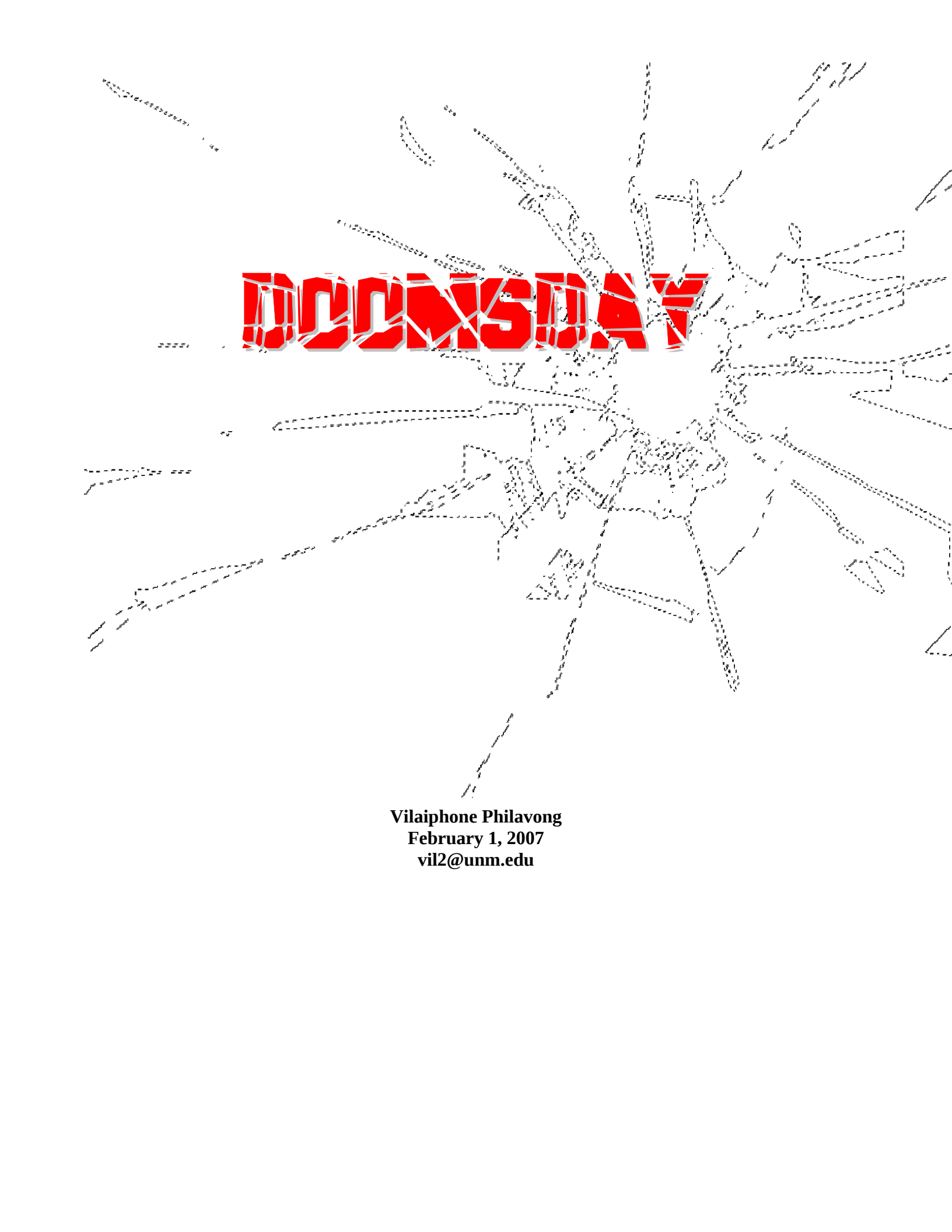




DOOMSDAY

Vilaiphone Philavong
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vil2@unm.edu

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OVERVIEW OF THE GAME

Title:

Doomsday

Premise:

Theodore Xorn is the multi-billionaire owner of the largest weapons manufacturer in the world. His companies' technology has developed a controllable doomsday virus and he is going to use it to fashion the world into what he believes it should be – a dictatorship with him as the ruler. There are a few people standing in his way – paid assassins all with different motives for taking him out. Pick your assassin and kill Xorn before it's too late.

Overall Purpose:

Entertainment Only

Platform:

Game Console with online capability

Genre of Game:

Action / Adventure

Target Demographic:

17+ years in age, male, casual or experienced gamer

Anticipated Rating:

Mature

Player Mode:

Multiple Player

Goal (from user's POV):

Assassinate Theodore Xorn before he launches the doomsday virus or before the other assassins get to him - if any of these things happen before you assassinate him, you lose

Role of Player:

Player will pick an assassin, find out their back story, and proceed to track Xorn

User's POV:

Third person

Setting or Settings:

The brunt of the game's action takes place within Xorn Technologies, Inc. as the chosen assassin tracks Xorn through his 62 floor office empire.

