NEON STEEL – TOKYO UPRISING

Appendix

GAME OVERVIEW

Genre: Action/Beat ‘em up

Neon Steel: Tokyo Uprising brings fast paced action and destructible levels into a Cyberpunk world full of corporate androids, piecemeal robots, and the big bads that control them. Players take control of Kade Ito, a corporate salvage operator searching for the truth behind his brother’s disappearance with the help of a strange mech bound for disassembly.

Featuring a unique world with 3 unique zones

THE SLUMS: Filled with black market mechs and low lives willing to do anything and kill anyone to get their next meal ticket

THE SHRINES: A mysterious and altogether unknown place within the city that wards off many from entering

THE UPPER CITY: Home to many corporations and their android enforcers

3 different enemy types, a unique boss encounter

Fast paced and challenging combat

Players will be able to traverse these 3 levels aided by their mech, an experimental piece of technology that has bound itself to Kade. This mech gives him enhanced abilities that relies on a finite resource called //NEON that is visible by the bar in the center of the UI (which also changes while on board the mech). These abilities include:

A grappling hook (Mag-Claw) capable of latching onto the environment, enemies, and objects

The grappling hook is physics based and has multiple uses both in and out of combat

Big, flashy ultimate attacks that both deal big damage to, and destabilize, the enemies

A dash capable of parrying an enemy's attack if well timed (visual indicator on enemies before they attack) , opening them up for a counterattack

These abilities will be necessary for traversal around the levels of Neon Steel. The 3 unique levels are also mechanically different from one another as well as aesthetically. Utilizing Unreal Engines Chaos Destruction, each level will also take advantage of destructible environments, giving each run through a level a unique and interesting experience.

The Slums utilizes mostly platforming and basic enemies, with traps such as pitfalls (hidden traps that drop the player into an instant kill death zone), crushers (quick dropping, large objects or pieces of the environment that can kill the player if they are underneath), and tripwires (explosion upon running over them and not jumping over them)

The Shrines utilize the aggressive enemy types to their fullest, ensuring the player experiences the full breadth of the combat mechanics

Additionally, levels will be more vertical, as the player will have more options for movement (grappling hook unlocked after Slums)

The Upper City combines the previous 2 levels mechanics together to fully test the player

Traps are more technologically advanced (laser grids, motion detectors, instant kill death rays)

Enemies will have more health and damage

City rooftops included to further increase verticality

Additionally, hidden secrets can be found throughout the level when using the Visor, a useful tool of exploration that highlights interactable objects throughout the level. These hidden secrets can include audio logs that expand on the story of Neon Steel, upgrades for your mech, and miniatures. All can be viewable within the Gallery from the main menu which unlocks after the player completes the game for the first time.

With melee enemies carrying a variety of weapons (baseball bats, plasma swords, level objects) and ranged enemies that assault the player from a distance, quick thinking and even quicker reactions are asked from the player. Additionally, enemies will be capable of utilizing the level to their advantage, just like the player. They will run if in critical health, take cover from blaster fire when under sustained fire, and throw objects at the player if they are at a low health threshold to continuously pressure them.

Should Kade's health be depleted to 0, a special ability called //REBOOT will activate. This ability works as a "second chance" mechanic that brings the player back to full health at the cost of their mech. When reaching 0 health, Kade's mech deconstructs violently and damages enemies around him to aid in creating more space for the player. If the player were to reach 0 health again in this weakened state, Kade will die, and the level will restart from either the beginning or from a reached checkpoint.

This special ability can be regained through refilling Kade's //NEON, incentivizing the player to always think about the next fight and how to streamline the chaos of Neon Steel.

CORE SYSTEMS

Game Engine

For Neon Steel, the engine we plan to use Unreal 5+. The exact version we will be using Unreal Engine is 5.6.1

Target Platform

The platforms we plan on targeting for Neon Steal: Tokyo Uprising will be for PC Windows and a port to console in the future.

Physics

Gravity

All physical entities in the game that aren't static will be affected by gravity. This includes characters and projectiles. Every such entity will have its own gravity modifier, which will be multiplied by a % of Earth's gravity to enhance or minimize it. By using only a % of gravity, we plan to simulate gravity without making it real, and it's not fun for the player.

Powersuit

The powersuit is a transformation state that the player can shift to, but only when the player's Neon gauge is 100%.

While transformed the player attacks with increased damage (~50% increase) and gains access to their Ultimate.

Destructible

In Neon Steel: Tokyo Uprising, we will be using Unreal: CHAOS add-on, which will allow us to have destructible environments, allowing the player to expose enemies from behind cover, reveal level secrets, create platforms, and create space in tighter areas.

Characters

Cleber section

Artificial Intelligence System

Character AI

All characters that are not controlled by the player Input will be controlled with an AI script. The AI system for NPC has the following features:

Navigation: Characters can effectively navigate their environment by dynamically calculating optimal paths through the level to reach their target location.

Goal Oriented States: Characters will perform actions that will help them achieve a specific goal. That goal may or may not end. Examples of some goals:

Search the area: Look for the player character after losing sight of them. (Infinite Goal)

Patrol: Follow a set of points around the level. Repeat (Infinite Goal)

Kill the player character: Chase the player character Goal completed when player character dies)

• Knowledge Model: This is a list of variables and flags that describe the character's current knowledge of the world. This is important so that the AI won't gain an unfair

advantage by knowing information it is not supposed to know at the current moment (Ex: the player character's location when they're in hiding)

• Detection System: AI Characters can use sensors to gather information about their environment and update their knowledge models.

Visual Effects

Lighting

The game will make use of realistic lighting and shading models. Global illumination will be used for realistic ambient light. Real-time shadows will be used for geometry, and especially for dynamic characters and objects.

All materials will use the following texture maps to maximize detail of our objects:

• Albedo / Diffuse Map

• Occlusion Map

• Normal Map

• Roughness Map

• Metallic Map

• Emissive Map

• Displacement Map (can be used for camera-based adaptive geometry tessellation on the GPU)

Particle System

Some particles will react to physical forces and collide with level geometry to increase realism and immersion. All this is planned to be done using Unreal's Niagara particle system.

A variety of particle systems will be used for our game. This includes:

• Water splashes (environmental puddles)

• Dust clouds on footsteps (for bipedal enemies)

• Electric sparks on malfunctioning equipment / Mechs

• Fluid system for health bar and neon

Post-Processing

To enhance the visuals of our game we will apply shaders and filters on the camera output. Here is what our game will be using:

• Anti-Aliasing (Can be changed in quality settings) to smooth those jaggies.

• Color Correction Filters to set the mood.

• Bloom, to make bright lights and emissive sources pop.

• Outline shader for object highlighting.

Optimizations

For the sake of maximizing quality while ensuring optimal performance, we will employ several optimization techniques:

• Lowering draw calls by batching geometry, using texture atlases (or mega textures if possible).

• Merge multiple texture maps into one (example: emissive + metallic + roughness)

• Level of Detail mesh substitution based on camera distance. If possible, we may (instead) use adaptive GPU Tessellation to achieve a similar effect without having to create multiple LOD models.

• Occlusion Culling: we'll dynamically disable rendering for parts of the level that aren't visible. This also includes characters and objects that are occluded by solid geometry.

Music and Audio

Music Direction

The soundtrack blends electronic foundations with heavier foreground elements (metal guitars, thick synths) that respond dynamically to gameplay. A baseline electronic track plays during exploration, while combat layers in additional intensity. This adaptive layering ensures that encounters feel reactive and tied to the player's performance, with transitions that build tension and release as combat begins or ends.

Exploration: Baseline electronic tracks establish the atmosphere using pulsating basslines and ambient drones, lightly arpeggiated synths can be layered minimally to prevent fatigue.

Combat: Foreground elements are layered dynamically using distorted guitars and heavier / glitchy synths that trigger via actions like attacks and abilities.

Boss Fights: Each major boss will have distinct motifs in the background music. The music can escalate in phases, introducing new layers or instruments.

Transitions: Crossfades and sidechaining will be essential to ensure shifts from different environments feel smooth and natural, as each section of the map should have slightly different motifs.

Adaptive Layering / Gameplay Integration

The soundtrack will be reactive to gameplay.

Trigger-Based Layering: Combat initiation, combo thresholds, ultimate ability use, and boss transitions will each trigger audio layers.

Combo Interaction: As the player's combo count increases, secondary percussion or synth arpeggios can enter, reinforcing momentum. Breaking a combo causes these layers to drop out.

Player Feedback: Abilities like Iron Jutsu or the Aimable Shield will have short musical stingers (e.g., rising pitch bends, filtered impacts) to make them feel rewarding.

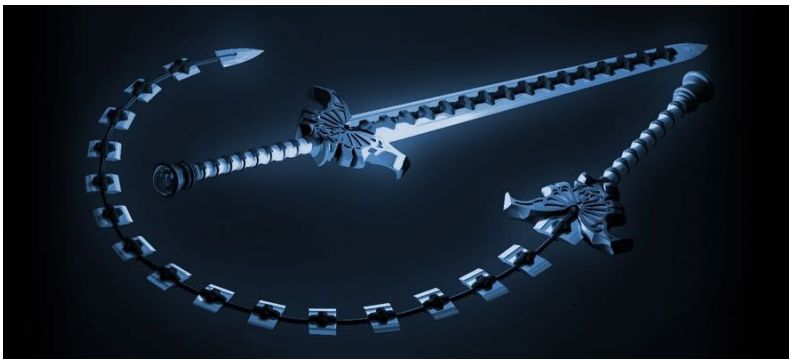
Environmental Reactivity: In Shrine districts, combat layers may incorporate choral or bell-like tones. In the Slums, metallic percussive hits might replace standard drum loops to reflect scrap machinery.

Sound Effects

Weapons & Combat

Sword/Whip:

Metallic strikes will be layered with chain rattles and doppler-shifted whip cracks. To emphasize extension, a reverb tail or rising metallic scrape can be added.



Blasters and Lasers:

Sharp synthetic bursts for low-tier weapons; layered charging hums and rising oscillators for charged shots.

- Reloading: Mechanical cooling hisses combined with a high-pitched "charge-up" whine to indicate the weapon is ready to fire again.
- Projectile Impact: Distinct impact sounds based on surface material (metal, flesh, shield). Enemy projectiles should have a "sizzling" dissipation sound to distinguish them from player impacts.

Aimable Shield (Holographic Field):

- Shield activation: Resonant “power-on” sweep with phasing filters to simulate hologram deployment.
- Sustained hum: Subtle oscillation that conveys a shield “alive” in the world.
- Blocking impacts: Low-end thuds combined with sizzling static (to show energy absorption).
- Shield Depletion: As the shield takes damage, the sustained hum increases in pitch and introduces a "stuttering" glitch effect to signal instability.
- Shield Break: A glass-shattering digital "crunch" followed by a rapid power-down sine wave drop.

Mechs & Abilities

Suit-Up/Ejection:

- Enter Mech: Heavy hydraulic locking sounds, a bass-heavy "thrum" of the core activating, and a muffled "seal" effect that slightly dampens exterior ambient noise to simulate being inside a cockpit.
- Lose Mech: An alarm klaxon followed by an explosive ejection sound (compressed air release) and the return of full dynamic range audio (removing the cockpit dampening).

Movement:

- Servo Whirs: Pitch-modulated servo sounds that scale with movement speed—lower pitch for walking, higher pitch for dashing.
- Footsteps: Heavy, metallic clanks with sub-bass layers to convey weight and scale, distinguishing them from the lighter human footsteps.

Combat:

- Impacts: Mech melee hits should have a "crunching" metal texture mixed with bass transients to emphasize raw power compared to the agility of the human form.
- Thruster Jets (for Dash or double jump mechanics): Layered white noise, filtered sweeps, and a subtle Doppler effect for takeoffs.

Mag-Claw (Grappling Hook):
Grappling Hook: Chain whip extension + metallic latch + doppler “swing” noise.

Abilities:
Iron Jutsu / ultimate triggers will have “signature” sounds (laser beam charge, sweeping slash resonance, explosive AoE shockwave).

Character Foley & Physicality

Footsteps & Surfaces: Context-sensitive footstep sounds for Kade (human form) that change based on the material (metal grate, concrete, water puddle, carpet).

Jumps & Landings:

- Jump: A swift "whoosh" of clothing friction and a light exhale.

- Landing: A "slap" sound for shoe-to-ground contact. Heavier landings (from great heights) include a heavier grunt and a louder thud.

Health State Feedback:

- Critical Health: When health drops below 25%, a "low-pass filter" is applied to the game-audio (muffling the world), layered with a rhythmic heartbeat and heavy, labored breathing to induce tension.

Environmental Interaction (CHAOS Physics)

Destruction Feedback:

Breakable objects utilize the Chaos physics system to trigger material-specific sounds:

- Cement/Stone: Dry crumbling sounds, dust debris scatter, and heavy thuds for larger chunks.
- Wood/Crates: Splintering cracks and hollow wood impacts.
- Glass/Neon: High-pitched shattering and tinkling debris.

Physics Collisions:

General props (barrels, debris) dragged or thrown by the Mag-Claw will emit scraping or rolling sounds that correspond to their mass and velocity.

UI & System Feedback

Pickups & Resources:

- Neon/XP: A high-frequency, crystalline "shimmer" or "absorb" sound that harmonizes with the background music key.
- Health Packs: A pneumatic hiss followed by a rising "relief" tone.
- Inventory Items: A tactile "click" or "zip" sound to confirm acquisition.

HUD Feedback:

- Resource Empty: A dull, hollow "thud" or buzzer sound when attempting an ability without enough Neon.
- Resource Full: A resonant chime or "max charge" hum indicating the Ultimate/Mech is ready.

Menu Interface:

- Navigation: Short, crisp digital blips for scrolling.
- Confirmation: A positive, major key electronic tone.
- Back/Cancel: A lower-pitched, retreating electronic tone.

Ambient and Environmental Audio

Each zone will have a distinct identity that sets the tone before combat even begins:

Slums: Buzzing neon signs, steam vents, clattering machinery, dogs barking in the distance, muffled shouting.

Shrines: Sparse ambience with wind chimes, bells, faint whispers or chants. Electrical interference layered with natural reverb to make it feel eerie.

Upper City: Constant low-end hum of generators, corporate PA announcements, faint drone of aircraft.

Ambience will also react to gameplay: exploring audio ducks during combat, then fades back in as encounters end.

Dialogue and VO

Combat Exertions:

- Attacking: Sharp exhales (Hyah!, Hah!) for light attacks; deeper, strained grunts for heavy attacks.
- Damage Taken: Sharp intakes of breath or pained grunts that scale in intensity based on damage received.
- Death: A final, breathless gasp or defeated groan, fading out with the screen transition.

Movement: Light grunts for double-jumps, dashes, or ledge climbs to humanize the traversal effort.

