STEEL SALVO

鋼の一斉射撃

ANTIPHON HUGUES - COMPE LEO - DI NATALE JULIEN - GAY SAMUEL - QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

TABLE OF CONTENTS

STEEL SALVO

鋼の一斉射撃

ANTIPHON HUGUES · COMPE LEO · DI NATALE JULIEN · GAY SAMUEL
QUEDENEY MAXENCE · ROGULSKI THOMAS · WAGNER CHARLIE
2021

01/17

CHARACTER OVERVIEW

The player controls a mech pilot. As the last hope of humanity, they have to fight against evil robot hordes.

Their mech is filled with cutting edge of technology. It is equipped with powerful weapons and top notch thrusters to give it swift movement abilities.

Moreover, it is fueled and shielded by electricity, and possesses a sword capable of draining it from other sources, which gives it a virtually infinite durability.

On their next mission, they'll have to keep Neptune's moon from being blown to bits by a robot overlord and his goons.
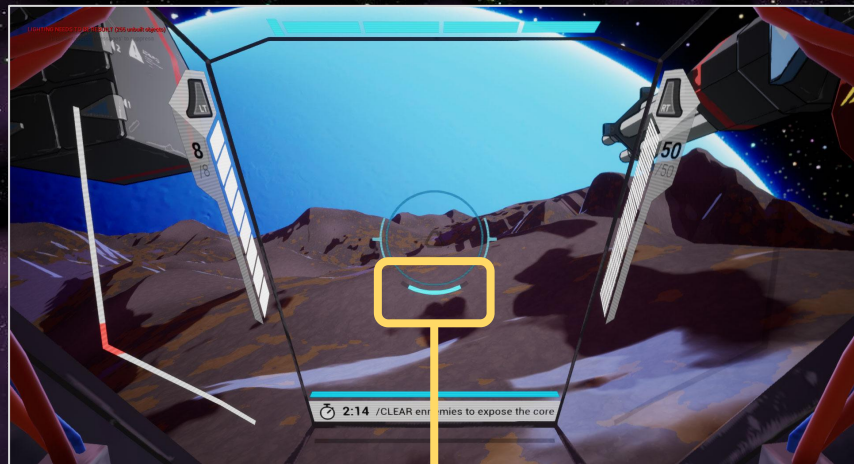
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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER MOVEMENT
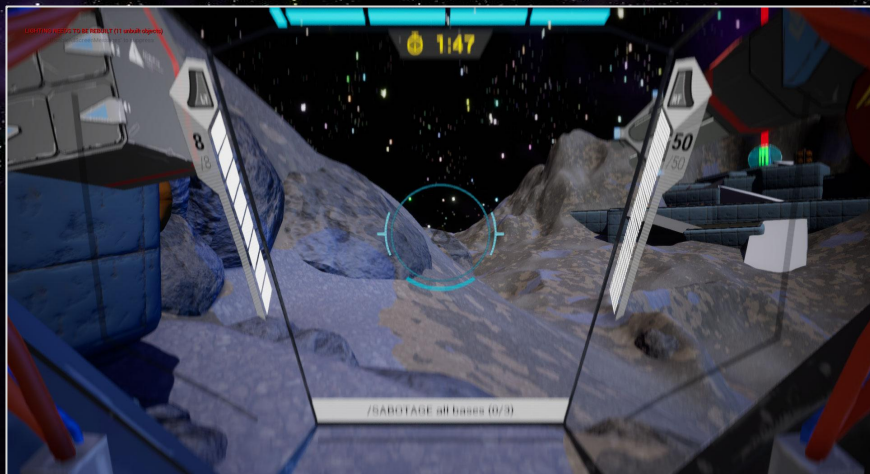## MODES

The player has different movement modes.

Walk: The player's basic movement system. In this mode, the player can use their weapons normally.

Hover: The player **can fly for a limited time**. When they fly, the player remains at a fixed height.

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER MOVEMENT
ABILITIES

The player has three movement abilities:

Jump: The player can jump, which allows them to play with the verticality of the field.

