

Event Horizon

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Overview of Event Horizon

Set in a distant future, you are part of an elite force of soldiers who are to infiltrate planet classification code #4394d. Your home planet and planet 4394d have been at war with each other for over a decade now. Planet #4394d has been rumored to be in development of a new weapon that may turn the tide of this long standing war in their favor. Your small team is sent to find the weapon and retrieve it or destroy it and its plans.

Each member of your team flew in formation towards planet #4394d, as you each were in single pilot spacecraft. Upon entry into the planet's atmosphere, your team was taking considerable fire from the planet's satellite grid defense system. Your craft (or pod) was shot while in descent and began to operate erratically, and quickly went astray of your team. Your pod has landed in rocky terrain that is deep in enemy territory and you cannot establish communication to your team.

Though you are presently separated from your team you must continue to checkpoint Alpha and attempt to regroup and proceed to the research facility where intelligence believes that the weapon is being developed.

As you step out of your pod, you hear an approaching land vehicle. Have the enemies' satellites traced the heat signature of your pod already?

Event Horizon is a science fiction, first person shooter that is intended solely for entertainment. The game will be a single player game that will utilize artificial intelligence (A.I.) for enemy combatants and possibly some non-player characters (NPCs). NPCs will be comprised of members of your team that you later encounter at a checkpoint (not necessarily checkpoint "Alpha")

This game is targeted to 17-35 year old males who are already experienced with the basic gameplay of first person shooters. The target rating is "Mature" (players 17 years old and up).

As previously mentioned, this is a single player game that is designed in the first person point of view (POV). For the player to win, the player must retrieve or destroy the weapon that is in development. Loss is defined by death of the player's character.

Some initial configuration of the player's loadout (the set of weapons and equipment that the character will begin the game with) will be available prior to mission start (either at homebase prior to departure to planet #4394d or chosen at the pod's crash site). Character skills and attributes are not customizable.

The environment that the game will initially take place in will be rocky terrain and may move to a wooded terrain (perhaps planet #4394d is earth?). Eventually the terrain will move to a claustrophobic base/lab environment.

The player will only control the main protagonist. NPCs will be A.I. and will only be with the player for limited time until they are no longer available to the player (succumb to injury? Turn against the player?).

The game will be organized in levels. The major challenges that the player must overcome are numerous enemy soldiers, animals that are indigenous to the planet, a double agent NPC, and the elite force of the enemy's soldiers. "Boss battles" may include a large, dangerous wild animal in the forest terrain, the double agent NPC, and a sentinel who is guarding the weapon.

The terrain could often be described as hostile, and the player will not be restricted to set paths. Thus falling off a cliff, for example, will be possible in the game.

Gameplay

The game will not explicitly use a scoring system (as the goal is simply to survive and retrieve or destroy the weapon). The game will, however, give a score to the player (based on kills attained, time spent, etc) upon the game's completion (completion of mission goal of retrieving the weapon or destruction of the weapon or the character's death). Increasing levels of kills, for example, will give the player a text score (or tag) giving the player an adjective such as "brutal". Likewise, overly defensive play by the player may yield a tag such as "cautious". Similarly, numerous headshots may yield a tag such as "sniper". A total text score such as a military rank (i.e. Lieutenant) may be given to the player overall, as well.

The player's "verb set" will include walking, running, jumping, manipulation of objects (such as doors and levers), and shooting weapons. Core gameplay will involve navigating terrain, killing enemies, and manipulation of environment (doors, elevators, etc). Puzzles may also be part of the gameplay.

The player's loadout weapons and the enemy weapons will often use the same kind of ammo so the player can keep their initial weapon throughout the game. Enemy weapons will have some different attributes, however (such as different rate of fire, range, or damage), so the player may switch their weapon for an enemy weapon. Amount of weapons that can be carried will be limited. This may be done by simply only allowing perhaps two slots for ranged weapons or giving each weapon a value of weight and limiting the player's character to a specific weight limit. The player will also be able to carry at least one melee weapon should their ranged weapon ammunition run out.

The player will have an inventory of item that he/she collects. This will include weapons (initial loadout and enemy weapons), keys, and ammunition. Enemy artifacts may also be available. Some of these may be useful items such as healing packs, or boosters (physical trait boosters such as increased speed) but some may be useless. The player will be limited to a set number of equipment slots (similar to the weapon slots) or may be limited to a specific weight limit. To decipher an enemy artifact, a puzzle may have to be

solved or the player may have to reach a certain scanner to make sense of the artifact. *This may have to be limited or fairly simple or it will likely get in the way of the otherwise fast-paced gameplay.*

Though it will likely be communicated that the player must reach the weapon as soon as possible to retrieve or destroy it, time will be irrelevant in actual gameplay. The game will likely be operated to appear as a single day. It may be beneficial to have the latter part of the game in a night environment. Many levels will be fairly linear and time will not appear to change in each level. Subsequent levels will slowly get darker as environment lighting will change.

The character will only have a limited amount of health and has only one life. Health will be indicated via a meter on the screen/heads-up-display (HUD). However, there will be numerous save points so if the character dies, the player will not necessarily have to start the game over again.

Control of the game will be via a mouse and keyboard, though a controller may be mapped as well.

The game will be real time. Levels will be grouped by terrain. Presently, rocky, desert terrain is initially encountered, followed by wooded terrain, which is followed by the building's terrain. Each of the three terrains just mentioned will consist of a series of levels. The exit of each level will be fairly linear. For example, a path, at the opposite end of the map from where the player entered the environment, will lead to the next level. In some situations visual queues such as signs may be used but this would primarily exist in the latter part of the game, in the buildings, as the initial part is in a remote area.

Audio and video; tactile feedback

The game will have a 3D look. The models will not be photo-realistic and may even have a somewhat stylized look (somewhat similar to a cartoon although this is not presently intended to closely model a cartoon with traits such as cel-shaded graphics).

As mentioned in the timing discussion in the "Gameplay" section, lighting may be considered as the player progresses throughout the levels. The levels will increasingly get darker to simulate nightfall.

Audio used will include sound effects for weaponry, enemy combatants (who will yell to each other, such as giving formation commands to each other during combat [though actual words will be indecipherable to the player] and noises when the enemies are hit with a weapon.), and the player's own footsteps.

Voice over may be used for the initial narrative when the player is flying in with the pod into the planet's atmosphere.

The in-game background music will likely be fast paced to match the visceral gameplay. Industrial music may fit quite well with the latter levels, in particular.

As mentioned previously, the terrain will be hostile and some parts will not be able to be traversed (thus the player must navigate around some areas. The path may not always be the one that initially seems viable). The sky will change as the day progresses (this is progressed by advancing through the levels). Trees will exist in the forest section but will not be climbable. The final areas will be in buildings which must be navigated by the player. Lighting will change as the day progresses. By nightfall it will be quite dark, however, the lights near or in the buildings will be available.

Tactile feedback is not a planned feature of this game. If this is implemented, though, it will be primarily be rumble effects used to communicate damage to the player and also present itself, again in rumble effects, in the event of a nearby explosion.