

Mr. Static Boss Fight: Boss Design Document

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Concept Overview

Genre

Third Person 3D Platformer Action-Adventure

Boss Battle Outline

Players enter a circular-shaped arena where a humanoid boss is high-grounded. The arena has three weapon areas that the boss will bounce between to take out the player. The three weapons will be a turret, a lighting striker, and a static wave cannon. Players will need to power off the weapons that the boss uses by taking out their linked static towers, which will power off all weapons and cause an explosive fuse that will send the boss right to the center of the player, leaving the boss open to be damaged.

Story Overview

Mr. Static, certified “electriction” hijacking and stealing resources of electricity from Bot-man’s City through the underground. **Bot-man** traverses the Underground and chases him to his **Power Plant Arena** (Circular Shaped Arena). They engage in a high-intensity confrontation in which Mr. Static turns the Power Plant Arena into a living hazard zone, with **static towers** powering **bots** and weaponized energy.

Player Goal

Bot-man must destroy the power resources and shut down the electricity sources from **Mr. Static**, to be able to strike and damage him.

Design Pillars

- **Balanced Pacing, Tension, and Structure Flow**
 - The boss needs a clear, concise strategy at all times to take advantage of the arena and apply constant pressure to the player in each phase.
- **Clear Readability and Anticipation**
 - Players should understand the signals that indicate when a boss is about to strike and learn to study anticipation and execution at any point.
- **Player-Driven Customized Difficulty***
 - With the three types of attacks for the boss, players will be able to disable any or all attacks during bot encounters to create the type of challenge they want overall.

Inspiration: Astro’s Bot, Jak II, Crash Bandicoot, Sonic Mania, Ratchet and Clank

Characters

Bot-Man

- The player can **move, jump, punch**, and **transform into Static Form** once collected enough **static balls**.

Mr. Static

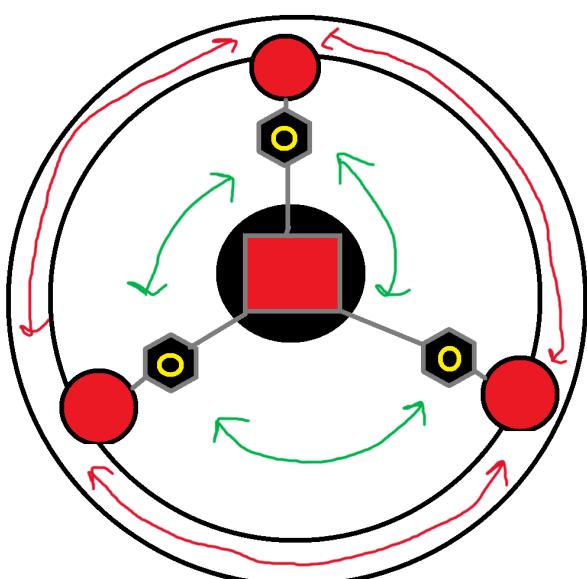
- The main boss who uses **weapons** and **resources** to counter **Bot-Man** and his attacks.

Bots

- They are machinery robots, programmed to target Bot-Man at all costs. There are several different bot types, including:
 - **Explsovie Bots** - They seek out Bot-Man and then explode upon distance reached.
 - **Turret Bots** - When they see Bot-Man, they roll back a certain distance to fire off rounds.
 - **Laser Bots** - When they sense Bot-Man in the area, they fire off a deadly 4-directional laser. This is a deadlier bot.
 - **Static Wave Bots** - They are the heaviest bot machine; they charge off energy and release it as a static wave. The armor prevents easy damage, but its battery can be destroyed when struck.

Arena Elements & Mechanics

Static Plant Arena



- The arena is **circular, with two ground levels indicating** where the player and boss stand.
 - The **first floor** is where the player will mainly encounter attacks and take out the static towers.
 - Players will be unable to reach the **second level**, as that is the area where the boss will spend most of his time engaging his tools and arsenal.

- The **first floor** in this visual is an area where the player can traverse, and the **static towers** are linked to the three **weapon pods** that the AI can use for attacks.
- The middle grey, red-outlined square represents a generator that will be presented during the third phase of the boss fight.
- The arena features a **grid-point system to ensure bots** are spawned properly throughout the fight. Spacing will support all archetypes of bots and their attacks for the player to dodge.

Weapon Pods

- **Weapon Pods** will be the main weapon for how **Mr. Static** will attack **Bot-Man**. During the encounters with bots, the boss will run between three pods and attack the player with the following available weapons:
 - **Turret Pod** - Unleashes waves of bullets towards the player.
 - **Cannon Bomb** - Fires off a ball of electricity, causing a static wave
 - **Lighting Shock** - Blasts a surge of energy into the sky, causing random lightning strikes.

Static Towers

- Each pod is linked to a **static tower** that **Bot-Man** can destroy, effectively disabling the weapon from Mr. Static's usage for a certain amount of time.
- Destroying all **static towers** for each pod will disable weapons and remaining bots in usage, allowing cooldown for Mr. Static before he instant recharges them again.

Generator

- The generator is a backup tool for Mr. Static once Bot-Man has powered off the **static towers** in the **first two phases** of the battle. It is generally the hardest machinery to destroy. The generator will provide a **shield to the final round of static towers left**.
- Bot-Man's regular melee does not affect the generator, but in **Static Form**, he can provide a general wealth of damage to the generator.
- Since the material is made of the same armor as regular types of **Bots**, it can easily be damaged by a nearby **Bot** explosion.

Boss Fight Flow

Intro

- **(If players played through the linear level sequence)** Bot-man enters the platform at the end of the level, after spotting Mr. Static going up a certain platform. Once Bot-man steps onto the platform, player movement is locked, and the UI is hidden as he goes up.
- In the cutscene, Mr. Static promptly reintroduces himself and applauds the player for making it this far. The camera then zooms out as both Bot-man and Mr. Static's UI appear, prompting the boss fight to start.

PHASE FIGHTFLOW