

# Bombslinger

Challenge Room

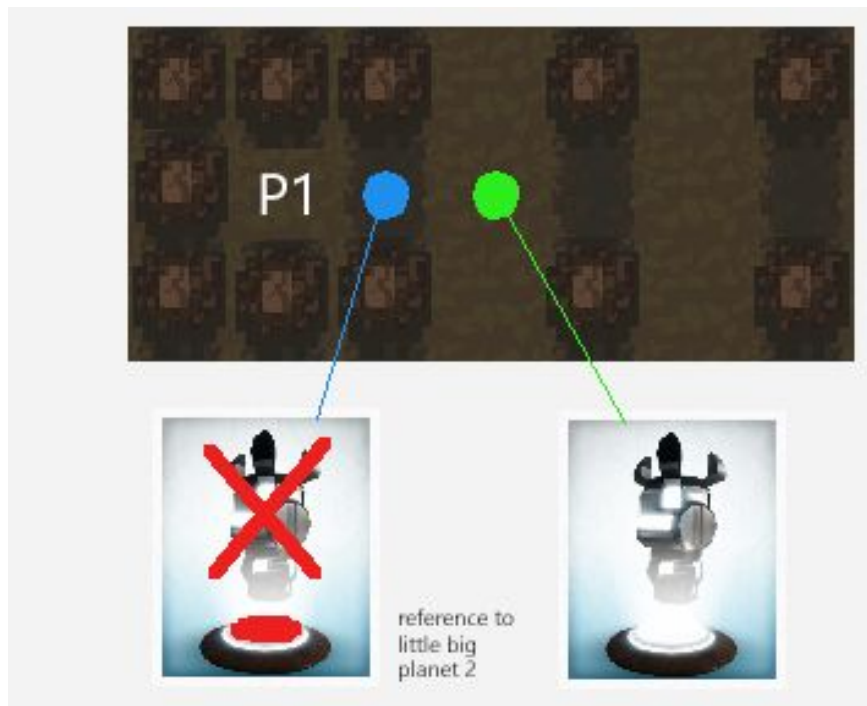
# Quick guide on challenge room

Here are some of the variables to make challenge room :

- Barrels : Safe spot, place one bomb and the room will be free to walk in.
- Timer : Complete on time and you'll get rewarded
- Running : just need to get on time, non stop running
- Molotov : get the player to kill unreachable enemies
- Chest : used to contain upgrades
- Destructibles : big constraint for the player, use them carefully
- Enemies : Combo, room full of one kind.
- Fire Patch : roll, jump.

# Saving System

This is an idea to secure the actual inventory of the player, only if they are rooms that need specific items. The system will put away your actual inventory and will give you temporary items to complete the room with.



## Temporary Challenge/Item Saving System

inventory : Bomb, FlameUp, BombUp, Life, Hearth, etc..

Green :  
- Put away your stuff  
- Give you temporary stuff for the specific room  
- Activate timer ?

Blue :  
- Give you back your stuff  
- Destroy temporary stuff  
- Doesn't destroy items gain in the room  
- Make the challenge fail ?

# Timer Room

## Two ways for a timer room to get activated :

1. You enter -> once you passed green (refer to saving system slide) -> Time starts
2. You enter and the timer goes directly

## Room over if :

1. time over
2. player loses available hearts -> put the player back in the previous room.

## Room award :

- Once the player finish the room, a destructible chest (gold) appears.
- unlock path to chest

