

Tremor is a fast paced multiplayer FPS for Source engine that seeks to replicate old school action such as seen in games like the Quake series and GoldSrc era games.

Reading This Document

Red text are features that have been brainstormed or suggested but not necessarily agreed upon or tested. These features should be considered low priority for working on but high priority for discussion.

Green text are features which have been added since the previous version of this document.

Blue text are flavor examples. They are not meant to be interpreted as exact things to replicate, but should give an idea for the feel or theme of a particular feature.

GAMEPLAY

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Players

Paragraph

- **Properties**

Paragraph

- **Health**

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- **Armor**

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- **Model**

Players will be able to choose their player model.

- **Movement**

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- **Ground Control**

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- **Air Control**

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- **Weapons**

There are 8 different kinds of weapons available to players.

All weapons are automatic, which is to say, hold-

ing down the fire button will cause the weapon to continue firing based on its normal rate of fire.

All weapons are clipless. There is no reloading in Tremor.

- **Plasma Torch**

This is the standard default weapon. It has both a strong close-range mode and a weak long-range attack. It does not use ammo.

Primary Fire: Long range plasma blast.

Secondary Fire: Short range plasma burn.

- **Minigun**

The rate of fire on the minigun is variable. It starts firing at a moderate rate and increases rapidly as the fire button is held down.

Primary Fire: Spin barrel, shoot bullets.

Secondary Fire: None.

- **Nail Gun**

Nails fired from the nail gun will ricochet off surfaces if the angle of impact is not too high.

Primary Fire: Shoot bouncy nails.

Secondary Fire: None.

- **Super Shotgun**

The manliest of guns, the super shotgun fires a large, powerful spread of bullets that will bring the pain to anyone in close to mid range.

Primary Fire: Shoot many bullets.

Secondary Fire: You eat a shotgun shell, proving you are the manliest man around. When someone claims eating nails would be more manly, you spit the shot at them, blowing their head off and establishing your superiority.

- **Grenade Launcher**

It fires grenades that bounce off surfaces and explode either after a short time, or after impact against another player.

Primary Fire: Shoot grenade.

Secondary Fire: Drop a grenade at your feet.

- **Rocket Launcher**

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Primary Fire: Shoot rocket.

Secondary Fire: None.

- **Kinesis Rifle**

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Primary Fire: Fire energy beam.

Secondary Fire: Zoom.

▪ **Plasma Cannon**

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Primary Fire: Fire ball of plasma death.

Secondary Fire: None.

Pickups

A “pickup” is an item in the game world that the player can walk over and gain some benefit from. The pickup will then usually disappear for a while, and then respawn to be picked up again.

Properties common to all pickups:

Respawn Time: This is the amount of time it takes to respawn. It should be modifiable by the level designer. If set to -1, it only spawns if triggered to spawn.

Input “Spawn”: Forces the pickup to spawn.

● **Weapons**

Weapon pickups grant the player a specific weapon. They differ from other pickups in one important respect: They cannot be picked up a second time unless the player is out of ammo. Because the plasma torch and the plasma cannon are special cases for ammo, they cannot be picked up a second time ever.

Additionally, there should be a server variable `sv_weaponstay` that causes weapons to not vanish at all after being picked up.

Assume every weapon should be available as a pickup. Even though by default the player starts with the plasma torch, there should be a pickup for it just in case.

Properties of `pickup_weapon`:

Weapon: This is the specific weapon spawned by the pickup.

● **Ammo**

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▪ **Bullets**

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▪ **Nails**

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▪ **Shells**

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▪ **Grenades**

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▪ **Rockets**

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▪ **Cells**

Paragraph

● **Items**

Paragraph

▪ **Health**

Paragraph

▪ **Health Vial**

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▪ **Armor 1**

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▪ **Armor 2**

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▪ **Armor Shard**

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● **Powerups**

These are coveted pickups that grant a big advantage to one player, and create a center of action when they audibly spawn.

Most powerups have a duration after which the advantage goes away. Some powerups have an instantaneous effect, such as the megahealth, and their benefits are not retracted.

▪ **Tri-Damage**

The player’s damage output is tripled.

▪ **Megahealth**

The player’s health is increased by a flat 100, up to the max of 200.

▪ **Rapid Fire**

The player’s rate of fire is tripled.

- **Reflection Shield**

All projectiles hitting the player are reflected back.

- **Invisibility**

The player becomes invisible.

- **Splash Enhancer**

Splash damage is increased for grenades, rockets, and plasma cannon. Small splash damage is added to all other attacks.

- **Radioactivity**

Anyone close to the player takes constant damage. Small damage-over-time effect is added to all attacks.

Environmental Mechanics

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- **Bounce Pads**

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- **Teleporters**

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- **Physics**

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- **Gravity**

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- **Explosive Jumping**

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- **Backstage**

This section entails mechanics that may not be obvious to the player experiencing the game, but are controlled by the level designer. Specialized point and brush entities and modifications of existing entities go here.

- **trigger_give**

This brush entity would give all players within it a named entity at a specified interval (-1 to only trigger once). The named entity would have to be a pickup entity.

- **pickup_random**

This pickup would produce an actual pickup object

chosen randomly from a list of 10 possible named pickup entities. This entity should be able to be chained to another pickup_random so that options are not limited to 10, and can be variably weighted.

- **pickup_all**

This pickup should not actually create a world object. It would be used in conjunction with trigger_give or be associated with a player spawn entity. It would contain a list of pickup entities, similar to pickup_random, but it would result in giving all listed pickups to the player.

ARTISTIC DIRECTION

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Realism

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Identification

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- **Gameplay Colors**

Each weapon should have a specific color associated with it so that ammo and weapon pickups and held weapons can be immediately identified. These color associations are as follows:

- **Silhouettes**

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Color Palette

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SETTING AND STORY

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Backstory

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Locations

Paragraph

Thematic Elements

