



MOST OLDEST PEOPLE

Game Design Document

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Specifications

Metrics

Measurement	Unit of Measurement	Abbreviation
Distance	Meters / Centimeters,	m / cm
Position	Vectors	(Xm,Ym,Zm)
Time	Seconds	s
Health	Hit Points	HP
Damage	Damage Points	DP
Chaos	Chaos Points	CP
Attack Per Second	Attack Per Second	APS
Ammo	Ammo Units	AP



Aspect Ratio

Merry Mayhem is constrained to 16:9 and 4:3 aspect ratios.

Design

High Concept

By using the skills and tools provided, we enforce our evil will with endless variation. Traveling to unique and unknown worlds to wreak havoc and destruction upon the weak creates moments of sociopathic triumph.

Features

- Levels: four diverse levels, each with multiple critical paths and enemies for different playthroughs.
- Combat: fast-paced ranged and melee combat, enhanced with skills and three special abilities.
- Enemies: nine different types of enemies.
- Boss: one boss.
- Abilities: three different abilities with cooldowns.
- Check Point: scattered through the levels.
- Skill Tree: nine different types of skills available for selection.
- Items: health, and ammo drops that assist the player.

Game Overview

Summary

Merry Mayhem is a linear, top-down, isometric, twin-stick shooter focused on non-stop fighting. The cosmic title of “Master of Chaos” is up for grabs, and Pax, the player, is the perfect hellion for the job... but first she must prove she’s got what it takes to get the job done. The player embarks on a journey to exotic, yet peaceful realms to wreak havoc and prove they have the makings of a great Master of Chaos. The player strategically makes use of special attacks in tandem with their standard abilities to smash through hordes of unsuspecting inhabitants that defend their realm from the pandemonium she strives to create.



Player Objective

Level	Objectives
Tutorial	<ul style="list-style-type: none">• Collect weapons MC has left for Pax.• Learn to use weapons.
Candy Land	<ul style="list-style-type: none">• Learn first special ability. (Gravity Trap)• Learn about the Chaos Bar.• Kill and destroy as many things as possible to fill the Chaos Bar.
Plant Land	<ul style="list-style-type: none">• Learn second special ability. (Sword Tornado)• Kill and destroy as many things as possible to fill the Chaos Bar.
Cowboy Alien Land	<ul style="list-style-type: none">• Learn third, and final special ability. (Rain of Fire)• Kill and destroy as many things as possible to fill the Chaos Bar.
Throne Room	<ul style="list-style-type: none">• Survive the waves of enemies.• Defeat the Master of Chaos.

Gameplay Minute

After being summoned by the Master of Chaos, you are given both a glistening sword and an energy pistol. Armed and ready, you are sent off to the peaceful realms to shake things up. Arriving at the first location, a rainbow of smells assaults you, all sweet. Suddenly, the Master of Chaos tells you that you now have a new ability. You can drop bombs that will pull all the gravity in an area! You see cute candy villagers. Time for some destruction. You slash and shoot your way through town, breaking and smashing everything in sight. After hours of destruction, the Master of Chaos pulls you from the world before you can create total destruction. Time to go!

Narrative

Story

The current Master of Chaos is going into retirement and wants his favorite protégé to fill the position. Any potential successor must first prove they have what it



takes to strike fear and pandemonium throughout the realms. A young girl by the name of Pax is stepping up to the challenge. With her spitfire spirit and penchant for all things chaotic, the Master of Chaos sends her a personal invitation to his throne room. Suiting up with weapons of the trade, Pax is sent to bizarre, yet placid, realms to cause mass destruction and give the innocent a taste of danger, and to prove if she has what it takes to be the next Master of Chaos.

Ending

After wreaking havoc across the universe, Pax finds herself facing off against The Master of Chaos himself. She quickly puts the old man down and is finally crowned the new Master of Chaos.

Characters

The Master of Chaos - The Jolly, Sociopathic Ruler of Chaos

The Master of Chaos - or MC for short - is always motivated by his desire to never feel bored. For good or for bad, without consideration, and with reckless abandon, he has spent his reign fulfilling his erratic desire for variety and spontaneity. The how, why, when, and who that may suffer the backlash of his desires means nothing. As MC ages, he begins to recognize that the universe will never become a boring place if he can find someone worthy of taking his place on the throne. Fortunately, he has happened upon a young girl who wholly embodies his values and has set her forth on a trial to prove her claim to his throne.

