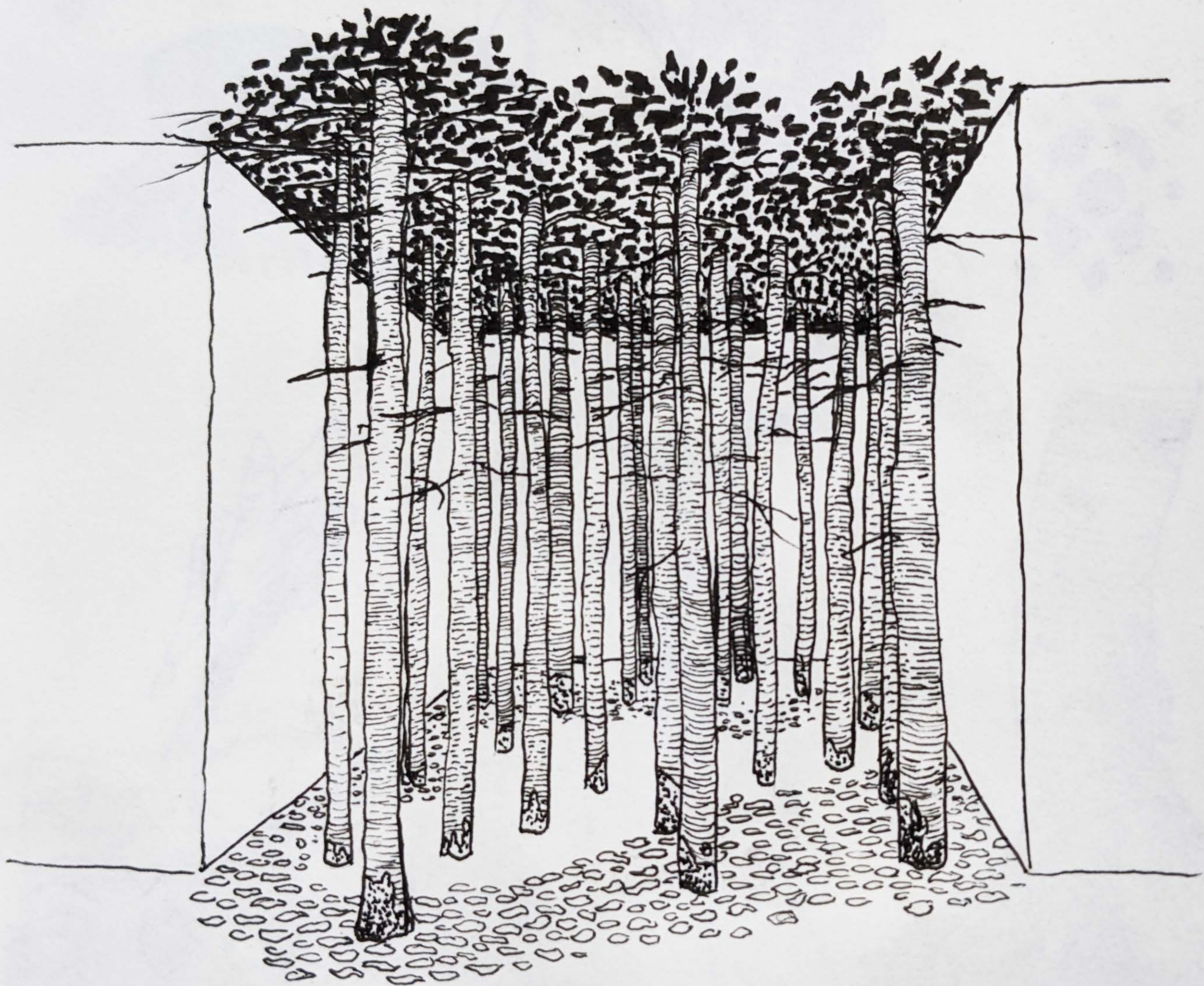




I GOT TOO big

for this small world









