

The Allcalypse

"Chaos was the law of nature; Order was the dream of man."

- Henry Adams

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Overview

The universe seems quite dead, despite the chances that life would exist outside of our planet. Life —much less complex life— is ultimately scarce —what if that was not the case? What if the universe was so populated by other actors, diverse and complicated as they would be, that you could not avoid their presence? Entities from the cosmos would arrive to exploit Humanities conflicts, or they simply happen upon our world. Surviving in such a world, players are to explore, scavenge for items, combat enemies, organize their inventory, and plan ahead in a bustling and unorganized world.

The Apocalypses That Occur Simultaneously

- Alien Invasion
 - Parasites that arrived on a meteorite. As many invasive species often do, they began reproducing at an excessive rate in their new environment.
 - Cosmic abominations of tentacles, claws and eyes.
 - Horror sci-fi themed
- Zombie Outbreak
 - Notable in that it occurred through necromancy, rather than a virus or sci-fi technology.
 - A league of undead necromancers want total power over humanity by capturing the government.
 - High fantasy themed.
- Robot Infiltration
 - Their root cause or source of emergence is unknown.
 - They come in a variety of shapes and sizes, having the most character variety amongst enemies.
 - Most are intended to appear and act eldritch and horrific.
 - Sci-fi technology themed
- Nuclear Fallout
 - Radioactive ash lingers in the air.
 - Bombs are still being dropped occasionally by China and Russia
 - Acid rain.

- Trees and grass have been blown away by a massive nuke.
- Bunkers and campsites are spread about in associated regions.
- A couple nukes have not gone off since being dropped.
- Dystopia and war themed

The Allcalypse is an MMORPG sandbox action video game. Fighting is inspired after Overwatch, with real time movement and ability cooldown. This not only because it creates an immersive experience, but because it emphasizes the chaos of the world, having to react to many different effects happening near each other simultaneously. Incorporating other people in a server furthers this idea, while also giving players the opportunity to easily play with friends. The intended audience would be anyone who enjoys Overwatch or Destiny, games that require ability management and quick-thinking. This also appeals to gamers who enjoy a quirky and silly feel. Due to the complexity but whimsical nature of the game The Allcalypse, it would appeal to mainly those 18 or up, but few above their 30s. Completing all missions in the game would take about 10 hours, but given the liberating nature of The Allcalypse, the game would last for as long as a given player is interested enough in their intrinsic goals to achieve the next point of progression. The existence of a player versus player mode and a semi-randomized world theoretically increases the playtime to infinity. The intended setting is for players to play alone in a dedicated space (such as a bedroom) with at least one hour to really invest themselves for that gaming session, possibly with friends in a voice call.

Enemies

This list is nowhere close to extensive.

Aliens

- Mess: a mess of sentient primordial ooze, leaping and swinging its body in your direction. This is the alien in its early stage, before specializing into one of the later versions, so this is relatively weak. Its actions seem untrained and meaningless, surviving by its flailing instincts.

- Mimic: tall and thin, able to perfectly mimic the voice of anyone it hears. It can contort itself into tricky spaces to confuse its prey by making a sound in a seemingly nonsensical direction, or as a means to continue relentlessly pursuing its next meal.
- Hunter: upon viewing an opening these messes of claws and teeth exploit your slip ups through ambushes. Despite its size, it is able to squeeze into extremely tight spaces due to the "gooiness" and squishiness of its body.
- Controller: these tend to keep much of their early stage physicalities to specialize for being a parasite. They begin by entering hosts through an orifice, eventually leading to it mind controlling its host.
- Budding Tree: an alien in the later stages of its life. They petrify into a tree-like organism and begin spreading Messes.

Zombies and Necromancers

- Lich: lords of the undead, who are themselves undead.
- Commoner: slow, but can take a good few hits. Based off of survivors.
- Skeleton: light and speedy, but with low substance.
- Maggot Host: infested with and summons flies as you battle them.
- Undead Alien: aliens from the alien invasion, but turned to the side of the necromancers after death.
- Undead Robotician: designers of the robots, though, turned to be a lackey of a necromancer. They use their advanced weaponry and intellect for destroying those who stand in their way.

Robot Infiltration

- Angel: sleek aerial unit optimized for battle.
- Tank: heavy ground units optimized for battle. May get angry if you refuse to die.
- Assembler: robots made to build other robots in their factories. They are not intended for battle, but their sheer numbers can overpower opponents.
- Overseer: scans you and summons the robot that you are weak against using that knowledge. Knowledge gathered by overseers is transferred to fellow robots.

Survivors

- Paranoid Survivor: these types don't appreciate you getting too close, especially in a world like this.
 - Technologist: survivors who are particu
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World Layout

The world is generally a "sandbox" that you may explore to your heart's content. The primary barrier of each zone is how beginner friendly it is based on the enemies and their quantity. Surrounding the world (the world being this little section of land) are various hazards that keep everyone stuck in this tiny section of the world. Here are the zones that make up the layout of the world you traverse through.