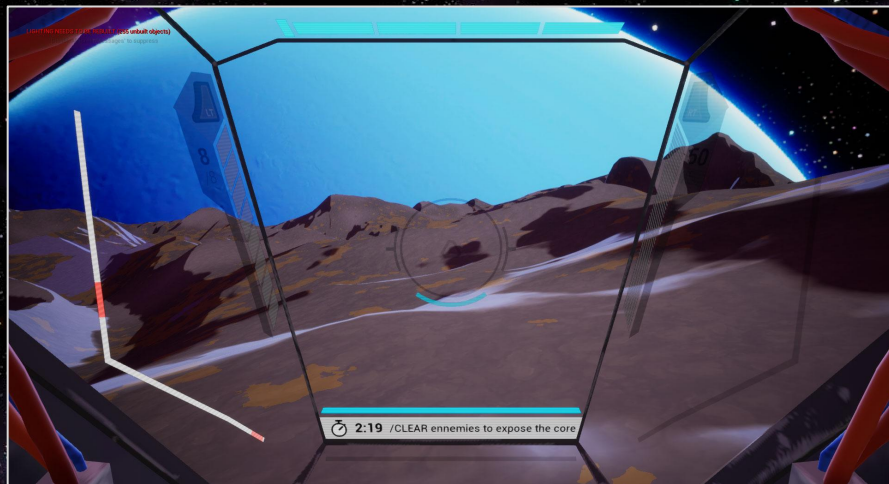**Dash:** the player can perform a dash, which allows them to avoid enemy attacks and quickly move away from danger.

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

STEEL SALVO
鋼の一方的螺

CHARACTER MOVEMENT
ABILITIES

The player has three movement abilities:

Run: The player can run after using a dash, while grounded or flying. However, they can't use their weapons while running. Their movement speed is greatly increased.

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER HEALTH

The health gauge is subdivided in segments. The player loses health when an enemy hits them.

Health starts regenerating gradually after a fixed time without taking a hit. A lost segment can't be restored without using the Energy Sword.

Life Segments: 4 (+1 destroyed by any hit)
Regeneration speed: 2,5%/s
Regeneration cooldown: 4 s

/SABOTAGE all bases (0/3)

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER RADAR

The radar is updated in real time and shows enemies that aren't in screen view.

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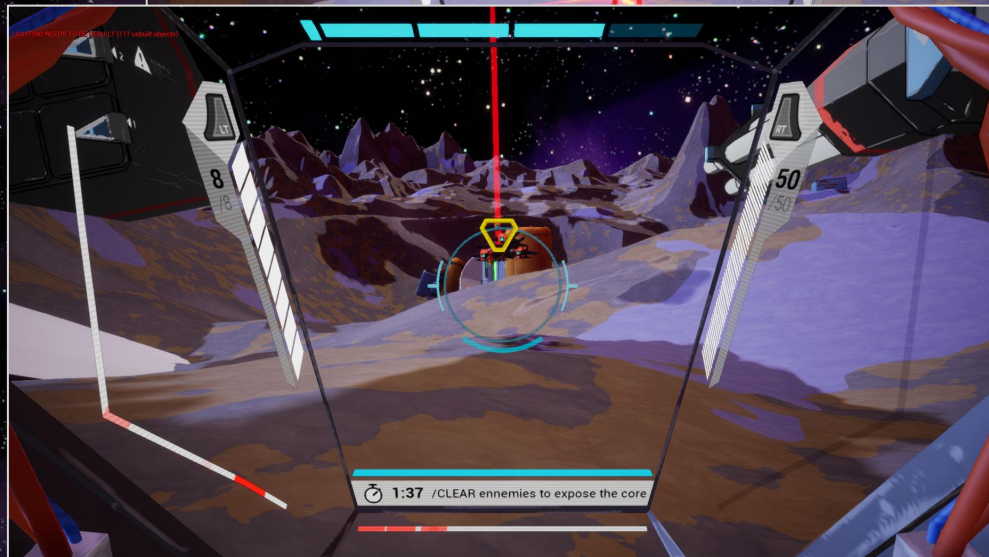QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER WEAPONS
AUTO AIM

The player benefits from automatic assisted aiming on the enemies present in their scope.