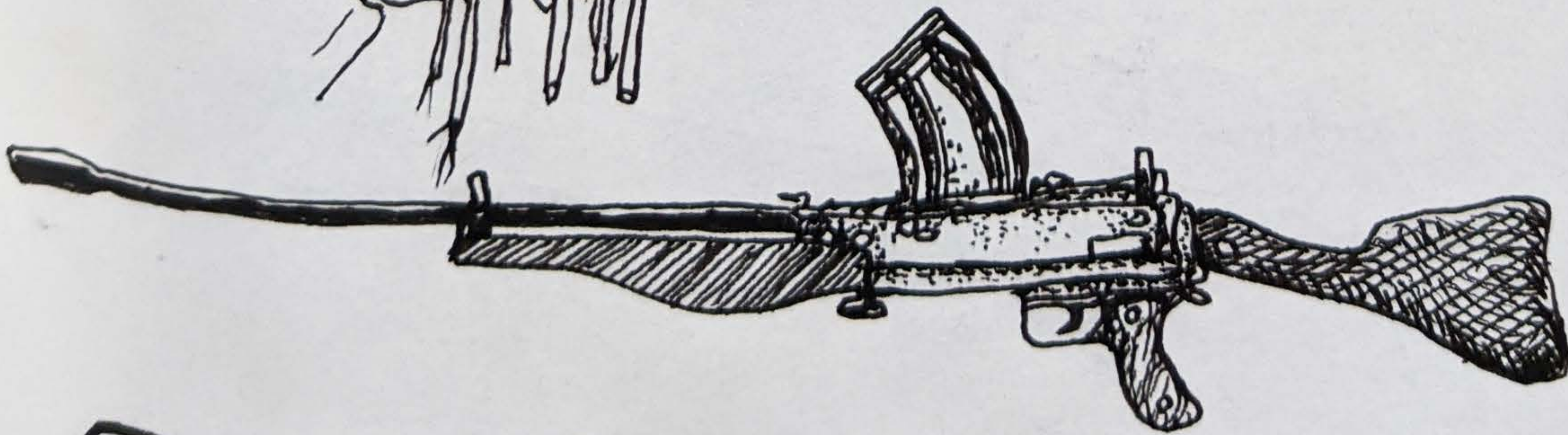
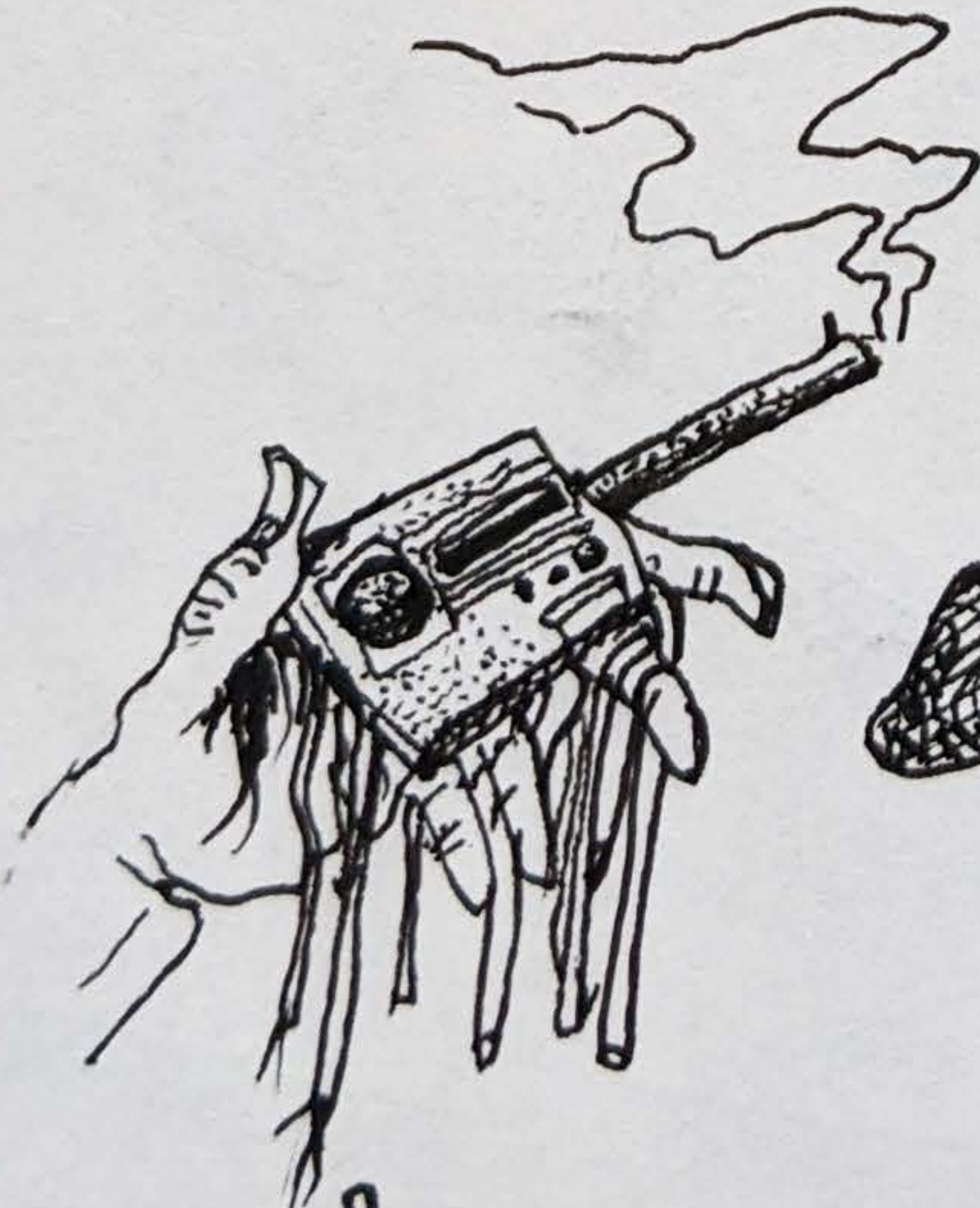
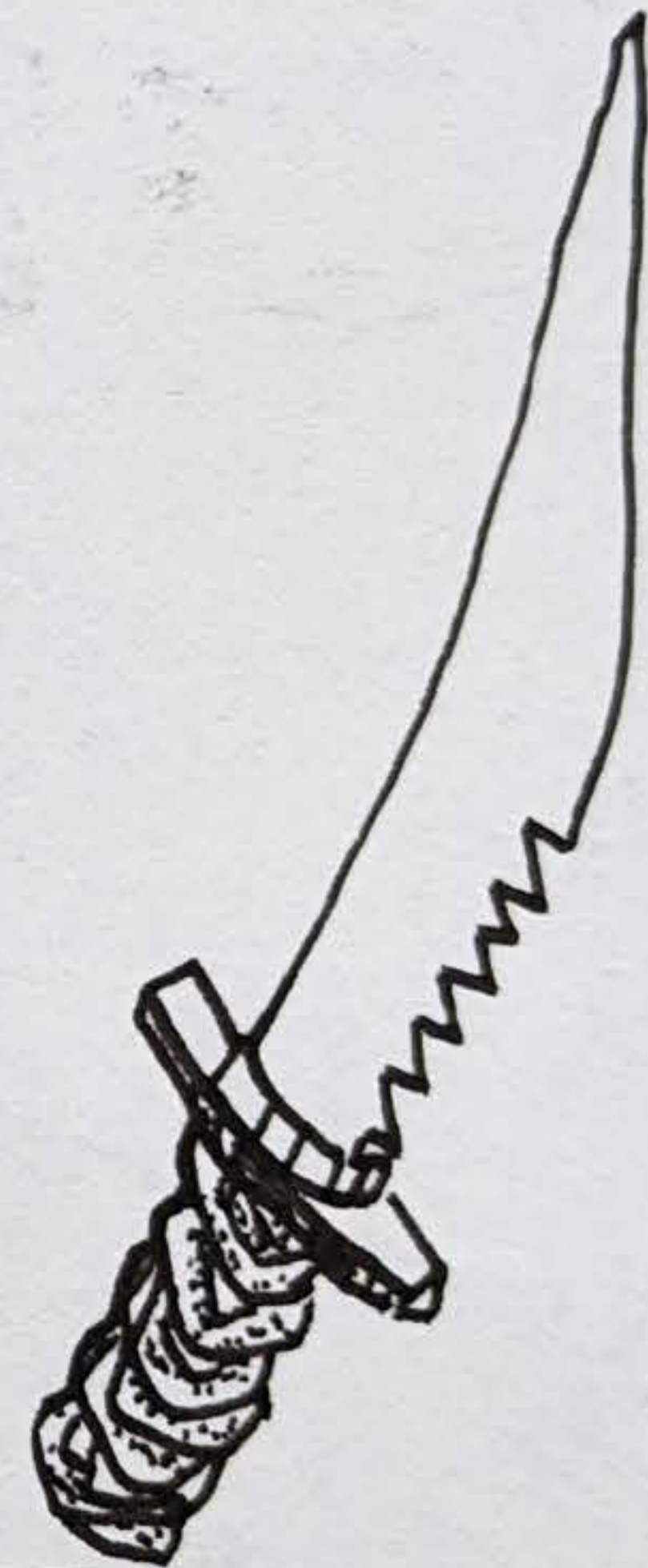