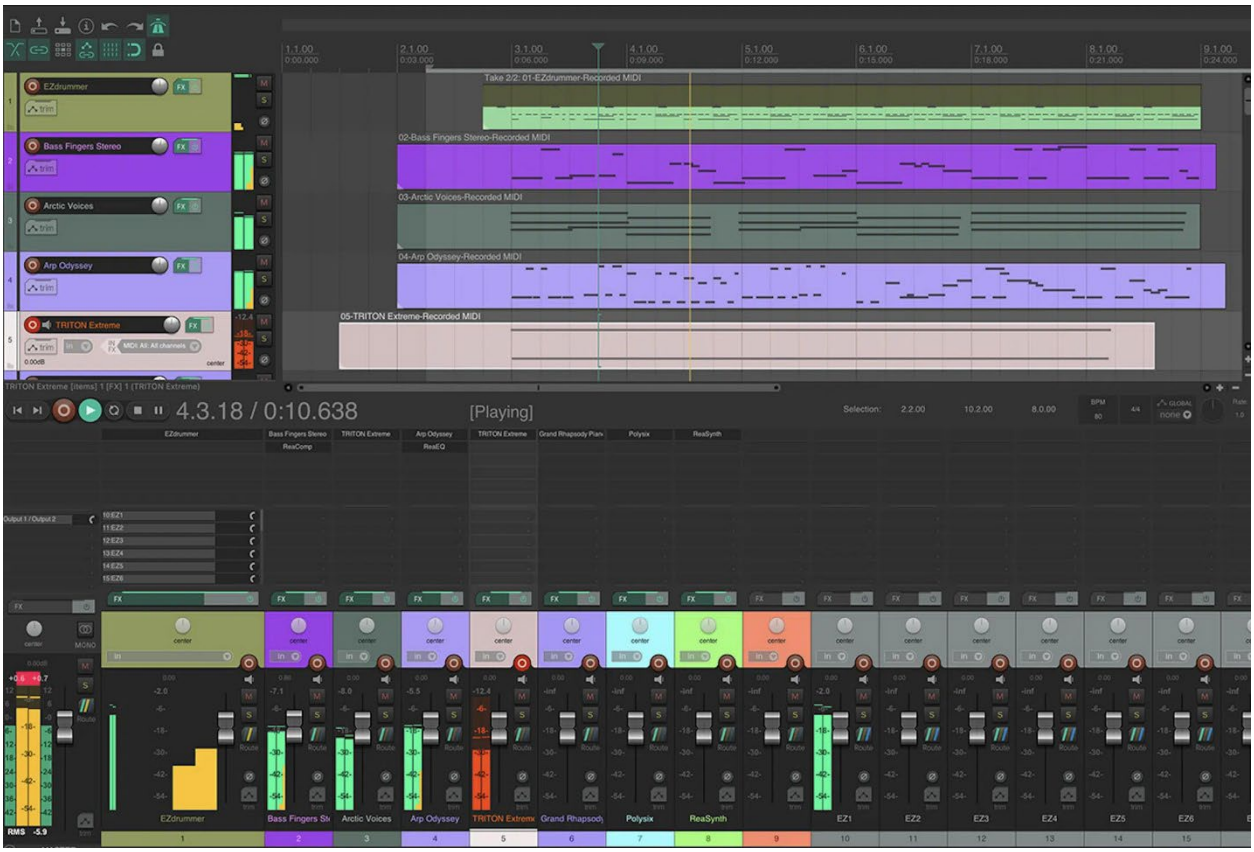
Narrative Dialogue: Story beats may be supported with voiceover (radio chatter, mech AI lines).

Reactive VO: Optional battle cries or mech status callouts during ultimate to reinforce action (i.e. contextual yells, one-liners during ultimates, etc).

Methodologies and Production Tools

Workflow

DAW: Reaper will serve as the main DAW for recording, editing, and mixing.



Recording Equipment: Guitars, MIDI drums, and microphones will be used for original asset creation.

Synthesis and Design: VST synths (Surge XT, Vital, etc.) and stock plugins will be used for electronic layers.

Sound Libraries: Supplement with free/affordable foley and sci-fi SFX packs when appropriate (if recording is impractical).

Creation Techniques

Foley Recording: Using scrap metal, chains, or household items to record impacts and textures, then processing them in Reaper.

Layering: Combining multiple recordings (e.g., metal clang + whip crack + reverb tail) to create complex SFX.

Pitch and Time Modulation: For mech/laser sounds, using time-stretching and pitch-bending to exaggerate “sci-fi” quality.

Granular Synthesis: For shield and energy effects, granular techniques can create shimmering, unstable textures.

Dynamic Mixing: Combat music layers sidechain under SFX to keep action legible.

Implementation (Goals & QA)

Ensure audio clarity during chaotic combat — music must never drown out critical SFX.

Maintain immersion through seamless adaptive layering and ambient transitions.

Regular QA passes will test for clipping, volume balance, and responsiveness to in-game triggers.

Accessibility: provide sliders for music, SFX, and VO balance.

Camera

[overview picture here that shows how the camera is in the game]

Purpose

Deliver a side-view camera that is always readable, cinematic, and low-maintenance. It is a fully, self-procedural system that senses the world at runtime (no chunk makers or hand-placed rails) and keeps the player visible with smooth motion.

Player Experience

The player remains inside a soft framing box (~65% screen width), slightly biased forward (+10% - 18%) in the direction of travel.

Look-ahead scales with horizontal speed and input; increased slightly well airborne or dashing.

Zoom subtly adjusts: zooms out for speed, hazards, or multi-actor moments; (zoom) in for precision platforming.

Reactivity: short ease-in on landings (0.25 s), light hit shake, no sudden whip-pans.

Vertical segments: camera prioritizes vertical lead but keeps a side-scroll silhouette

Boss/Arena: frame widens to fit player + boss anchors; look-ahead is reduced to stabilize the shot.

Accessibility: sliders for camera shake (0 – 100%), motion smoothing (Low/Med/High), and zoom responsiveness (Calm/Default/Reactive).

Rules

Dead-Zone (Framing Box): Camera only moves when the player exits the box; forward bias provides lead space.

Look-Ahead: A velocity/input-weighted offset along the movement axis (clamped). Extra bonus while airborne.

Smoothing: Critically damped spring with separate tuning for X (tighter) and Y (softer) to avoid bobbing.

Occlusion Safety: if the player <=> camera line is blocked, the camera first shortens/extends arm length, then adjusts FOV/OrthoWidth, and finally offsets vertically to re-acquire visibility.

Parallax: Background layers receive camera delta to drive parallax factors for depth without distracting the player.

Scoring and Candidate Selection

FrameError - Distance of player (and key subjects) from the target screen rect (forward-biased box).

Occlusion - Fraction of player → camera rays blocked + penalty for near-camera geometry.

LeadError - Difference between predicted player position (0.3 s horizon) and forward lead point on screen.

AccelPenalty - Penalize large changes in camera velocity/acceleration to maintain stability.

ContextError - Keeps boss/hazard anchors within padded bounds; penalizes cropping of objectives.

Modes & Triggers

Mode	Enter Condition (Detection Based)	Key Changes
Traversal	Default when grounded & horizontal free space ≥ vertical (aspect ≤ 1.2)	Standard look-ahead; modest speed-based zoom-out
Platforming	Airborne > 120 ms or near ledge (ground distance > threshold)	Taller vertical dead-zone; softer Y smoothing; slight zoom-in
Vertical Shaft	Free-space tall vs wide (height/width ≥ 1.6) for 200 ms	Center X; strong vertical look-ahead; clamp max zoom

Arena/Boss	Presence of high-threat actor(s) within 2,500 uu or GameplayTag "BossActive"	Frame bounds include player + boss; reduce look-ahead; widen FOV
Chase	Hazard/attacker behind player with relative closing speed	Aggressive forward look-ahead; ensure pursuer visible at rear edge
Precision	Player speed low + near interactable/moving platform	Micro zoom-in; tighter dead-zone; reduce shake

Transitions blend over 0.2–0.5 s to avoid pops.

Dynamic Procedural System

The camera does not rely on chunk metadata or prebuilt rails. Instead, each tick it perceives the scene, proposes candidate shots, scores them, and eases toward the best one.

Runtime Loop:

Sense – Gather signals: player velocity & input, short-horizon prediction (0.25–0.4 s), ground normal, ceiling distance, free-space scan (ray/sweep fan), nearby threats/points of interest.

Generate Candidates – Sample camera anchors on a lateral "side orbit" (fixed yaw), varying lateral offset, elevation, and zoom (FOV/OrthoWidth). 24–48 candidates per tick.

Score – For each candidate compute a multi-term cost (see Scoring & Candidate Selection). Apply hysteresis to avoid flicker.

Resolve Occlusion – If LOS to player is blocked, prefer candidates with lower occlusion or auto-adjust arm length/FOV.

Smooth – Critically damped interpolation toward the winner; separate X/Y stiffness.

Environmental Understanding:

Free-space aspect from vertical/horizontal probe rays determines Vertical vs Traversal bias.

Threat focus considers active hostiles/projectiles to keep critical context on screen.

Edge safety widens forward bias & zoom when predicted path nears hazards.

Outputs: Camera world transform, zoom/FOV (or OrthoWidth), parallax driver params, and optional screen-space safe rect for UI.

QA Acceptance Criteria

Player stays within the framing box during standard traversal.

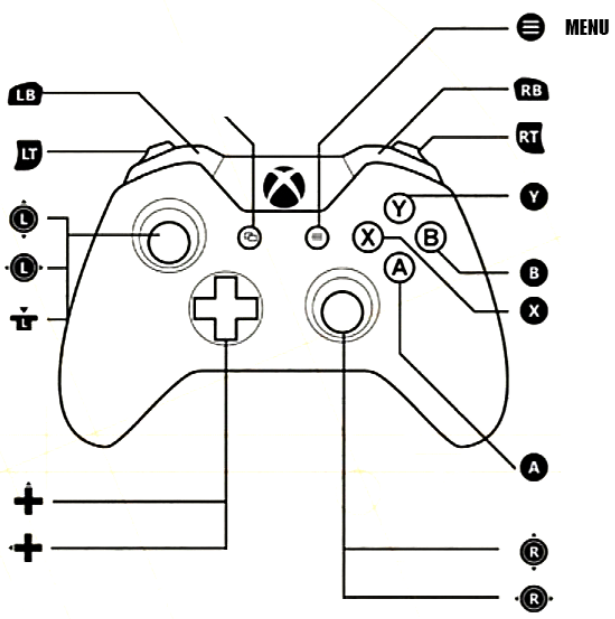
Occluding geometry never hides the player for >0.1 s; corrective action is visible but smooth.

Boss encounters show both player and boss at all times without excessive zooming.

Chunk transitions (procedural) exhibit no hard pops; all parameter changes blend within 0.5 s.

Accessibility sliders affect behavior immediately and persist via settings.

CONTROLS



1. L. Trigger – Aim Handgun

2. L. Bumper – Shield/Parry

3. D-PAD – Weapon Selection

4. L. STICK - Movement

7. START – Pause Menu

8. R. Trigger – Shoot

9. R. Bumper – Powersuit Activate

10. Y – Heavy Attack

11. X – Light Attack

12. B - Dash

13. A - Jump

14. R. Stick – Pan camera

15. R3 - Ultimate

STRETCH

→ + Square = forward punch

← + Square = back punch

↑ + Square = uppercut

↓ + Square = slam punch

→ + Triangle = Forward slash

← + Triangle = Back Slash

↑ + Triangle = Up Slash

↓ + Triangle = Down Slash

PLAYER MECHANICS

ULTIMATE

Ultimates are unique skills that are only available to the player when on board the mech. In the current build of Neon Steel (0.5 test build) only the sword ultimate is available. Pressing R. Bumper (1 – 3 on mouse and keyboard) executes an ultimate ability that is dependent on the currently equipped weapon. These are:

- Sword: A vertical dashing-slash that executes (instant kill) all enemies it collides with as well as destroying all throwable objects it collides with

Ultimate abilities have a ~30 second cooldown.

SHIELD

Holding the L1 button (Tab key on mouse and keyboard) erects the shield around the player, focusing more Neon into it to reinforce its protections. Blocks any damage/bullets that collide with shield, draining Neon with every successful block (15% drain every melee attack blocked, 5% drain on bullet blocked, passive ~2% drain).

The shield passively regens back to full health when not in active use.

//NEON

//NEON is the main resource for the player and a key mechanic of Neon Steel. A resource that passively increases whenever the player deals damage and maintains combos. While //NEON is partially charged, a low powered shield covers the player. Taking any damage drains both the shield and current Neon significantly (~30% per hit).

At 100% Neon a button prompt appears on the screen to signal the player that the Powersuit is ready to use. The Neon bar will stay at 100% for 6 seconds before decaying back down to 0% over the course of ~30 seconds.

POWERSUIT

The Powersuit is a transformation state only available to activate when the player's Neon is at 100%. Once at maximum Neon, the player can press R. Bumper (F Key on keyboard) to

transform into their Powersuit to gain a 2x attack speed, ~50% increase to attack damage, ~25% movement speed increase, a ~15% damage reduction buff, and access to their Ultimate ability.

4-DIRECTIONAL MOVEMENT + DASHING

Movement is 4 directional (up, left, right, down) and is set at a constant running pace of ~8m/sec. The player also has a jump that has an apex of ~6m. When ejecting from the mech, the player is given full control of their movement allowing them to control where they eject.

Additionally, the player will be able to dash in the direction of movement by pressing the Circle button (L. Shift if on keyboard).

Dashing gives the player a few frames of invincibility, allowing them a defensive option in a pinch

Can phase through enemies to help prevent being swarmed by enemies

DIRECTIONAL COMBAT + LOCK-ON (STRETCH, DO NOT WORK ON UNLESS THERE IS TIME)

The player will be able to perform different combos depending on what direction is being held at the time. The player will be able to press the X and Triangle buttons (Mouse1, pressed and held respectively) to execute light and heavy attacks, respectively. Additionally, to assist in this mechanic and to help orient the player further during combat, they will be able to lock-on to a target with the press of a button.

Lock-on has a decent, but limited range

Keeps chosen enemy within camera view

Can switch targets with a flick of the R. Stick

Lock-off by pressing L. Bumper again OR when enemy leaves screen

Possible example of control layout (Devil May Cry 5 controls menu)

While the player is locked onto an enemy with L. Bumper, the player is locked in four directions (up, down, left, right). During this time, they can press either B for Y while holding a direction to execute special moves that don't cost //NEON and can help extend combos.

PICK-UPS/COLLECTIBLES

Health Pack

Scattered throughout the levels in Neon Steel, health packs can be interacted with by simply running into them to allow the player to heal up to full health. Health packs are automatically picked up by the player upon collision with the item.

These health packs also respawn whenever the player respawns at a checkpoint.

Neon Charge

Neon charges are small glowing spheres dropped by enemies when defeated. The player can pick them up by colliding with the charge. A maximum of 5 orbs can be on screen at a time.

Each charge increases Neon by 5% for each charge that the player collides with.

Audio Logs (STRETCH GOAL, DO NOT WORK ON TILL LATER)

Audio logs are secret pick-ups hidden throughout the level. When collided with, an audio log is collected and saved to the Gallery for later listening.

WEAPONS

All weapons can be switched out for one another by pressing the D-Pad at any time. This allows players to create combos in the moment by quickly switching from one weapon to the next.

