

GDD - Big Money



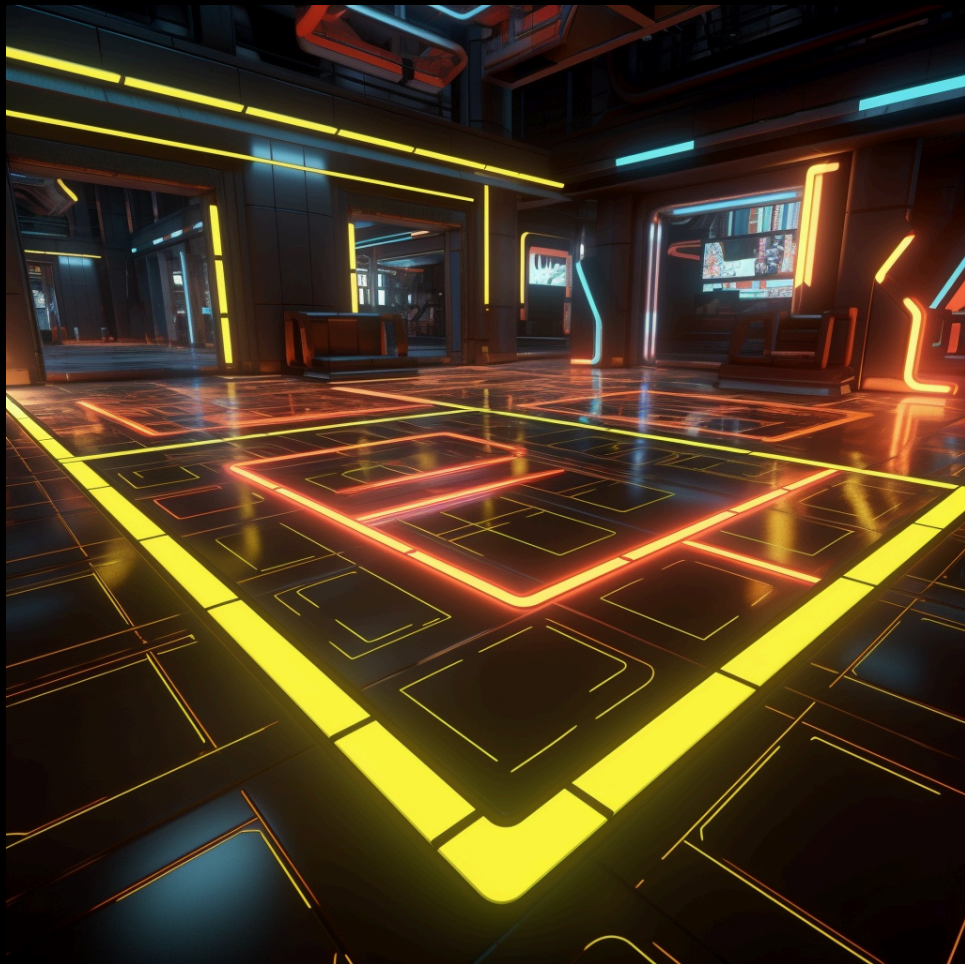
Game Design by Carlos Diéguez

PC

Ages 12+

Game Story Summary

Big Money is an exhilarating and violent action-packed future TV game show in which brave contestants ascend floor by floor through a towering skyscraper while battling hordes of deadly robot enemies. Their ultimate goal is to reach the top and claim victory while accumulating maximum points by obliterating robotic adversaries. In a world where there are not enough resources for everyone, this is the only way to survive. The game combines intense combat, strategic decision-making, and heart-pounding competition to deliver a thrilling entertainment experience.