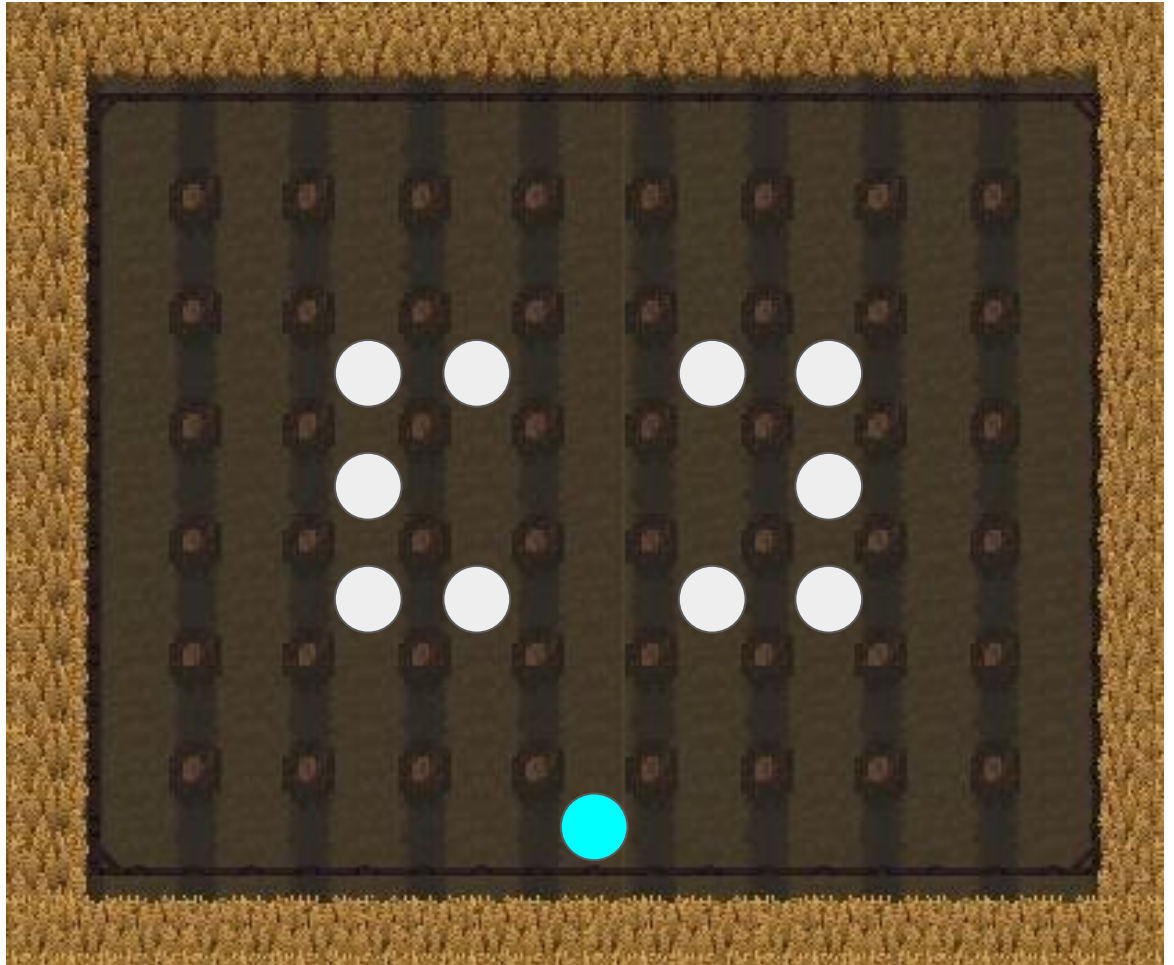
# Standard timer room :