All weapons are also empowered while on board the mech. Each weapon gains an increase of 75% damage and 30% attack speed.

Additionally, every attack that lands on an enemy increases the //NEON gauge by 2.5%, increasing to 10% per attack after landing four consecutive attacks WITHOUT taking damage.

Each hit from any weapon causes 0.25 seconds of hit stun when colliding with an enemy to show that the player's attack has connected.

Fists

Fists are the default weapon provided to the player upon beginning a new game. Players can swap to their fists by pressing up on the D-Pad (Scroll-wheel to switch weapons if on mouse and keyboard). Pressing the SQUARE button (or L. Click button on mouse and keyboard) will have Kade execute a jab attack, dealing 1 point of damage. Continuous presses of the attack button will execute a combo of 3 attack animations that each deal the same amount of damage.

Fist attacks can be executed in the air as well. When attacking while in the air, the player maintains the apex of their jump for the first attack before slowly falling back down (back on ground after ~1 second).

Sword

The sword is the first weapon the player comes across after the tutorial Docks zone. Players can swap to this weapon by pressing right on the D-Pad (Scroll-wheel to switch weapons if on mouse and keyboard). The sword has more range than the fists (an additional 3cm in range) and is also effective against shield enemies (attacks destroy shield after 3 hits).

Light attacks (low cooldown, low damage) are performed by pressing the SQUARE button (L. Click if on mouse and keyboard). Continuously pressing the attack button executes a light attack combo of 4 hits.

Heavy attacks (high cooldown, high damage) are performed by pressing the TRIANGLE button (R. Click on mouse and keyboard) and can launch enemies into the air (launches to player's jump height).

Gun

The gun is the second weapon available to the player, discovered upon entering the Slums zone. Players can fire the gun at any time by pressing the R2 button (Middle Mouse button if on mouse and keyboard). Shooting the gun this way simply has the player fire in the direction of their facing.

Upon firing the gun, a bullet is spawned from the weapon and is shot out from it, dealing low damage to any enemy it collides with. The gun has a low cooldown of ~0.5 seconds between each shot, dealing low damage on collision with an enemy. The bullet fired is destroyed when colliding with any enemy or environment asset or if it has travelled for 3 seconds without colliding with anything.

Magclaw

The Magclaw is the third and final weapon available to the player, discovered upon entering the Upper City. Players can swap to this weapon by pressing left on the D-Pad (Scroll-wheel to switch weapons if on mouse and keyboard).

The Magclaw can be used to traverse the environment. Highlighted when in range (~10m) are latch points that the player can anchor to by pressing L2. The player will always anchor to the closest latch point.

Once latched the player is pulled towards the latch point and lands on the top of the platform.

GAMEPLAY MODES

NEW GAME

The main gameplay mode of Neon Steel is selectable from the main menu. When a new game is selected, the player will be presented with the introductory cutscene setting up the plot of the game. Upon completion of the cutscene, players will be spawned in the beginning of the Docks zone. They begin with only their fists and movement available to them.

The goal of the game is to reach the end of the level by defeating the boss and passing the end level trigger. Completing the game unlocks a new gameplay mode.

Each start of New Game has the player choose a save file from 3 empty files. Each save is stored locally on the player's PC. If all slots are filled, the player is prompted to delete a save before choosing one.

TIME ATTACK (STRETCH, DO NOT WORK ON UNLESS WE HAVE TIME)

The same as New Game, but with the player's 4 weapons available from the start and a timer that is now visible at the top right of the screen.

The goal is similar to New Game; reach the end of the level by defeating the boss and passing the end level trigger. The player's completion time will be recorded and saved.

Time Attack saves have 3 separate files that are also saved locally to the player's PC.

Once a Time Attack game has been completed, the player can load that completed save and race against themselves as a ghost. The ghost copies the player's movements that were made during that completed game save.

GAMEPLAY SYSTEMS

CHAOS DESTRUCTION

Chaos is Unreal Engine's high-performance physics and destruction system. With Chaos Destruction, the player will be able to destroy chunks of the level that the programmers have designated as destructible. It will allow us to define exactly how geometry will break during simulation and utilize dynamically generated rigid constraints to model the structural connections during the simulation.

Used to simulate environmental destruction and stylized explosion FX

Objects and grappling hook utilizing Chaos Physics for accurate object throwing and grapple latching

Utilized during //REBOOT when mech explodes

(A HIGH-QUALITY RENDER OF THE CHAOS DESTRUCTION SYSTEM IN ACTION)

Neon Steel: Tokyo Uprising will be using this system on a small scale, being used to deliver high impact action, FX, and level destruction. Chaos Destruction will also be used to destroy cover and level objects that both the enemy and player can hide behind.

PHYSICS

Neon Steel takes advantage of Unreal's Chaos Physics, utilizing the system to create accurate ragdoll physics and fluid simulations.

These ragdoll physics will be implemented onto the enemies of Neon Steel, allowing the players to both send enemies flying back or to use enemies as makeshift weapons with the use of the grappling hook.

Additionally, fluid simulations will be implemented in the UI, visibly showcasing the health and //NEON bars increasing and decreasing smoothly.

COMBO SYSTEM

Combat in Neon Steel is part of an overall combo system. Attacks made against enemies that successfully land add to a combo counter. This combo counter reduces to zero if the player takes any damage or misses a hit in their combo, incentivizing them to always keep the action going. The player also gains combat buffs as the combo counter grows.

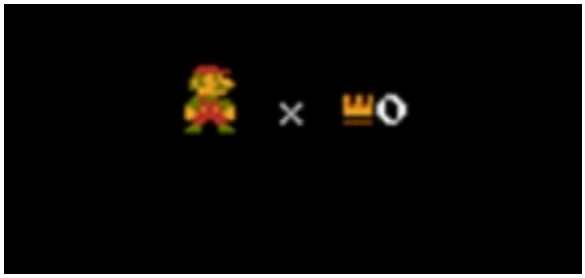
Player attack speed increases by 5% every 10 hits in a combo

After the first 25-hits in a combo, the player no longer reacts to getting hit (ignores hit stun/can't get knocked back or down)

The player gains an extra life when achieving a 100-hit combo

LIVES

Neon Steel: Tokyo Uprising possesses a lives system that keeps track of the amount of continues the player has left.



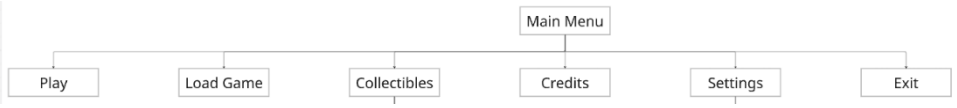
(VISUAL EXAMPLE OF LIFE SYSTEM)

Initially, the player starts a level with 3 lives. Should they deplete these lives either by taking too much damage, triggering a trap, or entering a death zone.

Players can gain lives by either finding a rare pick-up that's hidden in the level or by achieving a 100-hit combo.

SAVE/LOAD/CHECKPOINT

Neon Steel uses a basic Save/Load system. From the pause menu while you are out of combat, the player can navigate to the Save button. Pressing this button saves the game state and can be loaded again at any time from the Main Menu.



(INITIAL MENU DESIGN)

Additionally, throughout the levels of Neon Steel, checkpoints can be found. These checkpoints work by simply having the player traverse across the assigned asset. When the player dies, and if they still have lives to spare, they will respawn back at the nearest and most recently crossed checkpoint.

There are 3 save slots available for the player.

ENEMIES

Neon Steel: Tokyo Uprising contains 3 different types of enemies, alongside the boss enemy type found at the end of the stage.

The three enemy types are:

Light: Fast and fragile. Attacks deal the least amount of damage and health is the lowest out of the three types but are the fastest moving and attacking. Found in packs and like to overwhelm the player with pure numbers

Medium: Ranged damage dealers. Attacks utilize a laser rifle to attack the player from different ranges and angles. Stationary until player gets too close, then runs away to create space to continue firing. Both enemy and player bullets are destroyed upon colliding with any part of the environment

Heavy: Large brutes. Attacks have a longer reach and high damage, with the highest health pool amongst the three enemy types. These enemies slowly follow the player and will lead packs of light enemies

Certain enemy types can be found more frequently depending on which zone of the level the player is in. For example, The Slums are filled with many Light and Heavy enemy types, while the Upper City will contain more Medium and Light enemy types.

The Boss enemy type is found before the end level trigger and must be defeated to progress through to the next stage. Just before the boss area will always have a checkpoint for quick retries of the fight. This boss enemy will have its own section of the level blocked off from the rest of the stage to keep the player in the fight.

The boss fight will include:

Large health bar that extends across the UI

Unique attacks and movements

Vertical swing that deals high damage but is slow and easy to dodge

Quick, horizontal jab that has high reach but low damage and can push the player back

A spray of bullets from a hidden gun that quickly fill the screen. Platforms must be used as cover to avoid damage

Physics objects to be thrown at the boss

~~UI:~~ HEADS-UP DISPLAY

UI Philosophy

There are two different UI designs: Human and Mech Suit. The player enters human form when they have taken damage and lost their Mech suit; therefore, the UI emphasizes the feeling of being vulnerable. By contrast, the Mech Suit UI emphasizes power, resilience, and combat readiness. Together, these two designs reinforce the dramatic shift in playstyle between forms.

Human UI

The Human UI is clean, stripped-down, and intentionally minimalistic. A small Neon energy bar rests at the bottom of the screen, showing progress toward summoning a new Mech Suit. Health is not displayed as a traditional meter; instead, damage is communicated through a subtle red vignette that darkens as the player takes hits. Only the most essential icons are visible, such as a small prompt for abilities, and weapons. The sparse layout creates empty space on the screen, reinforcing the fragility of being outside the suit.

Mech Suit UI

The Mech Suit UI is dense and mechanical, resembling a cockpit overlay. The visor features a targeting reticle on enemies and ability cooldowns positioned near the corners of the screen. Mech health is indicated by cracks appearing on the screen when taking hits, while boss health appears at the top. The Neon bar glows with a brighter, stylized frame to match the machine's aesthetic. Subtle UI animations, such as flickering lights or warning symbols, and NEON sloshing side to side with every movement.

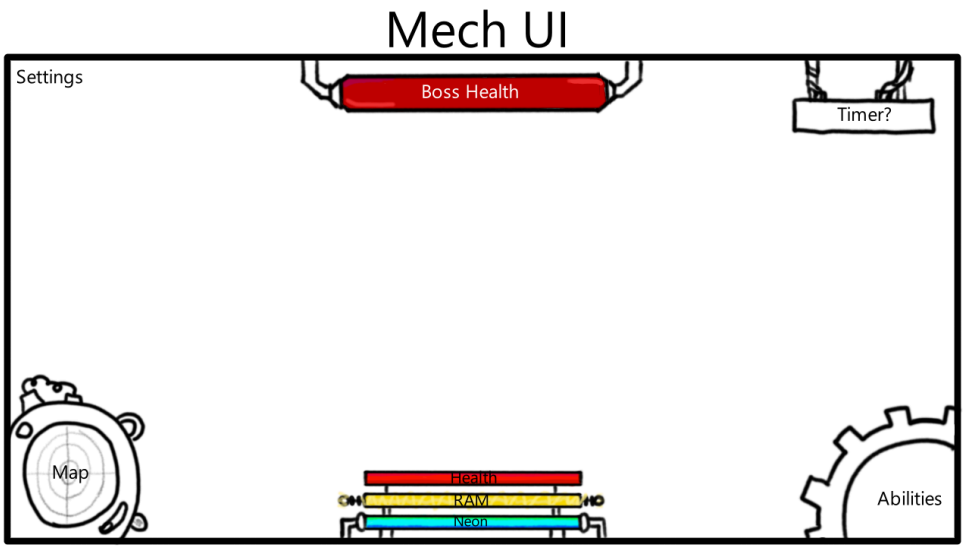
Damage Models

Human

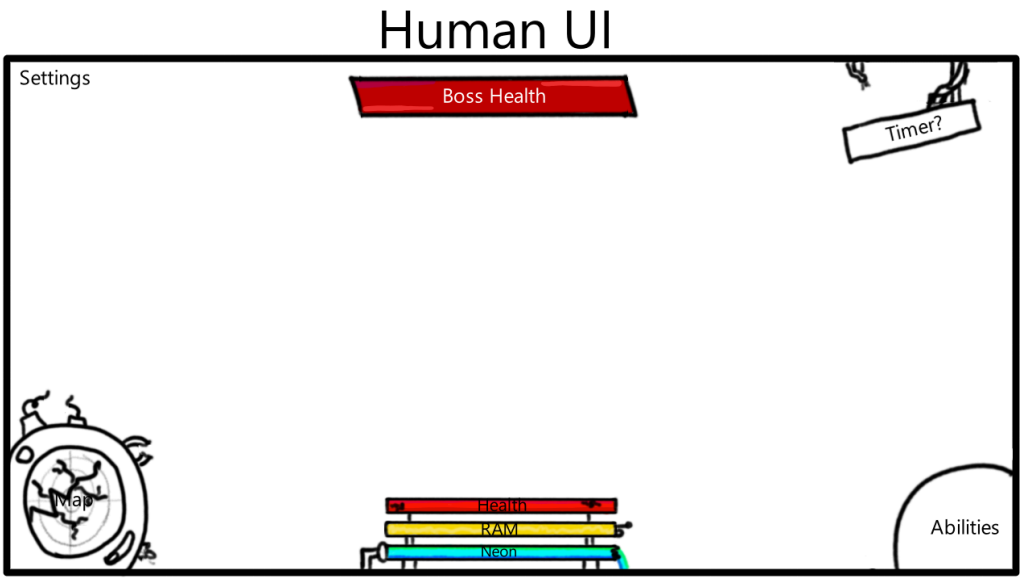
Human UI communicates damage through a red vignette that darkens and pulses around the screen edges as health decreases. The Neon energy bar remains visible at the bottom, but no additional overlays or indicators clutter the display. The look makes the vignette the primary focus, ensuring players associate the fading clarity of the screen with their health.

Mech Suit

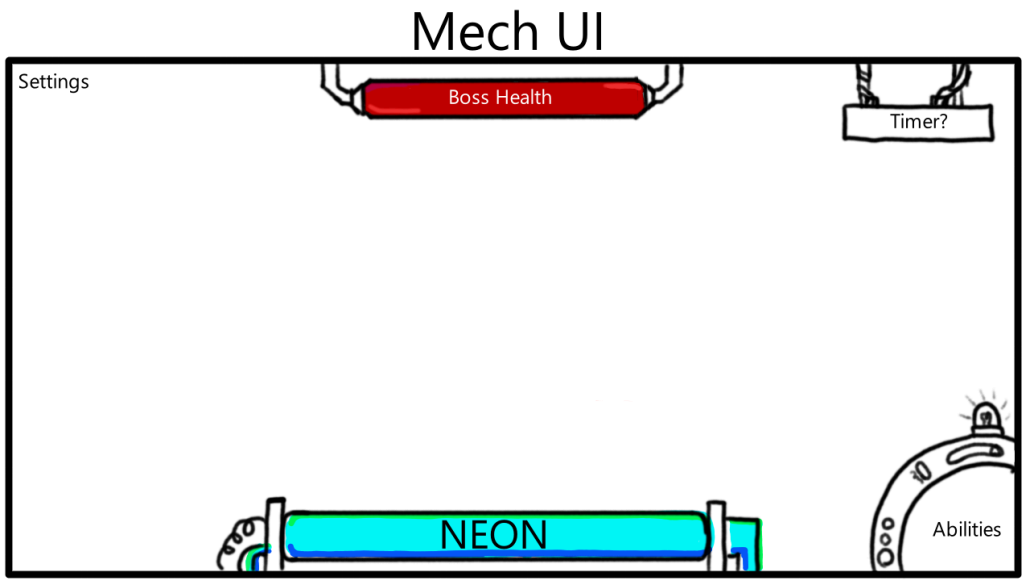
The Mech Suit UI conveys damage through cracks that spread across the visor overlay, creating the impression of a fractured HUD. Warning icons flicker, and the targeting reticle distorts when the mech suit takes too many hits.