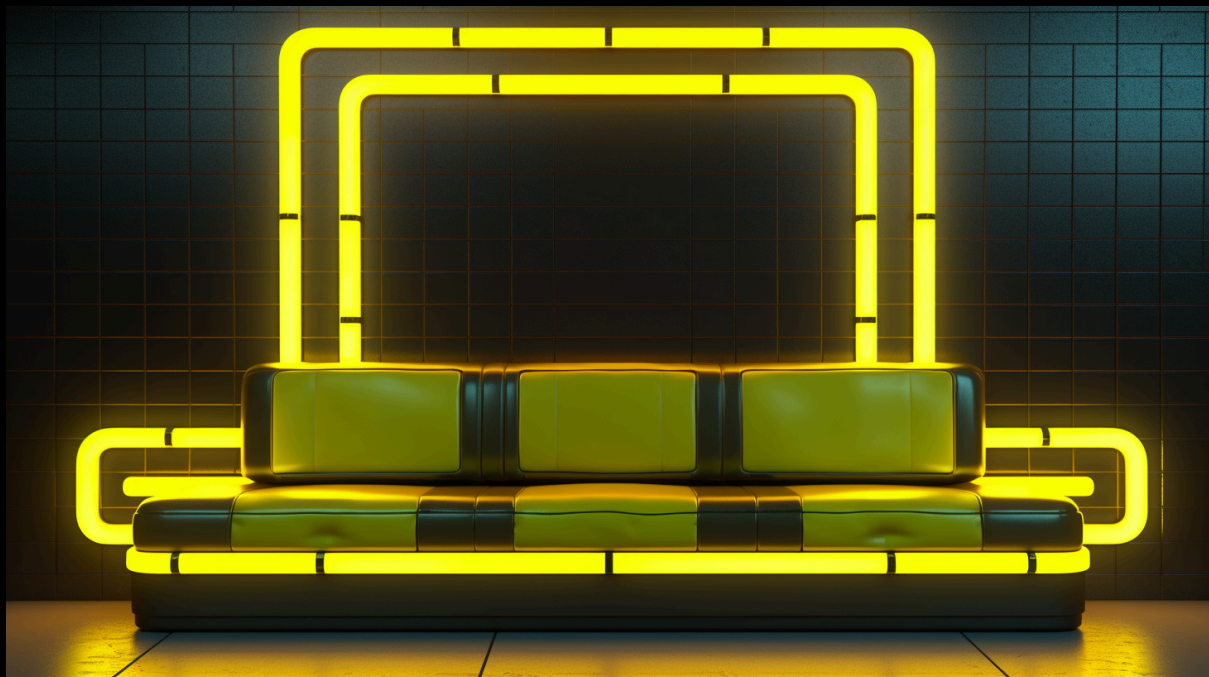


Game Flow Outline

Big Money is a roguelite first-person shooter where you take on the role of the contestants, fighting to ascend floor by floor in order to reach the pinnacle of a towering skyscraper. Each floor presents progressively more challenging robot enemies. Armed with a variety of weapons provided by the TV program, your objective is to eliminate all enemies before the elevator door grants access to the next floor. Prior to entering the contest, players are equipped with a special suit designed to provide protection against enemy attacks. This suit and the weapons can also be upgraded to unlock special abilities defeating bosses.

In this game, points are earned primarily through three key mechanisms:

1. **Enemy Types and Accuracy:** The type of enemy you defeat influences the points you receive. Tougher, more formidable robots yield higher point values. Additionally, the precision of your attacks matters; landing accurate shots, weak part shots, or critical hits results in increased points.
2. **Combo Multipliers:** Skillful and consecutive enemy eliminations trigger combo multipliers, enhancing the points awarded for each successive kill in your combo chain.
3. **Performance Bonuses:** Your overall performance plays a significant role in your point accumulation. Factors such as accuracy, time taken to clear a floor, and the number of hits received directly affect your point total at the end of each stage.



