



Soakers: The Last Oasis

Origin Story:

In the distant future, the universe is a vast and arid place where water is the most precious resource. Long ago, a celestial cataclysm destroyed the last of the great water planets, leaving the universe on the brink of a cataclysmic drought. However, the ancient water spirits of the universe, sensing their imminent extinction, made a desperate decision. They pooled their collective consciousness and transformed themselves into sentient beings made entirely of water, inhabiting specially designed suits to contain and protect their liquid forms.

These beings, known as the Soakers, are the last hope of the universe. They were created by the ancient water spirits with a singular purpose: to find and reclaim the remnants of the Great Water Core—a mythical source of infinite water energy that was scattered across the galaxy during the cataclysm. The Soakers have been bestowed with powerful water backpacks that connect to high-powered water pistols, allowing them to channel their essence into weapons capable of both attack and defense. However, every drop of water they use in battle depletes their very life force, making every shot a calculated risk.

Characters:

1. **Captain Cascade** - The leader of the Soakers, known for his strategic mind and unwavering dedication to the mission. His water pistol has a burst mode that can deal massive damage but drains his water meter quickly.
2. **Tidebreaker** - A fierce warrior with a specialized suit that allows for rapid movement, making him the fastest of the Sentinels. His water pistol shoots in a rapid-fire mode, but each shot is weaker, requiring more precision.
3. **Mistweaver** - The Sentinel responsible for support and healing. She can use her water to create healing mists for her allies, but doing so reduces her own water reserves.
4. **Geyser** - The powerhouse of the team, equipped with a water cannon that can unleash devastating blasts. However, Geyser's attacks consume a significant amount of water, forcing him to conserve his resources carefully.

End-Goal and Raison d'être:

The ultimate mission of the Soakers is to reunite the scattered fragments of the Great Water Core. Each fragment is hidden on different planets, guarded by powerful adversaries who seek to claim the water for themselves. The Sentinels must traverse these dangerous worlds, battling enemy forces, solving puzzles, and overcoming environmental challenges to recover the fragments.

As they journey from planet to planet, the Soakers learn that their creation was not just to recover the water core but also to protect it from an ancient evil known as the **Dry Dominion**. This malevolent force, led by the Wastelord, seeks to use the power of the Great Water Core to drain the universe of all remaining water and create a dominion of endless drought.

The Soakers' raison d'être is to preserve the balance of life in the universe by preventing the Dry Dominion from achieving its goal. They are driven by the knowledge that their own existence is tied to the water they protect. If the Dry Dominion succeeds, not only will all life in the universe perish, but the Soakers themselves will evaporate into nothingness.

The final showdown will take place at the **Last Oasis**, the fabled resting place of the largest fragment of the Great Water Core. There, the Soakers must defeat the Wastelord and merge the fragments to restore the core's full power. Only then can they save the universe from the endless drought and ensure the survival of all water-based life.

As the Soakers succeed in their mission, they will unlock the full potential of their water-based forms, becoming guardians of the Great Water Core and stewards of life across the cosmos, ensuring that water remains the lifeblood of all creation.

Enemies in Soakers: The Last Oasis

The enemies in the game are diverse, reflecting the harsh and resource-scarce environments of the universe. Each enemy type is designed to challenge the Soakers in unique ways, exploiting their weaknesses and testing their water conservation strategies.

1. Dry Dominion Forces

The primary antagonists, the **Dry Dominion**, are a faction of ancient beings and their creations who thrive in arid conditions. Their ultimate goal is to drain all water from the universe. They are led by the Wastelord, a powerful entity with the ability to manipulate dry environments to his advantage.

- **Wastelord:** The final boss, he is a towering figure made of hardened minerals and dust. His attacks drain water directly from the Soakers' suits, forcing players to be highly strategic in managing their water resources during the battle. He can summon sandstorms, create mirages, and even turn the battlefield into a dehydrated wasteland, making the fight a true test of endurance.
- **Dune Striders:** Agile enemies that move swiftly across desert landscapes. These skeletal creatures are composed of compacted sand and rock. They can create dust

clouds to obscure vision and launch sharp, dehydrating projectiles that can pierce the Sentinels' suits, causing rapid water loss.

- **Scorchers:** These are hulking brutes made of molten rock, with their cores burning at extremely high temperatures. Their attacks include fireballs and lava bursts that evaporate water upon contact. Players must find ways to douse their flames before engaging them directly.
- **Mirage Wraiths:** Ethereal enemies that blend into the environment, creating illusions to confuse the player. They are difficult to hit and drain water slowly over time by projecting a thirst-inducing aura. Players must spot the real wraith among the illusions to defeat them.

2. Rogue Water Constructs

Not all water beings are allies. Some of the ancient water spirits lost their way during the cataclysm and became corrupted, turning into hostile entities that pose a threat to the Soakers.

- **Torrent Beasts:** Massive, uncontrollable beasts made of raging torrents of water. They are wild and unpredictable, with powerful attacks that can knock back or stun the Sentinels. Defeating them requires precision and timing to exploit their brief moments of vulnerability.
- **Aqua Mimics:** Deceptive enemies that disguise themselves as helpful objects, such as water sources or healing pools. When a Sentinel approaches, they reveal their true form and attack, attempting to drain the Sentinel's water reserves.
- **Brine Stalkers:** These enemies are composed of highly concentrated saltwater. They have the ability to corrode and weaken the Soakers' suits, reducing their water capacity temporarily. Players need to avoid prolonged contact and eliminate them quickly.

3. Environmental Hazards and Creatures

The varied planets the Soakers traverse each have unique environmental challenges and indigenous creatures that can either hinder or help them.

- **Cactus Spires:** Found on desert planets, these towering plants can store water within their spiky exterior. However, they are fiercely guarded by **Sand Serpents**, giant creatures that burrow through the dunes and strike when the Sentinels attempt to harvest water from the spires.
- **Frost Phantoms:** On icy planets, these spectral beings are made of freezing mist. They can lower the temperature around them, causing the Soakers' water to freeze temporarily, immobilizing them. Players must use heat sources or quick maneuvers to counteract these enemies.
- **Magma Golems:** Found on volcanic planets, these towering creatures are made of molten rock and are immune to most water-based attacks. Players must use their environment, such as triggering eruptions or causing landslides, to defeat them.

4. Dry Dominion Siege Machines

The Dry Dominion also employs large, mechanical constructs designed specifically to drain water from entire areas.

- **Dehydrators:** Large, stationary machines that emit waves of energy designed to dry out everything in their vicinity. These machines can drastically lower the water meter of any nearby Soaker, forcing players to prioritise destroying them before engaging other enemies.
- **Sand Blasters:** Mobile artillery units that launch dehydrating projectiles. These machines can bombard the Sentinels from long distances, creating pressure to constantly stay on the move and find cover.
- **Siphon Drones:** Flying units that latch onto the Soakers, attempting to drain their water supply directly. These drones are quick and difficult to hit, requiring precise shooting or special abilities to shake them off.

Conclusion

The enemies in *Soakers: The Last Oasis* are designed to create a dynamic and challenging environment where players must balance their offensive strategies with the need to conserve their water supply. Each enemy type pushes the player to think creatively, use their surroundings to their advantage, and master the unique abilities of each Sentinel to overcome the myriad threats posed by the Dry Dominion and other hostile forces.