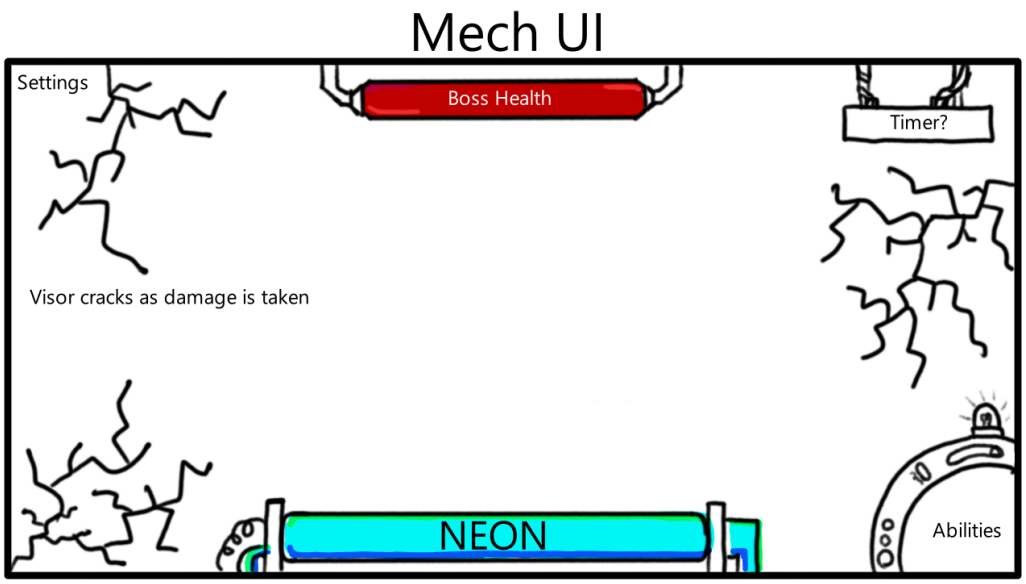
(REVISION 1 MECH HUD MOCK-UP)



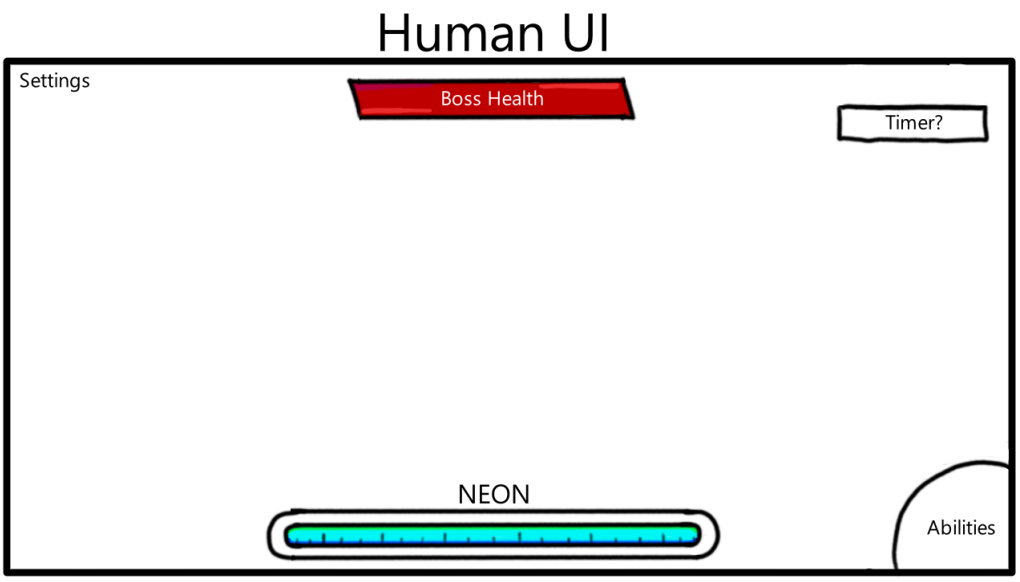
(REVISION 1 HUMAN HUD MOCK-UP)



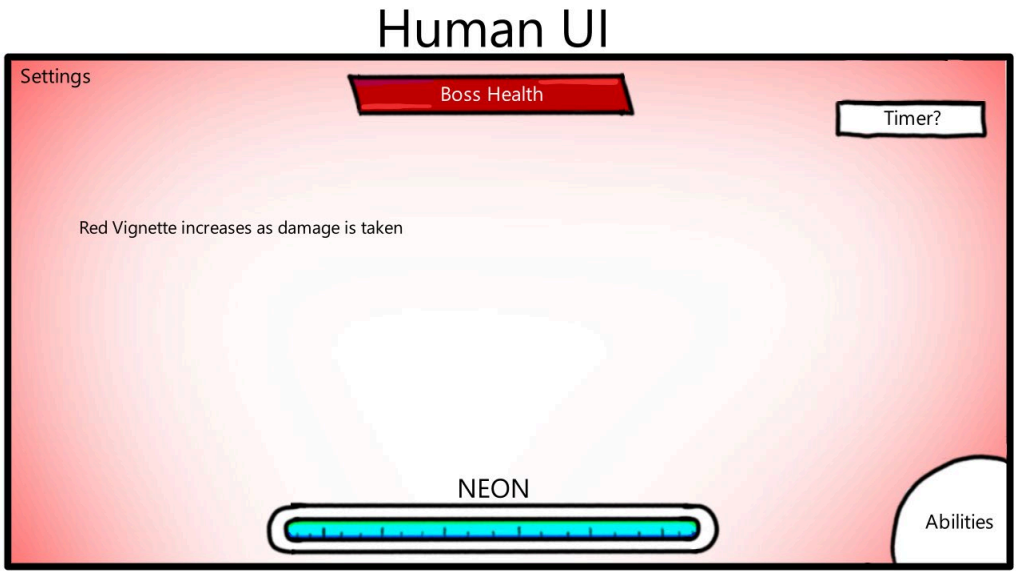
(Revision 2 Mech HUD Mock-up: No Damage)



(Revision 2 Mech HUD Mock-up: Damaged)

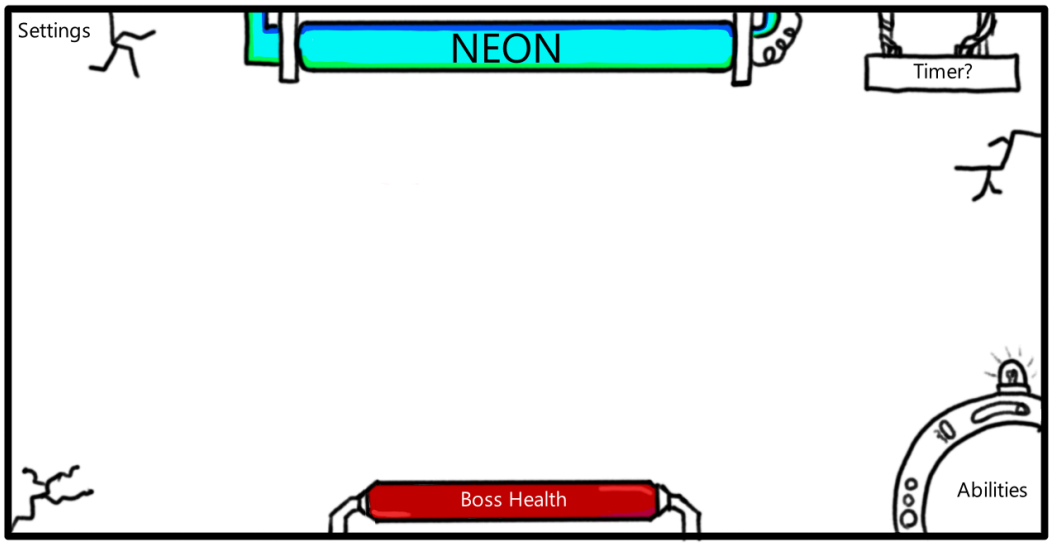


(REVISION 2 HUMAN HUD MOCK-UP: FULL HEALTH)



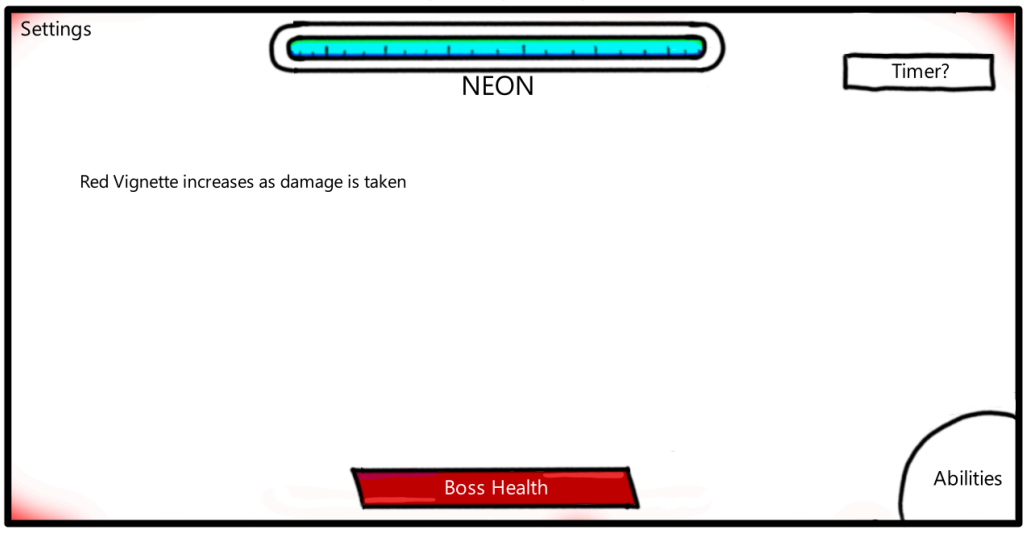
(REVISION 2 HUMAN HUD MOCK-UP: TAKING DAMAGE)

Mech UI



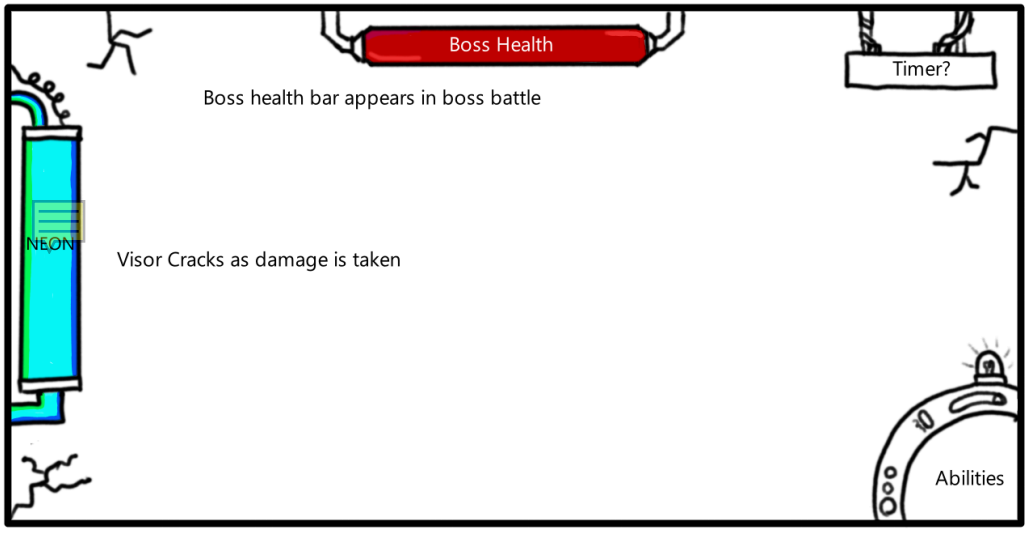
(ALTERNATE UI MOCK-UPS: SWITCHED BARS)

Human UI



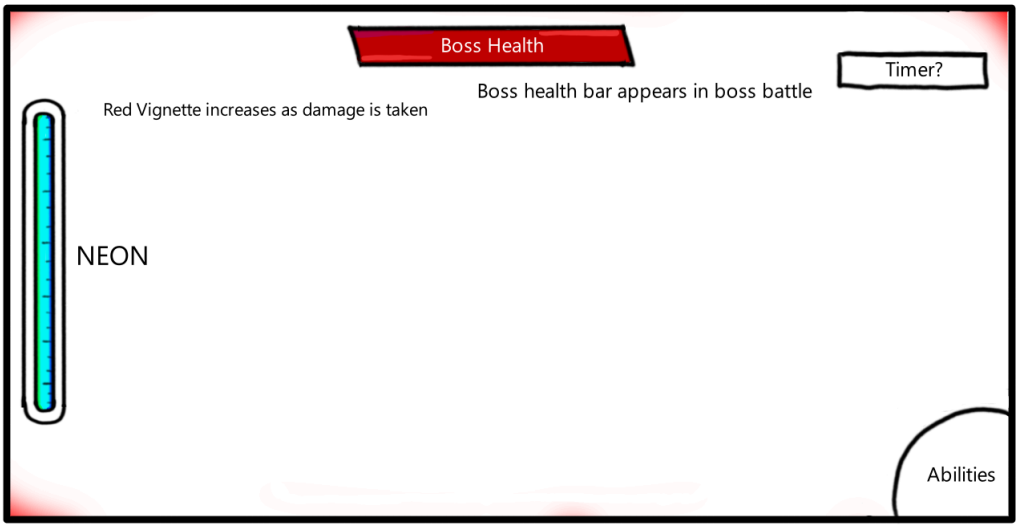
(ALTERNATE UI MOCK-UPS: SWITCHED BARS)