Pax - The Cheerful Hellraiser Protégé

Pax is chaos incarnate, and the mirror image of the MC. Unfortunately for the universe, she also happens to be thirteen years old. Thirteen, sociopathic, armed, and dangerous, with a penchant for destruction. Enabled by the considerably older MC, she eagerly agrees to bring mischief and misery to random worlds without question. Kids say the darndest things and Pax is no exception; when not hacking and slashing with her sword or shooting off her gun, she is shooting off her mouth. Pax is the perfect storm of crude humor, poor manners, sharp objects, and fast bullets. The title of Master of Chaos is as good as hers.



Player Character

Pax

	Stat	Details
Max Health	300HP	
Max Speed	1000cm	Every 1s
Sword Swing	20DP	Swing Speed: 0.25s Hit Box Size:109.12 X 160 Y 7.04 Z cm
Pistol Shot	13DP	Reload: 2s Clip Size: 50AP Ammo in Clip: 50AP Max Ammo: 450AP Ammo: 250AP
Gravity Trap	N/A	Cool Down: 6s
Sword Tornado	180DP	Every 1s, Cool Down: 6s
Rain of Fire	24DP	Every 1s Cool Down: 6s
Dash	3000cm	Cool Down: 2s



Player Controller

Movement

Interface	Action
Left Stick	Move Pax on the XY plane in world space in the direction of the stick
Right Stick	Rotate Pax on the Z axis
A	Dash

Combat

Interface	Action
Right Trigger	Shoot
Left Trigger	Slash
Left Thumbstick	Gravity Trap
Left Shoulder	Sword Tornado
Right Shoulder	Rain of Fire

Menus

Interface	Action
Start	Activate: Pause Menu, inside of menus pressing start backs out of menus
Left Stick	Move up, down, left or right
A	Selection



Enemies

Enemy Stat Chart

Class	Subclass	Skeleton	HP	DP	APS	Speed	CP
Heavy	AOE	large	35	15	1	500	1.5
Heavy	Berserker	large	40	15	.5	750	2
Heavy	Shielded	large	50	10	1	400	1.5
Ranged	Basic	medium	20	7	1	700	0.75
Ranged	AOE	medium	13	8	2	500	1.25
Ranged	Shielded	medium	30	6	2	500	1
Melee	Basic	small	20	5	1	600	0.5
Melee	Basic	large	40	8	1	500	1.25
Melee	Berserker	small	20	12	1	700	1
Melee	Suicide	small	20	25	1	1100	0.75

Class Definition

Each enemy begins as one of three main classes and may additionally inherit one of three subclasses, as listed below:

Main Classes

Melee	<ul style="list-style-type: none"> ● Charges at the player. ● Standard health. ● Standard speed.
Ranged	<ul style="list-style-type: none"> ● Shoots the player from a distance. ● Standard health. ● Standard speed.
Heavy	<ul style="list-style-type: none"> ● Unaffected by Gravity Trap ability. ● Higher health. ● Lower speed.



Subclasses

Area of Effect	<ul style="list-style-type: none">● Melee - suicide bomber that charges the player and blows up.● Ranged- shoots toxic bullets that fan out.
Berserker	<ul style="list-style-type: none">● Melee- has a second life.● Ranged- has a second life.
Shield	<ul style="list-style-type: none">● Has a shield.

Interface and Menu Systems

Splash Menu

There are three options in the splash screen: New Game, Continue, and Exit.

New Game, starts the game from the beginning. Continue, will load the player into the beginning of the last unfinished level. Exit, will close out the game.

Pause Menu

The pause menu has two options, Continue and Quit. Continue unpauses the game.

Quit opens a new option box and the player is prompted to confirm their decision to quit. Yes sends the player to the splash menu. No sends the player back to the pause menu.

UI

Health: There is a health bar in the shape of Pax's hair. It is placed in the bottom left area of the screen. As Pax takes damage the health bar is hidden by an opacity mask that reveals the health bars background. The opacity mask uses a stepped gradient, each step is shaped like flames so that the mask keeps the health bars flame motif. Pax's health bar is managed by using the value of her current hp divided by her max hp to control how much of the mask is used.

Sprint Cool Down Bar: There is a cool down bar for Pax's sprint. It is a progress bar widget that fills from bottom to top and is placed next to Pax's health. It is full until the dash is used, then it depletes and refills for the duration of the cool down.

Chaos bar: There is a bar at the bottom center of the screen that fills as the player defeats enemies and breaks objects. When the bar is full it toggles on the visibility of some animations behind the bar to indicate to the player that maximum chaos has been achieved.