If several targets are present in the viewfinder, the target closest to the centre of the cursor is locked by the auto-aim.

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER WEAPONS
RIGHT CANNON: GUN

Range: Wide
Damage:
- Gun: 80 (Medium)
- Machine gun: 30 (Light)

Rate of fire:
- Minimum: ~3/s
- Maximum: 20/s

Ammo: 50
Ammo reload speed: 10/s
Ammo reload cooldown: 0,75 s

Ammo starts reloading gradually after the player stops firing for a fixed time.

Machine Gun (continuous fire): Rate of fire increases gradually, but deals less damage.

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER WEAPONS
LEFT CANNON: ROCKET LAUNCHER

Range: Wide
Damage: 240 (Heavy), area of effect
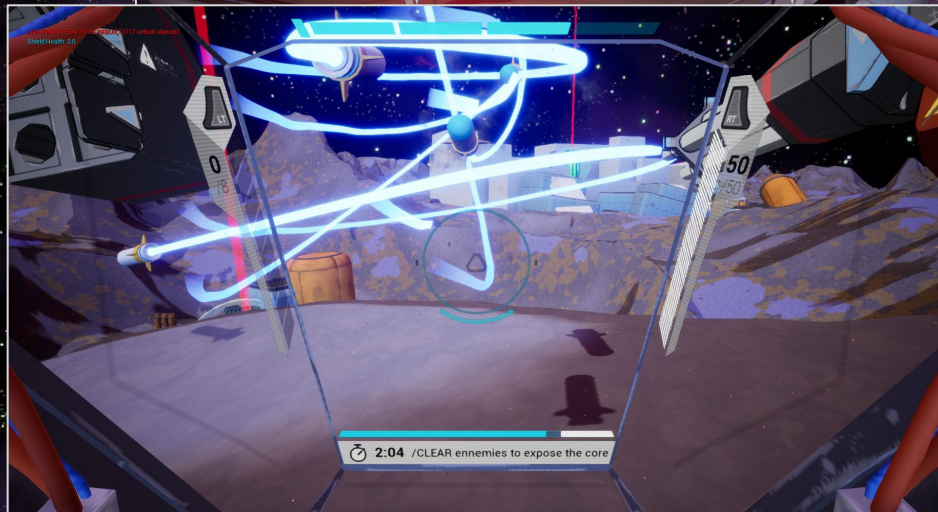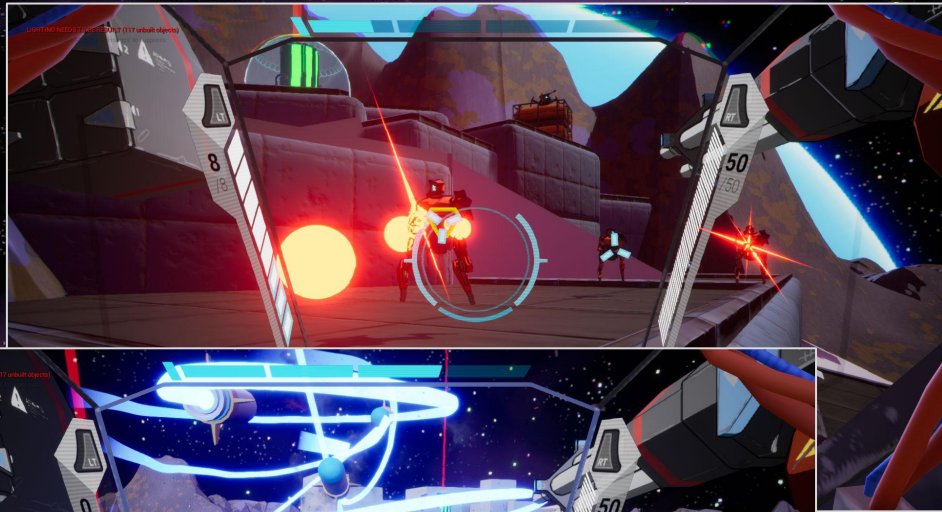**Rate of fire:** 0,5/s
Ammo: 8
Ammo reload speed: 4/s
Ammo reload cooldown: 6 s

Ammo starts reloading gradually after the player stops firing for a fixed time.