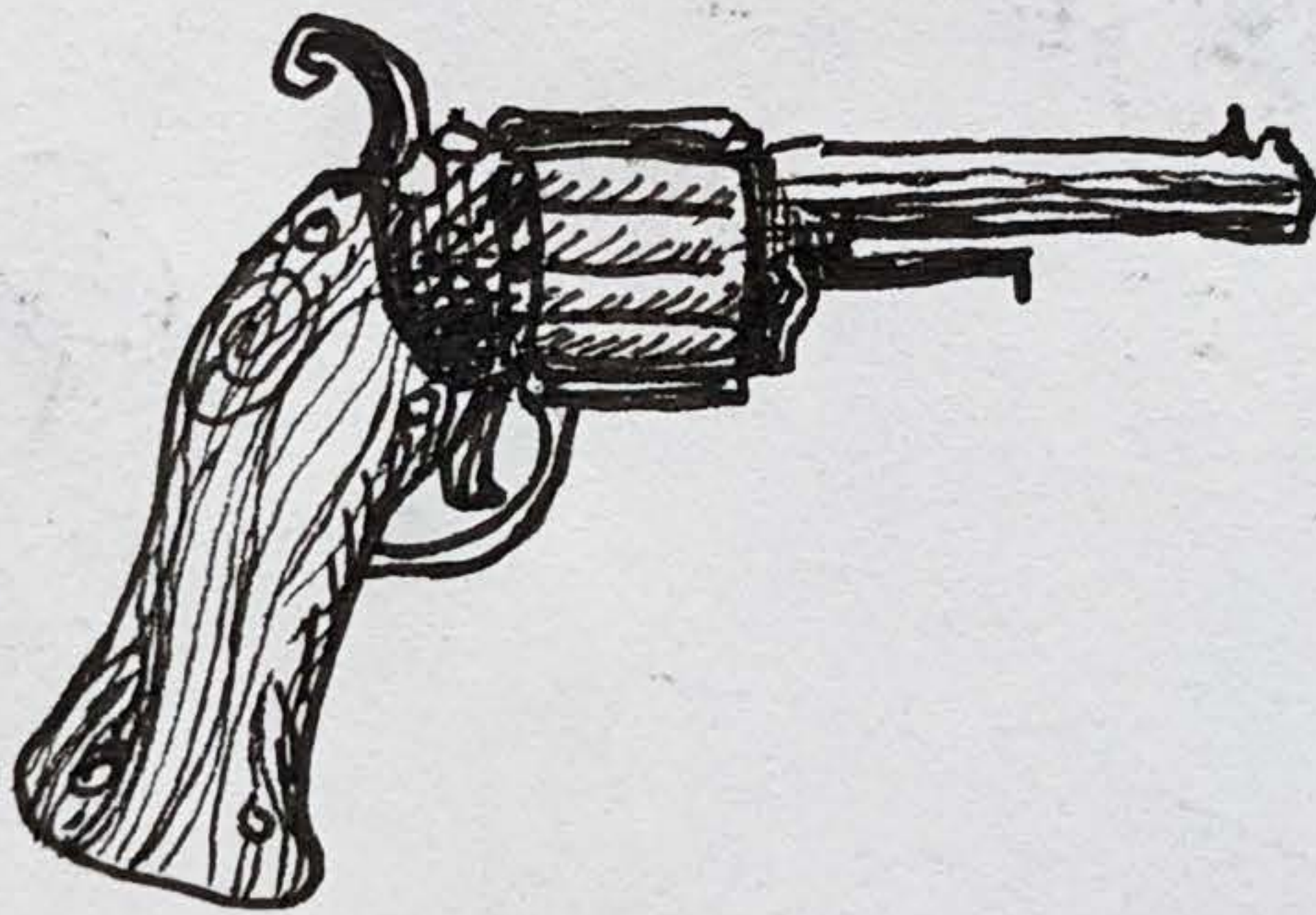
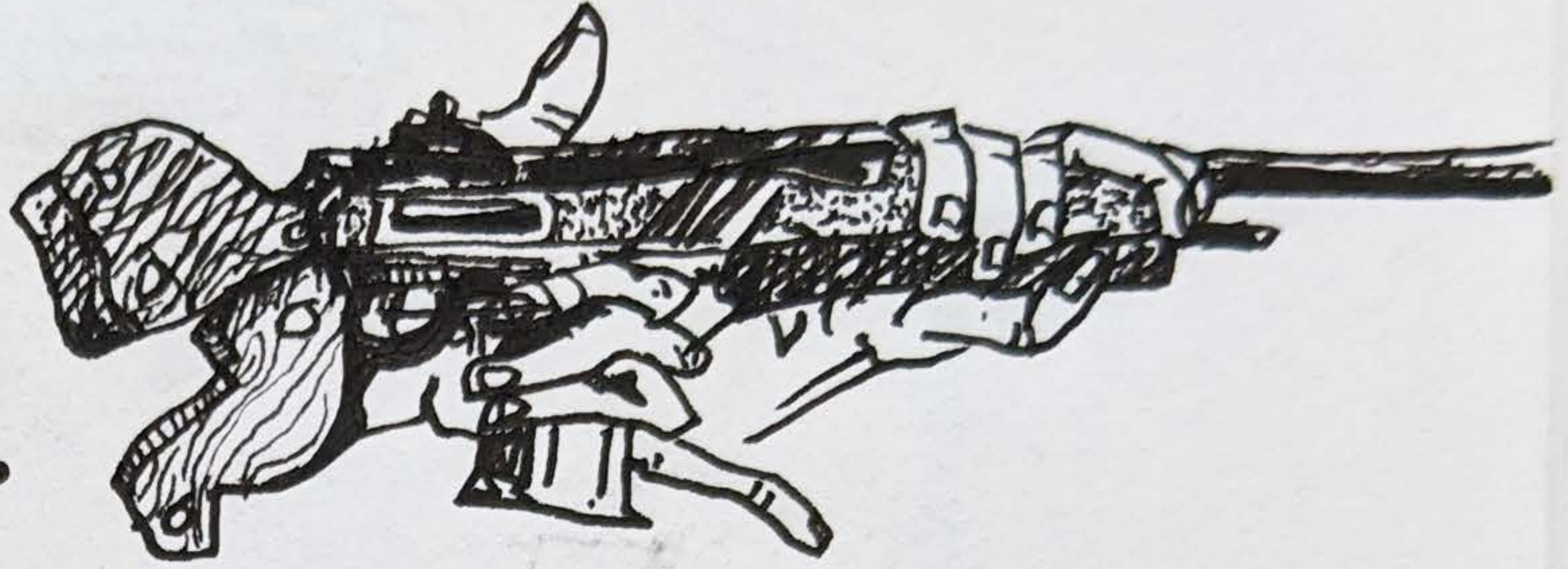