The Ammo Pouch: Displays how many clips the player has as a number on top of an image of the pouch. It is placed in the bottom right area of the screen. The image of the



ammo bag also changes based on the value of current ammo divided by max ammo. There are 5 images of the bag, each with less ammo capsules around it, they swap when they fall into a value range of $0 < 0.2 < 0.4 < 0.6 < 0.8$.

Ammo Indicator: Displays how much ammo is left in the clip using a progress bar widget, some image layers, and slider for an end cap. It is placed in the bottom left area of the screen.

The Abilities: The abilities show up as the player progresses through the game. A new ability is added once the player has gained it. It is conveyed with an image and has a gradient cool down that fills a progress bar widget with a 100% alpha version of the image that covers a 60% alpha version of the image. There is also a gradient that travels around the sides of the ability image. The abilities are placed in the bottom right of the screen under the ammo indicator and ammo pouch.

Minimap: There is a minimap placed in the upper right hand of the screen. The minimap can be toggled from mini to full map when the right stick is pressed down. When toggled it will move to the center of the screen, expand to 3 times its size, and pause the game. When right stick is pressed again it will shrink back to its original size and go to its original position then resume the game.

Skill Tree

Upon completing each world, Pax is rewarded with an option to upgrade one of three stats relating to herself and her weapons: Pax, Sword, and Gun. Pax is only given one point to spend in the skill tree upon the completion of a world. The player is able to read what each level of the skill tree contains at all times, but is only able to access advanced upgrades by first unlocking the level before it. These potential upgrades are represented by a skill tree and are listed below.

The skill tree is be toggled during game play by pressing select. The player can not alter the skill tree while in the game level.



Skill Tree Stat Chart

Frugal Finger	2xHP from health pickup
Mad Dash	Stun for 5s
Fire Cloak	15DP, 2cm Radius Around Pax
Lofty Sway	7.5cm X 6.24cm
Quicktime	.25s attack time reduced to .13s
Charge Blade	2s charge -18 DP, 3.5s charge -24 DP, 5s charge -36 DP
Snap Snap	Pax reloads in 1s
Trigger Happy	35% chance to shoot 1 extra bullet
Wipe Out	15% chance to shoot 4 extra bullets

Skill Tree Description

Level	Pax	Sword	Gun
Level 1	Frugal Finger: Health pickups regenerate twice as much HP.	Lofty Sway: Extended melee range.	Snap Snap: Faster reload time.
Level 2	Mad Dash: Pax's dash stuns enemies.	Quicktime: Reduced melee swing cool down.	Trigger Happy: Every bullet fired has a chance to fire an additional bullet at no extra cost of ammo.
Level 3	Fire Cloak: AOE fire damage around Pax.	Charge Blade: Charge your sword by holding down the attack trigger and release it to deal extra damage	Wipe Out: When firing, your shots have a chance to convert into a shotgun blast, with each projectile dealing damage equal to a normal bullet.



Items

Defeated enemies drop two types of items, health and ammo. The dropped item will be whichever (Health or ammo) Pax has the lowest percentage of.

Type	Drop Rate	HP	Ammo
Health	100%	30	N/A
Ammo	100%	N/A	16

Destructibles

Type	To Trigger Action	HP	DP
Explosives	Pistol and sword	10	30
Breakables	Pistol and sword	10	N/A

Hazards

Hazards affect both enemies and the player.

Hazard	Type	DP	Effect	Duration
Water	Slow	0	Speed - 450cm	As long as player is inside the collider.
Plant Trap	Stun	10	No Motion	2.5s
Geyser	Slow	10	Speed - 450cm	2s within the collider



Audio

Scripts

Opening Scene

<p>Frame 1</p> 	<p>[The opening scene is an over-the-shoulder shot of the Master of Chaos as he looks at the solar system floating before him. The next few lines are said in a way that almost gives an illusion that the movie is starting in narration]</p> <p>[The Master of Chaos speaks with a wistful and calm voice. He does not reveal his spunky and feisty nature yet.]</p> <p style="text-align: center;">Master of Chaos</p> <p>"Ah, the universe, filled with calm and wonderment."</p>
<p>Frame 2</p> 	<p>[In the next frame, the camera pans through the solar system. There are beautiful/colorful planets, moons, suns, and space dust (Does not need to be scientifically accurate)]</p> <p>[The camera is moving toward where the Master of Chaos is located]</p> <p style="text-align: center;">Master of Chaos</p> <p>"Everything is neat, peaceful, in its place and..."</p>
<p>Frame 3</p> 	<p>[At this point the camera is pretty close to his Face. When MC speaks his next line, the camera will zoom comically fast to his face.]</p> <p>[The next word is said loud and comically. From here on out, the MC will speak in full character: playful, mischievous, and feisty.]</p> <p style="text-align: center;">Master of Chaos</p> <p>"BORING !!!"</p>