Room size : 9x7

Time : 1 Min

Amount of enemy : 10

blue : entry

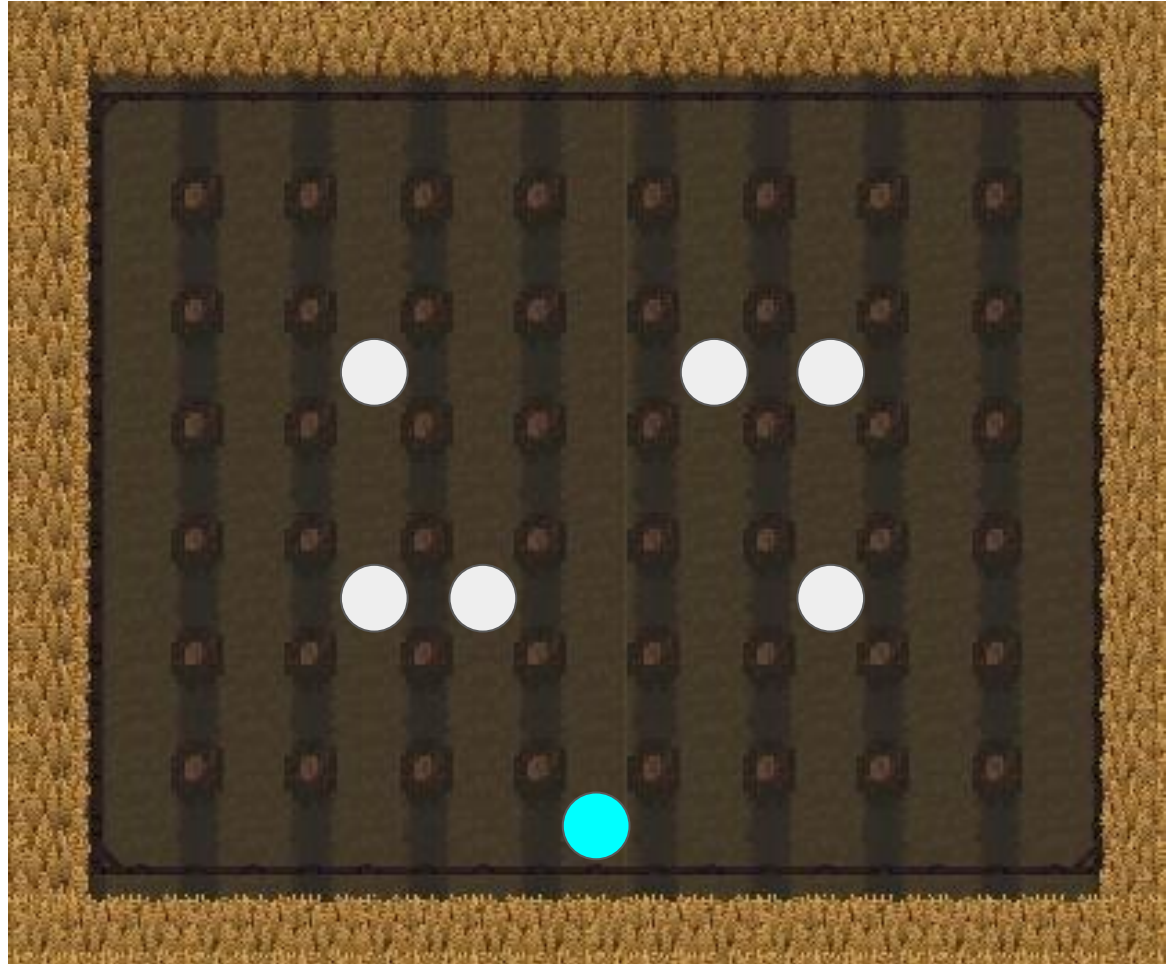


# Exception for Standard timer room :

Some types of enemies does not match regular "amount of enemies", it takes more than 1 min to accomplish a room. And it's not fun.

Amount of ennemy : 6

- > Evil Goat
- > GoldDigger
- > Torch Tower





# Item Required Room

## Goal :

Get to the circle using the *roll* to pass over the fire patch, if you explode the fire patch, it explode the barrel. The barrel explode the circle with it -> no reward.

## What to do in production :

*Adding a new category of item* -> similar to gold chest but already open, when you walk on it it give you what it inside the chest. If you destroy it, it destroy the chest and the reward.



# Molotov Room :

- 1 hearth
- Timer
- Power Molotov
- Random Enemies -> !! Should not be flameThrower

*\*Either block path to chest (Orange)  
-> showing player that there is an award*