- One for solely each apocalypse (four of them)
- Zombies + Fallout
- Zombies + Aliens
- Robots + Aliens
- Robots + Fallout
- The middle of all eight other zones that combine all apocalypses

These nine zones are ordered in a three by three grid, with each zone having a semi-organic square shape for a good mix between an orderly and a natural look.

To create an interactable roleplaying environment, many sections will have a "stat check", where you can access something or somewhere if you have enough of a stat. For instance, you cannot lift a boulder if you don't have enough piss, or your character won't help someone because they don't have enough vinegar to do so. Your character might be unwilling to immediately start a quest earlier than usual because they lack the juice. Your character might be unwilling to conduct an action that requires taking on the hard truth because they don't have enough spit. To clarify, these four main stats are not just physical properties, they are mental ones as well.

Factions

The Survivors: the default faction that acts as a way to say that you are factionless. You might travel and fight with other survivors and make deals with other factions, but you are never a part of them. Ultimately, most survivors just want to be left alone with a few others to rebuild what little part of the world they have left. Survivors are found scattered throughout the map, not being centralized anywhere in particular.

The (Dis) Order of Entropy: a decentralized and shadowy order, they embrace the decaying and meaningless state of life, thriving in the chaos. To them, the Every-calyapse is seen as something they cannot remove, so they use their enemies as motivation to innovate ways to manage themselves in a world plunged into entropy. This usually involves laughing the pain away and creating tight secretive systems that help in traversing the land. As frivolous, mysterious and unpredictable as they can initially appear, members of The (Dis) Order of Entropy are actually quite welcoming and cooperative.

The Lawmakers: they fight tirelessly against the Allcalypse, removing the radiation in the air, eliminating robots, aliens and zombies, and so on. They cling on to the hope that one day they may restore the order and peace of what once was, using that as motivation to innovate ways to permanently keep enemies at bay and rebuild a society without the Allcalypse. While The Lawmakers are long-term minded and are generally realists, their hope of permanently removing the Allcalypse may reveal itself to be more idealistic.

The Chaorder: an organization dedicated to creating peace throughout the land by befriending and utilizing features of the Allcalypse. This faction is a lot more complicated, believing some aspects of apocalypses are worth removing, while others might count as a benefit if your cards are played right. To them, the Allcalypse becomes somewhat of a friend or a tool rather than something to avoid or fight, like with the other factions. As such, they end up being peaceful and cooperative with many monsters of the Allcalypse, even at the expense of the people they love.

Character Creation

There are four main statistics of any character: piss, spit, juice and vinegar. Each of these four main statistics correspond with offense, defense, support and manager units, respectively. Piss determines how much damage you inflict, spit determines how much damage is reduced, juice changes how much you heal, and vinegar is your movement speed. There is a fifth stat called "substance" (AKA hit points, or health) that is determined by the sum of a character's base piss, vinegar and juice. Spit does not contribute to substance, as everyone should be at least somewhat absorbing of hits, but in different ways. It is also important to differentiate substance and spit, as they provide similar utility (that is, they allow you to take more hits).

After choosing your character's archetype, you choose two quirks that grant you a passive upside and a downside (these are not comprehensive).

1. Solipsistic: anytime you raise someone else's stats, it has 15% less of an effect. However, anytime you raise one of your own stats, it has 15% more of an effect.
2. Paranoid Schizophrenic: all cooldowns are longer, but your vinegar is boosted.
3. Contrarian: any buff becomes a debuff, but any debuff becomes a buff.
4. Blissful Ignoramus: for as long as you have not used a knowledge ability on an opponent in a battle, your spit is increased.
5. Gremlin: when provoked, your vinegar is increased by 25%.
6. Cursed Skin: you are constantly granted with the enduring status condition, yet you receive only 50% of any healing (enduring prevents you from going below 1 substance).
7. Caked Up: you are less affected by pushes and pulls. Any combatants have a 10% chance to be distracted by you every second.
8. Masochistic: every stat is slightly raised for every unit of damage inflicted on you.
9. Sadistic: every of your main stats is slightly raised for every unit of damage you inflict on someone else.
10. Bootlicker: healing done to you by others is increased by 20%, but direct damage taken by you is increased by 10%.

11. Buddha: you cannot be pacified nor provoked. However, any increase to your piss has only partial the effect.
 12. Corrupted Vessel: life stealing and reading abilities that target you now also damage those users. Any healing done to you has 15% less of an effect.
 13. Brain Rot: cooldowns last slightly longer, but you receive 75% less recoil and sacrifice damage.
 14. Over-Protected: at 50% or less substance, one of your parents instantly teleports into battle. Parents have low healing and damage, and you are pacified for as long as they are undefeated on the battlefield.
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Abilities

The player has five active abilities that can come from their: weapon, armor, consumables and/or character. Each of these sources add active abilities to your "ability pool", from which you may assign to any of your five active ability slots. You are not intended to assign every ability in your ability pool to an active ability slot, often you will have more abilities in your ability pool than your number of active ability slots. Players may also apply one passive ability from their ability pool to their passive ability slot. Character based abilities come from the progression in your character's ability tree. As you fight enemies, assist others, and learn about the world, you gain experience, which you can invest into your ability tree. Abilities can be swapped as you see fit outside of battles. The idea is that you are given the right balance of freedom and limitations to breed creativity and the feeling that you are personalizing your experience. Many abilities are on a cooldown, the amount of time for each cooldown being specific to each ability. Some abilities also might require additional resources, such as ammunition or health items.

