

RageFist

Version: 1.0.0

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Story/Overview:

Overview:

First third: discover the dwarven god (scenes of bear ghost, etc.). Culminates in the dwarven god revealing the story.

Second third: become the best dwarf ever

Third third: save the world

Aleguard Overview:

Dwarves lived in Aleguard, great miners. Mining deep enough, dwarves discover an 'essense' that they can use to craft amazing, magical, godly Ale. Dwarves stop mining and start making the world's best Ale. All the kingdoms in the world imported Ale from Aleguard. One kingdom got greedy and stole shipments/imported more than necessary/etc. Dwarves got pissed and stopped exporting. Everyone else in the world got angry and started a war with each other. The dwarves just hunkered down.

Several generations later, no dwarves remember any of this. All the dwarves are lazy and just live off the many centuries-worth of stores, forgot about the outside world over the generations. Garblebeard remembers though - the "city drunk" of the Dwarves, who speaks "gibberish" (that is really history). Aleguard has become broken down.

Dwarves have a god, who becomes disgusted at them. He decides to set the gears in motion to return dwarves to their former glory - with Ragefist (through a blessed drink).

Ale God:



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Backstory of wine

When the dwarves stopped exporting ale, the evil wine god made the elves' wine harvest abundant, and they started exporting wine all over, poisoning the world.

The Start

Giant party

Only in top level of Aleguard (the only area dwarves know of)

Ragefist drunkenly falls down a well

Wakes up in the bottom of a pit

Punches through the wall

Into cave area

The Invasion

Invading army is all the other nations, who finally stop fighting and determine that the dwarves 'must' have poisoned their minds against each other (which in reality was the first bad batches of elven wine). So they must kill all dwarves (driven by the elven wine poisoning their thoughts). Real enemy is the wine god that was really poisoning their minds for his own deeds. This is who you fight at the end after fighting off humans for a while. (this might be the "elven god of wine" who is really the dwarven god's younger brother who hates that he could never make anything but sissy wine.)

The Journey Home Starts

The god shows himself through a bear at points in the story. In the beginning, this is just a ghost. You try to punch the bear but go through. Second hit you try to punch at the ground and launch yourself.

The Journey Home=

Visions along the way show Ragefist visions of the dwarven god screaming at him.

Wallace/Winston

Ending

Big enemy coming. God of dwarves points at you, then says to Garblebeard "It is time!". Garblebeard pulls apart beard and has one bottle of legendary "SkullKicker" ale. Drinking it shows the tavern is a control center (beer goggles), and shows an "employees only" door. In the room behind the door is a "punch here" button. Turns entire city into giant mech - camera zooms out to show whole city. You fight giant enemy as mech.

Essense

A lot of different variations of essence ale. The strongest was only drunk by the elders, and left them like Garblebeard.

Areas/Zones

Each zone has a boss, and each zone has a theme. Each area is a part of Aleguard, but is broken down. Beating each boss "fixes" an area.

Caves/Mines (hub)

First area
Slime boss
Room crumbles after fight
Spirit of bear first appearance

Refinery

This can be a area themed around technology since it will be where the advanced dwarf tech came into play for mining (maybe electricity/ale themed?)

Underwater (Brewery)

(Think under water sonic levels except more drunk, and punching air pockets to breathe)

Fire level (Forges)

This can be a area where you see alot of mechanical devices being forged for making the hops hot

Piston level

Launches you around (Air pressure, think sonic the hedgehog pipes shooting you around a lvl ,or donkey kong barrels)

Storeroom

(This can be treated more like a maze area that you can get lost in unless if you get ale vision to help you proceed) (Think portal style exploration with drinking!)

Fridge

Ice level, themed around keeping there beer nice and cold.

Final Area

Whole city is a mech, fight another giant enemy?

Secret Area idea/Liquor god ideas

You find secret areas in the game where you encounter these gods through a shrine with a bottle on it. Collecting all of them throughout the game gives you the secret "good" ending where all the gods band together.

Every liquor is represented by a different "god" from the "order of 7". E.g. ale is dwarves, rum god is a pirate, vodka god is a russian, tequila god is a luchador, Scotch is a scot, Absinthe (fairies), Gin (martini) (guy from family guy who is always like "oooh nnooo")

the 8th who is shunned is: wine is elves (evil god)

This category currently contains no pages or media.

Platform:

- PC
- Consoles

Design:

Ales:

- Ales will give the player different abilities based on the Ale, and may be craftable. A player can have one ale equipped at a time (maybe more later).
- We could have a ton of fun designing different ale labels, and using those as the icon in the UI for the currently equipped ale. We should come up with different "breweries" (or legendary dwarven brewers), each with several different ales. The brewery/brewer name should allude to the basic effect of the ale (e.g. "Firefist" ales would give you a fire/explosion ability), and the different ales could either be the power of the ale (e.g. "Firefist's Light Ale") or could specify a secondary effect to the ale (e.g. "Firefist's Beardlifter" - fire punches that knock into the air).

Brewer/Brewery:

- Garblebeard
- IronStone

Ale names:

- Skull Kicker
- AxelGrease
- Stone Knuckle

Bosses:

Sour Ale Puke Monster

Ragefist enters an arena, he then throws up on the remains of a fallen warrior that has a sacred artifact. The skeleton becomes enraged and is encompassed by the ale-puke and turns into a giant puke/slime monster. To defeat the boss, you have to defeat the hangover. How do you beat a hangover? Sleep it off! To defeat the puke monster, you have to put him in a Zangeif Sleeper hold. To do this you must make the monster solid by puking more on him, making him more

solid with food from within the bowels of Ragefist. The reward is a magical helmet, that is given to Ragefist after the fight. So now Ragefist is wearing a puke helmet, which makes him angrier.

Notes: Special "Puke Meter" just for this fight. The more you run around the more it builds up. (Temporarily replaces rage meter.)

Game Mechanics & Entity Behaviors:

Game Mechanics

1. Movement
2. Abilities
3. Health
4. Modifiers(Ales)
5. Environment

*Ale Vision

[Character Needs to have X amount of Alcohol in system to see certain locations in games, or will continue to respawn/become lost.]

UI Layout:

Power

Collectables

Player Feedback:

- Camera Shake
- RagDoll animation upon hit/collapse
- Controller Shaking
- Motion blur/VFX lines on fast jumps or descents