enemies should have clear  
weakspots like headshots

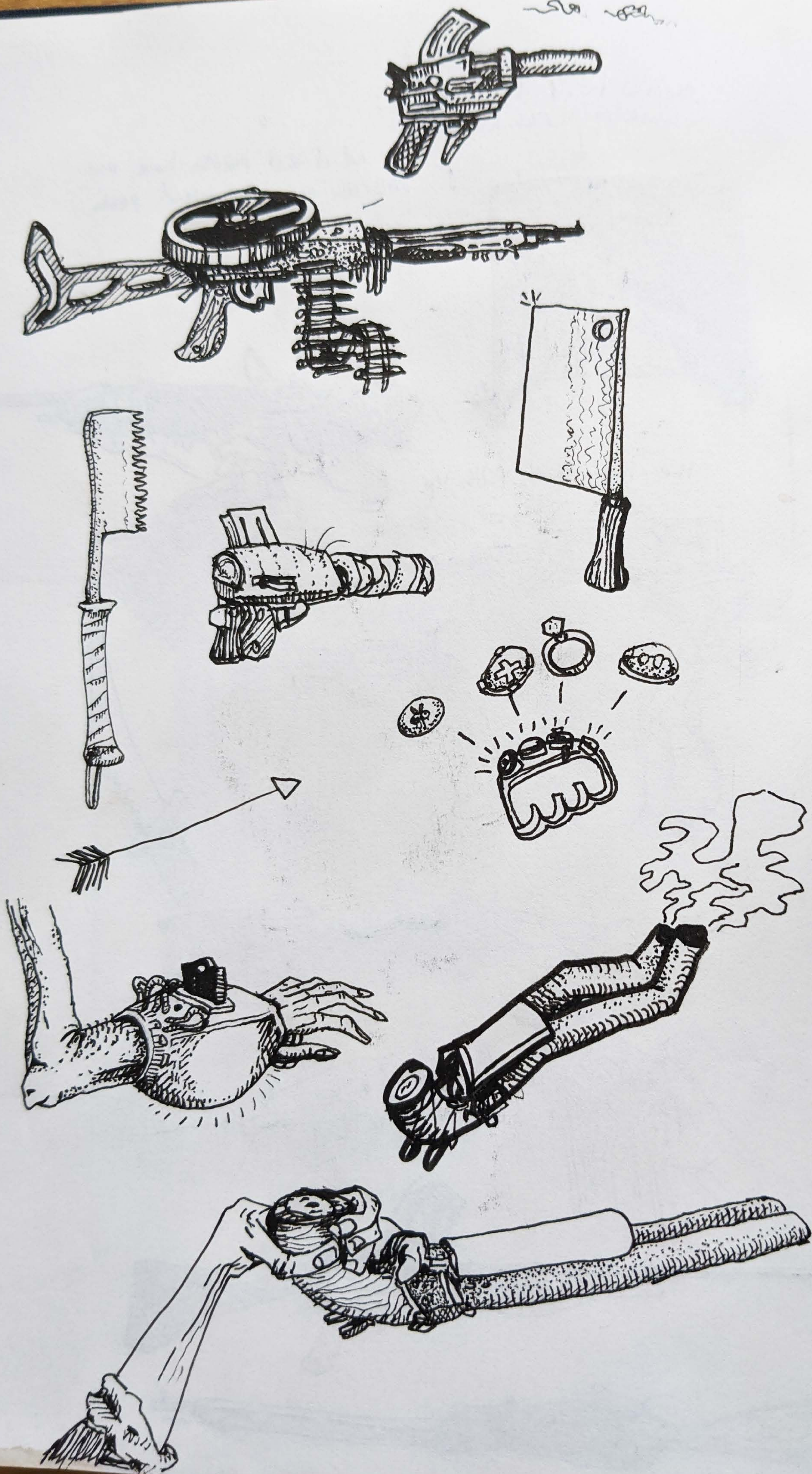


the idol that fills up

instead of this maybe have one  
palette per randomized path



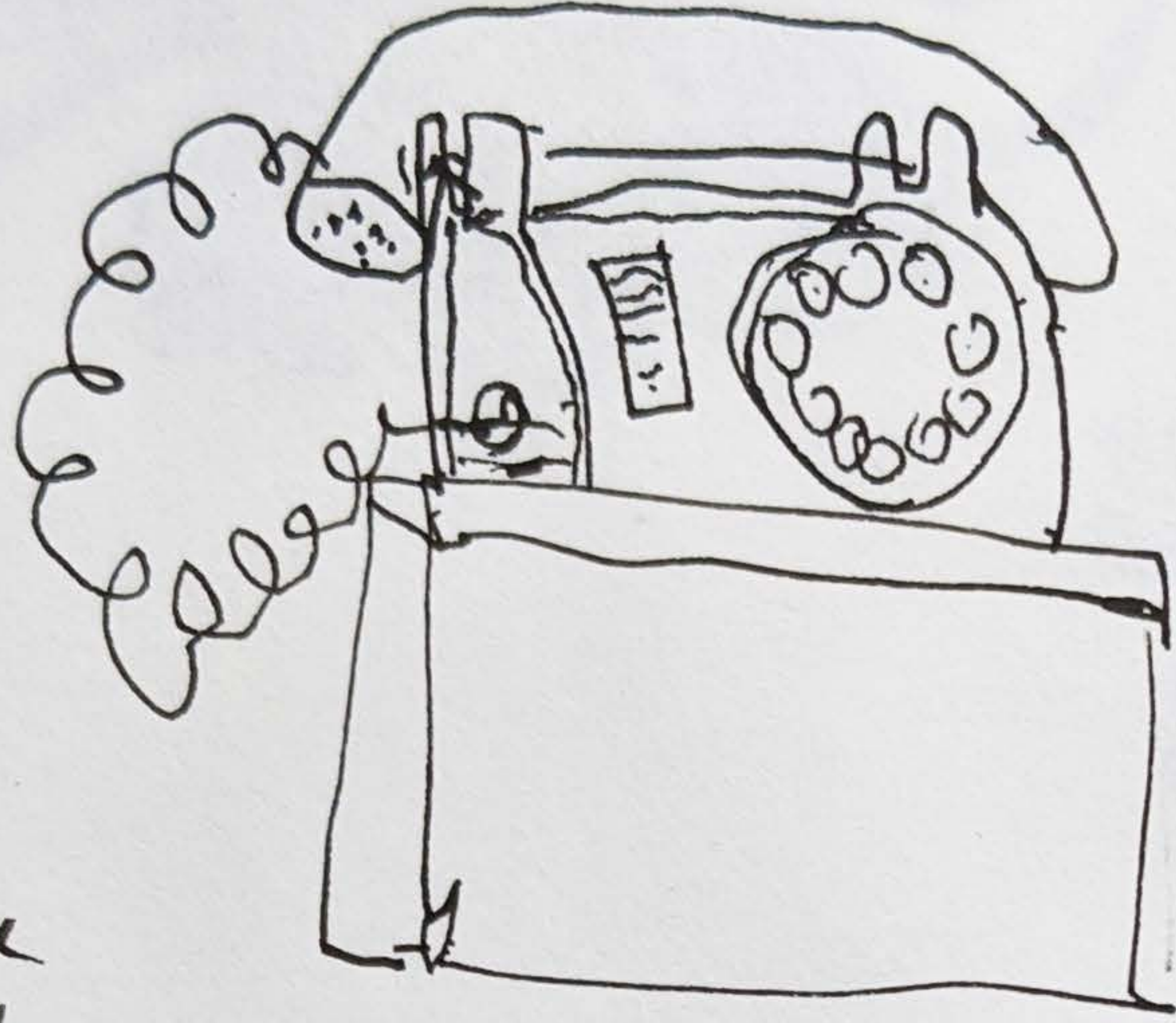






We move forward

we aim to progress



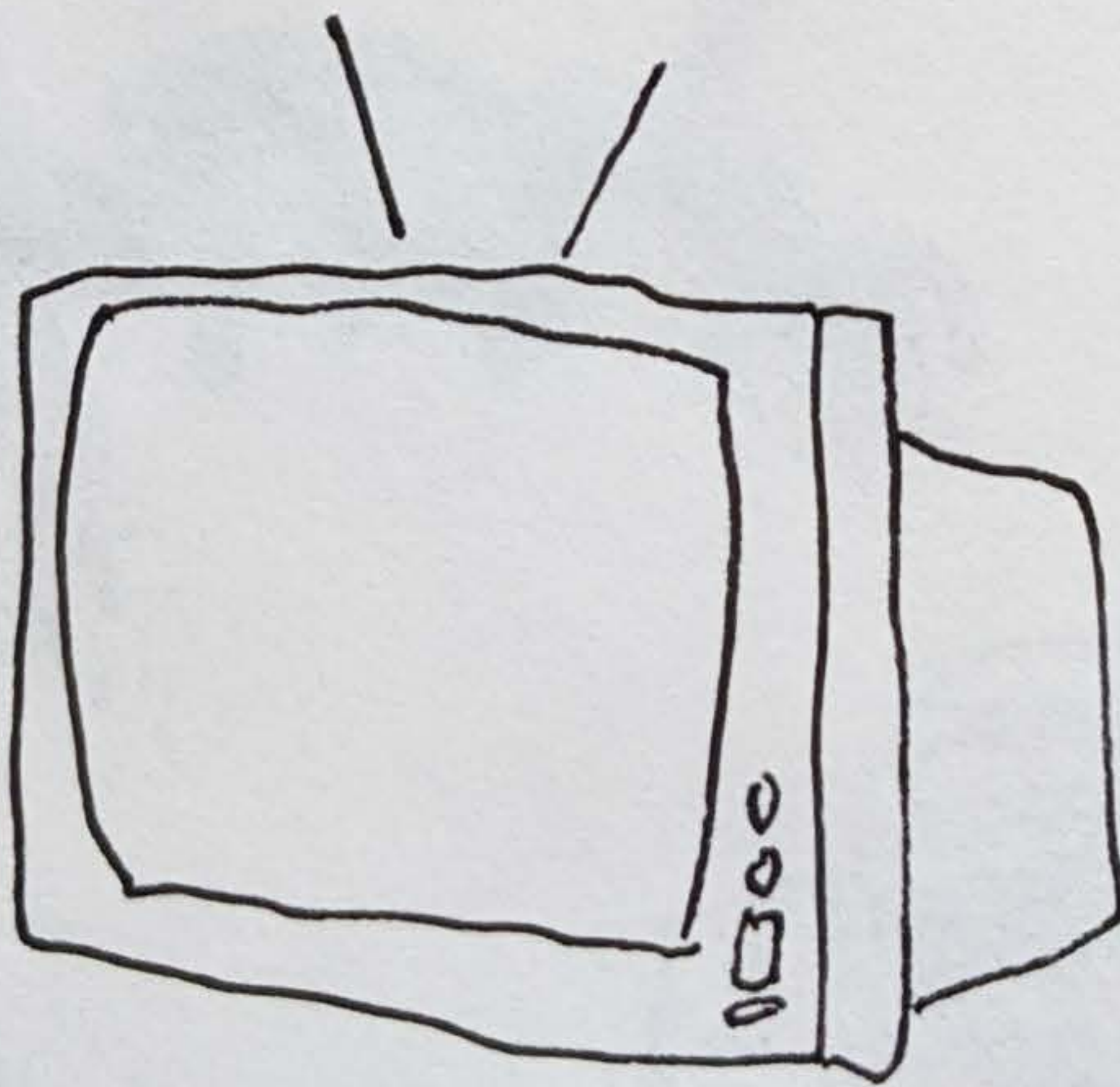