Basic Storyline:

The game begins with a video showing Xorn's actions in his acquisition and development of the doomsday virus. It cuts to the different individuals hiring out assassins to get to Xorn. The player picks from these choices of assassins all with different back stories and motives for taking out Xorn that get revealed throughout the game. The assassins all have different weapon specialties and skills and must discover a way to utilize them when breaking into Xorn Technologies Inc. and searching out the multi-billionaire. There is a set amount of time before Xorn launches the doomsday virus as well as the threat of the other assassins finding Xorn first or finding you first!

Major Challenges Player Must Overcome:

- Breaking into Xorn Technologies Inc.
- Being caught by Xorn's security forces or other assassins
- Running out of time before Xorn launches doomsday virus
- Finding ways to utilize abilities and skills

Characters:

- Theodore Xorn: Xorn didn't become the multi-billionaire he is by it just being handed to him. A first-generation student and graduate in his family, he had to work and scrape for all the power he currently has and will not give it up easily. His delusions of grandeur in developing the doomsday virus lie in his true belief that he can fashion the world in to something he wants it to be.
- Female Yakuza Hit-man: Akiko Miike has worked for boss Michiba for years now as his top bodyguard and assassin. The Yakuza is rapidly losing power in Japan and Michiba is searching for ways to bring the Yakuza back to its glory days. Having met Xorn year earlier as the multi-billionaire traveled in Japan, Michiba is aware of the dangerous technology Xorn possesses and wishes to take it for himself. Miike is armed with her special made samurai sword as well as a number of smaller munitions. Miike uses her stealth and silence to infiltrate Xorn Technologies Inc. and take out her enemies.
- U.S. Government CIA Operative: Special Agent Trent Stevens has been assigned to assassinate Theodore Xorn due to his refusal of sharing the doomsday technology with the U.S. government. They are aware of how dangerous Xorn can become and want the technology for themselves and the fight on terrorism. Stevens is armed to the teeth with a number of pistols, rifles, a shotgun, and a machete. His specialty lies in his ability with these weapons but is known to be quite indiscreet and attract danger for fun.
- Vigilante: Believe it or not, there is one person after Xorn that does not have the motive of gaining power for himself. He goes by the name of No One and has speed on his side. No One operates with a conscience and hopes to save the world

from danger and has been watching Xorn for awhile now. He carries a bo staff as his primary weapon, a pair of sais, and a number of gas bombs and such in his utility belt.

Structure:

The game is organized by levels due to the number of floors in Xorn Technologies Inc., but is largely a non-linear experience.

GAMEPLAY

Scoring:

The game operates on a goal-based system and not necessarily a scoring system.

Player's "verb set":

- Run
- Jump
- Use weapons
- Interact with other avatars
- Pick up objects
- Manipulate objects
- Fight

Core Gameplay:

The player's motivation is based on the character that they choose but all are motivated to find Xorn, take him out in one way or another, and disable or steal his technology. The player wins when he / she completes these tasks and loses if any task is failed.

Inventory:

Player has a select inventory with them based on what character is chosen and can obtain additional weaponry, ammunition, and power-ups throughout the environment.

Time:

The player is racing against a 2:00 hour time clock before Xorn launches his doomsday virus but there is always the possibility that another assassin can find Xorn before the time is up.

Lives and Powers of Main Character:

Each character has a health status and three tries before game over. The health status is affected by being attacked by any other players on screen. There is a hidden nursing station within the building in which the player can be repaired, if needed. However, if the player goes there too many times, he will find the security staff waiting for him or her.

Interface:

- Control Device: Controller
- Navigation: Map in the right, bottom corner showing where all the assassins are and, as employees in the building are captured and interrogated, the whereabouts of Xorn begin to show on the map and within clues. There is a health status bar and an inventory that can be accessed on screen
- Locomotion: The joystick is used to move, buttons are used to attack, jump, retrieve weapons, and interact with others and object, and the d-pad is used to access inventory.
- Head's up display: Interaction with others is shown in a dialogue box on screen.

Levels:

There are 62 unique floors in the building that can be access by passageways, stairs, and elevators. However, each level does not HAVE to be traversed to create a non-linear experience.

Time Interval:

Time limited to two hours, real-time.

AUDIO AND VIDEO: TACTILE FEEDBACK

Video:

- General Look of the Game: Three-dimensional
- Lighting considerations: Each level is lighted differently

Audio:

- Audio Cues:
- Sound Effects: There will be weapon sound effects as well as different sound effects caused by fighting, moving through the building, etc.
- Voice over or Dialogue: Dialogue will be utilized and will pop-up automatically
- Music: There will be a suspenseful soundtrack throughout the videogame that will change based on the level of action on screen

Special Elements of Game World:

The game takes place within an office building that has a number of different lighting effects but will mostly have an industrial and threatening visual style to it.

Tactile Feedback:

There will be no tactile feedback to the controller.