Abilities have effects, of which there are two types. The first is power, with positive power being damage and negative power being healing. Default substance is separate from maximum substance, so you could have "over-health" without needing any special setup in a battle. The second kind of effects are "additional effects", which is anything about an ability that power does not cover. These are applied to either the user or the targets. Here are a few examples.

- Pacification: you cannot use damaging moves. If this is used on a provoked target, it replaces the provocation.
 - Provocation: you can only use damaging moves. If this is used on a pacified target, it replaces the pacification.
 - Check: displays the stats and abilities of the target (these are otherwise hidden in battle).
 - Veil: knowledge cannot be obtained from you via check abilities.
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Weapons

They are either chaotic, orderly, chaordic or basic. What differentiates each type of weapon is that you can specialize in one to gain bonuses for using a weapon type, except for basic weapons. Each faction uses their associated weapon type, alongside basic weapons. Here are a few examples.

Chaotic: whimsical, silly and wacky.

1. Confetti Cannon
2. Silly Slapping Hand
3. Balloon Sword
4. Fireworks Launcher
5. Yoyo Flail
6. Portable Toilet
7. Sock Puppet
8. Coughing Baby
9. Dripping Paintbrush

Orderly: efficient, elegant and/or well-tuned for "advanced combat".

1. Ancient Rapier
2. Giant Judge's Mallet
3. High Class Briefcase
4. Repurposed Paper Shredder
5. Staple Gun
6. Third Leg: a cane.
7. Pencil Daggers

8. Legal Documents: the simple displaying of these is enough to cause psychic damage.

9. Spray Bottle

Chaorder: the weapons of enemies. Robot weapons are underlined, **necromancer weapons** are in bold.

1. Smack-Talking Dismembered Robot Head: "have you considered eating a salad?"

2. Overcomplicated Laser Cannon

3. **Edgy Evil Ass Staff**

4. **Skull Mace: doubles as a Pez dispenser.**

Basic: scrappy, common or usual items.

1. Big Stick

2. Desk Lamp

3. Spatula

4. Plunger

5. Frying Pan

6. Rolling Pin

7. Fork and Spoon Combo

8. Fire Extinguisher

Armor

Classified as headwear, torsos and legs (legs incorporate shoes as well). This system of classifications is to create the right balance of simplicity and complexity, considering the focus of the game should be on weapons, more so than armor. Armor may grant you active abilities for your ability pool, but more often than not they add passive abilities instead. For more personalization, there will be armor slots dedicated to aesthetics rather than practicality. You can only assign armor you already have to your aesthetic armor slots, as a way to incorporate progression into this system as well. Furthermore, you will be able to check someone's "real" armor by inspecting them outside of battles. If players find this annoying, they may turn off aesthetic armor for other players to view only other players' real armor.

Consumables

This category includes both consumable weaponry (not to be confused with the weaponry above) as well as food, drinks and consumable technology. You find consumables from the remains of enemies, or as rewards from missions. Remember that equipping a consumable adds an ability to your ability pool —this is how you will use consumables.

Here are a few examples.

- Gonster
 - Lean
 - Insect Protein
 - The Everything-Drink: any one enemy you touch dies, but in the process so do you.
 - The Nothing-Burger: two slices of bread.
 - The Everything-Burger: you are invincible for a lengthy time, but you die immediately after from a heart attack (too much cholesterol).
 - Paper Airplane: distracts opponents, as well as allies.
 - Dynamite
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Story

Allcalypse lacks any one story. Instead, the story you play through is the one you create yourself with the choices from your character initiation, progression, items and allegiances. With that said, there are story beats the player might find themselves in. Here is one that I find to be particularly intriguing.

The Truth-Teller Arc: The Lawmakers are doing extensive research on the root cause of the Allcalypse, claiming "all of this happening at once cannot just be some coincidence". You accept to help with this mission, assuming you have enough spit. After a series of battles, stat checks, and following clues, you find them: the Truth-Teller, the entity that can give you knowledge of the Allcalypse if you sacrifice a worthy item. Upon sacrificing said item, they tell you that the

Allcalypse was not caused by some mastermind watching over us, but by the very chaotic nature of existence itself. This leaves most of the researchers distraught, feeling as though their life is meaningless, or outright denying the information of the Truth-Teller. If you impassion your comrades enough you may fight the Truth-Teller, The Lawmakers thinking them to be a malevolent heretic.