*\*Either make chest appear*

Goal : kill all before timer ends





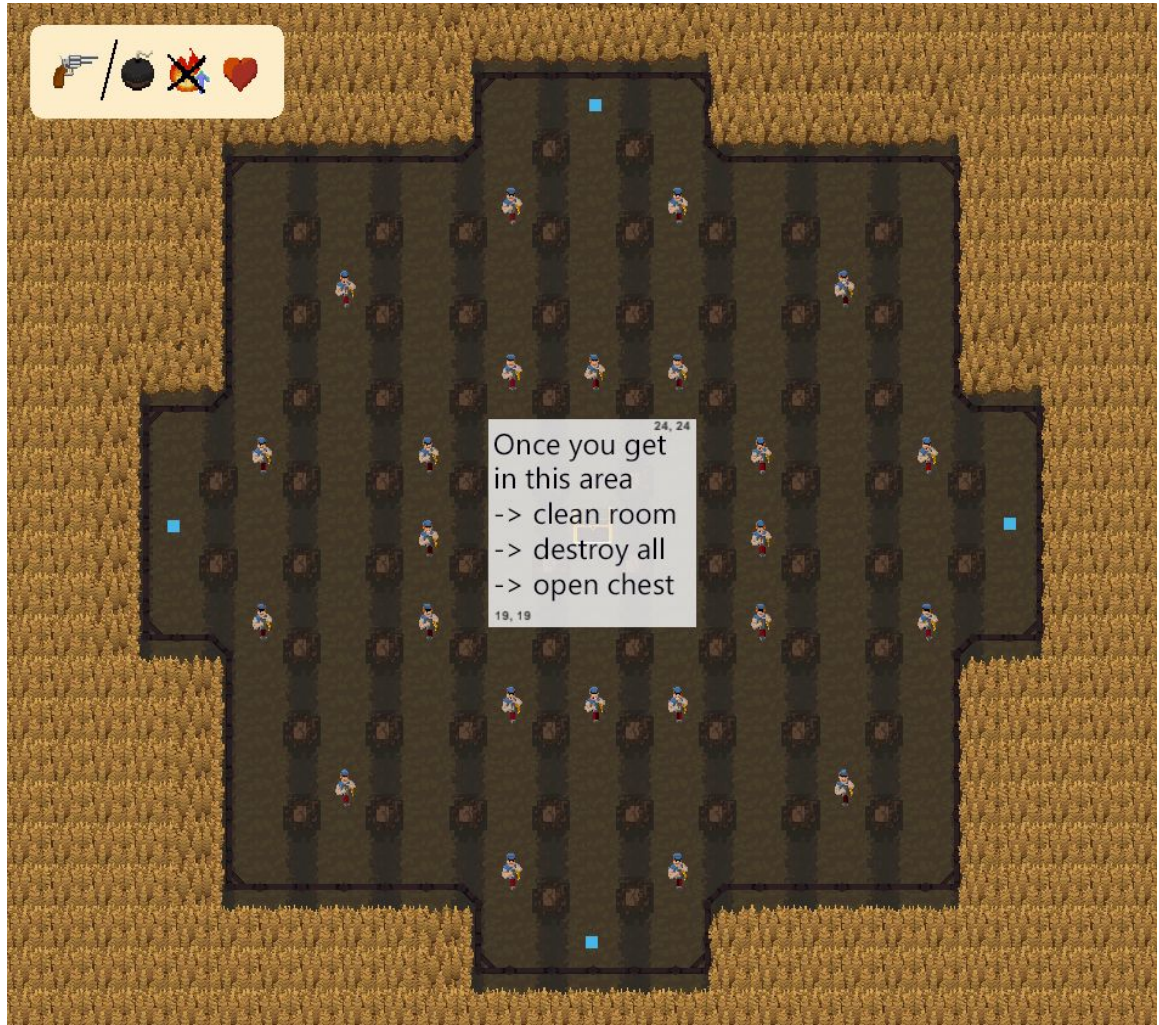
## Gattling Room :

- 1 bomb
- 1 gun
- no flame up
- no bomb up
- 1 health
- destructible ? (variation with no destructibles?)

*\*Once you get in the area in the middle*

*-> Kill all the ennemies and destructibles*

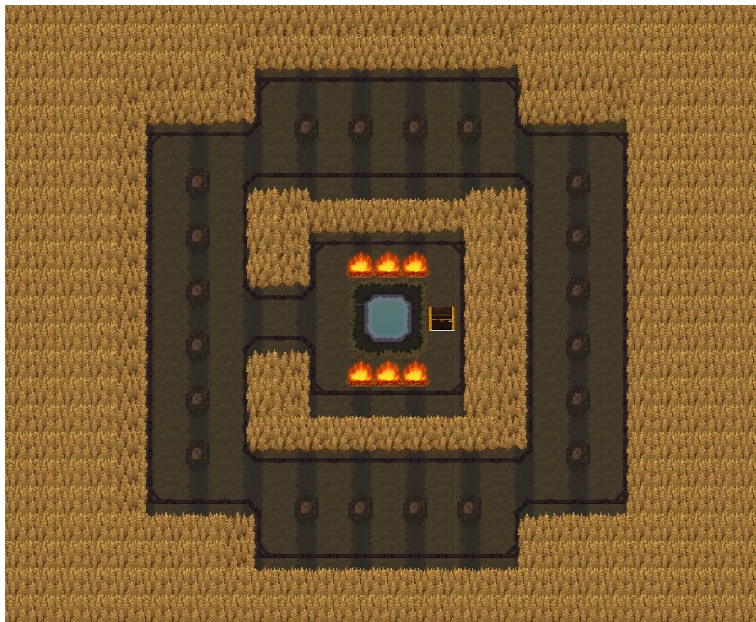
Goal : get into the middle without getting hit