Rocket barrage (lock enemies, then fire):
Launches 1 rocket per locked enemy. Can not lock more enemies than current ammo number. If a locked target dies, the locking disappears and the player can lock a new target.

2:04 /CLEAR ennemies to expose the core

STEEL SALVO
鋼の一方射撃

ANTIPHON HUGUES - COMPE LEO - DI NATALE JULIEN - GAY SAMUEL
QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CHARACTER WEAPONS
ENERGY SWORD

Range: Short

Damage: 200 (Heavy), area of effect

Healing: 30% of lost health (min 10% of max health)

Reload:
- Gun: 20 ammo
- Rocket Launcher: 1

Cooldown: 1,5 s

Heals the player, scales with lost health.
Only means to restore a lost segment.
Make the player reload partially.

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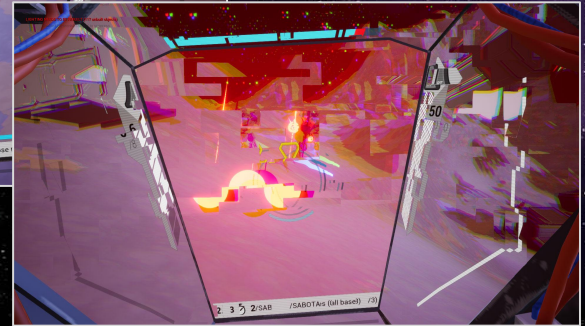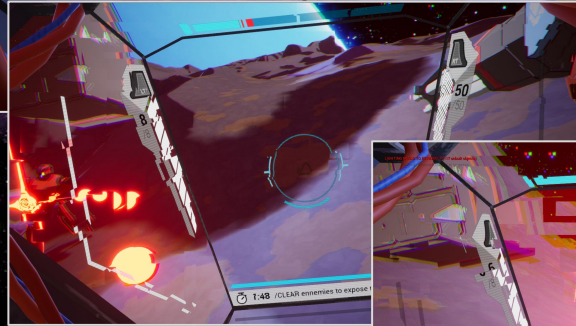QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CAMERA
STRUCTURE

Camera type: First person
Field Of View: 85°

The camera is placed inside of the cockpit to improve immersion. The cockpit is fractionated into multiple screens and made of a scene capture that reprojects the world onto mesh screens that, mimic real screens.

Effects can be played on each screen independently.

Depending on the hit location the relative screen will be affected.

STEEL SALVO
鋼の一斉射撃

ANTIPHON HUGUES - COMPE LEO - DI NATALE JULIEN - GAY SAMUEL
QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021
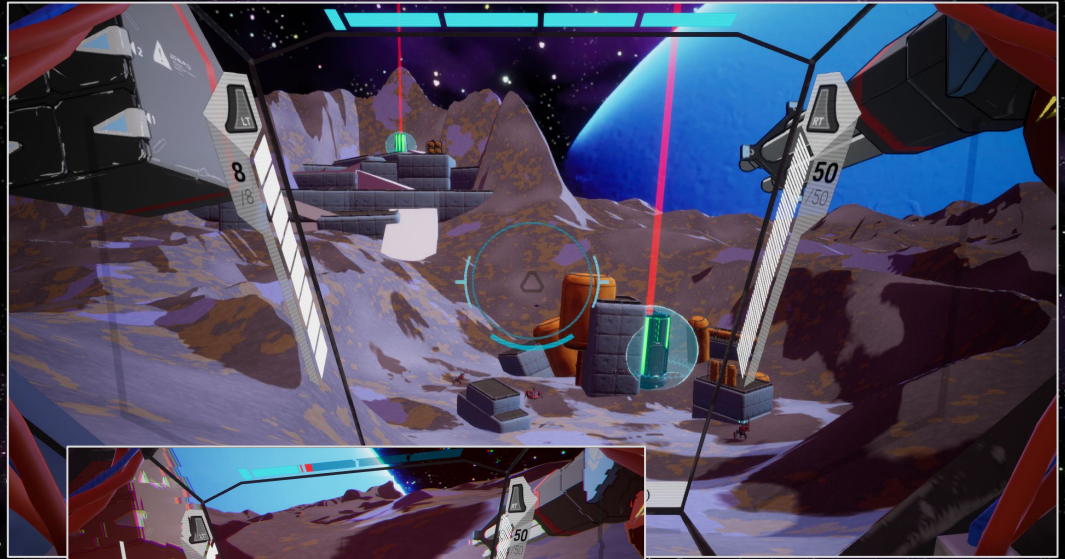
CAMERA
EFFECTS