Mech UI

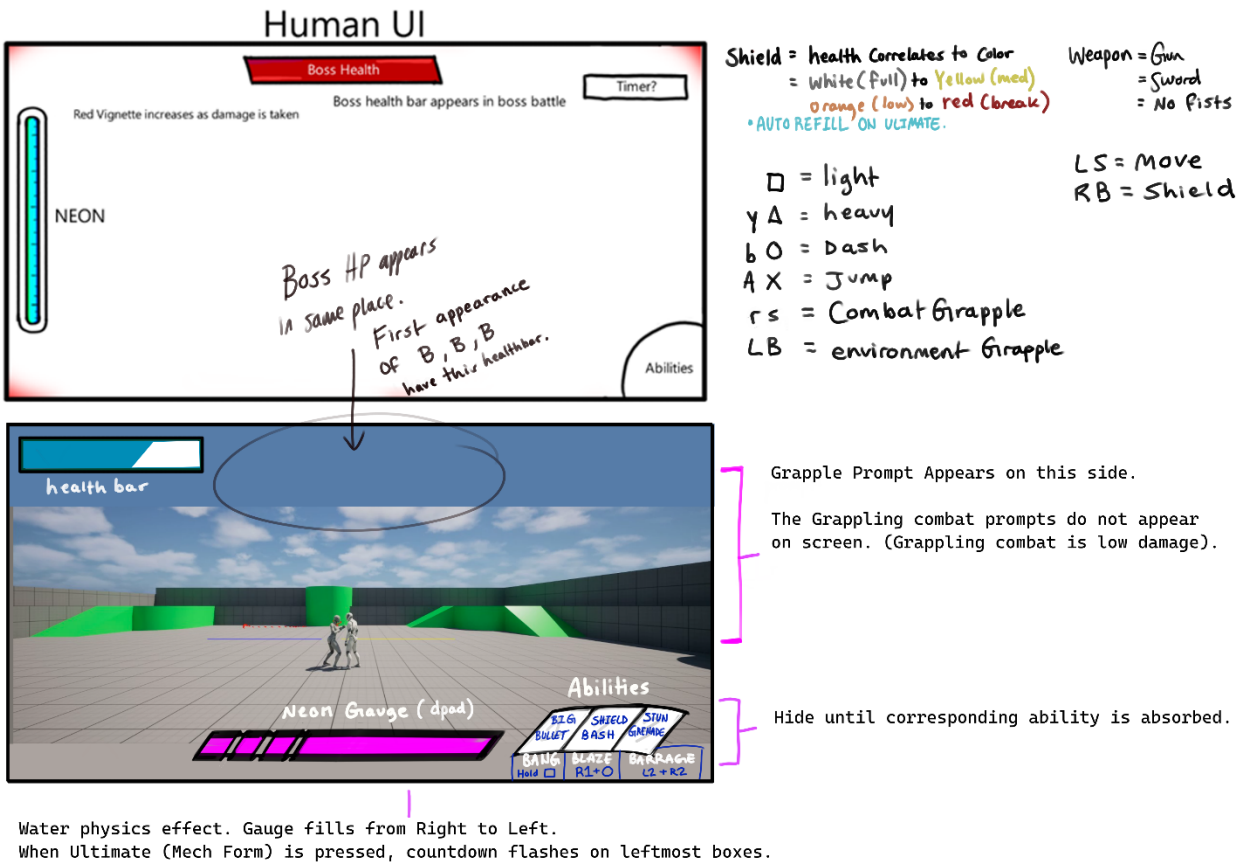


(REVISION 3 MOCK-UPS)

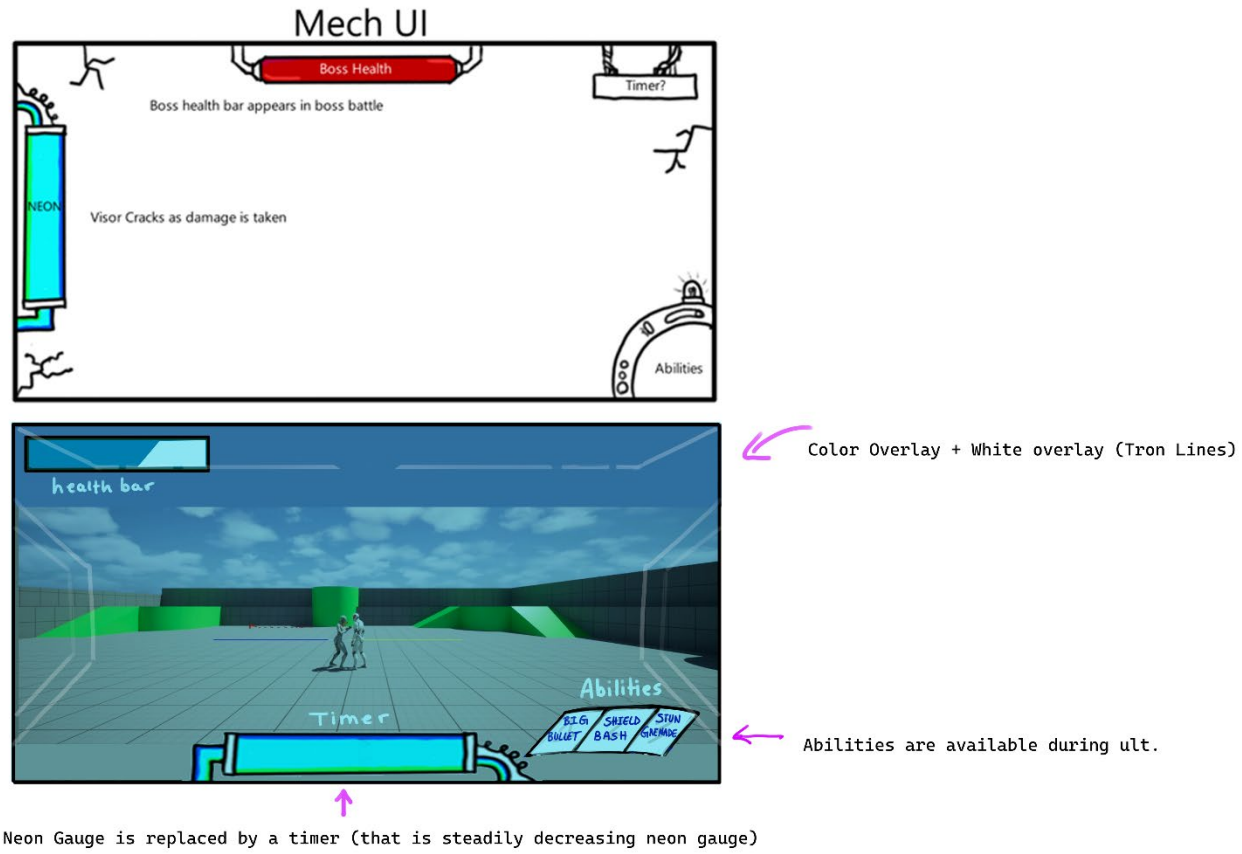
Human UI



(REVISION 3 MOCK-UPS)



(REVISION 4 HUMAN HUD MOCK-UPS)



(REVISION 4 MECH HUD MOCK-UPS)

UI: INNER AND OUTER SHELL - Arian, Alex

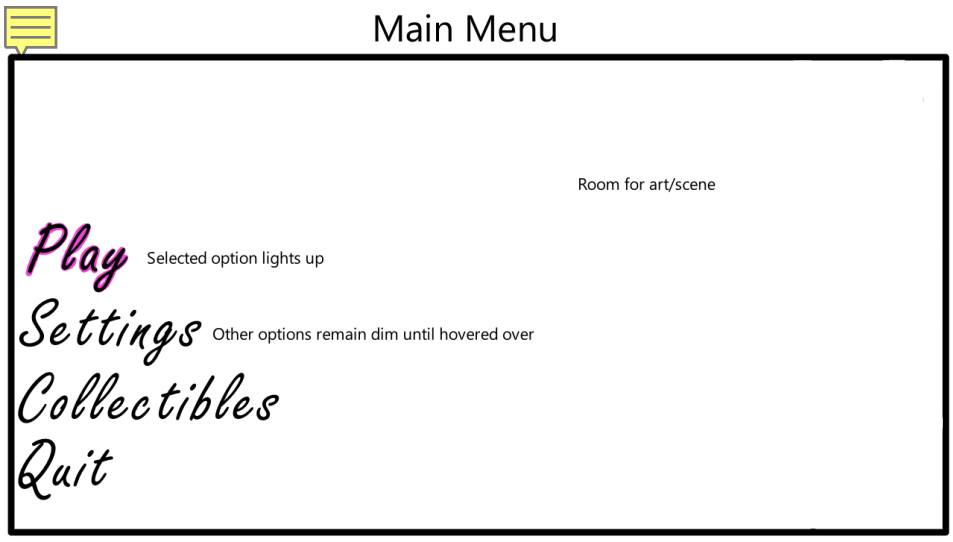
Main Menu UI:

The main menu has 4 options that highlight when selected to better visualize what option is being pressed, and the options consist of; “Play” allowing the player to easily start the game either by loading a save or starting a new file, “Settings” allowing options to be viewed and adjusted as needed, “Collectibles” allowing the player to view collectibles obtained throughout the game and “Quit” to exit the game.

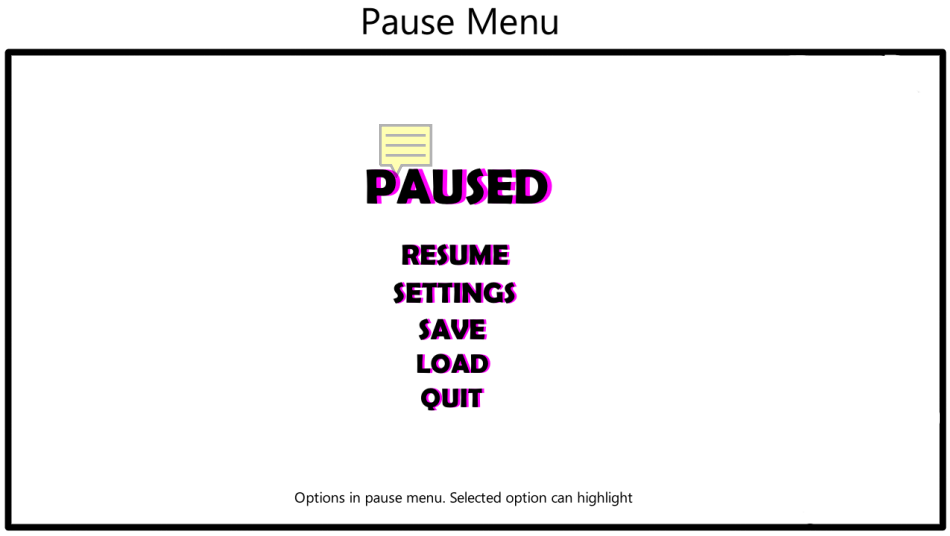
Pause Menu UI:

When the player pauses the game, the pause menu overlays the game and freezes gameplay. The pause menu consists of 5 options; “Resume” which will unpause the game and disable the overlay, “Settings” which will overlay the options allowing the player to adjust settings as needed, “Save” which allows the player to save the state of the game,

“Load” which will allow the player to load the state created when the “Save” button is pressed, and “Quit” which brings the player back to the main menu.



(MAIN MENU MOCK-UP)



(PAUSE MENU MOCK-UP)

LEVEL DESIGN

General Design

The level design will be built up in different linear segments, upper city, slums, shrines.

Each level is individually crafted and focuses on increasing difficulty and pacing the story.

Levels

Upper City

Intro (Spawn Point)

The player spawns mid-chase jumping from rooftops while drones fire at them. Neon signs and billboards in the background.

Basic platforming, short ledges, ladders, moving platforms.

Part 1 (Rooftop Beginnings)

Platforming:

Two separated rooftops with neon billboards.

Enemies:

2 enforcers on the first rooftop.

1 sniper on the second rooftop firing at the player.

Part 2 (Helipad)

Platforming:

Wider gaps between platforms.

Raised helipad in the middle.

Height advantages.

Rooftop on each side of the helipad.

Enemies:

3 enforcers drop in from a flying cruiser on the first rooftop.

2 snipers on the helipad.

Another flying cruiser on the last rooftop with a 2nd wave.

1 tougher enforcer and a normal enforcer.

Part 3 (Glass Bridge)

Platforming:

Suspended glass bridge and neon monorails.

Cracks in glass as you fight.

Enemies:

3 enforcers land on the glass bridge – cracking it.

2 normal and a tougher enforcer

2 drones survey the bridge.

Transition:

Glass bridge shatters after all enemies are killed.

Player falls into the corporate office.

Builds up to the boss fight.

Part 4 (Corporate Office Boss Fight)

Platforming:

Series of desks and chairs to jump on or over.

Desks and chairs are destructible.

Enemies:

Boss summons 2 waves of enforcers.

Each wave contains a tough enforcer, sniper, and drone.

In between summoning waves, the boss will throw chairs and desks at the player.

Chairs and desks destroy on impact with player or other objects.

Hazards:

Lasers activate after a set time.

Shoots vertical from the ground up.

Transition:

After the second wave of enforcers are killed, it will cut to a cinematic.

The boss is not defeated and throws the player out a window.

The player falls into a dumpster in an alley.

Transitions to the next level.

The Slums

Opening Cinematic

The player jumps out of the dumpster and finds a grapple hook in the alleyway.

Part 1 (The Markets)

Platforming:

2 tight alleys with mid sized buildings in between to grapple up to.

Low-hanging tarps on markets stalls.

Stacked crates.

Enemies:

2 Jinmenken dog mechs charge down the first alley.

(VISUAL REPRESENTATION OF JINMENKEN DOG)

1 Okiku Doll mech drops down from a roof tarp in the next alley.

(PHOTOS REPRESENTING AN OKIKU DOLL)

Part 2 (Container Port)

Platforming:

Player drops into an opening of container stacked around like a maze.

Vantage points on top of a hanging container.

Crane beams to run across.

Enemies:
2 melee-based Kuchisake mechs patrol slowly on the ground.

(VISUAL REPRESENTATION OF A KUCHISAKE)

1 Bodyguard with hacked weapon (gun) on top of a higher container.

Capable of shooting the player on top the hanging container.

Hints at Upper City corruption in the Slums.

1 Okiku Doll running along the crane beams.

Part 3 (Junkyard)

Arena:
The junkyard will be arena style.

Dim lighting.

Sparks from metal flicker.

Platforming:

Junk and metal scraps stacked everywhere.

More open area minimal platforming.

The junk stacked up will serve as grapple points to evade enemies.

Enemies:

Arena begins with 3 Jinmenken dogs charging the player from both sides one by one.

1 stronger Kuchisake mech in the middle (deals more damage, more health)

Serves as a mini boss.

Hazards:

Explosive barrels hidden in junk and scrap.

Transition:

Junkyard transitions into a boss fight.

Piles of scraps are dropped around the player.

Creates a new arena.

Changes the background.

Part 4 (Junkyard Claw Boss Fight)

Platforming:

Piles of scraps surround the player.

Metal frameworks poke out of the scrap and debris.

Allows use of grapple hook

Enemies:

4 Kuchisake mechs assemble from the scrap.

Boss Fight:

The boss is a mechanically controlled construction claw.

Slam attacks.

Weak points highlighted.

When a set number of damage is done the claw breaks.

Reveals a flamethrower and initiates phase 2 of the boss fight.

Line attacks.

When a set number of damage is done the machine collapses and releases a swarm of Okiku Dolls.

The fall of the machine creates an opening in a fence.

Transition:
The player walks through a hole in the fence into the forest.

Transition to the Shrines.

Shrines

Opening Cinematic
A path through the forest leads to a massive staircase.

Lined with lanterns.

Fog creeps in.