Try not to  
look back  
too much

Try to avoid  
lingering on  
mistakes



You will make mistakes

We measure  
the past



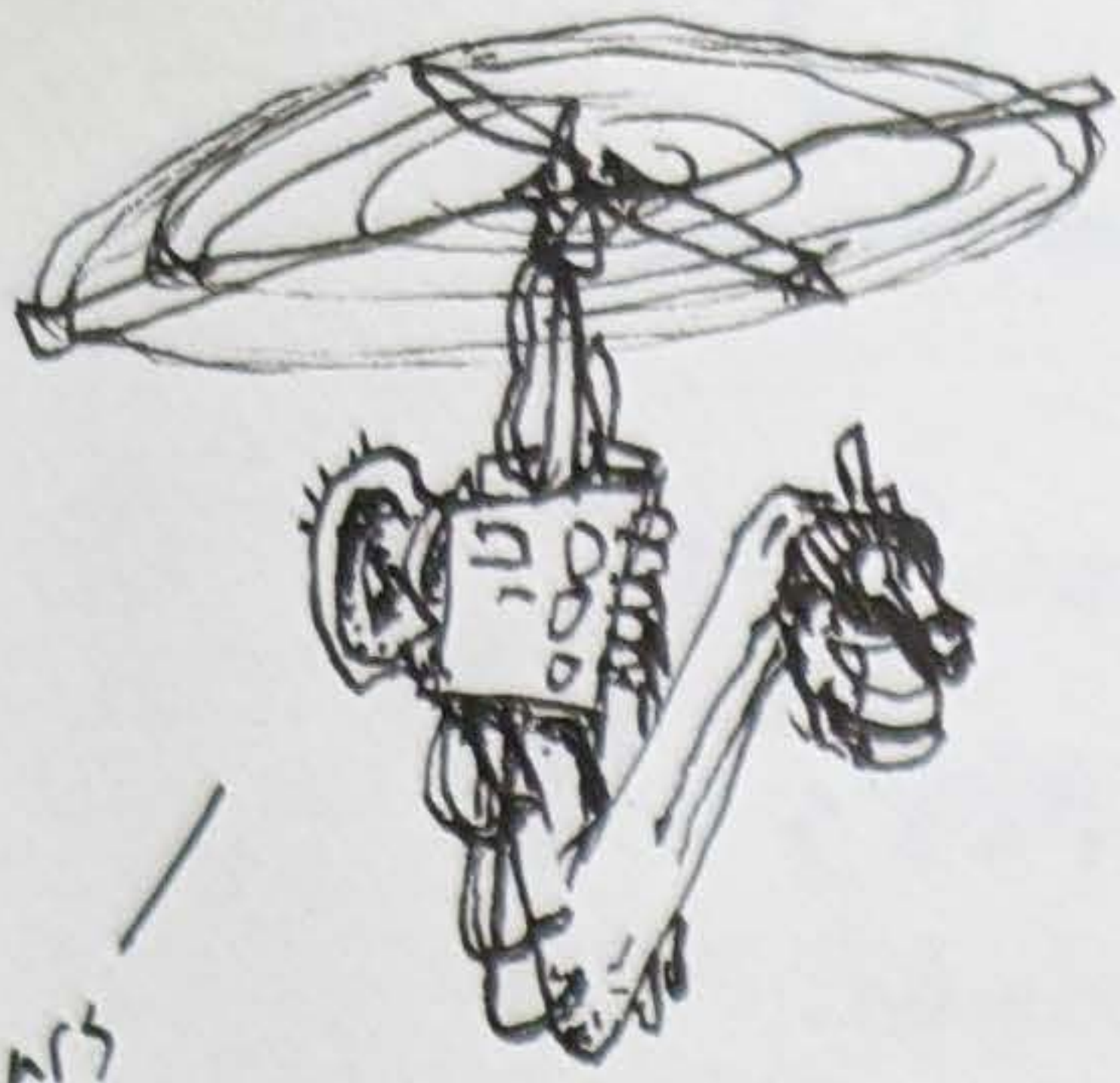
with what  
we are left  
with

Each achievement presents a new  
difficulty as the last  
dwarfs to our ambition