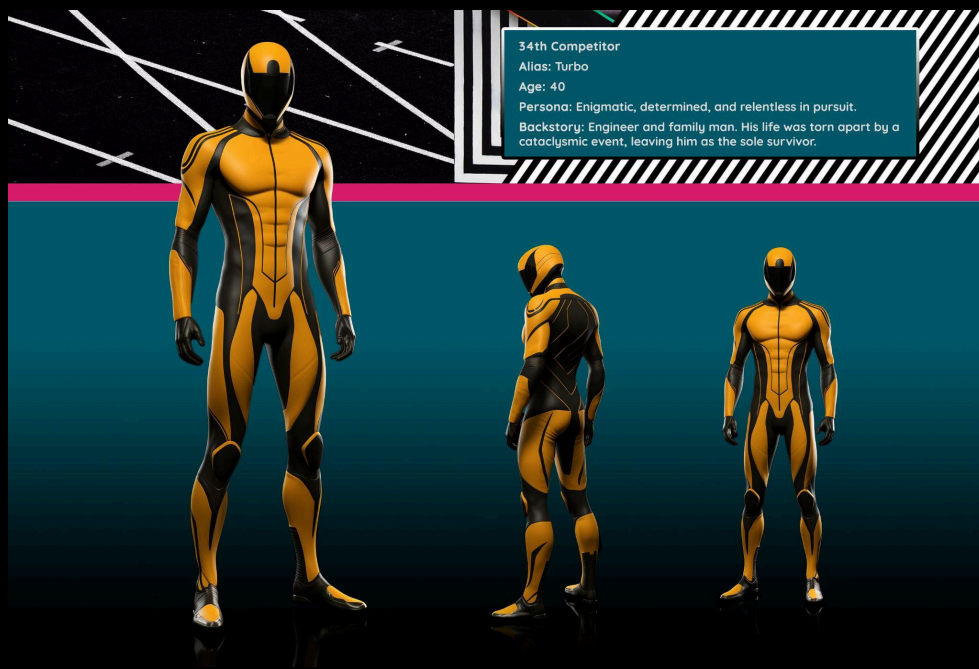
Character

In the grim aftermath of a dystopian apocalyptic future, a mysterious group of contestants known by their nicknames will step onto the stage of the brutal **Big Money** TV show contest.

Coming from the suburbs, they carry a mission that fuels them every step: a burning quest for revenge. In the chaotic upheaval that devastated their world, they have been surviving, watching how most of their friends and relatives are not able to wake up another day.



Winning the **Big Money** contest is the only way to get out of the oppressive regime that shattered their life and get a pass to the luxury high class living society,



Controls

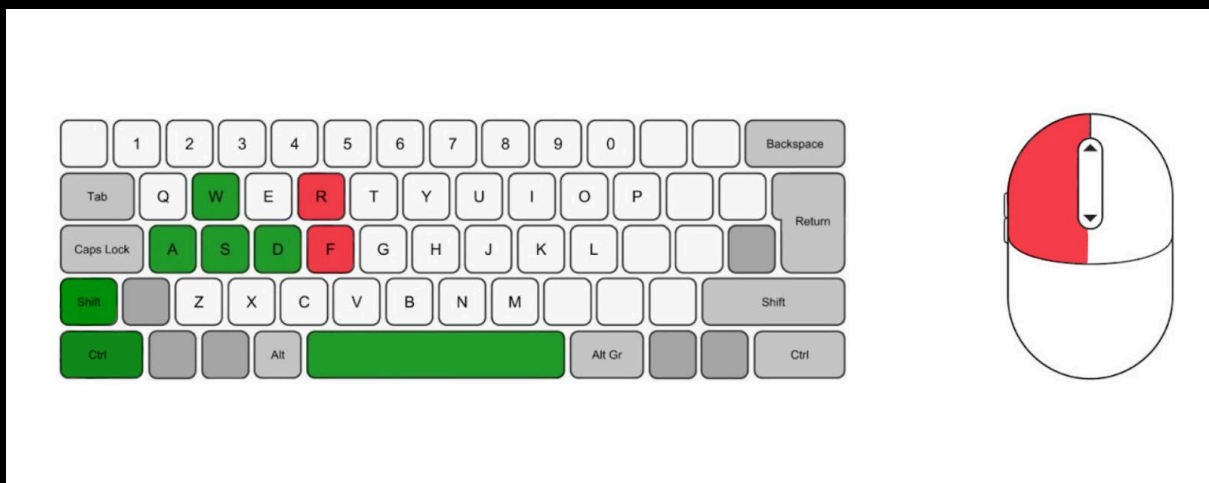
Controls for this game are keyboard and mouse-based, featuring the traditional **WASD** setup commonly used in most first-person shooters. Gamepad controls are also supported but not recommended.

Movement: You can control your character's movement using the **WASD** keys, while adjusting the camera direction is achieved through mouse movement. To jump press the **Spacebar**. To perform a special dash movement to evade enemy attacks, use the **Left Shift** key. To crouch press **Left Ctrl**.

Weapons: Reload your weapon by pressing the '**R**' key. Primary shooting is done with a left mouse click, while secondary shooting is initiated with a right mouse click. The secondary mouse click action varies depending on the selected weapon. To switch weapons, you can either use the mouse wheel in both directions or utilise the number keys for direct access.

Melee: By default, melee attacks are bound to both the '**F**' key and the second thumb mouse button, recognizing that not all mouses have this button.

