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1 Go To Hell

Go To Hell is a multiplayer twin stick shooter with a three quarters top-down view. The point of the game is to use teamwork to defeat the final boss. To achieve this, a player will need to travel to the astral plane to attack the boss, while the other player is protecting their body in the physical plane. The players lose the game if any one of them runs out of health. They win the game by defeating the boss.

1.1 World: Story synopsis

The main characters are two detectives actively engaged in investigating a secretive cult, delving into its practices, members, and criminal activities. After a long search, the duo finally discovers the cult's base: an old abandoned manor on the outskirts of Dunwich. The town of Dunwich is known for its paranormal sightings. Not wanting to waste any time, the two detectives set forth toward the manor. Armed with flashlights and a rudimentary understanding of the occult, they enter the manor at night. Little do they know, they are not prepared for the horrors that lie within.

The 2 detectives arrive at the end of the basement. The doors slam shut behind them. The demon appears and the final fight begins.

1.2 World: Theme

The theme of the game is inspired by HP Lovecraft's call of Cthulhu. The writer is well known for his stories about otherworldly beings who are incomprehensible to the human mind, driving many to madness. The idea that these monsters do not belong to this world is reflected in the art style, the demons are in stark contrast to the player characters and the world. The mechanics of the game also reflect this, as sanity plays a large role.

2 Game mechanics

The following chapter describes the mechanics in the game and the different game objects.

2.1 System: Controls

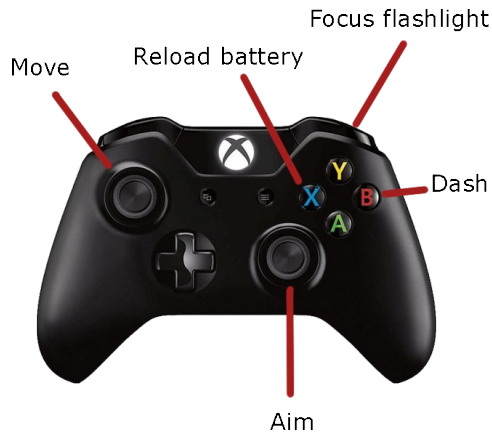
Left analog stick: movement ([Element Mechanic: Movement](#))

Right analog stick: aiming ([Element Mechanic: Aiming](#))

Right trigger: Focus Flashlight ([Element Mechanic: Flashlight](#))

B: Dash ([Element Mechanic: Movement](#))

X: Reload battery ([Element System: Battery](#))



2.2 Mechanic: Movement

Movement: The player moves using the left analog stick. The player moves at a constant speed. When the stick is let go, the player will stop moving. Movement direction is independent of the character's forward vector.

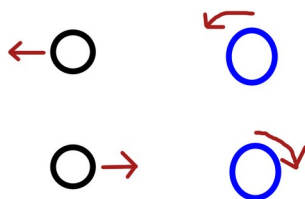
Dash: By pressing B (Xbox controller) the player character will dash in the direction it is currently walking. Dashing results in moving over a small distance at a higher speed. The player can not change direction until the dash is completed. There is a 3-second time delay between 2 dashes.

Player feedback:

- walking animation in direction of movement.
- Dust particles appear on the position where player starts the dash.

2.3 Mechanic: Aiming

The player aims by using the right analog stick. Moving the stick to the left or right will rotate the character counterclockwise or clockwise.



2.4 Mechanic: Flashlight

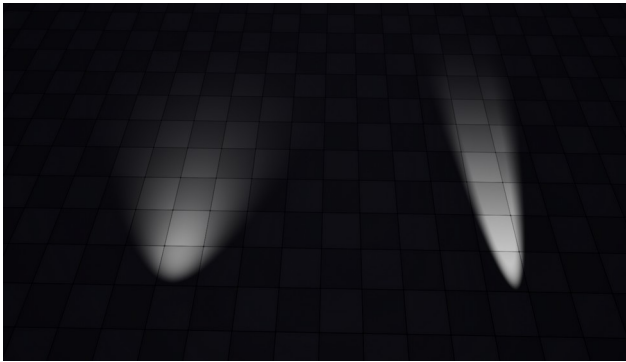
Player spawns in with a flashlight. It creates a cone of light in the direction the player character is aiming. By default, the cone of light has a wide angle with a large fall off. Pressing the right trigger will focus the light and change it to a more focused beam with more concentrated and brighter light. The battery ([Element System: Battery](#)) charge will slowly decrease over time. The battery depletes faster when holding the right trigger.

