

# Event design – Greens

This is a design document for the game Roche Fusion (<http://rochefusion.com>), shared to give insight into the game's development process to those interested. All of the information contained within should be considered work-in-progress. Things may change for a variety of reasons, including but not limited to implementation or balancing issues, not being fun, and user feedback. You can find out how to contact the developers at <http://rochefusion.com/contact>.

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## Overview

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Green enemies in Roche Fusion form one of the major groups of themed enemies. The main theme of green enemies is passive and defensive behaviour. Most green enemies will not attack the player without provocation. Additionally they use a number of tricks to protect themselves, including ways of discouraging the player from attacking them in the first place.

Further, fitting their organic appearance, green enemies move fluently and usually not in straight but wavy lines.

Following is a list of the green enemies discussed in this document, in order of increasing strength. They will be referred to by the same names throughout the entire text.



### *Swarm squid/small squid/blob:*

These are passive and generally encountered in large numbers. They occur either in swarms or as meat-shield for other strong enemies.



### *Squid/Large squid:*

These are passive enemies that occur in small groups, and only act aggressively if provoked. Otherwise they leave the screen after a while. They attack by trying to collide with the player.



### *Small cutie/cutie:*

Cuties behave similarly to squids, except for using a ranged weapon. While charging this weapon, the cutie is invulnerable and damage taken accelerates the charging of the weapon.



*Large cutie/strong cutie:*

Similar to regular cutie, but stays longer and is generally stronger, yet occurs in smaller groups.



*Meanie:*

Similar to cuties, but is aggressive even when not provoked. Does not disappear. Stronger than large cutie and is encountered individually.

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## Swarms



Swarm squids are very weak enemies that die to one or two hits of any primary weapon. They are completely passive and unarmed and always occur in large numbers. Primarily they are encountered in swarms or streams of dozens of enemies that sweep across the screen, limiting the player's movement for a short while, while also forming a temporary meat-shield for other enemies.

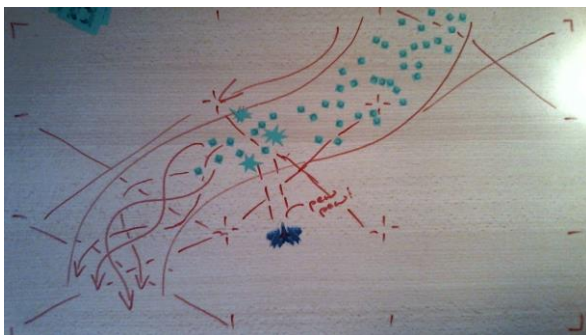


Figure 1: diagonal swarm, right to left



Figure 2: horizontal swarm, right to left

Figure 1 and 2 show the two possible stream shapes that the player can encounter, though both can also occur mirrored horizontally. Both streams take up space mostly in the top half of the stream, while blocking other events in the parts of the screen marked with an X. They both follow an S shape, to fit in with the organic theme. The individual blobs within the streams are fairly disorganized, and do not follow the S shape directly, but instead oscillate perpendicular to their average flight path in the center of the stream. This again benefits the organic theme, by appearing fluid and spontaneous.

## Squids



Squids share a similar look to their smaller swarming variety. They are however larger, and feature an eye, to give them additional character, and represent their higher intelligence, which is also reflected in its reactive, instead of only proactive, behaviour.

This enemy spawns in groups of 3 to 6 at a random point outside the top of the screen. They move into the screen in a somewhat disorganized manner, following wavy paths. They then stay in the top third of the screen, where they hover or move around slightly in the same manner.

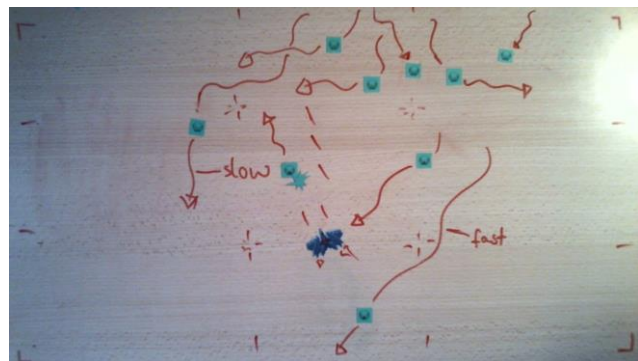


Figure 3: squid behaviour

If the player gets close to them, they move out a way and attempt to avoid a collision.