<p>Frame 4</p> 	<p>[Reuse Frame 1 with a wider shot that allows the viewer to see MC's hand moving towards a big shiny button]</p> <p style="text-align: center;">Master of Chaos</p> <p>"Let's liven things up a bit, shall we?"</p>
<p>Frame 5</p> 	<p>[Close up shot of the button and MC's hand]</p> <p>[MC clicks the button and a ticking sound begins]</p>
<p>Frame 6</p> 	<p>[Go back to the wide shot view of MC looking at the solar system]</p> <p>[The ticking continues for 2 more seconds to build suspense]</p>



<p>Frame 7</p>  A screenshot from the game showing the Master of Chaos, a character with a dark, horned head and a red cape, sitting in a throne. He is looking towards a large, glowing orange and yellow explosion in the background. The scene is set in a dark, cavernous throne room with a large, glowing orb on the wall.	<p>[One of the planets in this view blows up with a huge bang. A mushroom cloud blows out on each side of this planet]</p> <p>[In a voice cheering on the explosion]</p> <p>Master of Chaos</p> <p>"Ooooooh, that was a good one!!!"</p>
<p>Frame 8</p>  A screenshot of the 'Merry Mayhem' splash logo. The words 'MERRY' and 'MAYHEM' are in pink and cyan, respectively, with a hammer between them. The logo is set against a dark background with a subtle glow.	<p>[The Merry Mayhem Splash logo displays as the theme song plays]</p> <p>[The Game's tutorial loads]</p>

The game begins following the movie. More of the plot and MC's plans to retire is divulged in the tutorial.

Tutorial Throneroom Dialogue

(Tutorial level begins)

[Master of Chaos]

Oh, good, Pax, you made it! How's my favorite little under-aged hellion?

[Pax]

Who you callin' under-aged, old man?! By the way, aren't you supposed to be dying soon?

[Master of Chaos]



Actually, about that... there is something we need to discuss, you and I. Why don't you meet me in the throne room?

(When Pax is getting the Sword)

[Master of Chaos]

Oh yeah, Pax. Why don't you take that there sword?

[Pax]

Um. MC, What are you up to?

[Master of Chaos]

I don't know what you mean. Oh, and this certainly isn't a tutorial or anything.... By the way, kill these dudes with the sword, okay?.

(When Pax is getting the gun)

[Pax]

Oh, look. A gun! It's almost like you want to train me for something. And I'm betting it's not how to be a better person.

[Master of Chaos]

I'm not sure what you are insinuating but this is definitely not a tutorial... Nope... Not a tutorial at all... ..Those bad guys, yeah. Not part of a tutorial.

(Walking up to the entrance of the throne room)

[Pax]

I swear, Old Man, you better have an explanation for all of this!

Character Splash Page Dialogue

(MC's title card splashes)

[Master of Chaos]

Pax, my jailbait sweetheart. I'm retiring and I want you to take my place! After you prove yourself, that is.



(Pax's title card splashes)

[Pax]

Well, well, well. What a surprise! Give me all you got, MC, that throne is as good as mine!

(Candy Land title card splashes)

[Master of Chaos]

That's the spirit, my pet. How about we start by sugar rushing the peaceful peoples of Candyland?

[Pax]

Yes! It'll be like taking candy from a baby. I'm very good at that, ya know.

Tutorial Lines for Candy Land

(Play while candy land image is splashing)

[Master of Chaos]

Welcome to Candyland, My Sweetness.

[Pax]

Ugh, everything is sooo pretty. Time to sugar rush this mutha!

(Player is spawned at the beginning of the level)

(Pax will come to an opening. Pause Pax and remotely walk her to the center of the circle of enemies. Play dialogue during this. The enemies will not attack until Pax Activates the Gravity Trap)

[Pax]

Wow, really? A mob encounter right off the bat? Well played, developers.

[Master of Chaos]



You know, I think you understand the gravity of the situation, so here is my first gift to you. Shoot one of these gravity traps off. Drop it down and then set it off when you feel like it.

(Prompt the player to lay down the gravity trap, and then prompt the player to activate it. Once they activate it, play the next audio and give the player the controller back.)

[Pax]

I love bringing people together.

[Master of Chaos]

Ah, I see what you did there.

