Hexacution:
Blood and Oil

Important Notes!!!!!

- Biomes are based on the planets.
  - We are not making actual planets.
  - We are making **Arena Biomes**

- The main focus is the actual arena, and its technological abilities to change into specific biomes.
  - Environmental Storytelling is not the main focus.
    - Main focus is to make the Hexes look like a biome
    - **Environmental storytelling is a stretch goal**

- The "Backstory" sections are meant to describe weapon personalities further—nothing more, nothing less.
  - However, they can be used as inspiration for the Arena Biome design and enemies.

Grassy Biome: Gameplay

- **Act I** - Standard gameplay with a tutorial on the first playthrough
  - No hostile environmental obstacles throughout entire level
  - Allow the player to use the basic player verbs: Walk, run, grapple, shoot, jump, slide
  - Openish field with some slightly raised Hex platforms to represent hills that allows the player to jump on or for cover
- **Act II** - More enemies spawn in. Mini-boss appears
- **Act III** - More enemies

Grassy Biome: Tone/ Aesthetics

Grassy Biome: Tone

- Overall peaceful/ chill vibes
- The Arena Biome is grassy with slightly raised hexes representing the hills
- The texture should be green at the top to represent grass
    - With the raised platforms, after a certain while, the texture should turn to dirt-like. Like the background picture
- The skybox will be a clear blue day with a ring going across the sky
    - The ring is like saturn's ring
    - Something like the picture on the side, but with clouds and a bright sun:

Grassy Biome: Narrative/Backstory

Grassy Biome: Backstory

- World is full of hills, open fields, forests, and large oceans
- A plan that will restore their planet by recreating their long dead oceans, forests, etc.
- Few cities remain as most members of their race have "Ascended"
- Their race discovered immortality and after eons they decided to return to their homeworld, restore it, and end their lives on it (Ascension).
- The immortal Pistol Warrior is the protector of their race.
  - A fierce warrior, but incredibly kind and compassionate
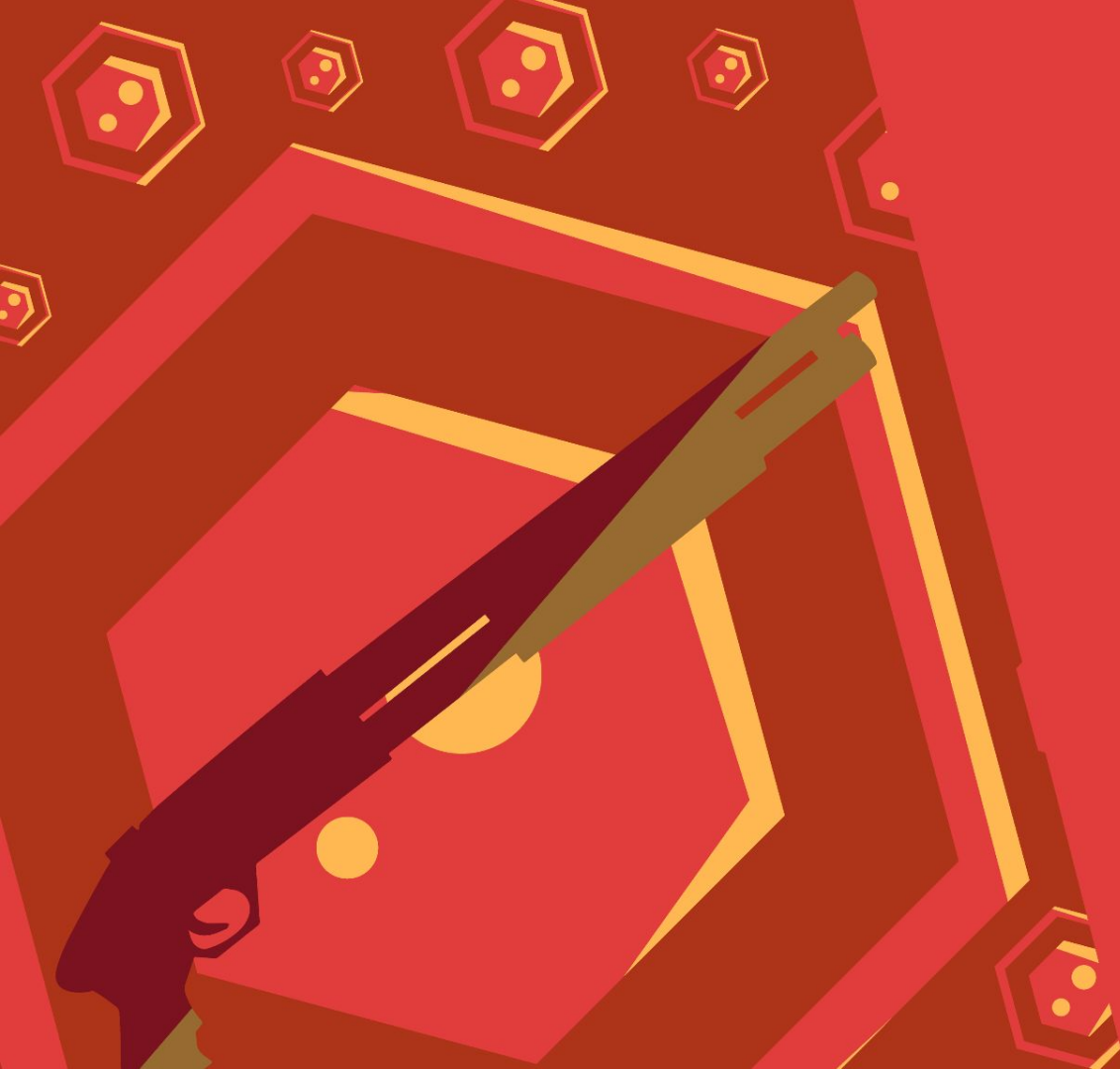
Volcanic Biome: Gameplay