## Rectangle Room :

- 1 bomb
- 1 health
- Roll upgrade

**Goal :** get to chest avoiding to be hit





## Run room 1 :

- 1 bomb
- 1 health
- 1 Roll upgrade
- Timer

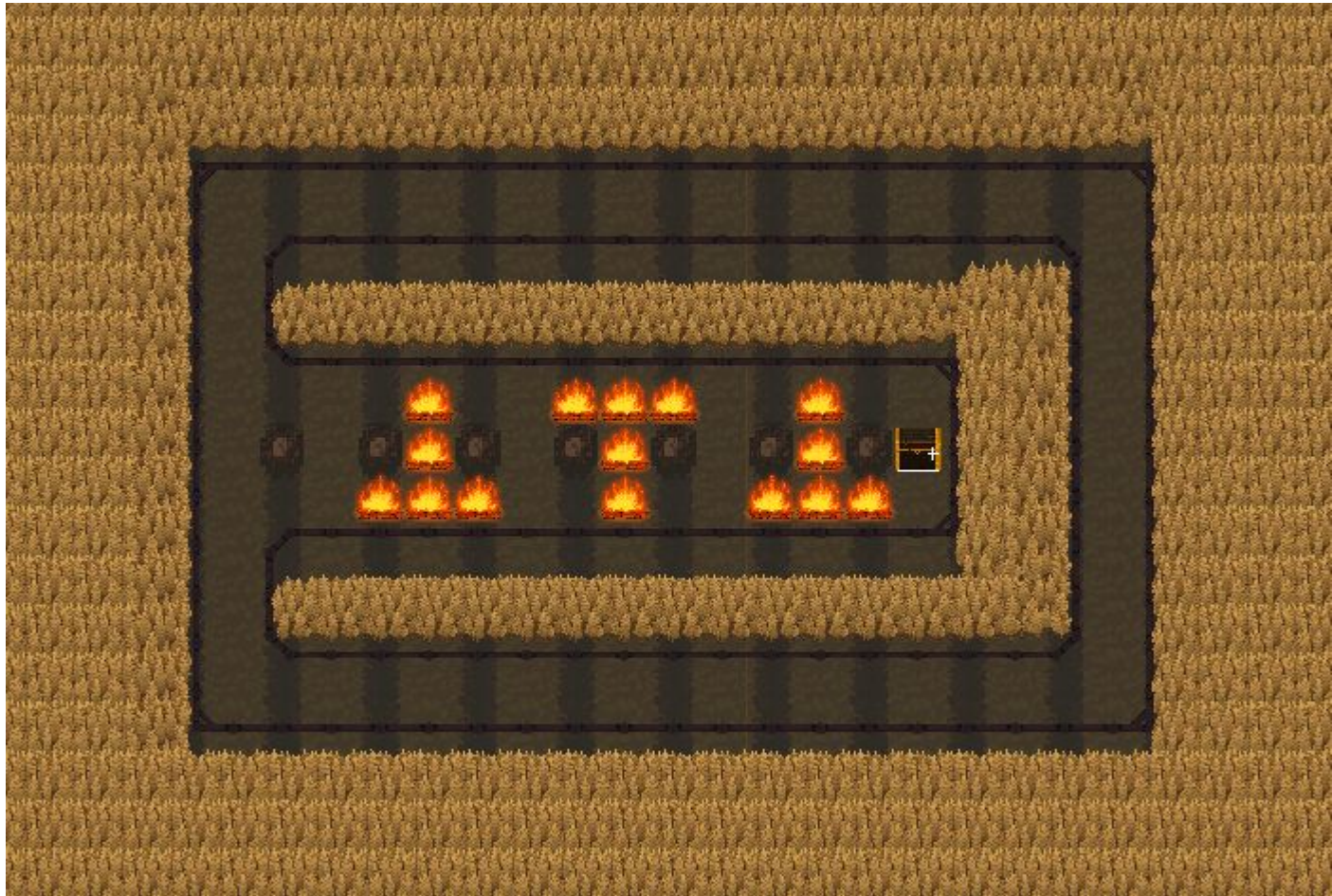
-> time : 30 sec

-> one hit : challenge over

**Goal** : Get to explode the chest before timer runs out

*note : Placing bomb to get to chest is impossible on time*







## Run room 1 :

- 1 bomb
- 1 health
- 1 Roll upgrade
- Timer

-> time : 20 sec

-> one hit : challenge over

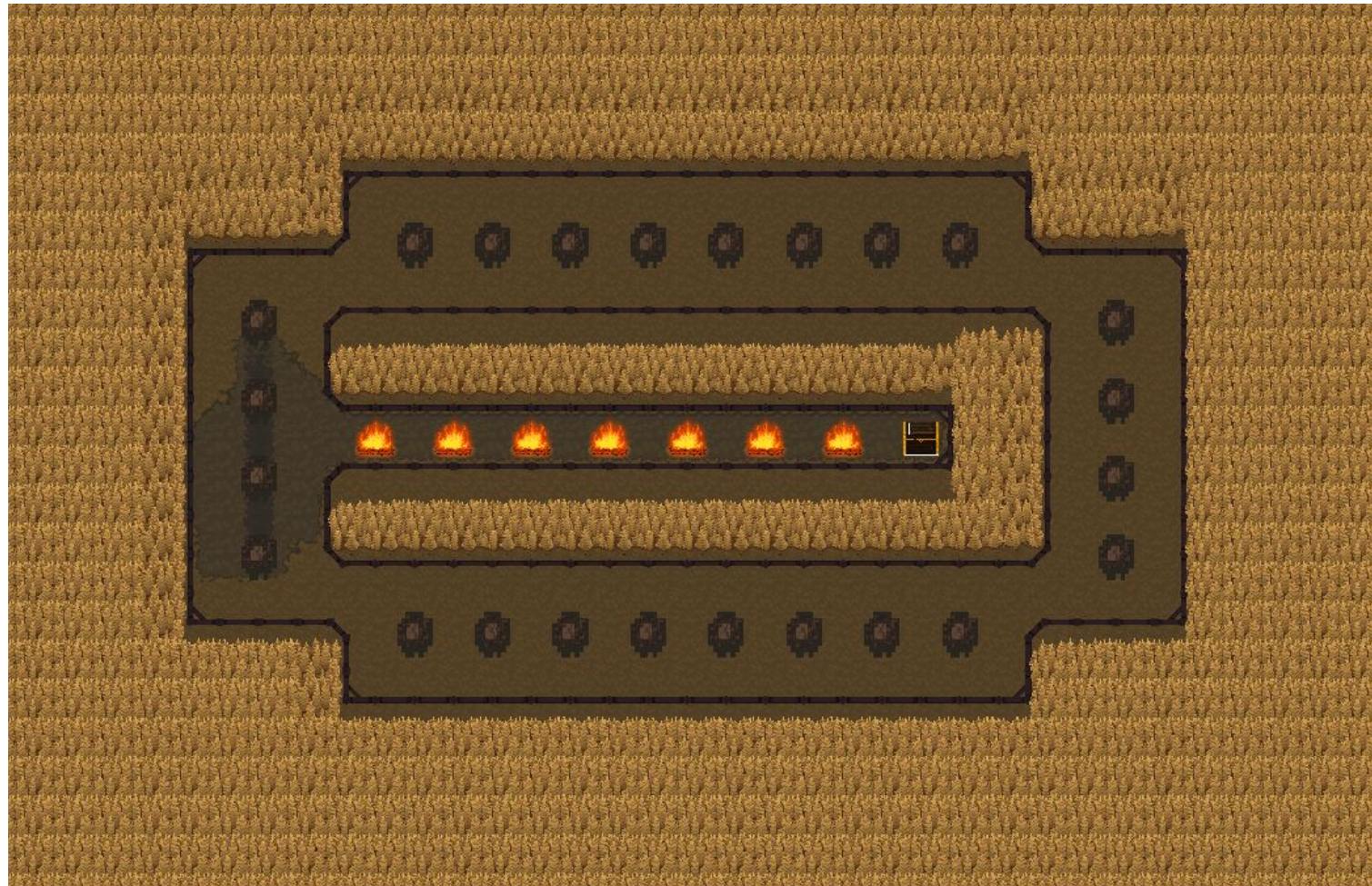
**Goal** : Get to explode the chest before timer runs out

*note : Placing bomb to get to chest is impossible on time*

! Variant with a chest there or not!







- variables :
- Barrel
  - Timer
  - Running
  - Molotov
  - Chest

- Ideas :
- Room full of chest as destructibles -> kill all enemies
  - 1 hit you die
  - Molotov Room -> kill all enemies on the other side of the river
  - Full of gattling, once you get in the middle safe zone it kills all
  - Room full of upgraded enemies and have to clean all of them without taking a hit