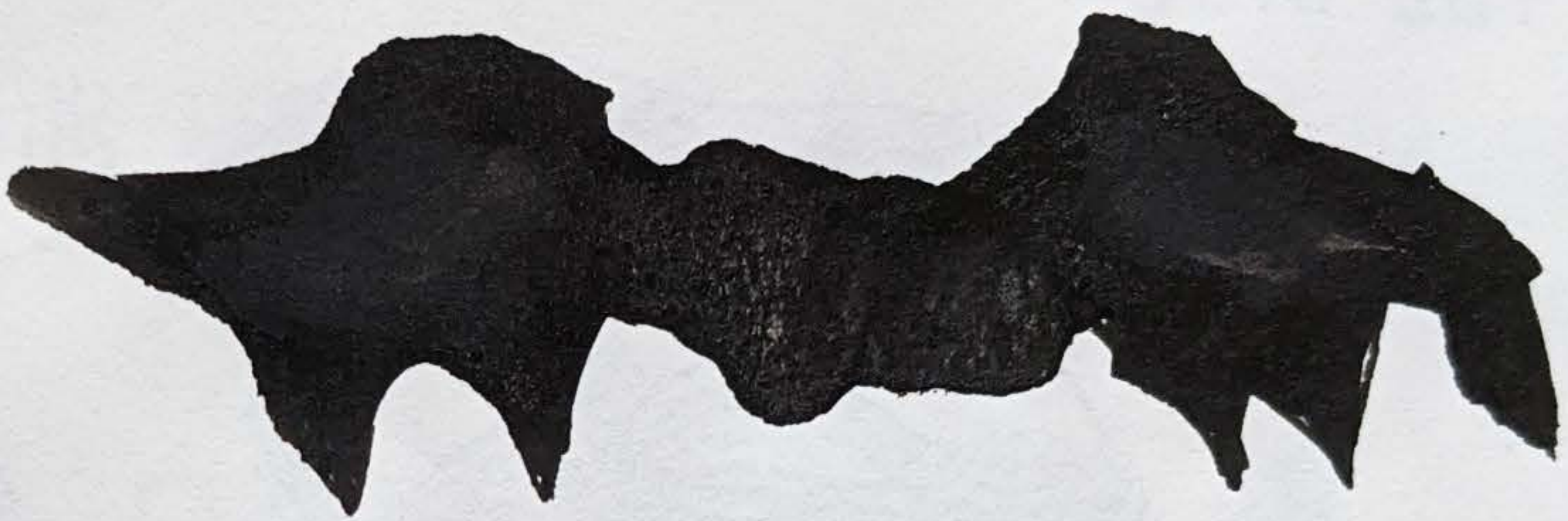
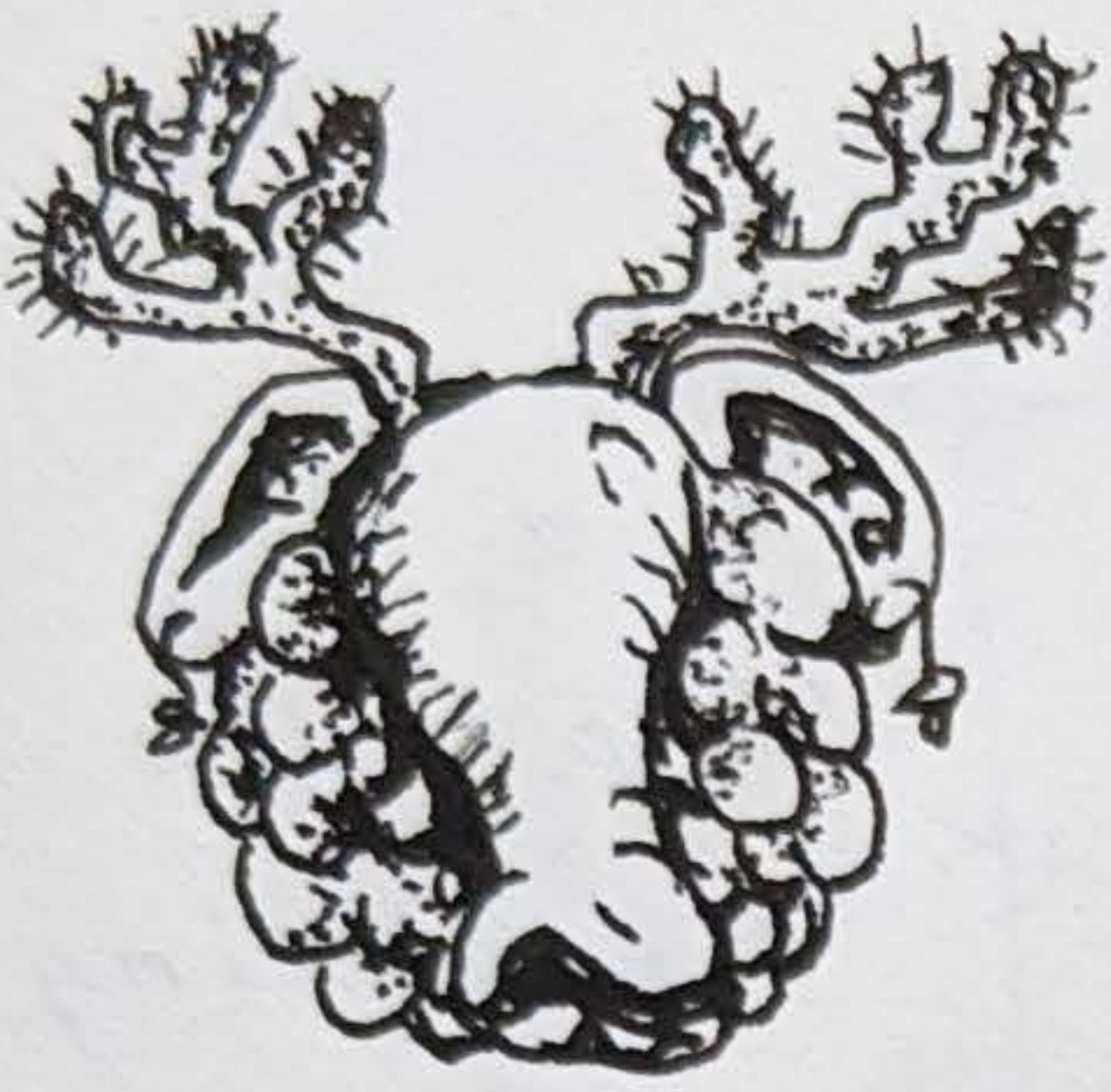
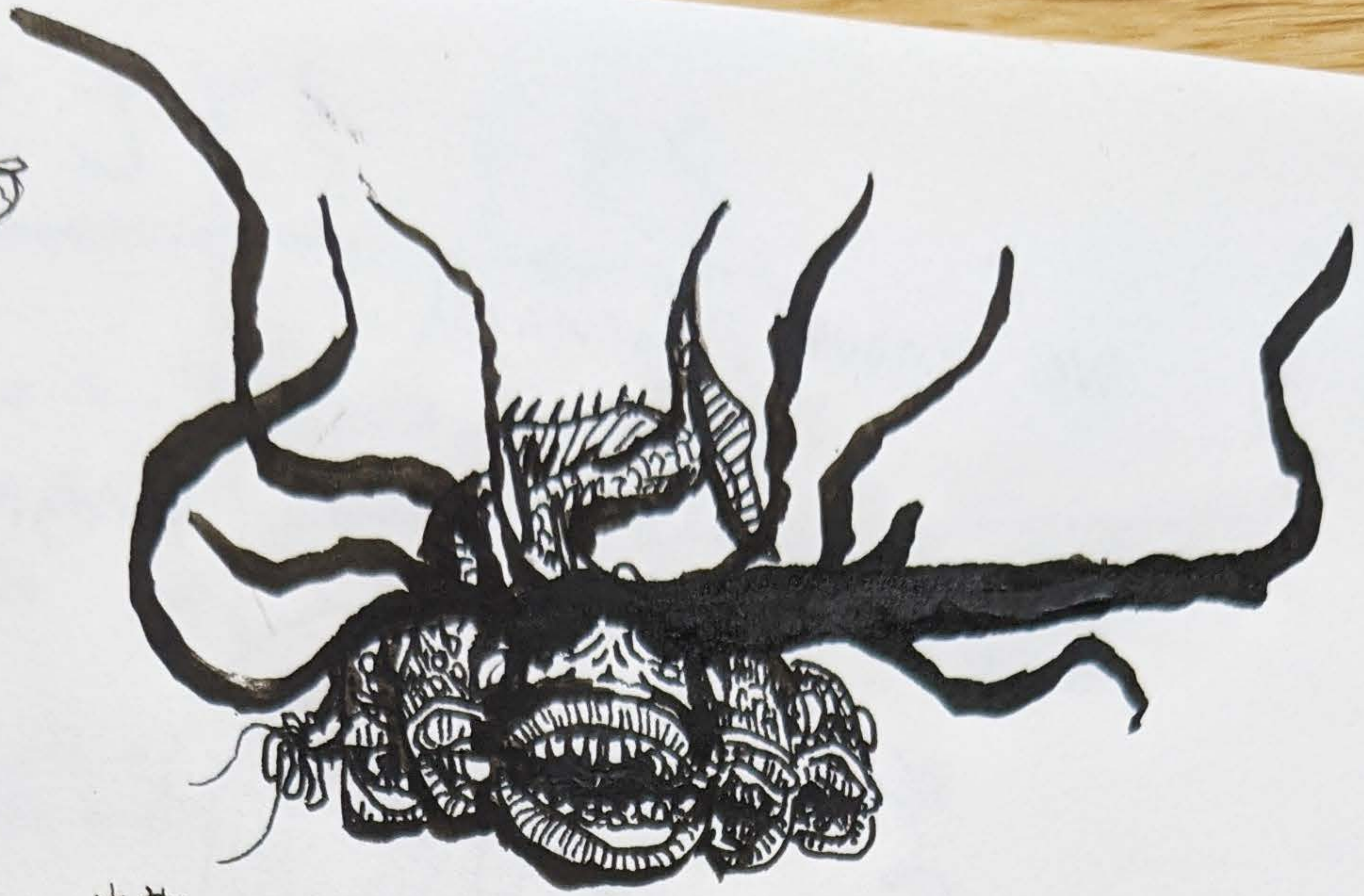