- **Act I -** Standard gameplay with the player killing the enemies
  - Small lava geysers the player has to avoid stepping on throughout the level
- **Act II -** Lava rises and the player must step on to a platform to avoid damage.
  - Force player to jump on to platforms to avoid lava
- **Act III -** Lava sinks and the the mini-boss appears.
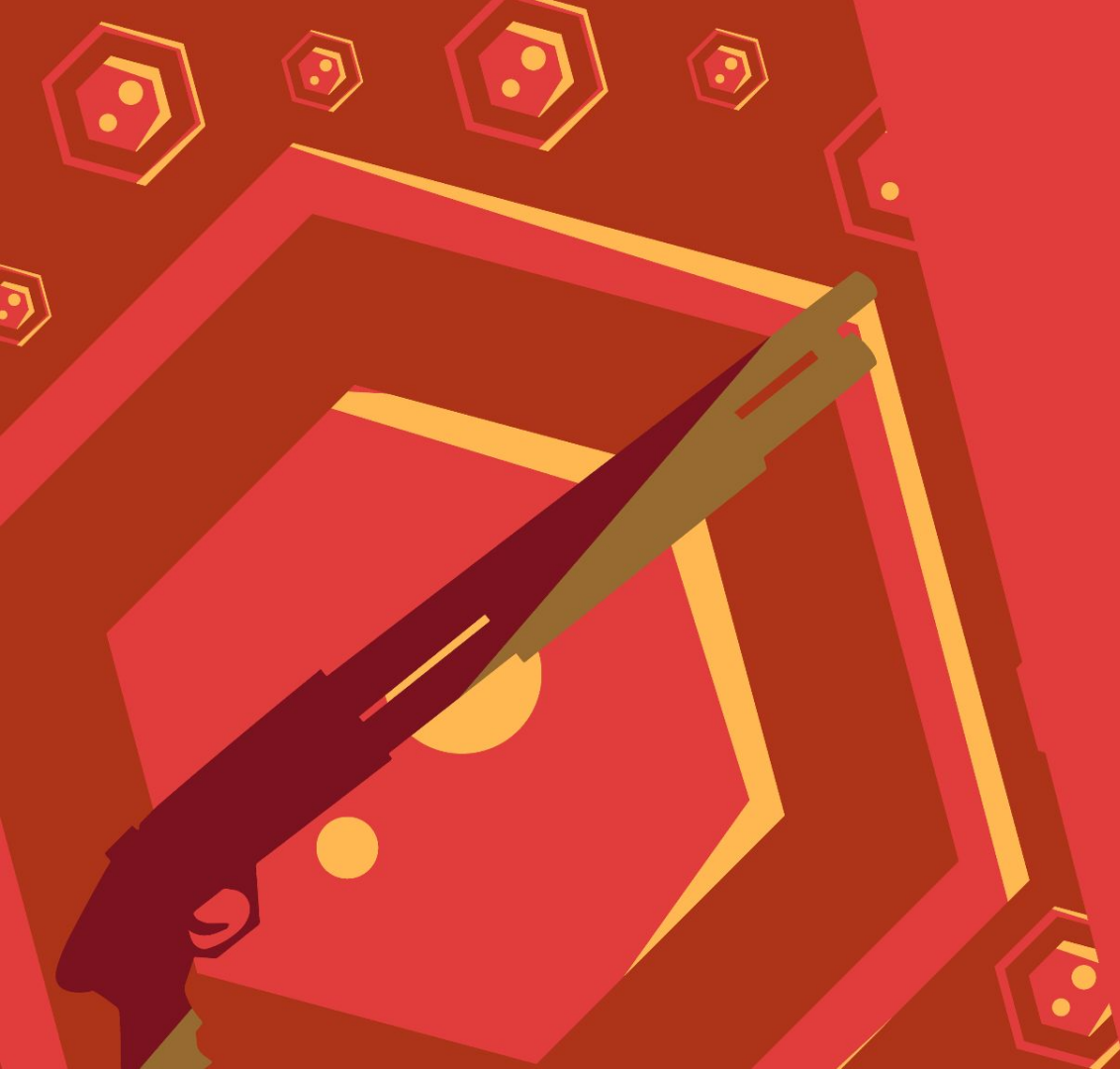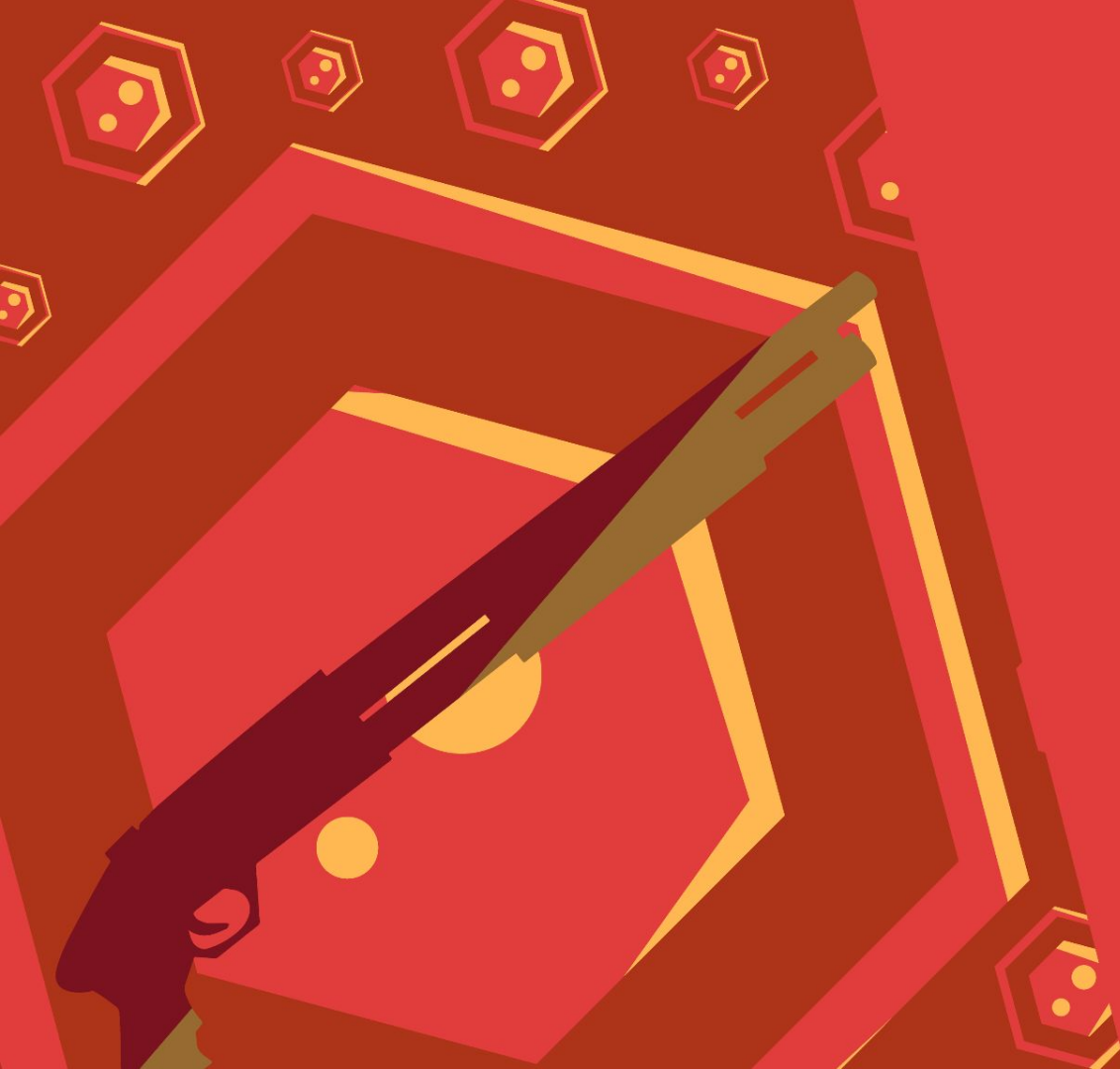
Volcanic Biome: Tone/Aesthetics

