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Document of Understanding

Game Proposal Outline

Hetero Games and Angel Enterprises

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1 Company Information

1.1 Game Title

Sworn Vengeance

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2 Game Overview

2.1 Title

2.1.2 Possible Titles

The possible titles to be chosen from are as follows:

- Bad Ass Biker
- Hell on Wheels
- Hellrider
- **Sworn Vengeance**
- Dude, Where's My Bike?

2.2 Premise

The game is about a tough biker named Paul Sr. who wakes up to find his girlfriend missing and his bike thrashed. He has no memory of what happened the night before and will spend the entire game trying to uncover the events of the previous evening. He will ultimately discover that he has been betrayed. The code of the biker demands revenge.

2.3 Game Purpose

This game will be developed purely for entertainment only and should not be used as an educational piece.

2.4 Platform

This game will be developed solely for computers running the Windows operating system (Windows 98 on up). Since the Torque Game Engine, which we will use to design the game, uses OpenGL there is a possibility that it will run on the Mac operating system as well.

2.5 Game Genre

The game is an action adventure. Players will have to solve puzzles in order to unlock areas and in order to ultimately win the game. This game is intended to be humorous and should be taken as such.

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2.6 Target Demographic

Since it will have violence, maybe even some nudity, this game should be marketed toward adults ages 18-50. Most likely there will be more male players than female. However, we will not exclude our female audience from having a quip or two of their own.

2.7 Anticipated Game Rating

With the violence and nudity we expect this game to receive a rating of M (Mature - 17+). It is possible that it will receive a rating of AO (Adults Only), however this is unlikely.

2.8 Player Modes

The game will be a single player game. There will be no two player coercion, nor any online interaction.

2.9 Game Goals

The goals of the game are listed as follows in order to win:

- Repair Bike
- Remove competition (getting rid of rival gang members)
- Topple Rival gang leader
- Thrash ex-girlfriend

There are several ways to lose:

- Be caught by the police committing a crime
- Be killed (lose all of your health) by an NPC (Non Player Character) in the game

2.10 Player Role

The gamer will be playing a character by the name of Paul Sr. He is the leader of a motorcycle gang called Hell on Two Wheels. This will be the only character that people will be allowed to play as. He will be the avatar that players will use to play the game.

2.11 Point of View

The game will be played from the third person point of view. Players will be able to view their avatar as well as redress him during the course of the game.

2.12 Setting

The story of the game will take place in the shadier part of a large city named Johnsonville. The majority of the story will take place in the lower income district as well as the warehouse district of this city. There will be one sequence where the hero, Paul Sr., must travel to the headquarters of the evil Microhard™ Conglomerate.

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2.13 Storyline

Our story starts out with a sequence of video clips of our hero Paul Sr. riding his bike around town with his girl on the back and his gang in tow. There is a quick series of fast indiscernible action. The game then starts with our hero lying face down in an alley. He has no memory of the previous evening. As he starts to walk around (controlled by the player) he discovers that he was thrown from the club whose alley he wakes up in. He finds out that his girlfriend is gone and his bike is trashed. Being very pissed off about the destruction of his bike, he sets out to find out what happened to his bike, oh and his girlfriend also.

As Paul Sr. finds out throughout the game: his girlfriend set him up because she was angry that Paul Sr. refused to accept a commercial endorsement from Microhard Conglomerate which would have made them a lot of money. She was tired of being poor and made a deal with his rival gang, the Dusty Bunnies, to remove Paul Sr. from the picture so that they could get the endorsement instead.

Our hero must stop the rival gang from getting the contract with Microhard and get revenge for his destroyed bike by taking out the rival gang leader and all of their bikes. He must also exact revenge on his ex-girlfriend for stabbing him in the back.

2.14 Player Challenges / Obstacles

There are several challenges that await our hero that he must overcome.

- Our hero must secure a mode of transportation by stealing a bike.
- He must, by the end of the game, get his bike repaired.
- He must take out all rival gang members bikes.
- He must take out the rival gang leader.
- He must exact revenge on his ex-girlfriend.

2.15 Characters

Paul Sr.	The main character of the game, this is the character that players will play as. He is the leader of Hell on Two Wheels.
Trisha	Paul Sr.'s ex-girlfriend.
Maddog	The leader of the rival gang Dusty Bunnies.
Gill Bates	The CEO of Microhard™ Conglomerate.

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Ben from Full Throttle, Lucas Arts™

2.16 Game Structure

The game will be structured as somewhat of an open world/city. Certain area will be locked to the player until some action is performed or some item acquired. There will be city streets for the hero to drive down in order to get from place to place. The entire city will not be available. Areas that have no playability in the game will be blocked off.

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3 Gameplay

3.1 Scoring

The hero will be rewarded with parts for his bike, which needs to be repaired, whenever he completes an area. For example; when the character takes out the rival gang members who are hanging out in the junkyard, our hero will be able to look around the junkyard to find a certain part for his bike. If our hero has to leave an area without completing it then he can come back any time in order to finish what he started.