If not attacked, they will stay for a short amount of time, and then move downwards, again in the same wave fashion, and leave the screen at the bottom, still avoiding the player.

If at any point a squid takes damage from a player, they become aggressive. Graphically, they open their eye, which otherwise remains closed, to signify the state change. Behaviourally, an aggressive squid first backs up for a fraction of a second. Then they fix the direction which the player is in and accelerate in that direction, with only a slight wave in their motion. They move considerably faster in this state, compared to their passive movement, but they do not adjust their path to home in on the player.

If an aggressive squid is hit, its back-up timer is reset, which either causes them to back-up further and stay at the top of the screen, or abort their charge and back up again.

Squids always charge at the player who damaged them last.

# Cuties and Meanies



The two cuties and the meanie essentially form one class of enemy, with three variants of considerably different strength, with the easy cutie appearing after just a few minutes of gameplay, while the difficult meanie appears only in later sectors.

## Small Cuties

If not attacked, cuties behave the same as squids. They enter, stay, and leave the screen the same way, in groups of 2 to 4. Their behaviour differs only when provoked through damage.

When so provoked, the cutie immediately becomes aggressive, stops moving, and starts charging its weapon. The weapon

itself raises a shield which protects the cutie from all damage, and additionally converts any damage absorbed into charge energy for the weapon. The projectile of the weapon is a slow moving, slightly homing bomb, that explodes after a short while, or on impact, usually well before reaching the player, unless they are fairly close.

Once the weapon is discharged, the cutie becomes vulnerable, while the weapon cools down. In this interval, the cutie may move slightly. Once the weapon is ready to fire again, this behaviour repeats itself, until the cutie is killed.

## Large Cuties

Large cuties are virtually the same as small cuties, albeit stronger, and with a few key differences. They spawn in smaller groups of 1 to 3 enemies, are larger, and have more health and a stronger weapon, with a longer charge time, shorter cool down and dealing more damage. Further, if not provoked, they do not leave the screen after a certain time, but only when the game triggers a sector switch, be it through reaching the end of a level, or for other reasons.



Figure 4: cutie behaviour

## Meanies

Meanies are the strongest variety of this class of enemy. As such they only spawn individually, and have even more health, and a weapon with considerate damage, long charge time, and very short cool down, leaving the enemy exposed for only short intervals.

Further, these enemies do not need to be provoked, but start attacking the player regardless after a few seconds of them entering the screen. However, damaging them can make them attack the player even earlier. Subsequently, they also never leave the screen.

Additionally, meanies have another ability, which is spawning a small group of swarm squids, at the moment their weapon is discharged. The blobs spawn at the position of the enemy and while fading in without delay, quickly fan out and circle around the meanie, protecting it from projectiles. The player has to destroy some of these to be able to damage the meanie in the short interval where it is vulnerable.

If any of the blobs are still alive when the meanie starts charging its weapon, they are absorbed by quickly moving to the center of the meanie, while fading out, where they are then deleted. When the weapon is discharged again, a new and complete group of blobs is spawned in the same fashion. When the enemy dies, any remaining blobs also explode.

As a unique and rare feature, if there is a swarm of small squids active, and close enough to the meanie, the blobs forming its meat shield are not spawned but instead diverted from the swarm. Similarly, at the end of the cool down, blobs can join a swarm, instead of disappearing the usual way, if possible.

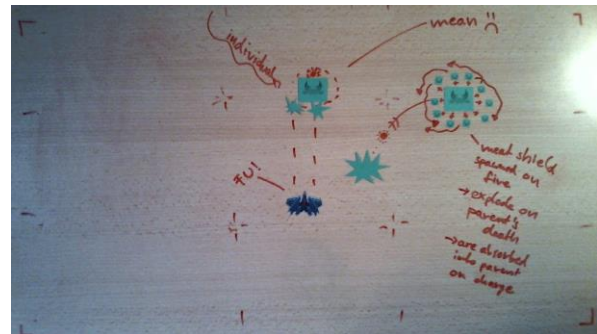


Figure 5: meanie behaviour

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