hears  
where  
you  
are

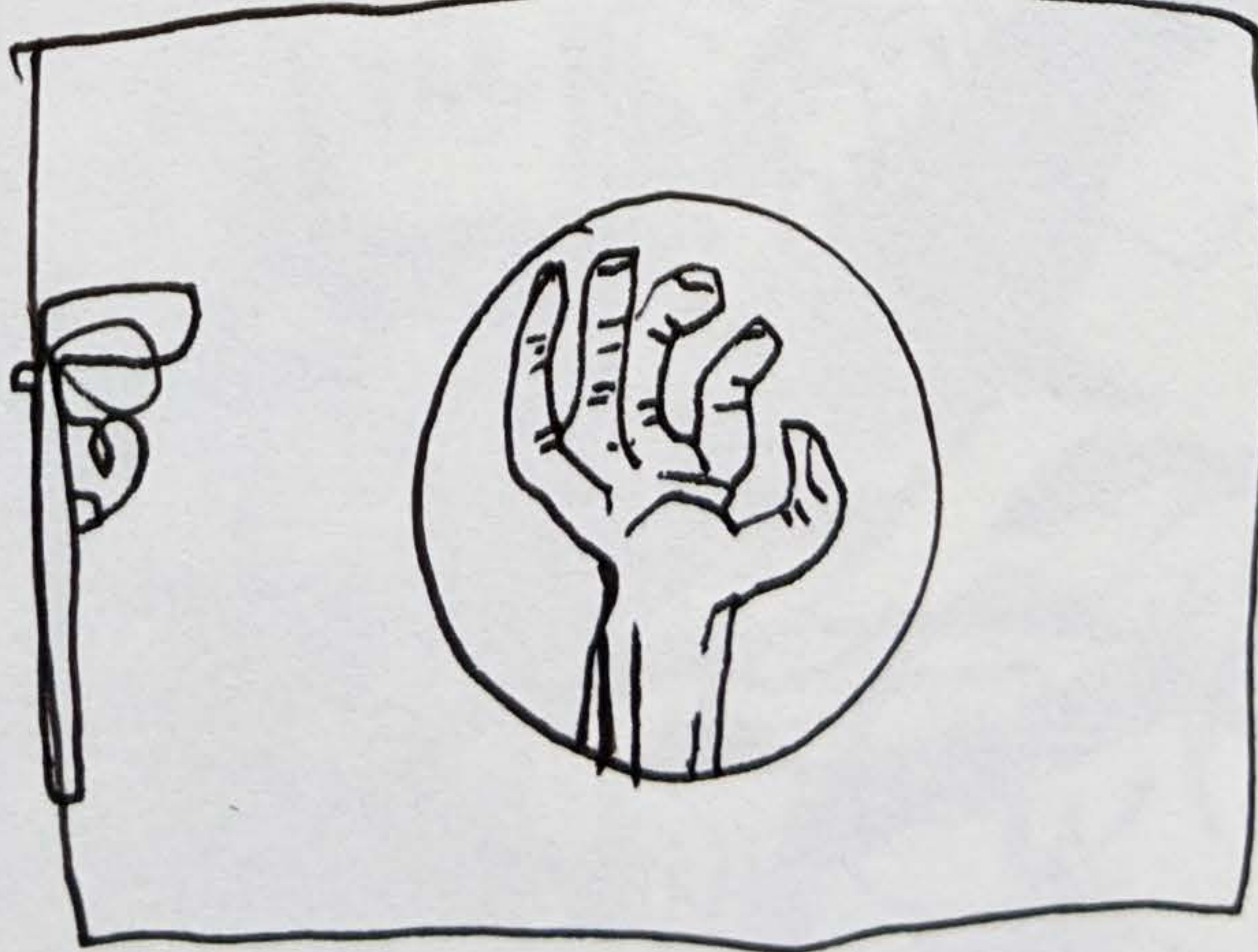
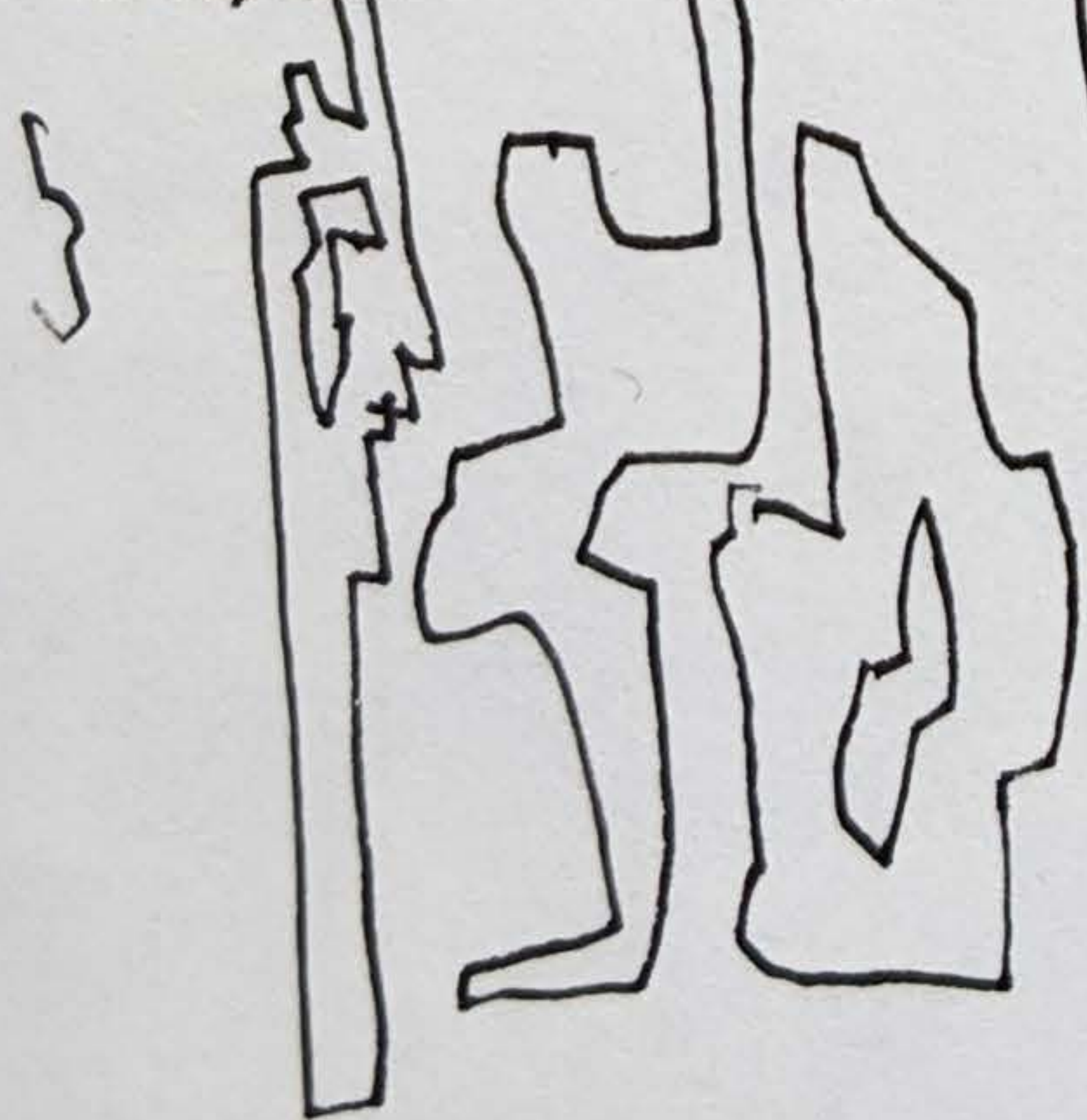
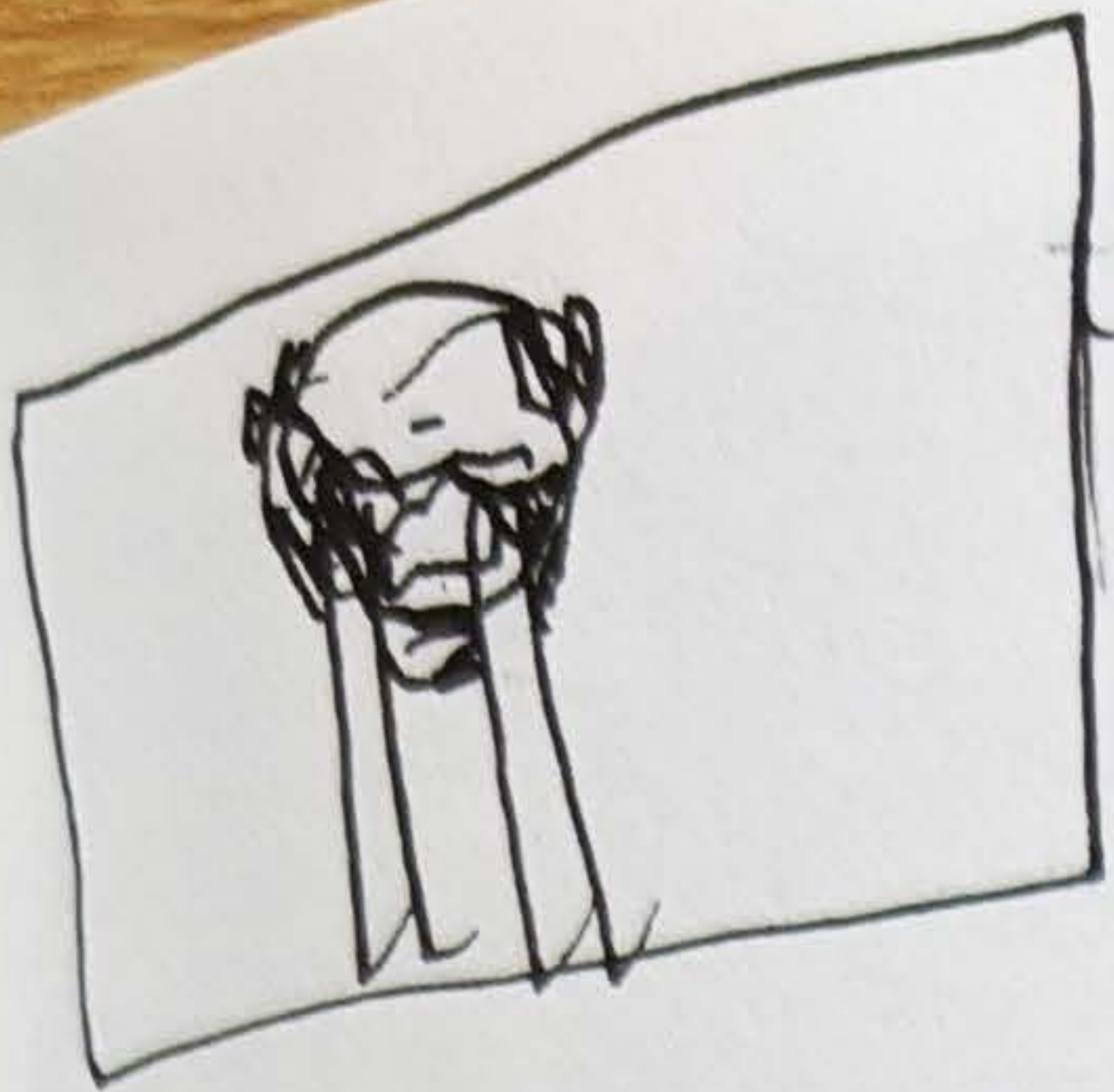
shoots wildly and  
captures the round