(The player will come to the next opening and see a Destructible Monument. There are no enemies moving in yet. Wait to activate enemies until after Pax destroys the Monument. This will walk the player through the monument objectives.)

(Play line as she enters the area)

[Pax]

Oh, look. A well crafted structure! I wonder if it explodes!

(Play after the monument explodes and allow enemy activity to resume)

[Master of Chaos]

That's my girl! Now be a good beastie and make me proud.

[Pax]

Oh God, do I have to start calling you my sugar daddy?

[Master of Chaos]

Only if you're perfectly and incandescently happy.

Or Chocolate wasted. You pick.

Strategically Placed One Shot Dialogue
(Narrative dialogue that plays at specific locations on the map)

[Master of Chaos]



Hey, Pax. What's your favorite? Cake? Or Pie? I myself am a fan
Chocolate cake.

[Pax]

Hmmmmmm. Oh, is people pie an option!?

[Pax]

MC, do you want me to put together a to-go bag?

[Master of Chaos]

Oh, that would be delightful. But I'm trying to watch my figure.
You know, as the saying goes: "a moment on the lips, forever
alone 'cause you're fat."

When the Player Reaches a Win Condition

*(Play when the player reaches the full chaos meter. And then fade the level to black and
reveal the skill tree.)*

[Master of Chaos]

Well, Pax, we don't want to ruin your dinner before you take the
throne. Let's take this party somewhere else, eh?

[Pax]

YES! GET HY-YPE!

Play on Randomizer

(Random Lines that play for random reasons)

[Master of Chaos]

[Pax]

Tutorial Lines for Plant Land

(Play while Plant Land image is splashing)



[Master of Chaos]

Woah, look at all these plant dudes! Is that a watermelon?

[Pax]

Let's find out if plants really do have feelings.

(For the tutorial, play these lines as the player loads into the level. Display and prompt player for the button after this line.)

[Master of Chaos]

This place looks as unkempt as Uncle Susan's bikini zone.
Speaking of untamed bushes, try out this move.

(When the player presses the button.)

[Pax]

Whoah, spinny! Time to toss some salads!

Strategically Placed One Shot Dialogue

(Narrative dialogue that plays at specific locations on the map)

[Master of Chaos]

Pax, I was wondering... If two vegans get into an argument, is it still called a beef?

[Pax]

Ha Ha Haaaaa...aaahhuuh.

[Pax]

Being vegan is a big missed STEAK. Eh, get it... MC?

[Master of Chaos]

Clever... You're so clever...

When the Player Reaches a Win Condition

(Play when the player reaches the full chaos meter. And then fade the level to black and reveal the skill tree.)

[Master of Chaos]



Hey kid. That's enough deforestation for today. Let's probe into another unlucky planet.

[Pax]

Aye aye, Captain!

Play on Randomizer

(Random Lines that play for random reasons)

[Master of Chaos]

[Pax]

Tutorial Lines for Alien Cowboy Land

(Play while Alien Cowboy image is splashing)

[Master of Chaos]

Time to wrangle up some alien specimens. Think you can handle it?

[Pax]

Yeee-haw!

(For the tutorial play these lines as the player loads into the level. Display and prompt player for the button after this line.)

[Master of Chaos]

Whether it's enemy shields or doors, this move will give you the edge you need.

[Pax]

Let's melt some metal. And some faces!

Strategically Placed One Shot Dialogue

(Narrative dialogue that plays at specific locations on the map)

[Pax]



Save a cow, kill a cowboy.

[Master of Chaos]

Soo, like, why milkshakes? Milkshakes in the desert. Aaaanyway.
Why did the cow cross the road?

[Pax]

To get to the UDDER side!

When the Player Reaches a Win Condition

(Play when the player reaches the full chaos meter. And then fade the level to black and reveal the skill tree.)

[Master of Chaos]

It's time to MOOOOOO-ve on to the grand finale. Get your little butt back to my throne room and you can show me what you got.

[Pax]

MUAHAHA! Get ready, old man. I'm gonna send you into retirement in a neck brace!