Part 1 (Path of Lanterns)
Platforming:
Narrow staircases.

DEVELOPMENT TOOLS

The purpose of these tools is to create a development environment that is efficient for the Artists, Designers, and Developers.

Artist Tools/Workflow

The Artist tools will help the artists able to put all their assets in the engine quickly and efficiently without them causing any conflicts or issues with other game files.

Artists will have to use GitHub Desktop App to upload all their assets for the designers to the Game Engine.

Artists will have to save all their files in a specific file type that is compatible with the Game Engine.

Artists will have a designated file to save all their assets in to keep game files organized.

Artists will have to name their assets in a specific naming convention for other members of the team to know what asset they are working with without having to waste time looking through all the assets to find the asset they need.

Designers Tools/Workflow

The Designers will rely on the artists' assets to put together levels for the game. With the workflow that the artists should follow throughout the game's development process, the Designers will be able to put together levels in the engine quickly and efficiently.

Artists and designers will work in tandem to be able to design engaging levels that are well designed.

Designers will also work with the Developers for parts throughout the level that needs to be scripted.

Developer Tools

Tools that are needed to be developed for the programmers to ensure a fast and efficient programming environment.

Debugging Tools – Programs that help the programmers to analyze bugs, crashes, and glitches in the game so they can be fixed efficiently. Also used to improve performance and optimizations for the game.

Player Controller Library – a class that contains methods that programmers can inherit from to make it more efficient for the programmers to make the Player's actions/state in the game.

Physics Library – a class with properties that programmers and game designers can easily adjust from the inspector depending on the gameplay mechanics.

Enemy Controller Library – a class that contains methods that programmers can inherit from to make it more efficient for the programmers to make the enemy movements, attacks, state, and more.

Game State Machine – a class that programmers can use to set different states of the game, whether it's playing, paused, Game Over, Win, or in the Main Menu.

Animation Controller – a program that helps the artists and programmers determine which animation should play at any moment time for the Player, Enemies, etc.

WORLD DESIGN

CHARACTERS

Main Character – Kade Ito

• Profile: Kade Ito is a salvage worker from the Slums who becomes a reluctant hero after discovering his missing twin's mech, the S-17. His industrial tools and scavenger instincts evolve into weapons of rebellion.

• Background: Grew up among scrapyards and shipping docks. Skilled with cranes, hooks, and repair tools.

• Motivation: Find the truth about his brother Ryo's disappearance and expose the corporation's cover-up.

• Personality: Loyal, resourceful, cautious, but defiant. He embodies the transformation from

worker to hunted fighter.

• Visual Design: Industrial harness and utility gear layered with improvised combat armour

(DESIGN CONCEPT FOR KADE ITO)

(KADE ITO DESING PROTOTYPE)

Gameplay Breakdown

Kade Gameplay

The player spends most of the game as Kade. His kit is agile, versatile, and focused on close-quarters combat with support tools.

• Movement: Run, jump, dash (dash = quick evade).

• Neon Sword: Primary melee weapon, fast and reliable.

• Gun: Ranged support, weaker than sword, limited ammo (3–6 shells).

• Mag-Claw: Grappling tool/weapon for traversal, combat, and environmental puzzles.

• Shield/Parry: A Hybrid defence system rewarding precise timing.

• Absorption Ability: Defeat minibosses to obtain their signature powers/special attacks.

Mech Form (ULT – S-17)

The S-17 is a temporary power-up triggered by filling the Combo Meter. It only lasts while the energy gauge is active, then Kade reverts to normal gameplay.

• Strength over Speed: Tankier, slower, cinematic power.

• Heavy Strikes: Wide melee sweeps that stagger enemies.

• Directional Flanks: Burst dashes that smash defences.

• Overdrive (Combo full): A devastating surge that clears groups of enemies, often ending Mechform.

• Traversal Power: Breaks walls, lifts barriers, and reaches paths Kade cannot normally access.

• UI: Switches to helmet visor overlay during activation.

Gameplay Role:

The Mech is a reward for skilled play, designed to feel explosive and limited, not a permanent state. Keeps pacing fast and focused on Kade, while giving moments of spectacle and empowerment.

Core Combat ToolsNeon Sword (Melee Weapon)

• Activation: Tap X / Square for light combos.

• Hold for a charged heavy strike

Functions

• Primary Damage Source: Stronger than the gun, rewarding aggressive play.

• Combos: Light 3-hit sequences that chain fluidly.

• Parry Synergy: After a perfect parry, sword counterattacks gain bonus damage or stun.

• Environmental Interaction: Cuts barriers, clears debris, powers switches.

Rules:

• Range: Short melee arc.

• Balance: Damage decay on spammed strikes (incentivizes timing and combos).

• Narrative: Passed down from Ryo, a reminder of Kade's personal mission.

Gameplay Role:

• Defines Kade's identity as a close-range fighter.

• Encourages aggressive play and combo chaining.

• Synergizes with the Shield/Parry mechanic (rewarding skilled defence with stronger counterattacks).

• Keeps combat grounded in a classic arcade "beat 'em up" feel while adding modern depth.

Mag-Claw (Grappling Hook)

• Activation: Press LT / L2.

• Context-sensitive; no reticle aiming.

Functions

- Traversal: Swing across gaps, climb ledges, pull toward anchor points.
- Combat Utility: Yank light enemies, interrupt attacks, or disarm.
- Environment: Pull crates, break supports, open shortcuts.

Rules

- Cooldown: Short recharge after use.
- Momentum: Swing arcs use physics but are anchored to fixed points.
- Risk/Reward: Mid-combat grapples leave Kade briefly exposed.

Gameplay Role

- Blends traversal and combat for dynamic pacing.
- Creates verticality in levels, keeping stages interactive.
- Enhances arcade rhythm by chaining grapples into sword strikes

Shield / Parry (Defence System)

- Activation: Press LB / L1.

• Functions: Perfect Timing (Parry): Deflects attack, stuns enemy, boosts combo meter, reduces ability cooldown.

• Late: No effect; Kade takes full damage.

• Early/Hold (Static Shield): Blocks hits but drains shield meter; locks Kade's movement to forward/back.

Rules:

• Durability: Shield meter drains on block, breaks under heavy attacks.

• Cooldown: Auto-recharges after downtime.

• Skill Ceiling: Beginners rely on block; advanced players parry for big payoffs.

Gameplay Role:

• Adds tension between defence and aggression.

• Rewards precision with combat momentum.

• Brings a classic arcade-style timing mechanic into modern design.

Absorption Ability

After defeating minibosses, Kade absorbs their signature abilities.

Miniboss	Ability	Effect in Combat	Best Against
Chief Hino	Taser Net	Electrified net, stuns enemies for 2s	Enforcers

Kagari	Scrap Cyclone	AoE spinning debris	Cerberus-K9 groups

Rules

• Abilities are situational counters.

• Each runs on cooldown, separate from Ult.

• Parry synergy: Successful parries shorten cooldown timers.

The 3 C's

Character	Fast and agile fighter with a strong melee focus. The kit revolves around Sword (offence), MagClaw (utility), and Shield/Parry (defence). Absorbed miniboss abilities expand tactical options. Mech appears as a temporary power-up.
Camera	Fixed 2.5D sidescroller. Horizontal tracking with smooth lerp. Slight tilt on grappling. Camera shake + zoom for parries, ult activations, and miniboss defeats.
Controls	• Left Stick = Move (X-axis) • A / Cross = Jump • X / Square = Sword • RT / R2 = Gun (ammo-limited) • LB / L1 = Shield/Parry • RB / R1 = Dash (evade) • Y / Triangle = Heavy Attack • LT / L2 = Mag-Claw (grapple)

	• Both Sticks = Mech Ult

Supporting Characters

• Ryo Ito (The Twin)

Original S-17 pilot. Missing, presumed dead. His black-box messages and mech's ID ping haunt the story.

• Helix Sato

CEO antagonist. Heard through announcements ("Order is mercy"), symbolizing corporate oppression.

• Civilian

: Dock workers and Slum dwellers, background detail reflecting the fragile world under corporate control

ENVIRONMENT

Style guide / Overall feel

-The game takes place at night, in a futuristic depiction Tokyo, Japan combined cyberpunk elements and aesthetics

(SAMPLE OF INTENDED AESTHETIC)

- Bright neon lights everywhere with soft purple, pink and blue lighting

- Puddles on the ground which are reflective to help show off the intense lighting

(SAMPLE OF INTENDED AESTHETIC)

SHIPPING DOCKS/WASTE YARD

Props/objects

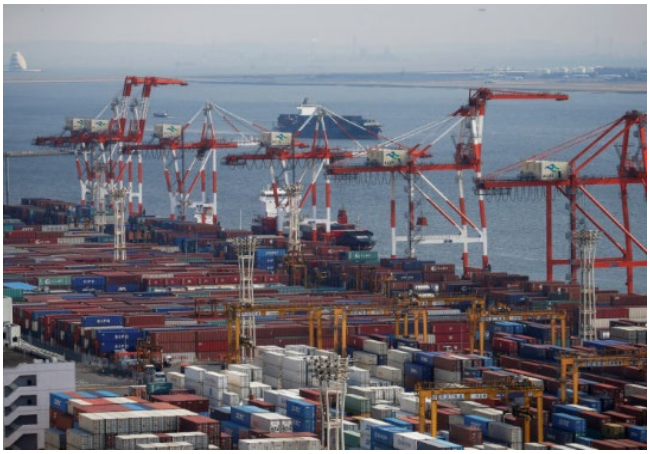
Shipment containers - obstacles or in the midground

Cranes - silhouettes or props in the midground

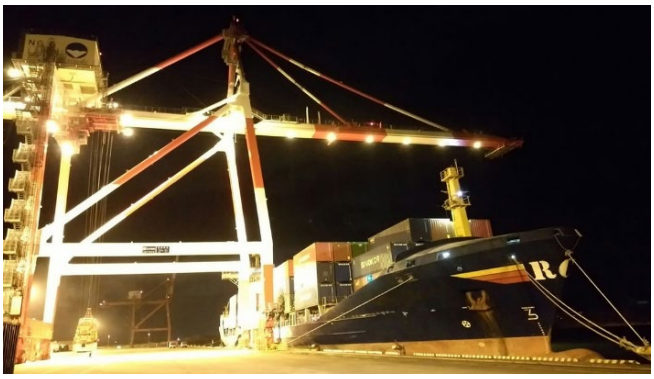
Wooden pallets - garbage to fill the scene or block areas

Piles of garbage - fill out the scene and add to the grungy atmosphere

(REFERENCE PHOTOS OF AREA DESIGN)



(REFERENCE PHOTOS OF AREA DESIGN)



(REFERENCE PHOTOS OF AREA DESIGN)

(REFERENCE PHOTOS OF AREA DESIGN)

The game begins in the shipment docks area of the map, a dungy, unmaintained and dirty place in Tokyo. The map in this area has a few different heights, the main platform is the lowest in the entire level, and you are moving up as you progress. In this section of the game, you can run along shipment containers which are at all different heights, having them being held up by cranes. This will give the player the ability to learn about his abilities.

The area is dark, with intense blue and purple lighting, to help the levels all feel connected.

SLUMS

Props/Objects

Black market stands - fill the level and block the way for the player.

Storage bins - fill out the level and block players way

Broken or damaged Vending machines -add to the atmosphere

Broken or half lit neon signs - add to atmosphere

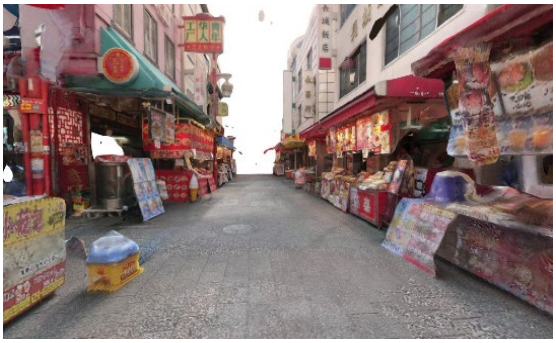
Piles of garbage - add to atmosphere

Old and broken down mechs that no longer work

(REFERENCE PHOTOS OF AREA DESIGN)

(REFERENCE PHOTOS OF AREA DESIGN)

(REFERENCE PHOTOS OF AREA DESIGN)



(REFERENCE PHOTOS OF AREA DESIGN)

The slums of Tokyo, a rundown area where the black market lines the streets. The slums are crowded and hard to navigate, and to show this in a 2D game the player will have to use the Mag-Claw to grapple up and swing over market stands and other props.

The architecture and props in this area will be based off lower-class areas of Japan, a specific reference is Kamagasaki. The area will incorporate the colour palettes to keep it consistent as well as including the same props throughout both lower maintained areas

CORPO PLAZA

Props/Objects

Neon signs - Carry over the atmosphere

Tall professional looking buildings - for parkour gameplay

Fancy Trash cans - helps support the clean and well-maintained environment

Japanese signs - enhance the setting

Futuristic vending machines - easter egg and prop

(REFERENCE PHOTOS OF AREA DESIGN)

(REFERENCE PHOTOS OF AREA DESIGN)

(REFERENCE PHOTOS OF AREA DESIGN)

The slums slowly morph into a more corporate area; the upper city being put together and well kept. The player will be on the rooftops of the corporate buildings for most of the time, parkour-like game play having you jumping from rooftop to rooftop of very tall buildings. The buildings are based on the buildings in Tokyo.

FEATURES AND INTERACTIVE OBJECTS

The map will make use of breakable objects to block areas for the player, and invite more reasons to play as the mech as the breakable objects are only breakable when within the mech.

The map also has a few interactive objects which can help the player progress or serve as small easter eggs to make the game feel more alive and fun

Object name	Interactable	Breakable	Point of the object
Latch point	Yes.	No.	-The player can use the Mag-Claw to grab onto it and swing/grapple up
Boxes	No.	Yes.	-In the storage doc and black market areas, blocks secret areas
Breakable walls	No.	Yes.	-walls that separate the player from objectives or enemies that can be or need to be broken to move forward.
Vending machine	Yes	No.	-fun easter egg

Rules for Level Design

Sections only acceptable by grappling hook

Level needs to take care in making sure there are no dead ends or areas in which the player can get stuck and must restart the game.

Shots that go off screen will not do damage or break objects

The entire level will not be destructible, instead there will be certain objects or props that can be broken. These props will have a faint aura or a button press prompt to tell the player they are intractable or breakable. sections needing the mech to break or move cannot be on the main path.

How The Environment Will be Built

- The game is a 2.5D Side scroller. The environments will be made up of 7-8 layers of assets. The layers include.

- Sky layer

- 2D Buildings layer (background)

- 2D Buildings layer (background)

- 2D Buildings layer (Midground)

- 3D layer with interactive props (Midground)

- 3D layer with the Platforms where the player can move around (foreground)

- 3D layer with props (foreground)

The layers will be used to help create depth when the layers are 2D.

Basic Player movement in reference to enemy movement:

Basic and Standard Enemies move exclusively on the x, and y axis, just like the Player However, Special enemies have the ability to move along the Z-axis for their moveset - rendering them invulnerable for a short duration of time.