Volcanic Biome: Tone

- Dark tone and atmosphere
- Should have the player staying/feeling cautious
- The atmosphere (skybox) is dark with volcanic ash covering the sky:
- Hexes for the Volcanic Biome look gray and also have an ashy look
 - Some hexes may have cracks on them too

Volcanic Biome: Narrative/ Backstory

Volcanic Biome: Backstory

- Species Names: Scortari
- This warrior race thrived from war and conflict.
  - Only the strongest of their race ruled over their planet. However, combined with the hazardous planet and the races described nature, they were all endangered.
- The shotgun warrior was the strongest and most brutal of his race. Conquering planets across the galaxy.
- The shotgun's personality is very aggressive, violent, and doesn't tolerate weakness.
  - Even after being converted into a shotgun, the warrior finds joy in fighting.
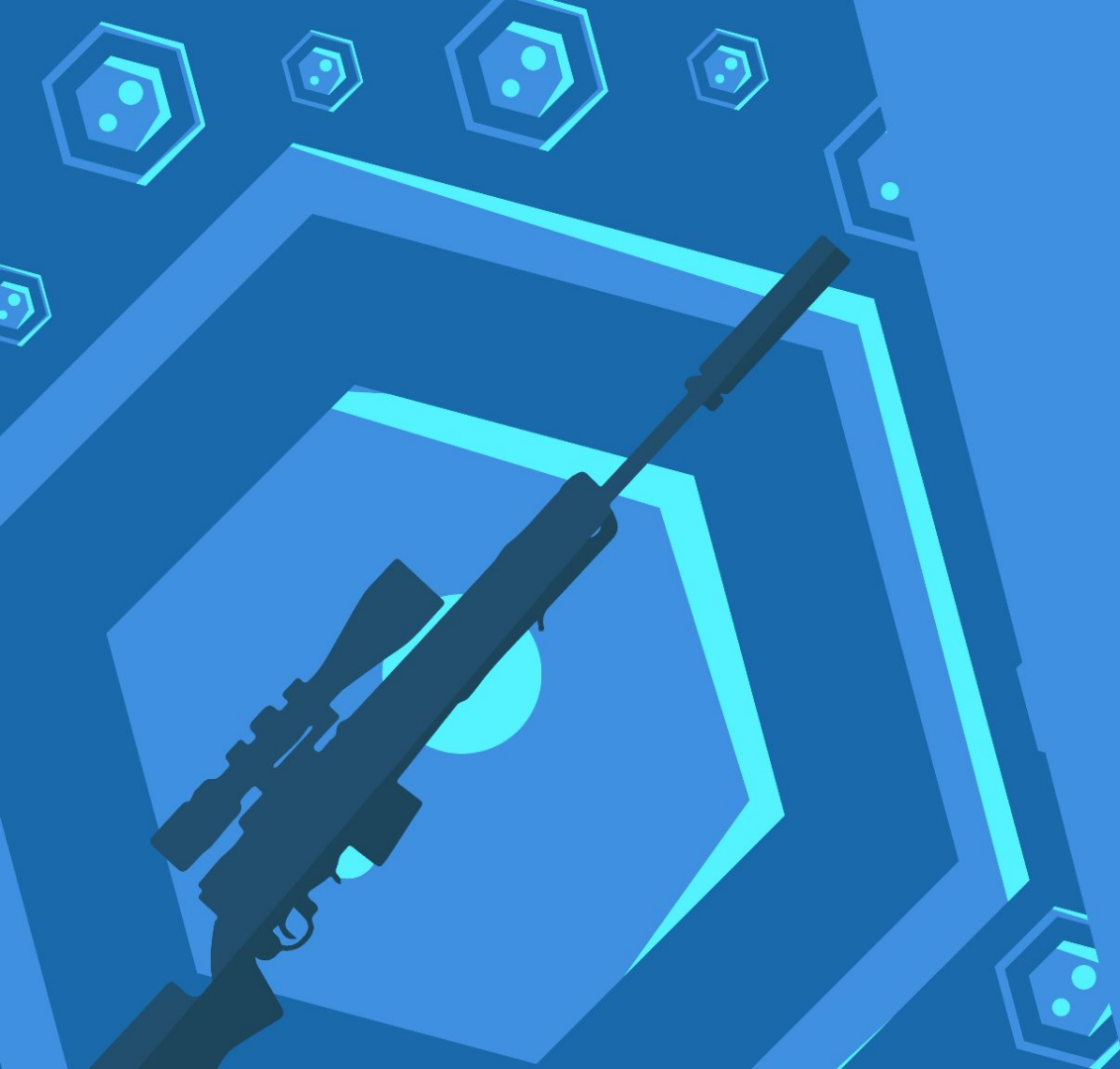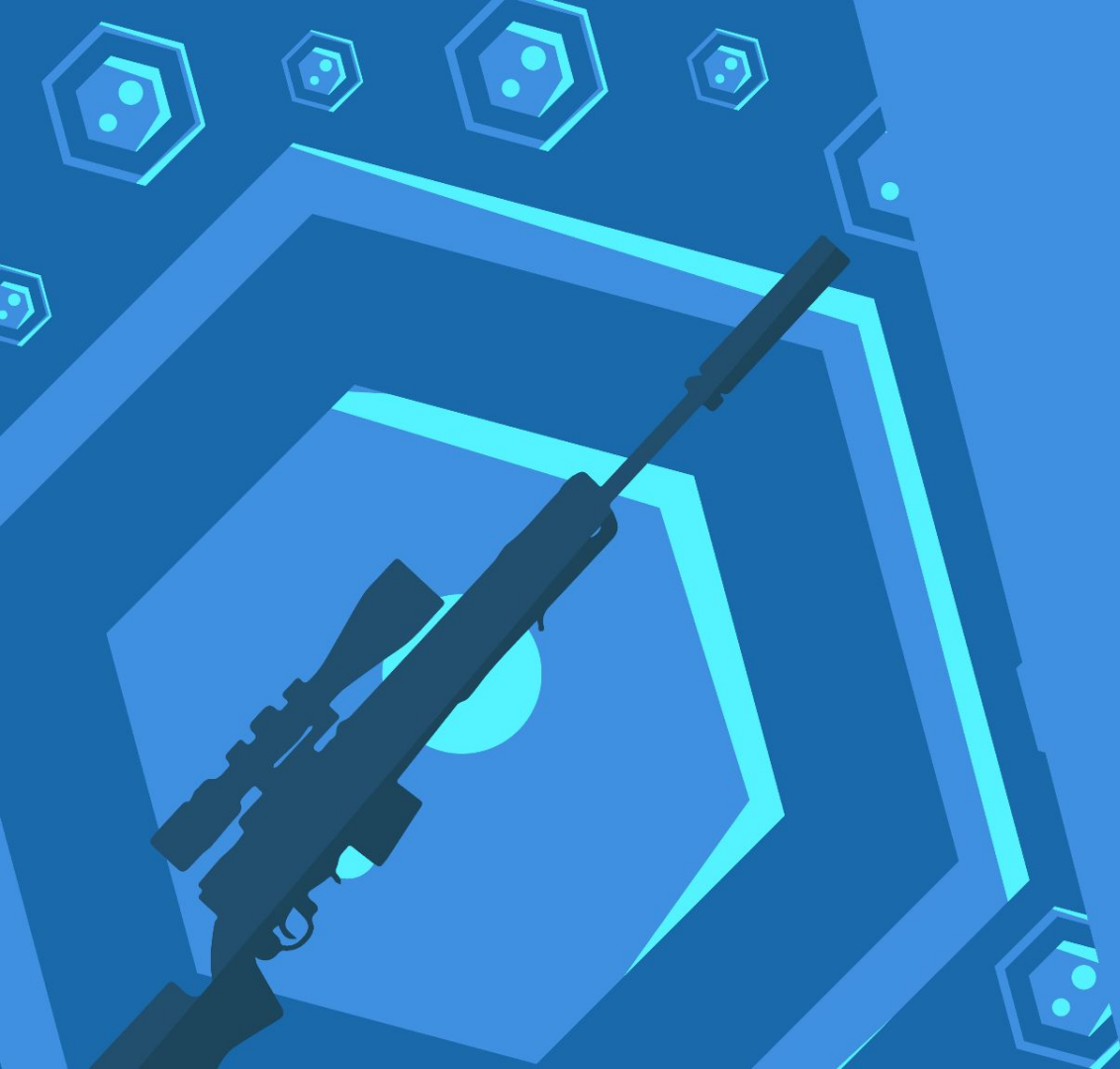
Aquatic Biome: Gameplay