Player Enters the Final Boss Encounter

(Throne Room Boss Fight)

[Master of Chaos]

(Before the first wave begins)

"Welcome to the final right of passage. C'mon little girl, show me your moves"

(Upon clearing the first wave)

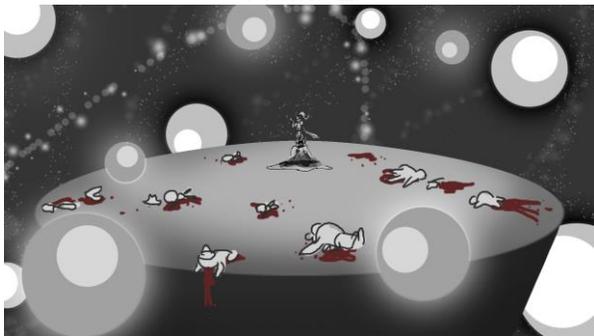
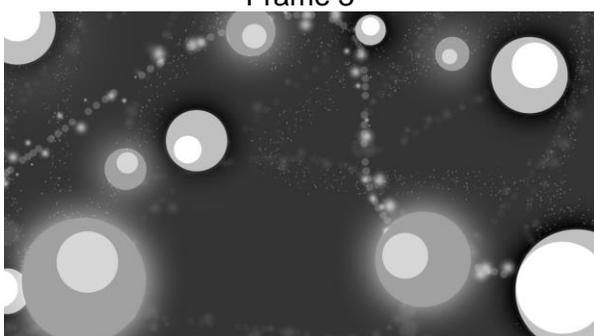
"not bad, not bad. But try and get past this. Hahaha"

(Before final wave begins)

"oh, okay. You beat that to huh. Well guess what paxie, you gotta get past me to get to the throne"

Final Movie



<p>Frame 1</p> 	<p>PAX</p> <p>"Ah, the universe, filled with chaos and excitement..."</p> <p>(frame zooms out at the aftermath of pax's final fight. MC is on his knees)</p>
<p>Frame 2</p> 	<p>(As the frame zooms out to reveal more, you see a ton of dead bodies on the floor around her)</p> <p>PAX</p> <p>"Everything is messy, turned inside out, and..."</p>
<p>Frame 3</p> 	<p>(Camera gently pans up, away from the scene)</p>



<p>Frame 4</p>  A character with dark skin and a white mask sits on a throne. The throne is made of dark, angular blocks. The background is dark with several glowing white circles of varying sizes, resembling a starry sky or a night sky with planets. The character is wearing a dark, flowing robe.	<p>(The camera jerks back down to reveal time has passed and now pax is crowned MC)</p> <p>PAX "PERFECT."</p> <p>(Roll credits)</p>
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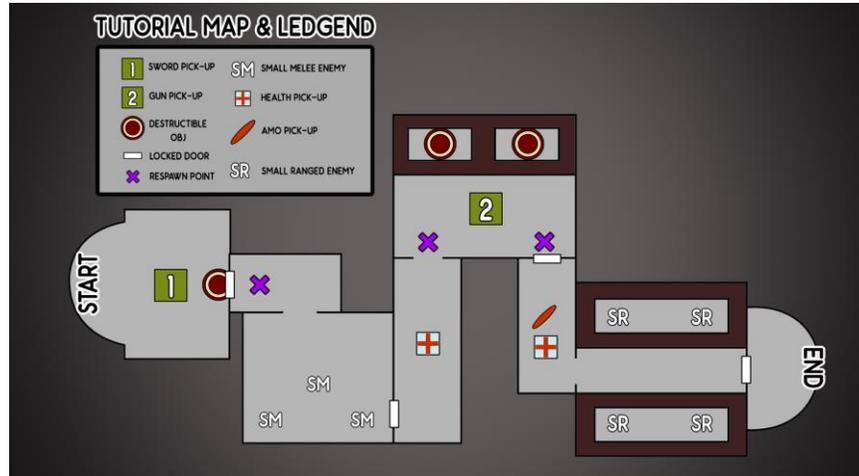
Environment

World Overview

- Three main levels with multiple paths.
- One tutorial level.
- One final boss arena.
- Despite the availability of multiple routes in each world, each route is designed to allow the player to beat the level without the need to turn back and pick a different route.
- Each level contains structures, destructibles, enemies, and particles that fit the aesthetic of that level.
- The progression of each level introduces new mechanics that enhance the experience and difficulty of each level.
- The end of each level has a portal that transitions the player to the next level.