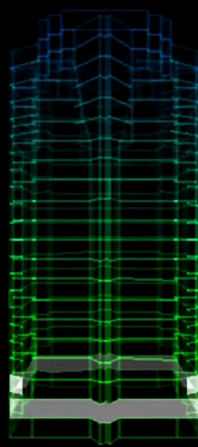
Action: Action button '**F**' key is used for activate doors switches or platforms.



Gameplay

Big Money is a First Person Shooter where the player has free 3D movement inside the floor of a building. Enemies will spawn in different locations and the goal is to kill them all to reach the next level.

The game levels are divided into floors of a skyscraper. Once the player has finished a level, the elevator will be active to open and go up to the next, starting from the base till reaching the top floor.



Each floor will have one of the four games of the show which can be easily recognized by colors:

- **Circuit Clash**: Destroy all robots to finish it.
- **Clockwork**: Kill all the enemies before the time goes up.
- **Exit Ensemble**: The player needs to activate several switches to open the exit door.
- **Droid Dominance**: Every 10 levels there is a boss fight. This is a special event that will require different tactics to finish it.

The game also includes roguelike mechanics like:

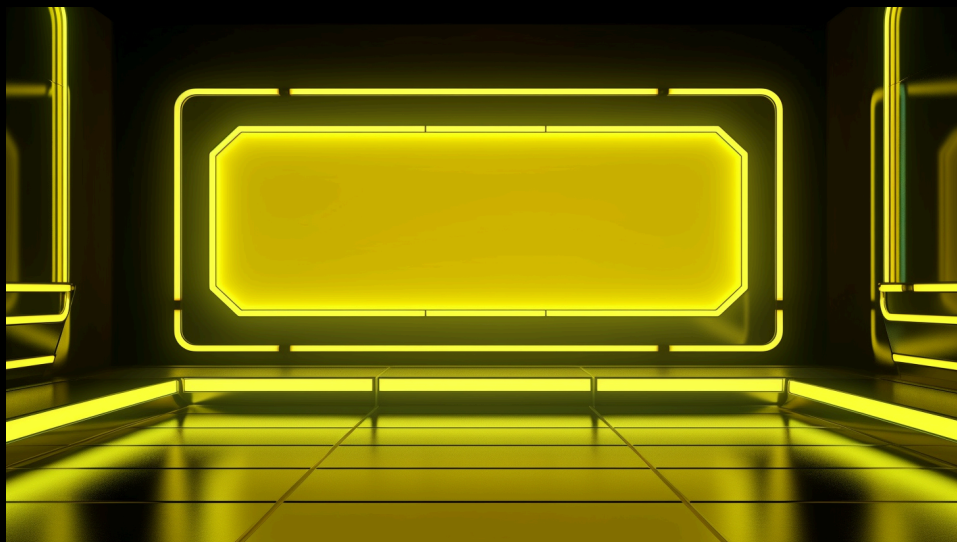
- Evolution of the character and new skills.
- Weapons upgrades.
- Permadeath. Once the player is dead the game will start from the beginning, not saving any of the skills, weapons or progress level we got in the previous game as the player is a new contestant.

The new skills, the character evolution and weapons upgrades will be chosen at the end of each level, one out of 3 options.

Game World

The game is played inside a skyscraper. **Big Money** is a violent TV game show where the contestants will go up floor by floor till they reach the penthouse to win the contest or die trying.

Each floor is based on a TV set decoration of the show. Colours are different depending on which game of the show is the player confronting.



In some levels the player will have to avoid deadly hazards while fighting the robots.

Laser beams

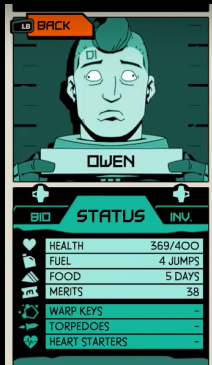


Proximity bombs

They will explode when the player gets too close to them.



Game Experience



Each new game the player controls a different contestant. Once the player presses play we can see a UI screen with info of the contestant while loading the level.

The gameplay starts directly opening the inside of the elevator, leading to a corridor and the entrance of the first level. This sequence will be the same for each new level.

Gameplay Mechanics

Player movement

Fast constant movement is key gameplay as a defensive tactic.

Dashing

Dashing is the most important movement mechanic to win the game. It is used to avoid being damaged and to get advantage when attacking enemies.