Parameters:

- recharge time (same time regardless of remaining battery charge)

Player feedback:

- Light starts flashing when battery runs out.
- Decrease in angle when focusing light.
- Enemy changes material when hit by the focused light beam.



2.4.1 System: Battery

Indicates for how long the flashlight can be active before the player needs to recharge. When the battery is depleted, the flashlight will stop working. By pressing the X button (Xbox controller) the player will start recharging the flashlight. During this, the hand crank animation plays and the player's movement speed is decreased by a certain percentage.

2.5 Object: Pentagonagram

The pentagram is an object that spawns on the ground of the room at a random location. The number of pentagrams that spawn at the same time is the following:

- 2 players = 1 pentagram.
- 3 players = 1 or 2 pentagram randomly decided.
- 4 players = 2 pentagrams.

The pentagram glows slightly and rotates. When a player steps into the pentagram the following will happen:

- The player's mesh will be replaced with the astral projection mesh and a decoy player character is spawned in the pentagram.
- The decoy player levitates.
- The player is now in astral projection mode ([Element Mechanic: Astral projection mode](#)).

When the player leaves astral projection mode for any reason, the following will happen:

- The pentagram disappears, and a new one will spawn somewhere else.
- The player's mesh will be changed to their physical world mesh.
- The decoy player gets removed, and the actual player gets moved to the location of the pentagram.

Parameters:

- Completion time.

Player Feedback:

- Levitating decoy player.
- Change in player mesh.



2.6 Mechanic: Astral projection mode

When a player is in astral projection mode, the following will happen:

- The player's sanity will slowly drain at a fixed rate.
- Damage taken from the boss and/or enemies will drain the player's sanity meter.
- The player will slowly regen health at a fixed rate.
- The player can now use a projectile attack.
- The player can no longer use their flashlight.

After a certain amount of time, the pentagram disappears and the player leaves astral projection mode.

If the player runs out of sanity, they get taken out of astral projection mode and the pentagram disappears.



2.6.1 Stage: Success

After a certain amount of time the pentagram ([Element Object: Pentagram](#)) disappears and the following will happen:

-The astral projection form disappears. The character in the circle slowly lands on the ground. Their eyes will no longer be glowing. The player regains control over the character. The old circle disappears, and a new circle will spawn.

2.6.2 Stage: Failure

If the player runs out of sanity while in astral projection mode, the following will happen:

- The character in the circle will fall to the ground, landing on their belly, not moving.
- The blue effect will turn red.
- The music changes to something more ominous (possibly something with a heartbeat effect to indicate danger).
- The player will be unable to exit astral projection mode.
- The player is now in the downed state.

2.7 Mechanic: Sanity

Each player has a personal sanity meter that is displayed in the center of the screen, accompanied by a portrait of said player's character and a personal color. The sanity meter can be reduced in value by the following events: taking damage from enemies while in astral projection mode ([Element Mechanic: Astral projection mode](#)), being in astral projection mode. Sanity can be restored by being in the physical plane ([Element System: Physical plane](#)) and killing enemies. The sanity meter has several levels indicated upon it, each accompanied by their own character portrait, buffs, and debuffs.

Parameters:

- value of current sanity

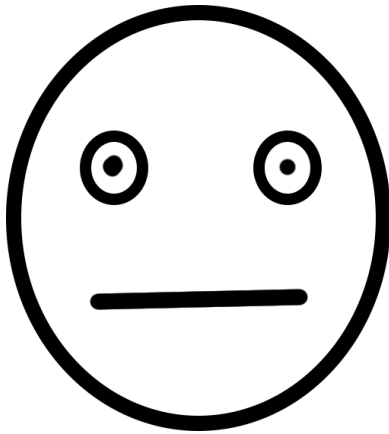
- value of max sanity

Player Feedback:

- Player portrait changes when sanity reaches certain value.
- Decreasing fill percentage of sanity meter.

2.7.1 System: level 1 calm

When the player has between 100% to 75% sanity they are considered calm. Their character portrait displays a calm and collected detective with a serious look on their face. The player will have no debuffs or buffs. Their movement speed is the base speed, and they take the base amount of damage from enemies.