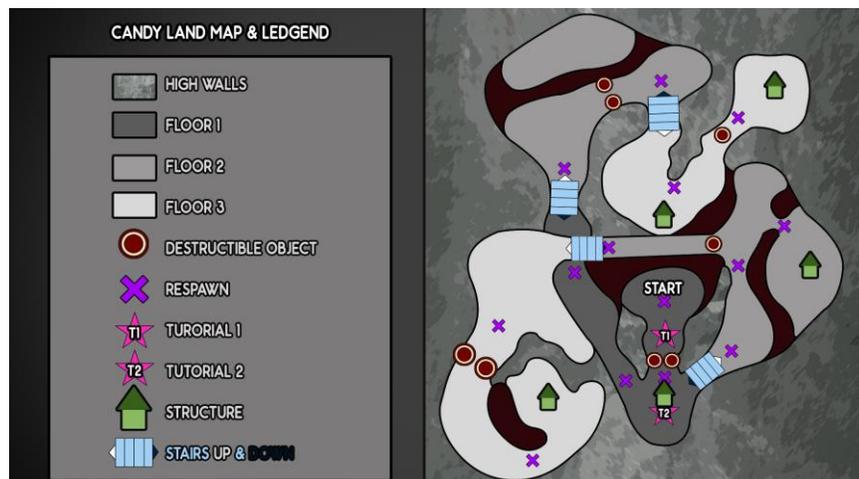
Tutorial



Level Breakdown

Destructibles	Crates
Enemies	Melee- Regular Ranged- Regular
Hazards	None
Particles	Fire

Candy Land

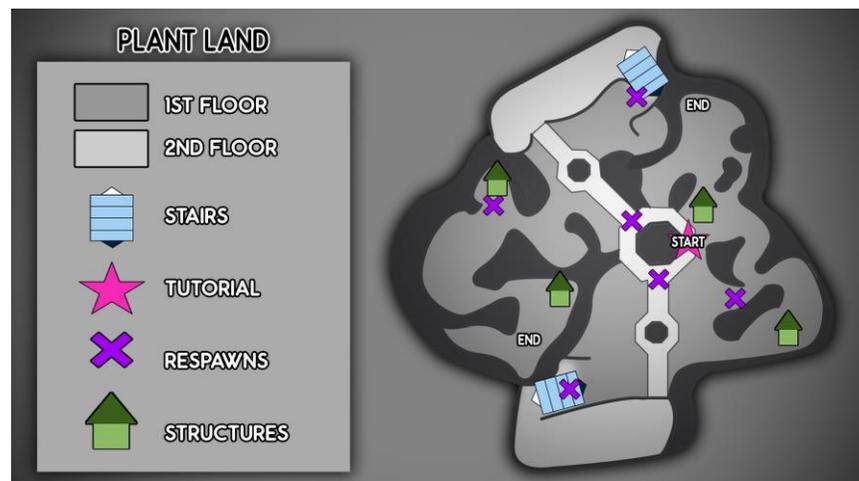




Level Breakdown

Destructibles	N/A
Enemies	Melee- Regular Ranged- Regular
Hazards	None
Particles	Cotton Candy Explosion

Plant Land

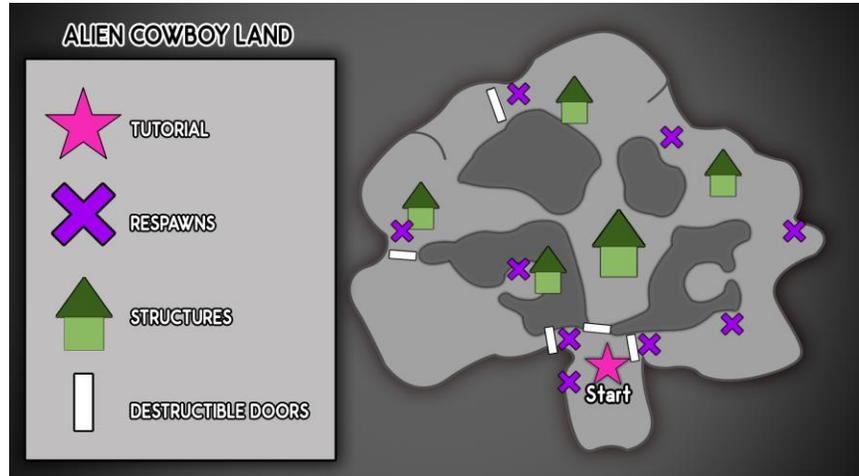


Level Breakdown

Destructibles	Apple, Banana, Pineapple, Strawberry, Watermelon, ATST, Dyno, Trailers, Hanging Plants, Mushroom.
Enemies	Melee- Regular, Suicide. Ranged- Regular, AOE. Heavy- Regular, Berserker.
Hazards	Water, Plant Trap.
Particles	Fire, Leaves falling, Mystical lights, Water ripples, Leaf burst.