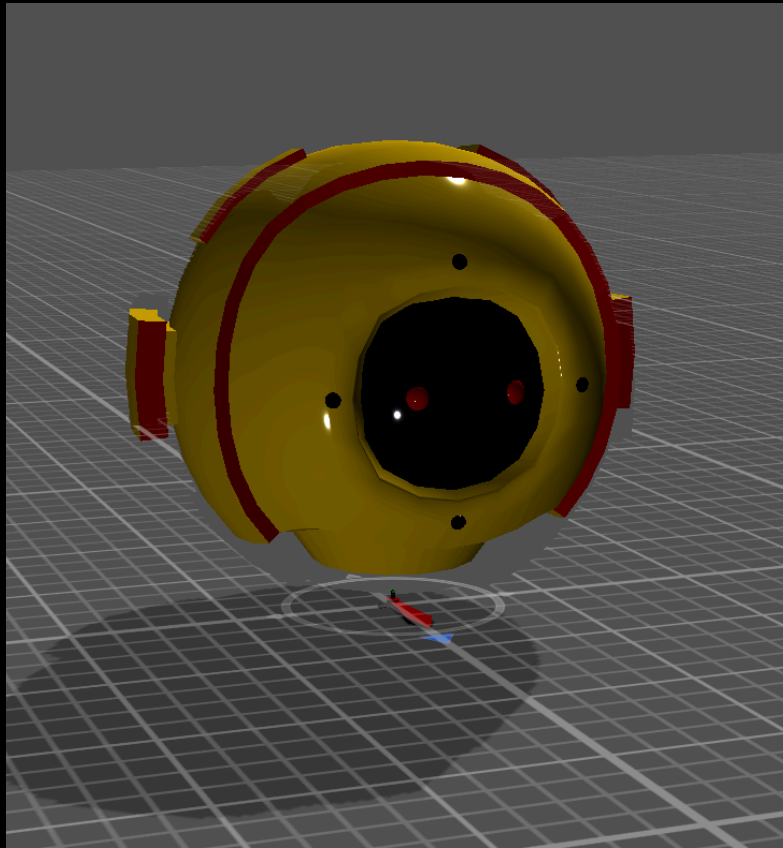
Weapon

Reloading is automatic once you reach the end of the clip or you can manually reload by pressing the reloading key.

Enemies behaviour

Learning how the different enemies attack and move is key to winning the contest.

3D Model



In-game look



Towers

- Sniper Tower: shoots a deadly laser beam which needs some time to reload.
- Spawner: will spawn minions.

Concept



Shooters

Two main classes depending on the bullets:

- Slow but strong damage.
- Fast but weak damage.



Advanced minions

They have a strong melee attack.

- Bull droid: charges a ram melee attack.



Avoid droids

- Skull droid: explodes when dies.
- Multiplier: enemies that will multiply if the player doesn't kill them with melee attack.



Bosses

- Special bosses designed to learn new tactics or practise with new weapons.

Weapons

The player can find different weapons during the game.

Automatic Laser Rifle

Automatic laser weapon. Fast fire, medium damage, long range.

AI Exploration



Concept



3D Model



ART STYLE

REFERENCES

Mirror's Edge



Marathon



Super Hot



TV shows



FONT

The main font is Archivo Black Font from Google Fonts under the open font licence.

