

SOLACE

THIRD PERSON, LOOTER-SHOOTER,
ACTION RPG

THE STORY

Humans and automatons lived together in harmony until the discovery of alchemy, only usable by humans. In fear, the automatons took action against humans and forced them to hide and live in managed camps where practice of the mystics was forbidden.

THE MECHANIC

The player plays as a character in these camps who uses alchemy to bring weapons to life, using this power, they can defeat these automatons with real-time combat. These reanimated guns, have their own distinctive personalities and can affect dialogue options, provide useful insight in scenarios, interact differently depending on what the other gun the player has equipped and even get jealous if the player doesn't use them as much as another gun.

THE TASK

The player must travel across the land, looting, exploring and fighting in a variety of destinations to break free a colourful cast of heroes, in order to create an alchemical concoction capable of overthrowing their machine overlords and free all of the human captives.

QUESTS/TOMBS

Quests are missions given out by certain NPCs which give the players experience, weapons and modifications. They can be escort missions, rescue the hostage missions, eliminate and secure an area missions, assassinate a target or even tombs. Tombs are special structures where ancient technology is sealed, they reward special weapons for completing them and are riddled with traps and puzzles.

MODS/LEVELS

Modifications gives guns the chance to be altered in specific ways, usually increasing a stat such as firerate or damage in exchange for money/resources. Levels are gained from defeating enemies and completing quests/tombs, they scale depending on what level the player is and which area they are gaining experience from. Levels provide a base health and damage increase but guns and mods also require the player to be a certain level before using them.

ENEMIES



HEALTH
DAMAGE
SPEED



AIRDRONE

HEALTH
DAMAGE
SPEED

ABILITY - Can fly/can screech alerting other drones to fly in
WEAKNESS - Wings can be shot to make drone unable to fly



WALKER

HEALTH
DAMAGE
SPEED

ABILITY - Very aggressive and fast, can detect player whilst they sprint and walk
WEAKNESS - Knees can be shot out to make walker limp or unable to move at all, easily distracted by noise



TANKDROID

HEALTH
DAMAGE
SPEED

ABILITY - Wide arsenal of weapons for long range and close-range fights and highly armoured
WEAKNESS - Power core visible at the back of the tank



OVERSEER

HEALTH
DAMAGE
SPEED

ABILITY - Can move objects, has a piercing laser and can see through thin walls
WEAKNESS - Shoulders can be shot off, making the arms useless

MAP OVERVIEW

THREAT
LEVEL

TOMBS - 10

QUESTS - 8

LEVELS - 10-20

ENEMIES -

HOSTAGE HERO - Gunsmith (Unlocks gun modding)

CITY STREETS

HOLDING CAMPS
TOMBS - 3

QUESTS - 5

LEVELS - 1-10

ENEMIES -

HOSTAGE HERO - Mechanic (Unlocks more gun slots)

TOMBS - 6

QUESTS - 7

LEVELS - 20-35

ENEMIES -

MACHINE JUNKYARD

TOMBS - 3

QUESTS - 4

LEVELS - 20-35

ENEMIES -

HIGH COURTYARD

TOMBS - 3

QUESTS - 8

LEVELS - 35-50

ENEMIES -

AUTOMATON HQ

DROID INDUSTRIES

TOMBS - 4

QUESTS - 5

LEVELS - 35-50

ENEMIES -

HOSTAGE HERO - Scientist - (Unlocks extreme gun upgrading)

DOCKS

TOMBS - 6

QUESTS - 8

LEVELS - 20-35

ENEMIES -

HOSTAGE HERO - Merchant (Provides a trading outpost)

WEAPONS

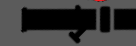


BEAMER INFO - Fires a beam that attaches to the enemy and stays locked on
DAMAGE
FIRERATE

Sadistic, taunts enemies when locked onto them - "Look who's about to die, it's yooooou!"



SNIPER RIFLE INFO - Can pierce walls and enemies allowing for collaterals or a sneakier playstyle
DAMAGE
FIRERATE



BAZOOKA INFO - When colliding with the surface, the rocket splits into smaller rocket clusters dealing AOE damage
DAMAGE
FIRERATE

Very emotional, easily jealous and volatile - "I know you like that revolver more"



ASSAULT RIFLE INFO - Damage increase per bullet hit on enemy, resets on reload
DAMAGE
FIRERATE

Bargains with other NPCs - "Hey you, you wanna give me a lil discount for being a regular?"



REVOLVER INFO - Can put all bullets into one magazine for one giant shot
DAMAGE
FIRERATE

Trigger-happy and sassy like a cowboy - "You ready to die?"



SHOTGUN INFO - Shot bullets ricochet twice after being shot, can ricochet with another bullet
DAMAGE
FIRERATE

Split-personality - "Let's kill this son of a.. maybe there's another way to handle this?"



MOCKUP