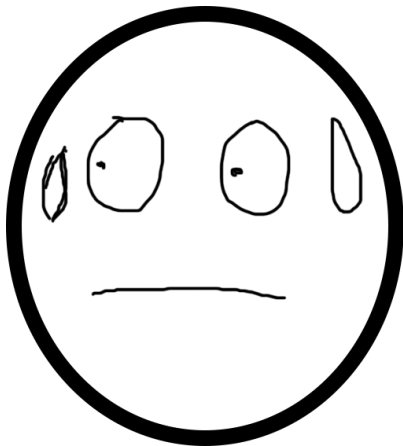


2.7.2 System: Level 2 Anxious

When the player has between 74% to 50% sanity, they are considered anxious. Their character portrait displays a detective with sweat drops on their face, looking to the side. The player will have the following effect.

Speed buff:

- Adrenaline Boost: The player movement speed is increased.

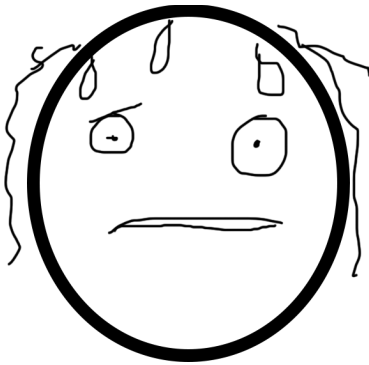


2.7.3 System: Level 3 Distressed

When the player has between 49% to 25% sanity, they are considered distressed. Their character portrait displays a detective who is shaking with wide eyes. The player will have the following effect.

Speed buff:

- Adrenaline Boost: The player movement speed is increased further.



2.7.4 System: Level 4 Panic

When the player has between 24% to 1% sanity, they are considered panicked. Their character portrait displays a detective with wide eyes and small pupils. The player will have the following effects.

Speed buff:

- Adrenaline Boost: The player movement speed is increased even further.

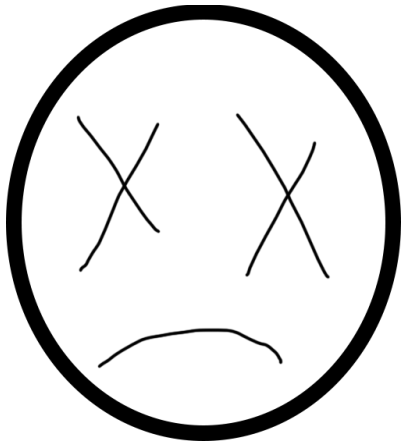
Health debuff:

- The players' health gets halved.



2.7.5 System: Level 5 insane

When the player reaches 0% sanity, they will enter the downed state. When in the downed state, they will be forced into Astral projection mode. See astral projection for details.

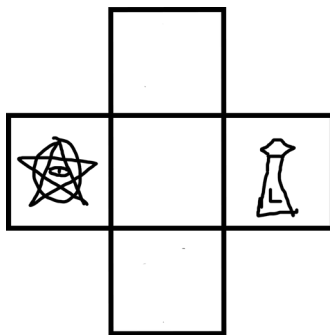


2.8 Mechanic: Health

Each player has a personal health bar that is displayed in the top center of the screen, on top of the sanity bar ([Element Mechanic: Sanity](#)). The health bar can be reduced in value by the following event: taking damage from enemies while in the physical plane ([Element System: Physical plane](#)). Health can be restored by being in astral projection mode ([Element Mechanic: Astral projection mode](#)). When the player runs out of health, they die and the game ends.

2.9 Mechanic: Items

Items are consumables that players can use in the physical plane ([Element System: Physical plane](#)). Enemies have a chance to drop items upon death. Each player can hold up to a maximum of 4 items. Each item is bound to a certain direction on the left D-pad. A player's current items are displayed near their character portrait. The items are displayed in a cross form, with each direction representing a direction on the D-pad. When near an item, the player needs to press the A button to pick it up. The item will then fill up the first open D-pad slot. The order of the slots starts with the up button and then continues clockwise. By quickly pressing and releasing the corresponding D-pad button, the item is used and removed from the corresponding UI button. By holding down the D-pad button for 2 seconds, the item will be dropped.



