Gameplay

Ballistic Mystic: Hexes & Broomhandles is an overhead 3D 3rd-person action adventure. Play as Melina Marten, a supernatural investigator and gunfighter. She and her mentor Thomas Webley, have been tasked to unravel the mystery of a cursed fog which has isolated the metropolitan city of Walpurgis Peak. In their investigation they are confronted by headless gunmen with pumpkin heads bound in vines armed with heavy weaponry and deadly monstrous tanks known as "Battletreads". The investigators have stumbled into a war engaged between the local Walpurgis crime ring & the powerful Broomhandle Witches.

Led by their high matriarch, known as the Grieving Witch, The Broomhandle Witches have raised the dead, awoken vengeful spirits and crafted warmachines dubbed "Witchcrafted" to enact their dark ritual.Wielding her enchanted revolver and rifle, Melina must run, gun, jump, dodge and battle the Broomhandle Witches and dispel the evils that have consumed the city!

Platformer & Shooter

Ballistic Mystic takes the wonderful mobility of traditional 3D platformers like Super Mario 3D World and combines with the challenge and gunplay of Megaman in a setting fitting for a Metriodvania or Zelda Adventure format. Players have to jump and dodge enemy well patterned attacks to then strike back when they find an opening in the chaos thrown at them.

Players have to take advantage of their dexterous abilities against the monstrous tanks, battletreads, to avoid projectiles, and reach angles to hit the weak points of the tanks. You'll be able to jump, dash, dodge and magic your way to defeating the iron beasts. Players shall battle their way and explore the eerie streets and alleys of Walpurgis Peak.

Health System

Function of health is set as a segmented bar. Whenever the player is hit a segment is emptied. Through the course of the gameplay the player can replenish life by interaction with residual magic. By doing this a segment of the life bar can be filled little by little until it is filled. The player does lose until all segments are diminished. (?) Partial segments have to fully recover to count.

Player Hit Confirmation/Knockback

Getting hit by bullets is not something to just shake off. Normal bullets should cause a light stun with light push. While tank shells and explosions should toss the player character. Health bar receives a cracked effect as the player is hit.

Player Attacks/Weapons
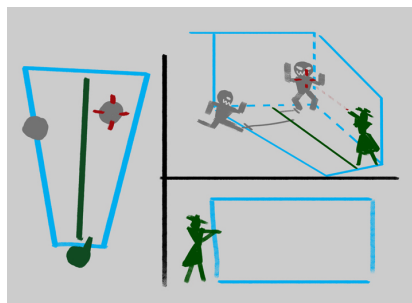
Marten.45 Revolver (!)

The way players are intended to shoot on the move is only where the player character is facing. Labeling the field in front of the player the character targets the closest centered enemy. The character model from the chest is influenced to aim at enemies in front of them. As the character aims its pistol, the player can tap the attack button to fire.

(?) There is no intention to have a character reload a pistol and rifle at this time. But if gameplay requires rebalancing of player damage output, this could be an option.

Rifle Aim (!)

The rifle is the alternative method to attack. Player has to hold the aim button for the character to stop and take a firing stance with the rifle. The player then uses the movement stick to point in the direction they wish to fire. Unlike the six-shooter, the rifle does not lock onto targets. Players use a magical ray of light, like that of a laser sight, emitting from the rifle. The longer player aims the rifle, the further the laser sight extends. While aiming, press the attack button to fire.

(?) What happens when the player aims and tries to jump? Should allow jump but not able to move horizontally from this jump stance.

(?) What happens when play dashes from aim stance?

Magic (!)

There are various forms of magic that can be casted. A fireball, ice block and electric bolt. Also in the same category by not quite magic, the Reactive Buckler, a shape charge powered ballistic shield. Magic is selected by the directional pad and the magic selected shall influence grenades types, and possibly other abilities.

Grenade (!)

A light explosive thrown in a fairly predictable arc set on a short timer to detonate. Grenades are limited ammunition. Grenades are affected by magic equipped and their properties would change with each type of magic.

Rifle Grenade(!)

Melina's heaviest hitter for battletread combat. Using her rifle to launch high penetrating anti-tank explosives. Simple visual as it flies is an RPG.

The rifle grenade is a toggled function of the rifle. Toggle the rifle grenade by the directional pad, then rifle aim. Use of the RG will use RG ammunition.

Dashing (!)

In times of need players would require to move quickly. The dash is a straight burst of speed. Used for rough dodging or a momentum boost to jumping large gaps.

Dash + Jump (!)

Using the speed of the dash to propel the character into a far distance jump.

Midair Dash (?)

Dashing in midair would be a nice option and a way to recover missed jumps. But I worry it might empower players too much against battletread tanks.

Dodging & Reflex (?)

Linked to the ability to dash. When dangerously close proximity to enemy projectiles player character would dodge by kind of pirouette (?) around the projectile. Successful dodges like this would reward players with a small magic recharge and starting an aim from a successful dodge would result in a charged shot and full laser sight.

(?) Due to the context sensitive nature of the moves involved, this maybe clumsy for times a player wants to dash when instead they dodge. Proper configuration and instruction may solve the problem.

(?) possible alternative is to incorporate invulnerability to initial dash frames and add bonus magic recovery to dangerously close attacks.

Residual Magic Energy, Magical Veins and Scars (?!)

In order to replenish magic powers. Players can find residual energies throughout their journey and during battle. Natural spots found in the world are places of strong spiritual veins or places adorn by poppets and fae.

Residual magic in battle is formed from powerful attacks that leave behind the magical scars on the field. Players can risk by running over these spots to gather the energy to gain ammo/magic. Fair warning, these battle scars do not stay for long.

Players have to be within a magical vein or scarred area and press the interaction button. The character has to complete animation of grasping the floor. This animation should be interruptible by trying to move character by dashing or jumping.

The Jump (!)

Ultimately top of the list for control feel. The jump is very important. We want to have a nice hold of the button and a release to sudden quick drop. The jump curve you can say is a nice lift and on release a fast drop. In precision based platformers it's important to have quick drops, for when players decide they want to land they really want to land.

Refer: "GDC: Math for Game Programmers: Building a Better Jump"
https://www.youtube.com/watch?v=hG9SzQxaCm8
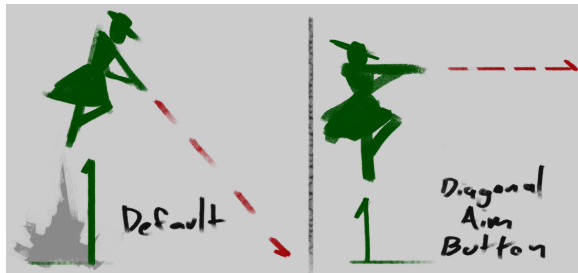
Midair Shooting (!)

Default firing from an airborne stance will have player character firing and aiming downward angle with minor aim assist.

Rifle aim does not function the same as grounded but just immediately fires the rifle. It too has minor aim assist while airborne.

(?) To fire horizontally in midair the player has to press a diagonal aiming button.

Ammunition (!)

For attacks like the rifle grenade and tossed grenades we need to provide an ammunition value. Ammo can be restored in small increments by interacting and ammo crates or residual magic veins and scars.

Ammo types
- RG - Rifle Grenades
- Grenades