3.2 Player Actions and Abilities

Our hero will be able to perform certain actions throughout the game. A list of his actions follows as such:

- He will be able to open certain objects such as: lockers, boxes, chests, doors.
- He will be able to ride any bike in the game.
- He will be able to use any of these weapons: lead pipe, chain, tire iron, 9mm pistol, AR-15 assault rifle, grenades, rocket launcher.
- He will have the ability to run, walk and sneak silently.
- He will have the ability to jump.
- He will be able to interact (speak with) certain NPC's within the game.

3.3 Core Gameplay

In order to win the game the hero must perform the following actions:

- Repair his bike
- Destroy all rival gang members bikes
- Take out rival gang leader
- Exact revenge on ex-girlfriend

3.4 Inventory

The player will have three inventories. One will be on his person and will be limited to certain items such as weapons and keys. Every other item that the player can obtain, such as parts for his bike, must be place in the saddlebags that will be present on almost every bike.

3.5 Timeline

There is no specific timeline for the game. The player will have as much time as they desire to play the game. This is so that the user has the ability and time to find all of the sub quests within the game and so that they can explore and find all of the humorous sayings and jokes hidden throughout the game. There will be a few scenes, once started, in which our hero will have to take somebody out before they get away.

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3.6 Character Lives

If the player is caught by the police they will be released from the police station without their weapons. If the player is killed by a rival gang member they will have to restart from the last point which they saved the game from.

There will be no special powers that our hero demonstrates, besides a quick wit and sense of humor. He will have the use of weapons and fists as a normal man, a tough man mind you, would have.

3.7 Interface

3.7.1 Control Devices

The game will be played with the use of a standard keyboard. The keys w-s-a-d will constitute moving forward-backward-left-right. The numbers on the keyboard will be mapped to certain weapons that the player possesses. The mappings of controls can be modified by the player through the interface options. The mouse will be used to look around and to aim the weapons. Left clicking with the mouse will perform the action that the character can do. If the player has a weapon selected they will attack with it. If no weapon is selected and an object is left clicked on then the character will perform whatever action is possible on the object. The right click will be used to interact with NPC's. No joystick capabilities will be included for this game.

3.7.2 Navigation

There will be an Options menu where the player can modify the keyboard mappings as well as volume controls. The player will also be able to modify the setting for video.

In game the player will be able to access and view everything in their inventory. There will be a map of the city that the player will have that will allow them to tell whether an area is accessible or not. There will be a health meter so that the player knows how close they are to dying. The number of ammunition a player has with a selected weapon will be displayed near to the health meter.

3.7.3 Locomotion

The player will have the ability to walk, run or sneak around the game as they desire. They will have the ability to hop onto bikes of all types in order to travel from place to place faster should they so desire. There will be some action sequences which will require the player to be on a bike.

3.7.4 Head's Up Display (HUD)

The HUD will have the current selected weapon, or nothing for no weapon, in the bottom right hand corner with a number next to it corresponding to how much ammunition is left for that weapon. In the bottom center of the screen will be the player's health meter. When the red bar goes all the way down to a black bar the player is dead or captured (police capture). On the bottom right will be several buttons for opening the inventory, opening the game menu options and to open the map. There will be no other standard interfaces on the screen. If the player wishes

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to they can open up the inventory and run around while having the inventory open on the right hand side of the screen.

3.8 Levels

There are no actual levels for this game. The player will unlock areas by performing certain actions or getting certain items, but the city is all one level/game world.

3.9 Time Interval

The game will be a real time game. There are no time restrictions or turns in the game.

4 Audio and Video

4.1 Video

4.1.1 General Look

The game will have a 3d-cartoonish look to it. The bikers will all look like tough guys and the scenery will be dark and resemble the slums of a major city. The majority of the game will be played in the poor run down district of Johnsonville and will look the part.

4.1.2 Lighting

The game will take place, for the most part, at night. Most settings are areas will be dark or cast in shadow. Nighttime will be the majority of all areas and sequences. Some actions cannot be performed during daylight hours.

4.2 Audio

4.2.1 Audio Cues

Whenever a NPC that is from the rival gang recognized the hero and starts to attack some type of action music will be cued. This will signal to the player, in case they are unaware that they have been spotted, that the chase is on.

4.2.2 Sound Effects

All standard sound effects will be present such as: motorcycle starting, motorcycle exhaust (really loud), all guns, explosions, metal bars, chain, crashing of vehicles/bikes.

4.2.3 Voice Over and Dialogue

The hero Paul Sr. will have several dialog sequences with NPC's as well as talking with himself when he was looking at certain objects within the game. When the player interacts with an NPC they will be given a list of possible reactions to the conversation. Based on these reactions the NPC will react accordingly.

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4.2.4 Music

During the timed action sequences appropriate biker music will play. When the character goes into bars there will most likely be music playing. There will be no persistent music throughout the game.

4.3 Environment Special Items / Events

The game will consist of natural events surrounding a city. It will rain from time to time during the course of the game. The player will be able to see, should they have a clear view, the entire city in the background. They will not be able to access the entire city, but it will be there in the background for visual aesthetics.

4.4 Tactile Feedback

Since this game will be played on the computer and without the use of any controllers there will be no Tactile Feedback.