Regular 400

BIG MONEY

Regular 400

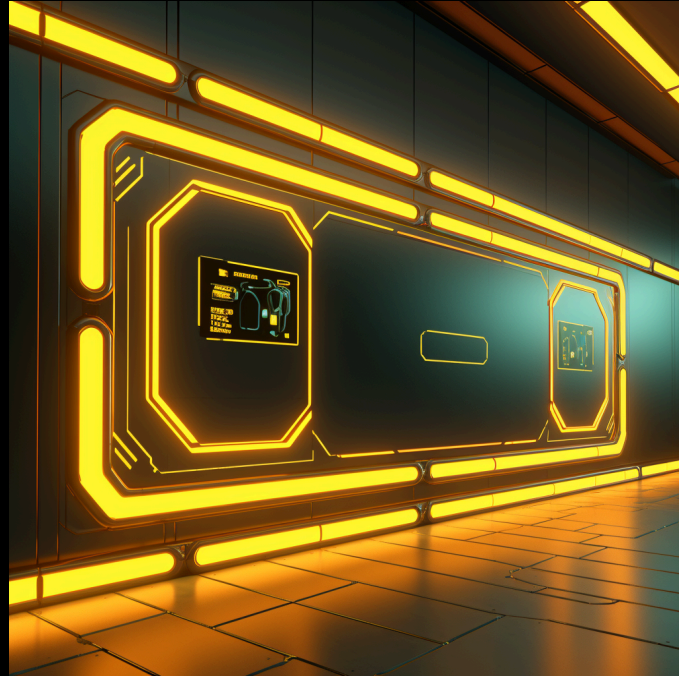
AaBbCcDdEeFfGg

Regular 400

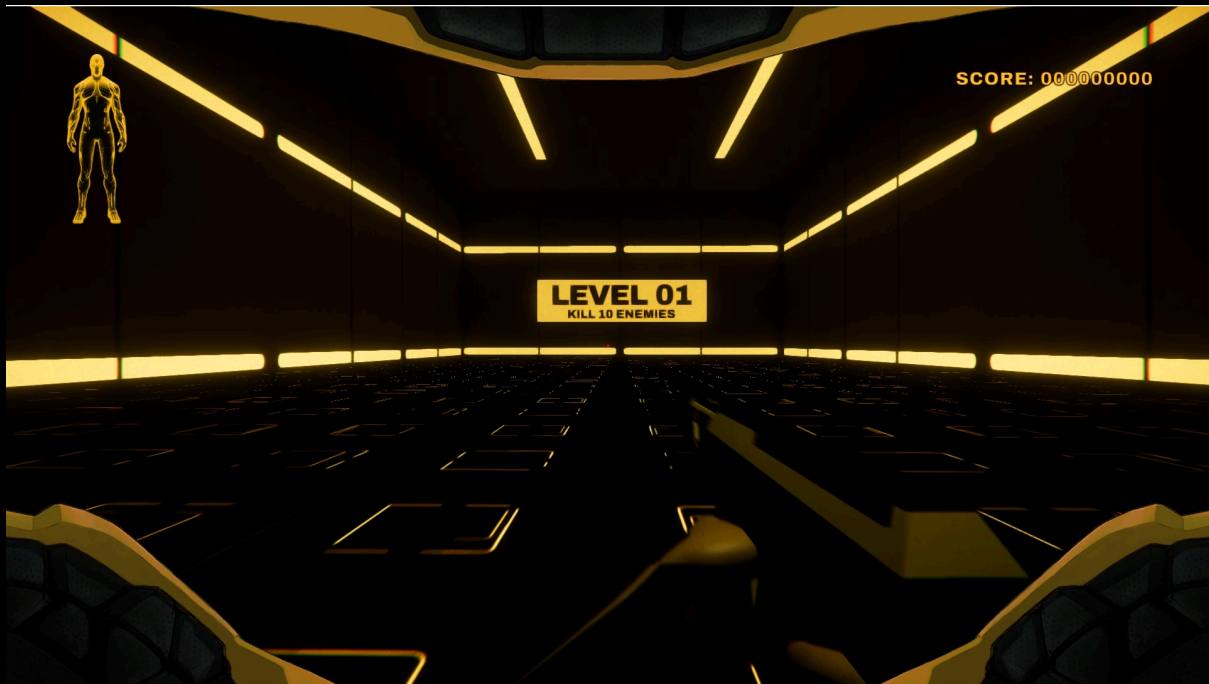
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SET DESIGN