CATEGORIES:

Enemies (BASIC)

- Location: Corporate Area, (City) Shipping Docks (Slums)

Filler:

Mecha-less human enemies, mostly for tutorial purposes to introduce the Player to combat. These mobs have significantly less HP than both the Player Character and all other mobs.

The appearance for all Filler are relatively simple, with basic clothing and handguns - comparable to the main protagonist aside from their colour schemes and semi-obscured faces.

Move Name:	Effect (Animation+):	State During Move:	Conditions Required:	Frequency of Attack:
Shooting Form (Basic)	The mob will shoot in bursts of 6, afterwards they will be	Mob is Stationary while firing.	N/A	N/A

M- RANGE	interrupted with a reloading animation.			
Dummy Form N/A	The mob will stand still or walk forwards to be a moving target for the Player Character	Mob is either Stationary or moving towards the player character depending on Player distance from the mob.	N/A	N/A

Enemies (STANDARD)

- Location: Corporate Area, (City)

The MANTIS Enforcer Rig:

Otherwise known as ‘Enforcers’, the MANTIS Enforcer Rigs are human-piloted heavy-duty mechanical suits

given exclusively to federal officers and mega-corporation owned special militia.

Appearance-wise, the Enforcer’s design consists of heavy-metal frames and muted color palettes of steel, and blues. The design is reminiscent of war-typical machinery, such as tanks and armoured cars.

Combat Analysis:

CLASS: DPS-Style Character, Mid-range HP, High Damage, Medium speed.

RANGE: Long Range.

WEAPON TYPE: Plasma handgun and riot tools.

Move Name:	Effect (Animation+):	State During Move:	Conditions Required:	Frequency of Attack:
Barrage (Heavy) C-RANGE	The mob has an **increased cone/spray** for their bullet spread. When fired, the player will be forced to shield to avoid taking damage, as these shots **can not** be jumped over/dodged.	Mob will be forced into a stationary position. Mobs cannot move while firing Barrage and will stay still and glow for a short period of time before firing to warn the player character. Additionally, the mob's gun(s) will overheat as a result of firing the attack leaving them vulnerable to damage.	To trigger Barrage, the player must be playing **up close** to the Enforcer. Additionally, Barrage will only trigger when mob health is **halved or lower.**	Low.
Bang (Basic) F-RANGE	The mob will fire in the direction that they are facing using a plasma handgun. Multiple shots are fired in a row, but the bullets individually are low in damage.	Mob will alternate between slowly moving closer (steady bullet stream) and quickly shuffling forwards (triple burst attacks). The mob will be in constant motion, forwards or backwards, while attacking with basics.	To trigger Bang, the player must be visible in the mob's line of sight (same Y level). No other conditions must apply.	High.

Blaze (Special) M-RANGE	The mob grabs their riot shield from their back and swings. On a successful hit, they will return to basic movements and attack sequences. On an unsuccessful hit (Player character is far away, dodged, or shielded), the mob will perform a charge forwards using the riot shield while wielding a taser-based handheld. Upon contact, the tool will either damage the player or disable any shields currently equipped for 10 seconds.	Mob will lunge forwards during the riot shield swing in the general direction of the player. If Blaze (second-half) conditions are met, the mob will sprint towards the player at increased speeds for ~6 seconds. If the player character manages to dodge or jump over this attack, the mob will instead scrape the floor with their shield angrily.	To trigger Blaze (first-half), the player must be at a mid-range from the mob. To trigger Blaze (second-half), the player must have dodged the first half in some manner.	Med.

Location: Black Market Area, (Slums)

Black Markets':

Otherwise known as 'Scrap Mauls', the Black Markets' are half-built metal frames created using scrap material and older models found within the junkyard of the Slum District. The most visually distinct portion of their model is their brown, yellow, and black color scheme, similar to caution tape, and their construction-tool based melee arm.

The pilots of these Mecha are typically 'Vultures' or Mercenaries, who are willing to do anything for the right price.

Combat Analysis:

CLASS: Tank-Style Character, High HP, Medium Damage, low speed (large attack windup).

RANGE: Close Range.

WEAPON TYPE: Construction-Based Melee tools: Saws, Fork Claws, etc.

Move Name:	Effect (Animation+):	State During:	Conditions Required:	Frequency of Attack:
Slash (Heavy) M-C-RANGE	If Hit, the Player Character is knocked backwards due to the force of the mob's slash. Visually, it is a horizontal swing followed by a	The mob lunges in the direction of the player. For its second swing it will	To trigger **Slash,** the Player character must be a close to mid-ranged distance from the mob.	Med.

	backswing for a total of 2 fast-paced consecutive hits.	remain stationary.		
Stab (Basic) C-RANGE	The mob jabs their mecha's arm upwards across the character's torso, similar to an uppercut, attempting to jab through the Player Character's jaw. Alternatively, the mob will stab the player character's torso. These animations will be interwoven to add visual differences but not mechanical ones.	The mob will remain stationary.	To trigger Stab, the player character must be within close range to the mob.	High.
Suppress (Special) M-RANGE	The mob will slam their arms into the ground, igniting it with electrical sparks. The sparks will do low damage, but will gradually multiply the longer the player character stays within them. Additionally, this move cannot be dodged with the basic dodge, and	The mob will remain stationary.	To trigger Suppress, the mob must have an ample amount of distance from the edges of the map. The mob can only use this ability 10 seconds after the last one's lingering effects dissipate, and if they are	Low.

	instead only with the jump button or the grappling hook.		multiple meters away from the edge of the map.	

Location: Corporate Area, (City)

CERBERUS ONES:

Otherwise known as ‘K-9s’, these mobs are non-destructible enemies who act as walking surveillance cameras with a canine pilot. The weight of the scanner and additional enhancements are heavy and consist of many parts, causing the animals to walk slowly with very limited vision.

Move Name:	Effect (Animation+):	State During Move:	Conditions Required:	Frequency of Attack:
Alert (Summon) N/A	Mob will call in Enforcers (multiple) to attack the player character. Upon doing so, the surveillance mob will run off field and disappear to prevent re-triggering.	The mob will become stationary upon their beam being tripped. They will open their mouths and alert. Once the animation is completed. The mob's ability to trigger will be removed and they will run off screen and be destroyed.	To trigger **Alert**, the player character must interrupt the mob during **‘Watchdog’.**	**Dependent.**
Watchdog (Scan)	Perpetually projects a red beam out of the	The mob will walk across the map in a set-pathing, sniffing	Mob is **perpetually** in scanning	**Constant.**

M-RANGE	mob's backmounted scanner. When the player character passes through one of these beams or shoots at its forcefield, the mob will immediately activate its summoning move.	the floor. They will not chase the player, nor react to them aside from detection with their beam. Functionally, the mob is blind and deaf to make room for their cyber enhancements.	mode unless other conditions are met.	

Similarly to Blasmephous, all Bosses will take up a considerable portion of the screen, effectively dwarfing the Player Character in comparison.

Enemies (SPECIAL)

Location: Corporate Area, Scanning Office Zone (City)

BOSS ROOM.

Chief Hino: Precinct Capture-Unit Lead:

The head of Police with the largest Mecha suit of the unit. Chief Hino is a miniboss that is threatening due to his sheer size, however he seems relatively unused to his rig- and therefore moves rather slowly, giving the player character a chance to get better at the in-game combat system.

Chief Hino's Mecha Rig is visually similar to the basic Enforcer rig, aside from an even larger back compartment and arm attachments to hold his weaponry. Due to the weight of his mecha's arms- he often rests them on the floor to propel himself forward in a movement similar to a gorilla's run.

Combat Analysis:

CLASS: Tank-Style Character, High HP (3 Health Bars), High Damage, Low speed.

RANGE: Close Range to Mid-range.

WEAPON TYPE: Rifle, Machine Gun (Turret), Taser + Explosive device.

MODES: Standard + Enraged (After 1 Health Bars is depleted) + Desperation (On 1 remaining Health Bar).

Abilities are marked with corresponding modes, as they can only be used within those modes.

Move Name:	Effect (Animation+):	State During Move:	Conditions Required:	Frequency of Attack:
St. Attack (Basic) C-RANGE	Mob uses a taser to try and damage the Player Character.	Mob lunges forwards	The player character is within the boss room.	**High**

St. Block (Dodge) N/A	Mob raises a riot shield to block all incoming damage. The mob cannot attack during this animation, and additionally can only hold up the shield for 5 seconds. The cooldown between shield raises is 15 seconds.	Mob becomes stationary.	The player character is within the boss room.	**Low**
St. Minefield (Obstacles) F-RANGE	Mob absconds to a different depth field of map (Z axis) and starts throwing explosives at the player character. These danger zones are marked with red circles that slowly fill to represent how close the explosives are to landing on the ground.	Mob becomes stationary but is unable to be attacked.	The player character is within the boss room. The time passed since the previous Minefield has dissipated is over 40 seconds.	**Medium**
En. Attack (Basic) C-RANGE	Mob uses the butt of their rifle to try and damage the Player Character. In Enraged, their speed has increased significantly.	Mob lunges forwards.	The player character is within the boss room and has depleted 1 HP bar from the mob.	**High**

En. Minefield (Obstacles) F-RANGE	Mob absconds to a different depth field of map (Z axis) and starts throwing explosives at the player character. These danger zones are marked with red circles that slowly fill to represent how close the explosives are to landing on the ground. In Enraged, the mob's throwing speed/denotation time has increased significantly.	Mob becomes stationary but is unable to be attacked.	The player character is within the boss room and has depleted 1 HP bar from the mob. The time passed since the previous Minefield has dissipated is over 20 seconds.	**High**
En. Laser rifle (Heavy) F-RANGE	Mob absconds to a different depth field of map (Z axis) and aiming down their sights at the player character. The laser sight of the Rifle will be the player's only indication of where the mob is aiming. The 'damage area' of the shots will be a thick vertical line, more similar to the destruction made by a	Mob escapes to a further depth map of the background, and aims a sniper rifle. The Player Character must avoid being the laser sight to avoid taking damage.	The player character is within the boss room and has depleted 1 HP bar from the mob.	**Low**

	cannon shot rather than that of a rifle.			
Dp. Attack (Basic) C-RANGE	In desperation, Mob becomes increasingly fatigued and has much lower HP. Mob crawls towards the Player Character to hit them.	Mob lunges forwards.	The player character is within the boss room and has depleted 2 HP bars from the mob.	**High**
Dp. Cannon (Heavy) M-RANGE	Mob sets up a machine gun turret on the far right side of the boss room. They exclusively aim at the same height.	Mob is stationary and aims a turret onto the player character. The Player character must not be jumping during this sequence to avoid taking damage. The sequence is only stopped when the player character reaches the mobs legs and attacks them.	The player character is within the boss room and has depleted 2 HP bars from the mob.	**Medium**
Dp. Destruction	Mob sends out a barrage of explosives, but from their torso. It appears as	Mob returns to the center of the screen,	The player character is within the	**Dependent.**

(Last Attack) N/A	if their main cannon malfunctioned/jammed and is now going to explode its entire main body. This is the final move.	becoming stationary, but is unable to be attacked as they have no remaining HP. Upon completion of this skill they will be replaced with an empty husk to represent their corpse. • Explosive device	boss room and has depleted all HP bars from the mob.	

NARRATIVE

Scope: One playable level (Corporate Upper Works • Minato-inspired)

“Minato-inspired Tokyo. During the Sunrise Parade, corporate security is wiping suit logs. You play Kaede with the S-17 core—a unit that can briefly deploy a compact hard-shell exosuit. Cross the Upper Works and reach their brother before the Continuum locks everything. On low energy, S-17 detaches, hovers nearby, and snaps back when charged”.

Parade at dawn covers Continuum sweeps.

1) Player Takeaways

The city runs Continuum during the parade to lock suits and rewrite records.

Kaede and the S17 core are hunted by police capture units and a coerced blackmarket pocket.

Kaede can briefly manifest a Neon Shell (Mech), but traversal and most play is onfoot.

(Rooftops in Tokyo)

2) Story Delivery Map

Use for placing props, sounds, and oneline texts. Each cue should be readable in 3 seconds or less.

Space	player should feel/learn	visuals & signage	Sounds	Microcopy
Waste-yard (start)	Kill order active. Get out	confiscated rigs; CPI seal on crates; warning beacons	low siren whoop; distant drums	Kill order issued” • “Continuum T60:00”
Rooftop run	scans happen during parade.	LED tickers on towers: “ID PRESENTATION ZONE”	1Hz glassy ping as sweep passes	“Continuum Window Active”
Black-market Pocket	CPI uses them. They’re scared and hostile.	Handpainted tarps: “NO NAMES • CASH PARTS”; chopped frames	Generator hum; grinder bursts	“Offledger Parts Only”
Skyway checkpoint	Capture tools escalate when tagged.	Scan arch; riot foam sprayers; precinct banners	Harpoon thunk; foam hiss	“Noncompliant — Detain”
Pinnacle gate (win)	Break through and exit.	Gate server spine; precinct insignia; fireworks beyond	Drum swell; crowd roar rise, parade in background	“Records Updated”

S17 hardshell exosuit

Active: A compact hardshell pack snaps open; metal plates slide and hinge into place around Kaede. Servos whine; locks click; face stays visible behind a clear visor.

Lowpower “flyaway”: On critical energy, plates unlock and fold back into the hardshell pack. The pack lifts as a small hovering unit (with CPIera hazard stripes), stays near cover, and maintains lineofsight to Kaede.

Return: When energy is available, the pack darts in; plates reattach quickassemble style (feet → legs → torso → arms). A mechanical clack + brief status blink confirms reentry.

3) Surfaces Library

Screens & tickers

SAFE TODAY • SAFE TOMORROW

RENEWAL PARADE — COMPLIANCE IN EFFECT

RECORDS UPDATED → COMPLIANT (flicker)

Posters & banners

CPI eye / hand / clock icons; CEO silhouette only

Blackmarket stencils: “NO SCANS” • “CASH ONLY!!!”

