

Game Proposal

Title and Developer Information

- Game name
 - (insert title here)
- Name of student developer, email address
 - Derek Richard
 - drichard@cs.unm.edu / mrfang@unm.edu

Overview of the game

(insert name here) is an action platformer, first person shoot, and rpg rolled into one (approximately 50%, 30%, 20% respectively), where you take on the role of a bounty hunter in a futuristic, sci-fi dystopia. You'll use all your skills as a sharpshooter and as a traceur to navigate treacherous worlds and collect bounties, while searching for information on the man responsible for your father's death 20 years earlier (tragic event subject to change). Our overall purpose with (insert name here) is primarily entertainment on the PC. An underlying, secondary purpose is to help expose the sport of parkour / free-running to the world of games. Our target demographics fall into two main categories. On the one hand, we have the teenager, of either gender, who enjoy many the fast-paced FPS style that games like Half-life 2, Doom, and Halo lend themselves to. On the other hand, we're hoping to bring back a little enjoyment to the 20 to 40 year old crowd who maybe a little disenchanted with many of today's games being all shininess, and who are maybe just a little nostalgic for the gameplay old-school sidescrollers, such as Gunstar Heroes and the Mega Man series, had to offer. That being said, we are aiming for a Teen to Mature rating with the game.

We plan to have three modes of play for (insert name here), one single player and two multiple player. The single player will follow your classic sidescroller mode: there will be two or three levels

you can play through in any order, and a final stage (set of stages) that opens up after you complete the initial ones. The user wins when the final boss of the final stage is defeated. The two multiple player modes will be a Co-op setup and a Deathmatch setup. In Co-op, two or more players can run through a harder, more enemy infested single player game together. In Deathmatch, two or more players can enter any of the given levels and battle each other in a match...to the death.

The storyline for (insert name here) is relatively simple (almost borderline cliché). The user will start out as a relatively fresh bounty hunter, having only recently come of age to follow the footsteps of his father. He is on a quest to find the bounty who eluded, and eventually killed his father 20 years earlier. The first part of the story entails our hero tracking down and defeating two to three high priced bounties, with each boss giving him a piece of the information he needs. Along the way the hero is helped/mentored by his father's old friend and partner, (insert name here). The second half of the story has our hero, having tracked down the location of his father's killer, battling against a progressively harder amount of bosses. The story can end in one of two ways. The user can end up either taking out the final boss, and living happily ever after, or there could be the possible twist that the hero's mentor, his father's partner, was actually involved somehow, and he is the final boss the user must face before winning.

The main specialty of the gameplay will involve the level design. Since the setting of (insert name here) is supposedly a dystopia, the worlds (levels) the hero travels to are dirty, chaotic, and seemingly cluttered, with the exception of maybe the final boss' level. This level design will challenge the user in that he or she must master the techniques of parkour (explained further in the following section) in order to move around the mission. There will be a system of skills and attributes that a avatar can upgrade after every level which will enable them to perform these techniques with greater ease and accuracy.

Gameplay

Scoring:

- A player will be rewarded monetarily for defeating and collecting bounties on the main bosses, as well as a less amount for every minion (level baddie) that they collect. This money will go towards buying persistent upgrades for their character's weapons between levels.
- The main scoring penalty will be loss of money due to the cost of resurrection from death. This is explain further in the “Lives and Powers” section below.

Player's “verb set”:

- Basic movements, and their basic dependence on stamina:
 - Walk (independent of stamina)
 - Run (dependent on stamina)
 - Sprint (highly dependent on stamina)
 - Normal jump (slightly dependent on stamina)
- In addition to the standard movements, the user will be able to perform various techniques from the art of parkour. For more information, and picture descriptions of each of these moves, please refer to: <http://www.urbanfreeflow.com/fundamentals/fundamentals.htm>
 - Roll (No hands)
 - Vaults
 - Reverse (Two hands)
 - Kong (Two hands)
 - Dash (Two hands)
 - Speed (One hand)
 - Wall run (No hands initially, two hands needed for pull up part)
 - Tic Tac (No hands)

Core Gameplay:

- The player must navigate levels infested with “baddies” using the techniques of parkour.
- The player must beat the boss of each level to progress.
- The player must beat the final boss of the game to win.

Inventory:

- A player's inventory consists primarily of his weapons and ammo.
- A player will only be allowed to carry a single type of weapon at a time.
 - The number of hands the weapon takes up will have an effect on the types of parkour they are able to perform when their weapon is drawn.
- There will also possibly be special upgrade “tokens” scattered throughout the levels. These will discount the cost of weapon upgrades.

Time:

- There won't be any control over time, but we hope to induce a fast-paced feel with the parkour.

Lives and Powers of main character:

- The life system will work as follows
 - Each player in the single player mode will get a “freebie” life or two.
 - After that, it will cost a certain amount of money to resurrect themselves.
 - Further resurrections will cost an exponentially increasing amount of money.
 - When a player doesn't have sufficient money to resurrect, the game is over.
- Powers (possible, not finalized)
 - Gun upgrades
 - Dual shot
 - Faster rate of fire
 - Larger bullet capacity
 - Possible elemental enhancements
 - User upgrades
 - Stamina amount
 - Jump height
 - Speed
 - Toughness
 - Enemy fire hurts less.
 - Sharpshooter
 - More money per kill due to lack of mangling the bodies with bullets.
 - Coordination and balance
 - Increases ability to land more parkour moves successfully.
 - Fluidity
 - Lessens the penalties stringing together parkour moves has on other attributes

Interface:

- Control devices.
 - ▢ keyboard and mouse
- Navigation (menus, icons, maps, etc)
 - ▢ Level selection menu.
 - ▢ Upgrade menu.
 - ▢ Map of current level.
- Locomotion
 - ▢ From level to level: Travel in shiny spaceship?
 - ▢ Around a level: See verb set.
- Head's Up Display (HUD)
 - ▢ Will display health.
 - ▢ Will display stamina.
 - ▢ Will display current ammo.
 - ▢ Possibly display distance to ground/wall
 - Would possibly aid in making the parkour gameplay easier.

Levels:

- The various levels of the game provide different environments for runs or traces.
 - ▢ Each should be littered with enough shapes and objects to perform parkour on, without feeling cluttered.

Time interval:

- Real time.

Audio and video; tactile feedback

Video:

- General look of the game.
 - ▢ 3D
 - ▢ Realistic within its world constraints.
 - Robots and cyborgs and spaceships, oh my!

Audio:

- Audio cues

- Sound effects
 - Gun fire.
 - Movement sounds.
 - Weather sounds.
 - Explosion sounds.
 - Others?

Voice over or dialogue:

- Text dialogues between characters.
 - Voice overs if time permitting.
- Probably will not have player selecting the lines (fairly simple, linear story).

Music:

- Yes, but not sure the type yet.

Special Elements:

- Maybe not so much water, but there will definitely be a sky, and perhaps even a little precipitation from time to time.
- Definitely want a terrain to walk on.