The camera is affected by many things.

Walk: The camera goes up and down to show the mecha's walking

Hover: the camera shakes.

Dash: The camera shakes strongly once in the direction of the dash.

Jump: The camera goes up while the character gains height, then goes down and up when the character hits the ground.

Hit: The camera tilts and blurs, with the blur location depending on the hit location.

STEEL SALVO
ANTIPHON HUGUES - COMPE LEO - DI NATALE JULIEN - GAY SAMUEL
QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021
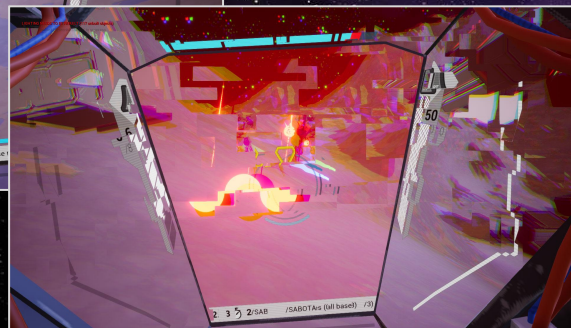
CAMERA
CONTEXTUAL

On some occasions, the player will lose control of the camera.

FTUE: the camera orients itself on an objective to show it to the player.

First Landing: During the opening cinematic, the player doesn't control the camera. It shakes for a while, then strongly goes down and up, and after seeing their arm, the player gains control of the camera.

Win: the camera orient itself to the sky before a warp effect, then the player is shown a cinematic. The camera pans across the area and shows to the player the three different objectives they destroyed.

Time for the cool stuff! Try out your mounted minigun and missiles on those targets.

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CONTROLS
GAMEPAD

Gun
(hold) **Machine Gun**
LT

Dash
(hold after a dash) **Run**
LB

Move
L

Rocket
(hold) **Lock enemies**
(release) **Rocket barrage**
RT

Energy Sword
RB

Jump
(in the air) **Hover on/off**
A

Camera
R

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ANTIPHON HUGUES - COMPE LEO - DI NATALE JULIEN - GAY SAMUEL
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2021

CONTROLS
RUMBLE FEEDBACK

Rumble is a cornerstone of our controls, it greatly helps with immersion and facilitates gameplay.

Hit location can be determined by rumble position using the left or right motor.
Dashing provides direction feedback via force feedback.

Cutscenes makes use of rumble depending on the context of the scene.

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鋼の一方的攻撃

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QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021

CONTROLS
MOUSE & KEYBOARD

Dash
(hold after a dash) Run
shift

Energy Sword
E

Jump
(in the air) Hover on/off
space

Gun
(hold) Machine gun
left click

Rocket
(hold) Lock enemies
(release) Rockets barrage
right click

Move
WASD

Camera
mouse movement

STEEL SALVO
鋼の一方射撃

ANTIPHON HUGUES - COMPE LEO - DI NATALE JULIEN - GAY SAMUEL
QUEDENEY MAXENCE - ROGULSKI THOMAS - WAGNER CHARLIE
2021