first there was the void

~~first~~ then there was a headache  
and a flower of hope  
that would give ~~to~~ birth  
to a sanctuary

With his head in hand  
he who bore the pain  
would try to reach  
the ~~place~~ void again

The place where nothing moves  
where silence is Lord  
and Darkness is the Saviour  
a place of peace

There his head will pour freely  
onto a new seed  
which ~~will~~ <sup>with renewed purpose</sup> sprout life  
~~will~~ <sup>will</sup> ~~life~~ <sup>to be</sup> life  
~~cover a~~

But again, ~~the~~ ceaseless violence  
and unappetizing noise  
will be wallpapered  
to corridors of  
Past ~~beauty~~ Serenity

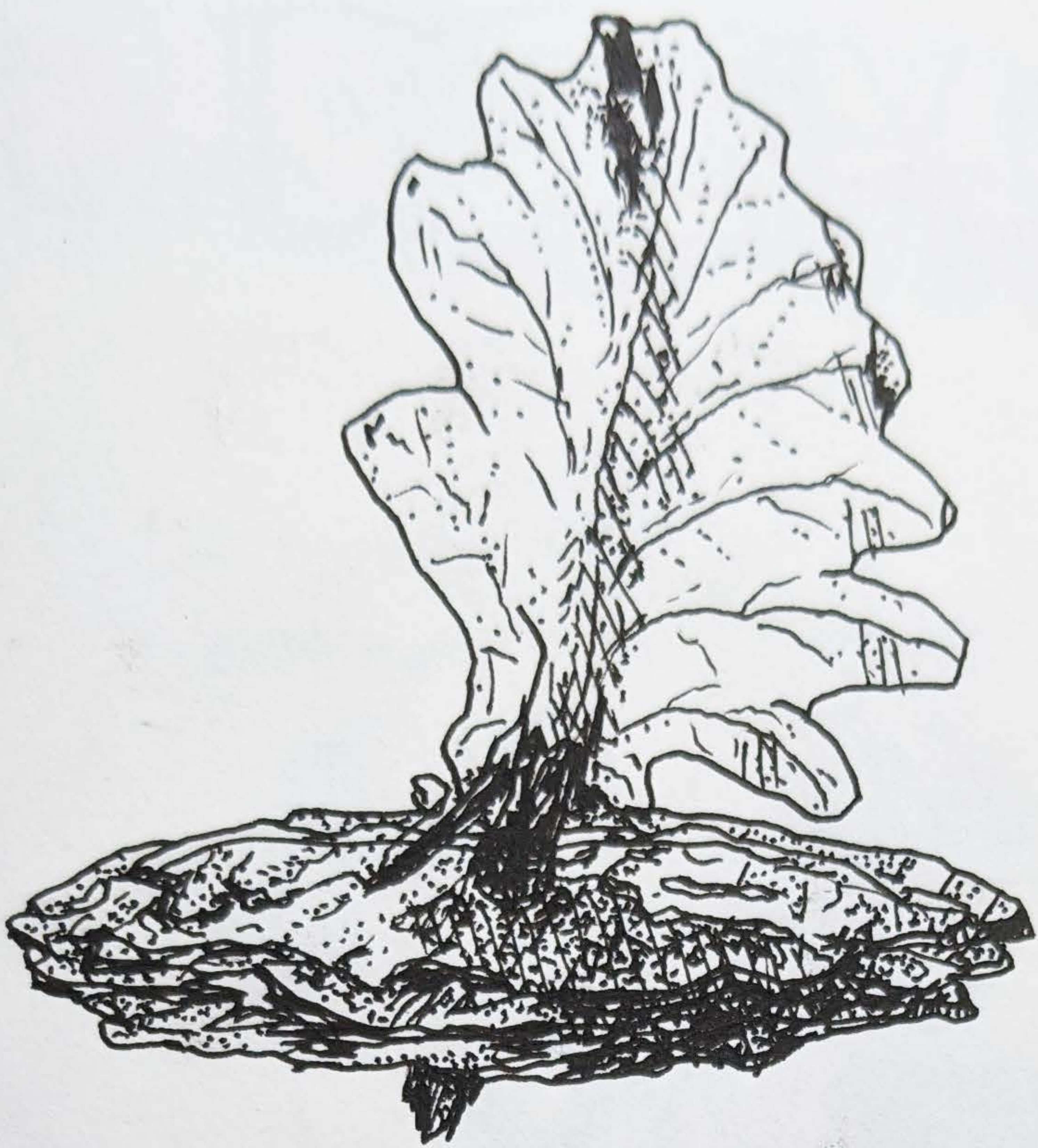
A time

~~some~~ Remembered as post void  
A place remembered as Past Void









BZZT  
Not sure  
What I'm seeing  
here  
over  
BZZT

