Heat Lamp

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Concept:

Heat Lamp is a competitive brawler. Playing as the Pixar Lamp, players must defeat all of the toys in the room and get them to worship you. Hopping around and melting the other toys into submission, the player must keep their own light safe while fighting the toys in the room. It is a game of skill and strength.

Legend:

Planned for prototype

Planned for full production

Need specific feedback on

Mechanics:

- Player
  - Movement
    - Controller:
      - The player can move their character around using the left joystick.
      - The player can also jump using the A button.
    - Mouse and Keyboard
      - The player can move their character around using WASD.
      - The player can also jump using the spacebar.
  - Camera
    - Controller:
      - Using the right joystick, the player can turn the camera around the player character.
    - Mouse and Keyboard
      - Moving the mouse, the player can turn the camera around the player character.
  - Light Beam
    - Controller:
      - Using the right or left trigger, the player character fires out a beam of light from their light bulb. This is shown as a focused cone of light.
      - It points to where the player is pointing the camera.

- Upon hitting an enemy, the enemy takes damage and starts to melt. This continues every game tick, until the enemy is dead or the player stops aiming the light beam at the enemy.
- The light beam has a limited range, 8 units (arbitrary, get full numbers later). The damage is standard for the entire beam until you get to the tip, where it does double damage
  - Mouse and Keyboard:
    - Using the right or left mouse button, the player character fires out a beam of light from their light bulb. This is shown as a focused cone of light.
    - It points to where the player is pointing the camera.
    - Upon hitting an enemy, the enemy takes damage and starts to melt. This continues every game tick, until the enemy is dead or the player stops aiming the light beam at the enemy.
    - The light beam has a limited range, 8 units (arbitrary, get full numbers later). The damage is standard for the entire beam until you get to the tip, where it does double damage
- Health
  - The player has three lives.
  - If the player is attacked by an enemy, they lose one life or more depending on the enemy type. Their light bulb takes cosmetic damage.
    - ***The player can only take damage on their light bulb. All other places hit have no effect. This would allow us to make hordes of enemies since the player would have a natural defense.***
  - If the damage gets rid of all the health, the player character's light bulb breaks, and they can not attack until they find and pick up a new light bulb.
    - When this happens, the player can not take any more damage.
- *Cord Whip*
  - *Controller:*
    - *Aiming the camera and pressing X, the player can whip the lamp's power cable at another character, enemy or player. This causes the whipped character to fly back a set distance, but they take no damage.*
  - *Mouse and Keyboard:*
    - *Aiming the camera and pressing E, the player can whip the lamp's power cable at another character, enemy or player. This causes the whipped character to fly back a set distance, but they take no damage.*
- *Power Up*
  - *If the player runs into a power up, they collect it upon collision and instantly use it up.*

- Enemies
  - Type
    - There are multiple different enemy types. All of them have their own statistics for various actions. Some enemy types are:
      - Melee
      - *Ranged*
      - *Flying*
  - Movement
    - The enemies move towards the closest player.
    - ***Or, the enemies move towards the closest player who has a working light bulb. This would allow the player who is searching for a light bulb to not have to worry about any enemies following them around and camping them.***
    - Speed is decided based on the enemy type.
  - Attack
    - If the enemies get into their attack range of the player (depending on their type), they will start to attack the player.
    - Each enemy type has their own preset Range and Damage for their attack.
  - Spawning
    - All enemies spawn from a toybox in the level and then come after the player.
    - At the start of the game only a few enemies spawn at a time and then as the time progresses, more enemies begin to spawn at the same time.
  - Health
    - Enemies also have their own health values based on their type. Generally, the ~~heal~~ healing will be based on size, since the player's attack will be melting the enemy.
  - Death
    - If the enemies health pool is depleted, the enemy completely melts onto the floor. It stays there for 10 seconds before disappearing.
- General
  - Time
    - There will be a _ minute timer for the level. After this timer is complete, the game ends, and whoever has the highest score wins.
  - Score
    - Every time a player kills an enemy, they get points. The points are decided based on the enemy type.

- ○ *Power Strips/Outlets*
  - ■ *When near a power strip or outlet, the player can press the Cord Whip button and plug themselves into the strip/outlet. This allows the player to do double damage, but they can't move past the limits of their cord. They player must press the Cord Whip button again in order to move again.*
- ○ *Pick ups*
  - ■ *There will be various power ups randomly spawning in preset places around the level.* **OR Enemies have a chance of dropping them when they die.** *These power ups last for a limited time before expiring. Examples of these power ups are:*
    - ● *Extra Damage*
    - ● *Extra Range*
    - ● *Extra Speed*
    - ● *Higher Jump*