

# The Adventures of the Combat Wombat

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## 1. Game Overview

**Title:** The Adventures of the Combat Wombat

**Genre:** 2.5D Third-Person Wave Survival Action

**Platform(s):** PC / Console (Keyboard & Mouse, Gamepad)

**Art Style:** Pixel Art (2.5D perspective)

**Theme:** Jungle & Outback survival with comedic tone

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## 2. Elevator Pitch

Guide Combat Wombat through chaotic, wave-based encounters against bizarre Australian wildlife. Armed with dual scimitars and tactical tools, outwit hordes of enemies in dense jungles and harsh outback terrains. Survive increasingly deadly waves, unleash powerful allies, and conquer monstrous bosses like Sinister Salties and Taz the Spaz.

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## 3. Core Gameplay Loop

1. **Wave Start:** Spawn into a procedurally generated arena
  2. **Combat Phase:** Fight through increasingly challenging waves
  3. **Tactical Tools:** Use weapons and gadgets strategically
  4. **Allies & Buffs:** Rarely occurring NPCs and items shift momentum
  5. **Hazards:** Avoid quicksand and edge vines
  6. **Wave End:** XP, drops, and unlocks
  7. **Repeat:** Continue until death or final boss is defeated
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## 4. Controls & Camera

- **Movement:** WASD / Left Stick
- **Attack (Scimitars):** Left Click / X Button
- **Heavy Attack (Kukri):** Right Click / Y Button

- **Use Gadget:** Middle Mouse / LB
  - **Cycle Weapons:** Q / E or RB / LB
  - **Ultimate Ability (AR-15):** R / RT (15-second burst)
  - **Camera:** 2.5D Third-Person Perspective with fixed depth plane
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## 5. Weapons & Abilities

Weapon/Ability	Type	Description
Dual Scimitars	Melee	Fast combo-based slashing
Kukri	Melee	Slower, heavier damage dealer
Boomerangs	Ranged	Pierces through multiple enemies, returns
Blowgun	Ranged	Shoots poisoned darts
Smoke Bomb	Tactical	Area-of-effect stealth / escape
AR-15 (Ultimate)	Ranged Burst	15-sec machine gun, clears large mobs

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## 6. Allies

Ally	Trigger	Effect
Naughty Nala	7% chance every 25 kills	Kills 50% of current enemies
Defiant Dixie	1.5% chance every 35 kills	Kills 75% of current enemies
Kookaburra	1%-15% chance on wave spawn	Drops instant buff (e.g., speed, power)

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## 7. Enemies

Name	Level	Notes
Pillaging Platapy	1	Basic melee attacker
Maddening Mosquitoes	1	Fast, swarm-type, can cause stun
Malevolent Mice	3	Quick, difficult to hit, can poison
Rabbid Rabbits	3	Agile and relentless attackers
Dangerous Dingos	5	Hunt in packs, howl for reinforcements
Quarrelsome Quoll	6	Burrows underground and ambushes
Taunting Taipan	15	Spits venom, hides in foliage
Walloping Wallabies	17	Jump slams, causes minor earthquakes
Chaotic Kangaroos	20	Knocks back enemies with powerful kicks
Sinister Salties (Boss)	25	Giant croc, tail whips, charges
Katastrophic Kangaroo	50	Mega stomp, shockwaves, grabs
Taz the Spaz (Final)	150	Berserk spins, phase shifts
Thylacine (Secret Boss)	300	Stealth-based, drops rare scimitar upgrade

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## 8. Hazards & Environments

- **Quicksand:** Randomly generated pits per level; slow + damage over time
- **Strangling Vines:** Perimeter hazard; contact causes rooting effect for 2s
- **Additional Ideas:** Swinging logs, spike traps, falling coconuts (higher waves)

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## 9. Progression & Rewards

- **XP System:** Level up to unlock passive bonuses (health regen, crit chance)
  - **Wave Currency:** Used for gear upgrades or cosmetic unlocks
  - **Boss Rewards:** Drop rare gear, abilities, or upgrade materials
  - **Unlocks:** New weapons, perks, cosmetics based on wave milestones
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## 10. Audio & Visual

- **Music Style:** Tribal percussion + electric guitar themes
  - **Voice Flavor:** Combat Wombat calls everyone "Barney"
  - **Visual Style:**
    - Pixel Art Characters (16-bit)
    - Environments: Dense jungle, rocky outback, hidden ruins
    - Combat VFX: Flashy but readable attacks and dodges
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## 11. UI & HUD

- **Health Bar:** Top-left
  - **Ammo & Gadget Cooldowns:** Top-right
  - **Wave Counter:** Bottom-left
  - **Ally Icons / Status Effects:** Bottom-right
  - **Mini-map (optional):** Compact radar showing enemy spawns
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## 12. Technical & Tools

- **Engine:** Godot 4.X
  - **Script Language:** GDScript (w/ support tools in Python)
  - **Pipeline:** Modular weapon/enemy system, pooled instancing, 2.5D physics
  - **Future Goals:** Add co-op mode, procedurally generated environments
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## 13. Milestone Roadmap

1. Core combat & movement prototype
2. Add 3 enemy types and basic wave spawner
3. Implement 2 gadgets and Ultimate

4. Create Ally System and rare events
5. Develop UI, HUD, and progression system
6. Design 1 boss encounter (Sinister Salties)
7. Add 2 environments with hazards
8. Polish combat, balance enemy pacing
9. Beta testing and final polish