Alien Cowboy Land

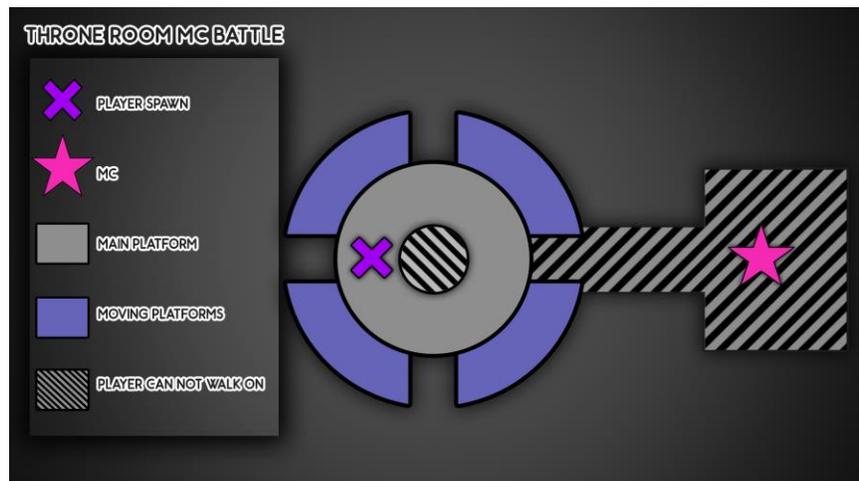


Level Breakdown

Destructibles	Barrels, Cactus, Crates, DeLorean, Houses, Milkshakes, Tables, Planks, UFO.
Enemies	Melee- Regular, Suicide. Ranged- Regular, AOE, Shielded. Heavy- Regular, Berserker, Shielded.
Hazards	Geysers.
Particles	Fire, Melting metals, Wood chips, Cactus explosion, Metal sparks, Geysers.

Throne Room

The Throne room final stage consists of a circular main platform with four, quarter platforms placed equidistant around the center. The center of the main platform contains a circular altar which the player must navigate around.



Level Breakdown

Destructibles	None
Enemies	Melee- Regular, Ranged- Regular. Heavy- Regular, Berserker.
Hazards	None
Particles	Green fire, Candle fire, Space particles, Fire.

Throne Room Boss Encounter

The Throne Room boss encounter is an enemy, wave based experience. After the completion of Alien Cowboy Land, the player is transported to the final encounter. The Throne Room gameplay area is limited. The Master of Chaos is seen standing atop his throne as he indicates to the player that the final test is about to begin.

The final battle is comprised in three waves of combat and progress as outlined below:

1. After Player has completed Alien-Cowboy Land and selected final skill:
 - Spawn player in throne room battle platform.
 - MC is idle on this throne set apart from the battle platform. MC's throne is a set piece and the player will not walk on this at any point.
 - Freeze player for dialogue. Player remains frozen.
 - Unfreeze player.
 - Spawn first wave of enemies.

2. First Wave of Enemies:
 - The first wave of enemies spawn small and medium enemies.



ENEMY TYPES	NUMBER OF ENEMIES SPAWN	ENEMY TYPE
Small / Medium	8 / 5	Melee / Melee

- Upon the player destroying the final enemy, run corresponding line of dialogue.
- Begin second wave.

3. Second Wave of Enemies:

- The 4 platforms that extend from the main circular platform detach from the center and drift away. Far away enough that Pax could not dash to these but enemies and Pax shoot at each other.
- Conditional to check player position is on the main platform so that player doesn't get trapped on detaching mesh. Freeze her there till the platforms have finished moving. Corresponding dialogue played.
- Spawn Ranged enemies on detached platforms, these can be any mix of creatures, and another round of First wave enemies on the main platform.

ENEMY TYPES	NUMBER OF ENEMIES SPAWN	ENEMY TYPE
Small / Medium	10 / 8	Melee / Ranged

- Upon destroying all enemies begin third wave of enemies.

4. Third and Final wave of Enemies:

- When Second wave is complete freeze Pax to the platform, run final wave dialogue. External platforms drift back to the main structure.
- MC becomes an active enemy. He is armored, heavy berserker class.
- Spawn all versions of previous waves at the same time, in conjunction with MC.
- During this fight, spawn 2 additional heavy class, melee enemies when Pax has defeated roughly 50% of this initial encounter.
- MC does not take damage till all other enemies are dispatched. Player must avoid MC till the condition is met.

ENEMY TYPES	NUMBER OF ENEMIES SPAWN	ENEMY TYPE
Small / Medium / Large	12 / 8 / 2	Melee / Ranged / Berserker

- MC is defeated