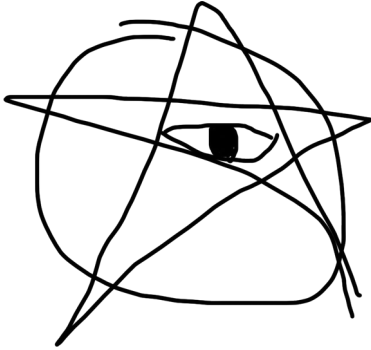
2.9.1 Object: Elder sign

The elder sign is a piece of paper with intricate symbols that can ward off evil.

effect: Clears all enemies in a room.

Player feedback:

- The item creates a glowing orb at the position of the player that expands to the size of the whole room, killing all small enemies in the room.



2.9.2 Object: First aid kit

A first aid kit. It restores a certain amount of health to the player.

Player feedback:

- A small green glow appears around the player character.

2.9.3 Object: laudanum

Laudanum is a small glass vial. Using this item will restore a certain amount of sanity.

Player feedback:

- A small blue glow appears around the player character.



2.10 System: Physical plane

At the start of the game, all players start in the physical plane. Enemies spawn from portals on the ground that appear in random locations on the room ([Element Object: Enemy portal](#)).

2.11 Object: Enemy portal

These portals spawn in random location around the room. Each portal spawn a variable number of enemies depending on the boss health. The less health the boss has, the more enemies each portal spawn. At the start of the game, only 1 portal will spawn at a time. This number will increase as the game time increases.

3 Characters

3.1 Character: Main character

The main character is a detective that is attempting to stop a cult.



3.2 Mechanic: Enemies

Enemies are minions of the elder god. They appear at random intervals both in the real world and in the astral plane. Because their god is not here yet, they do not have physical forms, but that does not make them less dangerous. They will go to the players and attack them. These attacks reduce the player's sanity in the astral plane or health in the physical world by a predetermined amount.



3.2.1 Character: Enemy #1 Ranged

This monster is a gelatinous black blob covered in several eyeballs. It shoots eyeballs at the player characters. It only spawns in the physical plane ([Element System: Physical plane](#)).

3.2.2 Character: Enemy #2 Melee

This enemy is a black blob consisting of several mouths with razor-sharp teeth. It moves towards the player character and attempts to bite them. Only spawns in the physical plane ([Element System: Physical plane](#)).

3.2.3 Character: Enemy #3 Runner

The only enemy that spawns in the astral plane. Will run towards the player character in an attempt to get into range. When close enough the enemy explodes dealing damage to the player.

3.3 Character: The ancient god

The boss is the ancient god. The god is trying to enter the world through a stone arch door created by the cult. In the real world, the boss is invulnerable to any attacks. Only by entering Astral projection ([Element Mechanic: Astral projection mode](#)) can the boss be harmed. The boss is only visible as long as 1 player is in the astral plane. The boss is only able to attack players in the astral plane. The boss uses tentacles to attack the players. The boss has the following two attacks:

- The boss smashes a tentacle onto the ground.
- The boss sweeps a tentacle from one side of the room to the other.

4 Level

4.1 Level: Level layout

The game consists of one large room in the cellar of the manor. The cellar is primarily made of stone. There is a large arched door in the wall that the camera is facing. The door is shrouded in darkness, with tentacles emerging from it.



5 GUI

This part describes the UI

5.1 Menu: Start screen

The start screen contains the following elements:

- An image that is used as the background.
- The title of the game.
- A button that starts the game.
- A button that turns the game off.

5.2 Menu: Game over screen

The game over screen contains the following elements:

- An image that is used as the background.
- A game over message.
- A button that restarts the game.
- A button that goes to the start screen ([Element Menu: Start screen](#)).

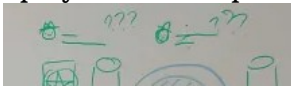
5.3 Menu: Victory screen

The victory screen contains the following elements:

- An image that is used as the background.
- A victory message.
- A button that restarts the game.
- A button that goes to the start screen ([Element Menu: Start screen](#)).

5.4 Menu: Player ui

Each player has a personal UI that contains a health bar ([Element Mechanic: Health](#)) a sanity bar ([Element Mechanic: Sanity](#)) and a character portrait. All player UIs are displayed in the top center of the screen.



5.5 Menu: Boss health bar

Large bar at the bottom of screen. Only visible when at least 1 player is in astral projection mode ([Element Mechanic: Astral projection mode](#)).