

[Header Photo]

INSTANT SUMMARY

LAMP MAN is a single player creative fighting game. Players will traverse a procedurally generated open world, fighting shadows, and gathering parts for their only weapon: their lamps.

LOOK AND FEEL

LAMP MAN hopes to achieve the depth, artistic uniqueness, and replay ability of independent games such as **DON'T STARVE**, **OXYGEN NOT INCLUDED**, and **SLAY THE SPIRE**, with its own electrical engineering twist.

GAME DESIGN

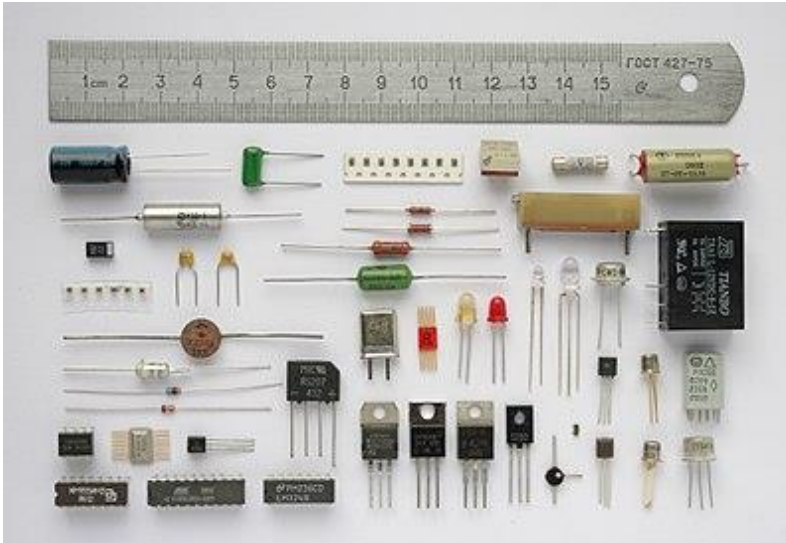
LAMP MAN combines typical 2D isometric brawler style combat with the wand/weapon crafting features of **NOITA**, with the substitution of light and electricity for magic and spells.



How will **LAMP MAN** combine these styles to create a unique and fun game?

In a typical beat em' up game, players use weapons premade by the developers, however in **LAMP MAN**:

- Players craft their own weapons in the form of **LAMPS**.
- Players need to gather resources to make these **LAMPS**, such as *resistors*, *lightbulbs*, *wire*, and *batteries*.



- Players will craft these **LAMPS** at *workstations* that are also maintained and upgraded throughout the game.
- Players need to plan their actions carefully as power and resources are limited and easy to use up by accident. Too many *volts* may ruin your most valuable electrical parts!
- Finally, players will need to rid their world of the shadows to find solace, beating the *Big Bad Shadow Monster* with the power of **LAMPS**!

GAMEPLAY LOOP

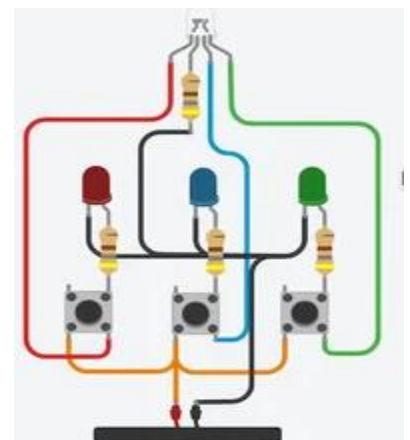
Players will begin each game with two premade lamps that will help them throughout the start of their journey. They will use these premade lamps to defeat starting enemies. Once they have gathered enough materials, they can choose to return to their workstation and construct upgrades for their lamps and workstation. Players will then use these upgraded tools to defeat more difficult enemies. Difficulty scales with time as well as location, some areas will have much harder enemies than others.

RESOURCE GATHERING

Resources can be found by defeating enemies, as well as by just searching around levels. Having the right equipment for the job will be essential, so players will want to explore as much as possible.

LAMP CONSTRUCTION

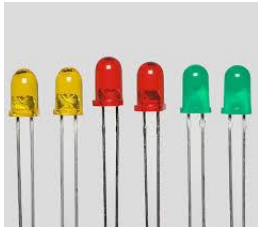
Lamp construction will be a large part of the game. Players will use an interface similar to those found on online circuit simulators to construct fully functional lamps. In addition, the parts they use for construction will add attributes, contributing to the overall effectiveness of the lamp as a weapon.