Props

Fireworks racks, PA poles, crowd barriers (for parade)

Confiscated rig crates; forgedID stampers; jammer parts (corporate action and control)

Lighting & color

Parade zones: warm lights, confetti spill

Black-Market Pocket: flickering particles in the air, tarp shadows

Continuum sweep: moving blue/red scan plane

VFX & camera beats

First Neon shell: lines draw on; silhouette seals

Shell collapse: lines retract to a hovering S17 core

Recordwipe: board text smears, flips to COMPLIANT

4) HUD / UI

Continuum Window: T60:00

Noncompliant tag detected

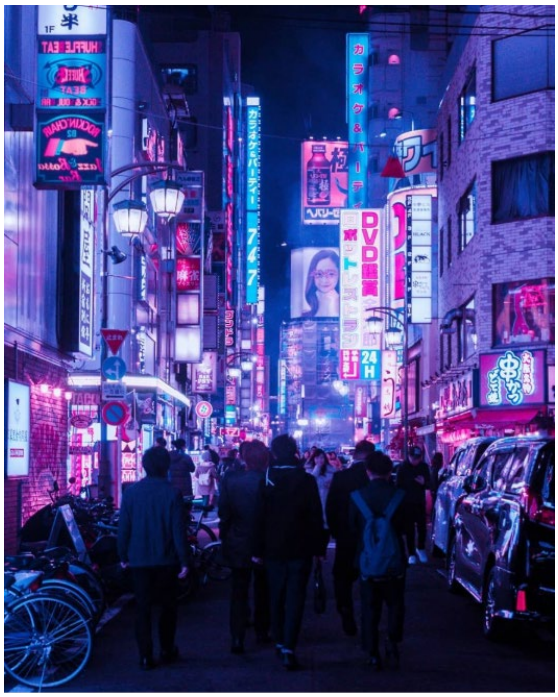
Neon full — Manifest

Energy critical — S17 standby

Installed: Tether Breaker

Installed: K9 Jammer

5) Audio Plan



Parade bed: drums + crowd loop; People duck during combat

Continuum cue: brief ping + light siren; louder near towers

Tagging: CERBERUS tribeep that speeds with Heat

Pocket: generator hum, metal saw spurts, tarp snaps

Victory gate: drum swell and fireworks thumps

6) Collectibles (optional)

Brother log (3 lines max) at dock bay

Quartermaster chit showing precinct buying parts

Continuum memo with parade timing line

7) Implementation Notes

Continuum sweeps fire on a timer tied to progression phases

Heat rises when tagged; checkpoints add capture presence

Neon shell is disabled on ladders, grapples, and doors; at low energy the S17 core hovers nearby and remanifests later

Module cards spawn on miniboss defeat; equip at dock bays

(Xiaomi CyberDog 2)

8) Glossary

Continuum Protocol — Paradewindow lockouts and record rewrites

CERBERUSK9 — Dogs that tag suits; raises Heat

MANTIS-Capt — Capture rigs with tethers and foam

Scrap Maul — Blackmarket melee frame

S17 core — Kaede's unit that can project a brief Neon shell

Kaede — Unisex given name; Romanized.

RISK REGISTER – Amir

While Neon Steel: Tokyo Uprising is a one level contained platformer, there are still several areas where risks could impact the production, gameplay quality, or player experience. These risks arise from both the ambitious technical and design features (such as Unreal's Chaos destruction, enemy AI, 3D modelling and animations, multiple player's/mech/enemies/unique abilities, and cyberpunk environmental adoptions) and the gameplay mechanics (NEON resource balancing, mech boarding, grapple hook, and parry combat).

A structured risk registry ensures that the team remains aware of these potential pitfalls throughout development. By identifying risks early, rating their likelihood and impact, and assigning clear ownership, the team can take proactive steps to mitigate issues before they become blockers. This is especially important for a nine-month production window where scope control and milestone discipline will be critical.

The following tables outline some of the key risks identified for the project in terms of technical and design perspectives. It highlights their categories, estimated severity, and

proposed mitigation strategies. This visualization provides a clear reference point for the entire team and will evolve as development progresses.

High Impact= Could seriously derail production or make the game unplayable/unshippable.

Medium Impact= Would cause noticeable delays or lower game quality, but not a total failure.

Low Impact= Annoying, but relatively easy to fix or live with

Risk Description	**Category**	**Impact**	**Likelihood**	**Mitigation Strategy**
Inconsistent visual style across characters, environments, and UI (Cyberpunk neon vs shrine/cultural layers)	Art Direction	High	Medium	Establish and maintain a detailed style guide, conduct regular art reviews and cross team alignment checks
Main character (Kade) visuals not matching gameplay readability (e.g., outfit, neon sword visibility)	Character Concept/ 3D	High	Medium	Prioritize clear silhouettes, color-coding for weapons/tools, early playtesting with placeholder VFX
Mech design too complex for animation pipeline	3D/ Animation	High	High	Lock concept early; modular mech design for reuse, build **proxy models** for testing before final polish.
Scope creep in environment design (Slums, Upper City all visually distinct)	Environment/ Level Design	High	Medium	Define key visuals per level, use modular kits, reuse props across levels with palette swaps
Cutscene workload (Comic-style, cinematic moments,	3D/Animation	High	Medium	Use stylized static/comic panels for narrative reserve full animation for signature scenes

boss fights) exceeds team capacity				
Civilian/NPC assets add atmosphere but risk being deprioritized or cut	Concept/3D/ Animations	Low	Medium	Create low poly/low detail NPCs with recycled rigs, focus detail only on key cast
VFX readability issues (Neon sword, mech overdrive, reboot effects, low health effects)	UX/ Animation	High	Medium	Prototype effects in engine early, test readability in dark vs neon heavy scenes
Boss fight (visuals too ambitious for timeline)	Character Concept/ 3D/ Animation	High	Medium	Prioritize one iconic boss unit visual, reuse base enemy rigs for variations
Scope creep in narrative and side missions/ objectives	Narrative	High	High	Use linear style narrative for one major mission and add additions if time allows
Mechs swappable parts / weapons	Concept/3D/ Animation	High	High	Early greyboxing/lowpoly placeholders, using textures and different pallets for variations while reusing components
Combat Effects	UX / Concept/ Animation	High	Medium	Prototype VFX and feedback loops early using placeholder effects, keep a shared visual language guide for combat readability (Colors for damage types, glow intensity for power levels), run usability tests to ensure players can read telegraphs during fast paced action.
Combat Visuals	3D/ Animation	High	High	Use proxy/placeholder models for animation testing, prioritize readability of silhouettes

				and hit reactions over detail, develop modular animation sets (shared across enemies where possible)
Scope creep (too many mechanics & features)	Design / Production	High	Medium	Define MVP: focus on combat core (NEON, grapple, mech boarding), Extras (Chaos scale, secrets) only after MVP is stable
Unreal Chaos destruction performance issues	Technical	High	High	Prototype destruction early, Limit destructible assets per scene
AI complexity (cover use, fleeing, throwing objects)	Technical / Schedule	Mediu m	High	Start with basic pathfinding + attack states, Layer advanced behaviors later
Balancing neon resource (too much/too little makes combat unfun)	Gameplay	High	Medium	Frequent playtests across skill levels, Adjust generation/spend ratios, Add difficulty modes
Camera readability in vertical/ boss arenas	Gameplay / Technical	High	Medium	Implement procedural camera system early, Test heavily in vertical levels, Add accessibility sliders
Player overwhelms (too many mechanics at once)	Design/ Technical	Mediu m	Medium	Gradual mechanic rollout (e.g. Slums → grapple, “Shrines” → parry, Upper City → synthesis), Use tutorial prompts
Checkpoint/Save system bugs causing progression loss	Technical	High	Light-Med	Build the checkpoint system early. Test REBOOT + lives edge cases,
Boss fights not feeling unique	Technical	High	Medium	Tie bosses to level mechanics (Slums = traps + parry, Upper City = synthesis), Prototype early
Adaptive audio layering too complex for schedule	Audio / Schedule	Mediu m	Medium	Start with exploration/combat/boss layers. Expand reactive elements later.
Mech boarding draining performance (animation + VFX)	Technical	High	Medium	Optimize shaders + VFX. Use pooled assets. Test early blending.

Player confusion: Human UI vs Mech UI	UX / Design	Medium	Light	Make UI contrast clear, Tutorial transition, Keep health/UI consistent
Traps/surveillances causing frustration /Cerberus K-9s alerting enforcers	Gameplay	Medium	Medium	Provide clear visuals beforehand, however make it challenging to avoid completely. Surveillances are part of gameplay and must be triggered at a minimal amount
Missed deadlines due to asset-heavy levels	Production	High	Medium	Greybox levels early, Use modular kits, Prioritize Slums vertical slice to test pipeline
All Combat systems	Technical/ Design	High	High	Prototyping early, creating place holder assets for movements and positions, provide drag and drop for animation plays
Swapping mech components	Technical/ Design	High	High	Break Mech into modular slots (arms, torso, legs, weapons) with standardized attachment points, build a test harness scene for swapping parts without full game dependencies
Absorb defeated boss abilities Granted ability from dead boss: Player interrupts the animation or the performance of absorb Mechanic.	Gameplay	High	Medium	Take away player controller when a boss is defeated and allow visuals show the player the ability they have earned by defeating the boss.

GLOSSARY

Characters:

Helix Sato:

Main antagonist of the game. He is a corporate overlord with a grip on Tokyo's police force.

Kade Ito:

Main protagonist of the game. He is a salvager from the Slums, proficient in mech engineering through salvaged parts. He finds his missing brother – Ryo Ito's mech, the S-17, along with the S-17's Black Box which contains a corrupted message that could potentially lead to Ryo's whereabouts.

During gameplay, Kade can run quickly, grapple onto Latch Points, and unleash fast attacks with his energy sword. When the player fills up the Neon Gauge, Kade can utilize the S-17, which siphons Neon from enemies to unlock powerful Mech Abilities.

Ryo Ito:

Kade's missing brother, and the original owner of the mech suit that Kade uses throughout the game. Ryo seemingly held corporate secrets in his mech's Black Box, which Kade must keep out of the hands of the mech manufacturer, and police enforcers.

Enemies:

Basic:

CERBERUS-K9:

Police surveillance units. They are canines equipped with an alarm system rig which can scan and detect other mechs. The player cannot directly attack the CERBERUS-K9 units, and so long as the player is within their range of sight, MANTIS Enforcers will continually spawn and attack the player, making the CERBERUS-K9 a summoner class enemy.

Alert:

An ability used by the CERBERUS-K9 units, in which they summon MANTIS Enforcer Units.

Watchdog:

An ability used by the CERBERUS-K9 units in which they scan with a red laser, triggering the Alert ability.

MANTIS Enforcer Rig:

Police enforcer units that attempt to obstruct Kade's path. Their methods are precise and calculated, and they are often more defensive.

Bang:

An attack used by the MANTIS Enforcer Units, a long reaching plasma blast.

Barrage:

An attack used by the MANTIS Enforcer Units, a short-range flurry.

Blaze:

A special attack used by the MANTIS Enforcer Units, a mid-range attack utilizing the enforcer's riot shield

Scrap Mauls:

Run down mech suits made of discarded mech and vehicle parts, and construction equipment. They are large, heavy, slow and aggressive.

Slash:

An attack used by the Scrap Mauls, a close-range swing using the mech's arm.

Stab:

An attack used by the Scrap Mauls, a close-range jab attack.

Suppress:

An attack used by the Scrap Mauls, a slam into the ground unleashing a shockwave.

Bosses:

Chief Hino:

Precinct captain. Mini boss of the Upper City area, he fights using attacks focused on grabbing and restraining the player.

St. Attack (Chief Hino):

An attack used by Chief Hino, utilizing a taser in a forward lunge.

St. Block

An ability used by Chief Hino to block the player's attacks.

St. Minefield

An attack used by Chief Hino in which he escapes to the background and tosses explosives towards the player.

En. Attack:

An attack used by Chief Hino while in Enraged Mode, hitting the player with the back end of the rifle.

En. Minefield:

An attack used by Chief Hino while in Enraged Mode, a faster barrage of explosives from the background.

En. Laser Rifle:

An attack used by Chief Hino while in Enraged Mode, firing at the player from the background.

Dp. Attack (Chief Hino):

An attack used by Chief Hino while in Desperation Mode, crawling towards the player to attack.

Dp. Cannon:

An attack used by Chief Hino while in Desperation Mode, setting up a stationary turret.

Dp. Destruction:

A final attack used by Chief Hino while in Desperation Mode, a barrage of explosives emitting from the decaying mech suit.

Kagari:

Black Market mob boss. Acting as a mini boss of the Slums portion of the level, a slow but powerful mech suit high in defense.

St. Attack (Kagari):

An attack used by Kagari, lunging with a flurry of stabs.

St. Dive

An attack used by Kagari, a lunge at the player in a drill formation.

St. Trap

An attack used by Kagari, encases the player with its limbs.

Dp. Attack (Kagari):

An attack used by Kagari while in Desperation Mode, a faster flurry of forward stabs

Dp. Swings:

An attack used by Kagari while in Desperation Mode, a faster twirling lunge.

Dp. Shriek:

A final attack used by Kagari, tearing the mech apart to damage the player.

Environments:

Minato:

District of Tokyo famous for landmarks such as the Tokyo Tower and Odaiba Park. In Neon Steel, it serves as the setting for the game's first level and houses the corporate headquarters of the game's main antagonist – Helix Sato.

Pinnacle Gate:

The player's goal, a gateway leading out of the city.

Rooftop Run:

Section of the level in which the player is traversing across the rooftops.

Skyway Checkpoint:

A metal-detector esque archway used by the police to scan mechs.

Slums:

Pockets of the city which are overrun by gang activity, and black-market dealings. These sections of the level are on lower levels of elevation, bringing the player through the streets and sewers of Minato.

Upper City:

The corporate district of Minato, filled with tall buildings and monorail systems. During gameplay, this portion of the level takes place high up on rooftops, occasionally entering small segments inside of office buildings.

Wasteyard:

A subsection of the Slums, where the player begins the game. (also referred to as the "Shipment Docks")

Mechanics:

//REBOOT:

A "second chance" sort of mechanic, in which if the player takes too much damage while in their mech, they enter a state where they are weaker and slower but gain a short amount of invulnerability before returning to the default state.

Desperation Mode:

A state some special units will enter when on their last health bar, gaining powerful new abilities.

Enraged Mode:

A state some special units will enter after losing a health bar in which they gain access to new abilities.

Mech Abilities:

Special attacks that are available when the player gains access to their mech through the Neon Gauge. These attacks are taken from the defeated mini-bosses, and the mech's appearance will change slightly depending on which ability is chosen.

Mech abilities are only available for limited amounts of time, and the player will be given a quick prompt when activated to select which ability they would like to use during the session.

Weapons & Items:

Mag-Claw:

A grappling hook used by the player to traverse across higher planes through the levels. The player will be prompted to use the Mag-Claw when near Latch Points.

Latch Point:

Specific points where the player can use the Mag-Claw. These points will be highlighted with a glowing effect, and will be introduced to the player through text when they first encounter one.

Neon:

The main energy source used in the fictional version of Tokyo. It is renewable energy that powers all modern devices and appliances, and is responsible for giving power to the mech suits. It also becomes a major source of conflict, as shady crime lords will siphon and horde Neon for their own personal benefit.

During gameplay, the player will fill their Neon Gauge, which will grant them access to the Mech Abilities, they have obtained for a limited time, acting as a sort of ultimate form. Neon is obtained by chaining attacks and defeating enemies, as the player is capable of siphoning the energy as well.

Phase Blade:

Kade's main weapon – a sword which uses Neon energy as a physical blade construct.

S-17:

Formerly Ryo Ito's mech. Kade Ito finds the mech separated from Ryo, and utilizes it to investigate his brother's disappearance.

Visor:

A tool equipped by Kade which allows the player to scan surrounding areas, and uncover secrets or hints throughout levels, such as Latch Points, or destructible objects.

Misc:

Black Box:

A device used in mechs to store data and ownership.

Continuum Protocol:

A routine method used by the police to disable, and clear all records of unused mechs.

Iron-Jutsu:

A futuristic fighting style practiced by Kade Ito.

Renewal Parade:

A false celebration that is held to cover up the Continuum Protocols.