Concept



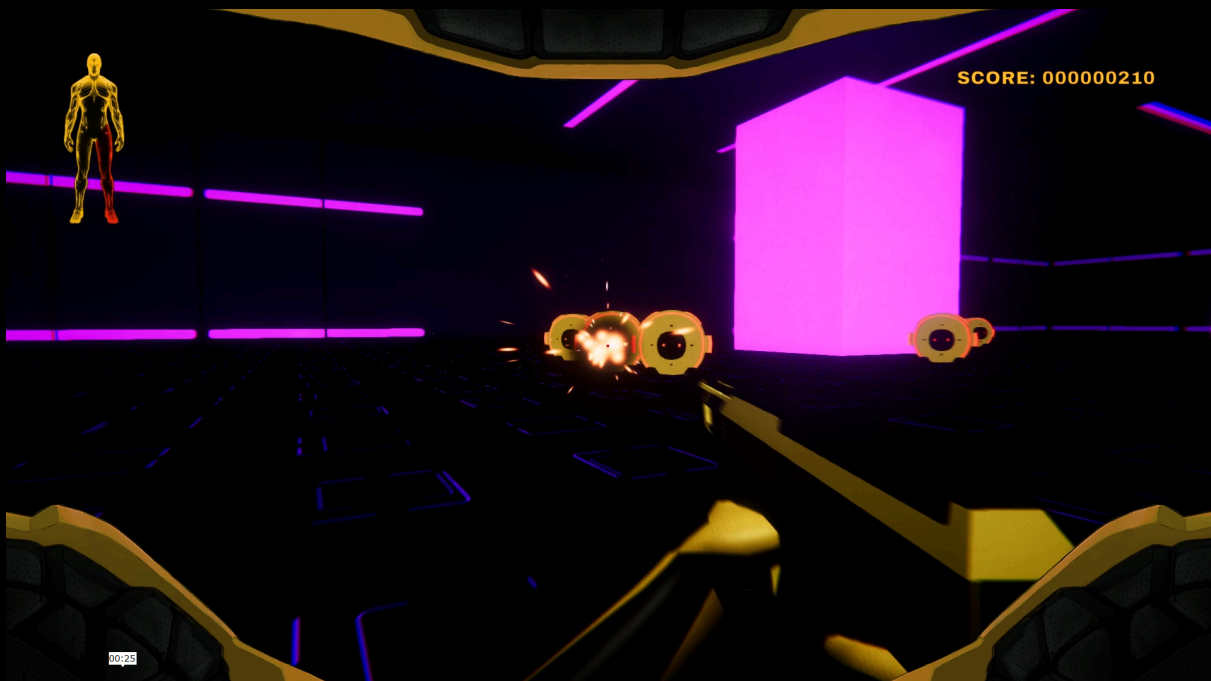
Level 01 Entrance



UI

Player UI

Player UI concept is a HUD of the helmet inside view.



It include:

- **Health:** parts of the suit malfunction. When all are broken the player dies on the next hit.
- **Score:** points of the game.
- **Bonus Multipliers**
- **Damage taken:** the player knows when he has been hit.

Intro Menu



NEW CONTEST

OPTIONS

QUIT

Player controls



CONTROLS

WASD: Movement

Mouse: Look

Left Mouse: Attack

Space Bar: Jump

Shift: Dash Move

R: Reload

F: Action

PRESS ANY KEY TO START

Victory Screen

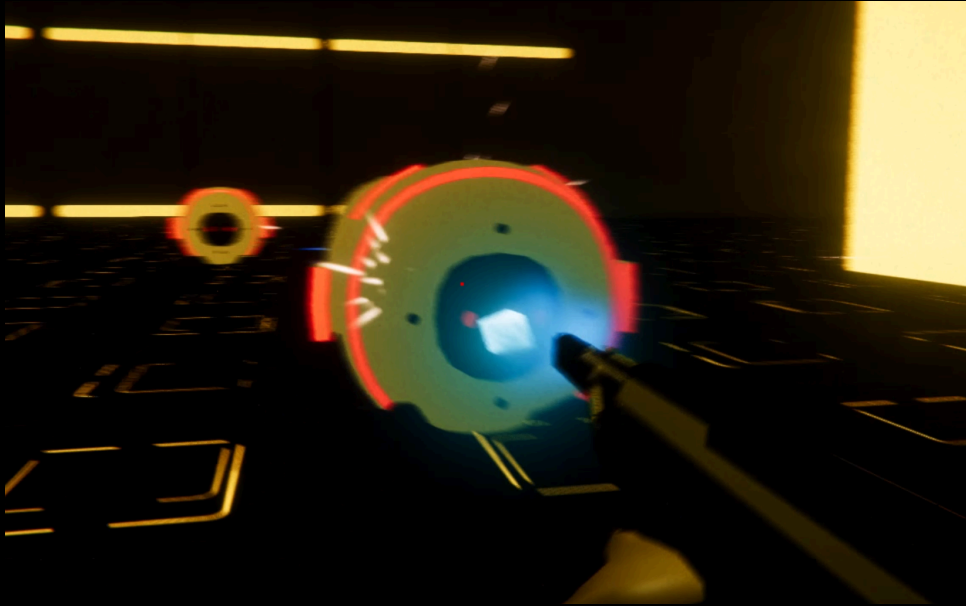


Game Over screen



VFX

Laser bullets.



Enemy dead explosion