PARTS

BULBS

Bulbs are the bread and butter of lamp construction. They contain elemental effects such as fire, water, electricity, poison, weakness, and so forth. Bulbs require specific currents to run, and since too much current will blow up your bulb, planning is key! Some bulbs may not require much power to run, but also may not be very powerful. The player will have to balance firepower against battery power if they wish to succeed.



WIRES

Wires connect electric parts together, but cheap wire may break over time or burn up with high currents. Having plenty of different types of wire will help players keep their builds organized and functioning.

RESISTORS

Resistors, as they do in real circuits, limit current flowing through a circuit. They can be used to ensure components do not receive too much power. In the game, they will also provide buffs to any electrical parts that connect to them. For example, a resistor may provide an increase in attack power, attack speed, or recharge speed to a component that connects to it.

BATTERIES

Batteries are crucial to powering any lamp. Small batteries can be used to create simple, low powered lamps. Larger batteries will be used to create lamps that are more powerful and last longer. Just like in the real world, players can wire together smaller batteries to create a power bank, if they so choose.

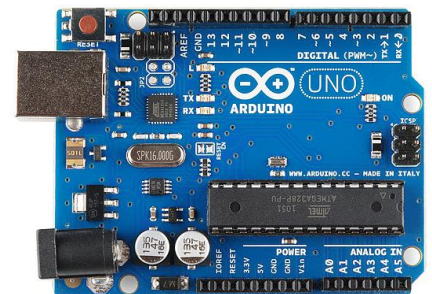
OTHER ELECTRICAL PARTS

MICROCONTROLLERS

Microcontrollers are late game electrical parts that allow for a variety of functions that otherwise would require many independent electrical parts. They are complex, difficult to use, and they consume a lot of power, but they are also the most powerful tool a player can learn to use.

RELAYS

Relays use a relatively small voltage to control a much larger voltage. In more complex lamp builds, this can be used to save on wire, resistors, and overall create more complex lamp builds.



SWITCHES

Switches allow players to control functions of their lamp without having to visit a workstation. For instance, a lamp could have two different bulbs that can be toggled between using a switch.

POTENTIOMETERS

Potentiometers can be used to adjust the current flowing into a bulb or other electrical part. Just like a dimmer switch in your house, it can be used to turn down lamps and save power while the player is away from their workstation.



WORKSTATION UPGRADES

WOOD

Wood will be used to upgrade the workstation table, expanding it to allow for more tools and an easier working environment. Wood can also be used to create organizers, such as shelves.

TOOLS

Several different types of tools will need to be acquired and upgraded for a successful run. Players will start with a low tier soldering iron; however, they will need to acquire items such as a voltage meter, wire cutters, and rubber gloves if they hope to create lamps strong enough to defeat the final boss.



POWER

The player's workstation will need a generator to run. This too will need to be maintained and upgraded over time.

ENEMIES

MOBS

Enemies will be predominately shadow themed, with a few small exceptions for what would be considered “special” enemies in other games. Some examples include:

- Shadow children, people, and pets.
- Criminals who lurk in the shadows.
- Machines such as shadow turrets, shadow generators, and electrical disrupters.

BOSSES

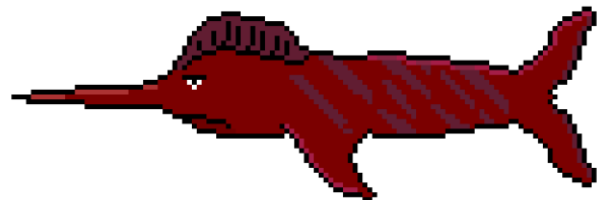
- **The Player’s Shadow** – Follows the player throughout the start of the game. Once defeated, the player will no longer cast a shadow.
- **The Shadow Mage** – Uses dark magic to create smaller shadow enemies.
- **The Shadow Engineer** – Uses complex devices to attack the player and disrupt the player’s lamps.
- **The Shadow Clown** – A shadow themed villain who aims to mess with the player throughout the game.
- **Big Bad Shadow Monster** – Final boss

As the game is open world, the players can tackle bosses in any order they please. However, defeating each boss will alter the rest of how the game plays. Defeating the Engineer unlocks more complex electrical parts and tools, defeating the Clown and the Player’s Shadow prevents them from disrupting the player, and defeating the Mage unlocks magical parts. Once the final boss is defeated, the world is rid of shadows...unless the player achieves a different ending.

PREVIOUS ASSETS

Some assets from our previous games can easily be reused. These include:

- Buildings
- Some enemies
- Natural foliage
- Props
- Urban outdoor decorations



NEW ASSETS

- All bosses and main characters
- Lamps
- Most enemies

PROCEDURAL GENERATION

While not an asset in the typical sense, will need to be developed and implemented to assure high levels of replayability.