- **Act I -** Standard gameplay.
  - Arena Biome starts out NOT flooded. Water rises gradually.
  - Coral like platforms will rise and fall from the ground
    - Can be used as a vantage point
- **Act II -** Mini boss introduced. Water starts rising faster
- **Act III -** Mini boss/elemental defeated. Water level decreases

Aquatic Biome: Tone/ Aesthetics

Aquatic Biome: Tone

- The Arena Biome itself is dimly lit giving off an eerie tone.
- Should be a sense of urgency and danger as the water continues to rise.
- The platforms in the arena are designed to look like coral
- The hexes should have rough textures to look like sand/rock and have dark hues to keep the mood ominous.
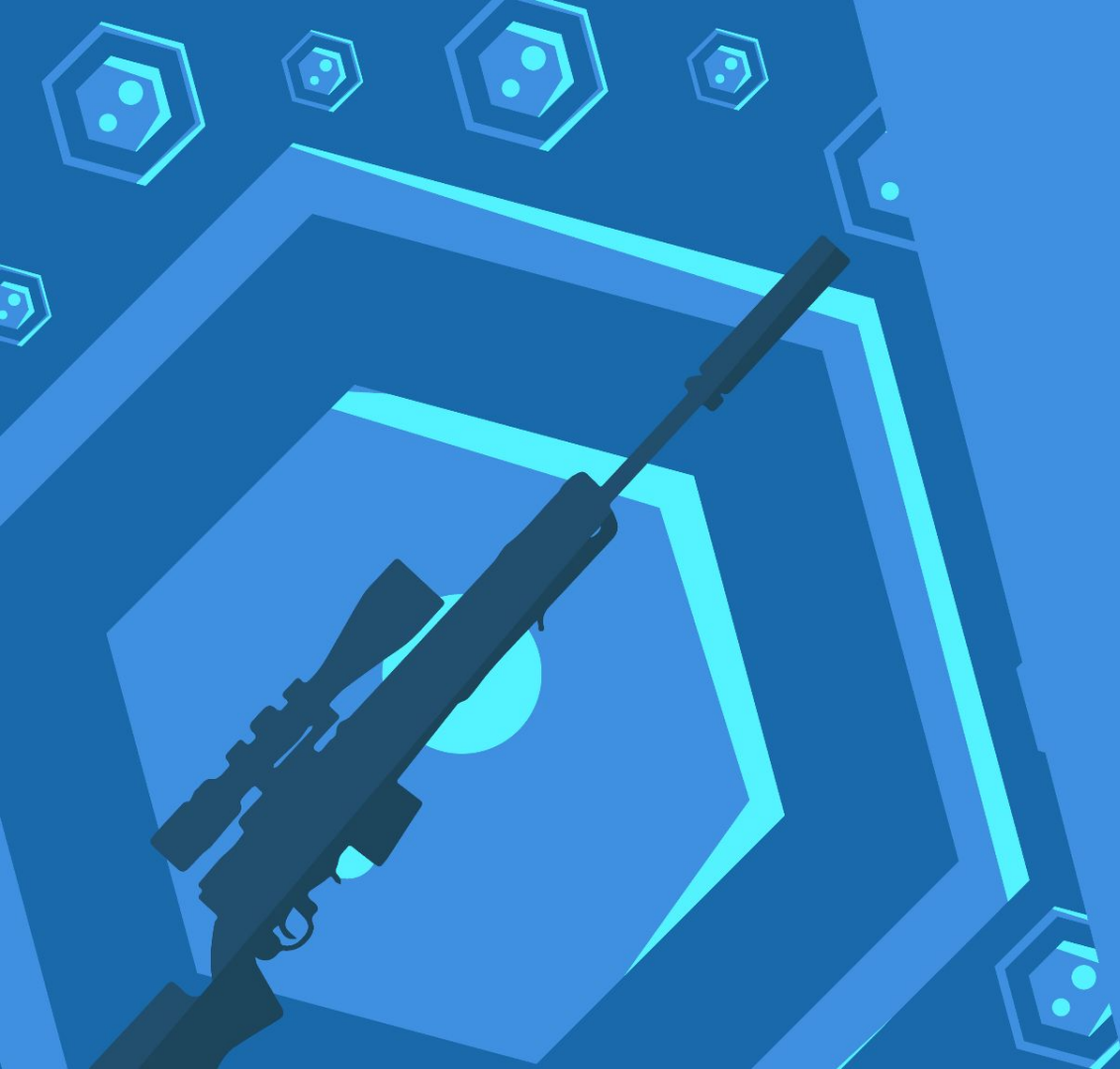
Aquatic Biome: Narrative/Backstory

Aquatic Biome: Backstory

- Species Name: Delfins
  - The aquatic race known for their intelligence and speed.
- Their race evolved quickly due their dangerous environment
- The royal family is made up of the very best Delfins, and the sniper warrior was the best of the best.
- Loved by their people, the sniper warrior was the second prince of the Delfins known for their beauty and fighting prowess.
- After being captured, they became sassy and short tempered.
  - They expect nothing but the best, never forgetting their royal roots.

Desert Biome: Gameplay

Desert Biome: Gameplay

- **Act I - S**tandard gameplay.
  - Sandstorm that blows the player and enemies in a certain direction
    - Blows in intervals. Last at least five seconds.
  - Cacti that damages player
  - **Oasis:** Large body of water in the center/near the center of the map.
    - Deep enough to slow the player should they enter it.
    - Buff(?) the player (heal, increase damage, etc).
- **Act II -** Mini boss introduced.
  - Sandstorms become more frequent
- **Act III -** Mini boss defeated.

Desert Biome: Tone/Aesthetics

Desert Biome: Tone

- Warm and bright colors.
  - Meant to feel welcoming, hot and exotic
- Sandstorm turns skies (skybox) more cloudy
- Hex panels made to look like sand dunes
  - Gentle slopes/small hill of sand
  - Hex panels rise after completing level

Desert Biome: Narrative/Backstory

Desert Biome: Backstory

- Species Name: Golians
- Nomadic lifestyle
  - Travel from place to place.
  - Primarily live in tents
- Very little technology
- Planet name: Bi-Go
- Not knowledgeable about the outer galaxy
- Are susceptible to manipulation
  - Many corporations were eyeing this race, for they can easily be converted to guns
- Free-spirited and excitable
- Loves bright colors
- Short lifespans.
  - Due to the planet's hostile environment.
  - And species natural biology
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