

CS 591 Game Proposal

Title: 23XX

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Overview of 23XX

The year is 23XX, and humans and robots coexist in a peaceful world after a bloody 100-year war between the races. That is, until one day, massive killing machines emerge out of nowhere, wreaking havoc and wiping out everything in their path. It is up to Juno and a band of forces to stop these machines and ultimately find out who created them, so that peace can be restored once again.

Platform	PCs running Windows and high-end graphics card
Genre	Action/RPG
Target Demographic	Ages 13-25
Anticipated Rating	T- Mild Violence
Player Mode	Single Player

23XX is designed to be purely entertaining and has elements of a third-person shooter. However, battles are not the main element as there will be plenty of downtime to explore the surroundings and solve puzzles.

This game takes place in a fictional world called Ceredian Island approximately 300 years in the future, where humans and intelligent robots coexist. A war between the humans and robots has just ended- a 100-year war that involved humans and a force called ConTK which consisted of robots and half-robots supporting them against cold-blooded robot forces known as TurnKoats. The war was over when the majority of the TurnKoats were eradicated, and all special military forces disbanded, allowing a time of peace to settle in.

The game starts off as one typical day at Ceredian High School, when all of a sudden, a giant robot attacks the school. Upon witnessing the incident, ex-ConTK member Juno, a half-robot student there, quickly springs into action and tries to stop the robot.

Unfortunately, it is more than she can handle, so her classmate, Scribs, jumps in and teleports her out of there. Juno gets angry at Scribs for butting in and storms off into the forest by herself. She eventually finds shelter in an old, abandoned cabin, only to find that she isn't the only one seeking refuge there. She meets Van, Magma, and Gresh, three ex-ConTKs, and Logan and BD, two humans whom these three robots have taken under their wing. She soon learns that the forest is teeming with TurnKoats left over from the war, and that it is dangerous to wander around alone. Knowing that Scribs is out there alone looking for her though, she and her three new robot friends decide to go out and find him. It is nighttime, and while they're walking through the forest in search of Scribs, they are attacked by surprise, so a battle ensues between the four ex-ConTKs and who they think is a TurnKoat. But they then realize that it's Scribs! So now that everybody has rendezvoused, the five of them head back to the cabin. When they arrive there, however, they discover that Logan and BD are gone! Worried that TurnKoats might have captured them, they must search for their human friends, and along the search, they encounter more TurnKoats- even ones disguised as humans! Juno and Scribs also learn about Van's, Magma's, and Gresh's painful pasts and in turn, they begin to question their own origins and purposes in life. But they cannot dwell on the past too

long, as at present, more dangerous TurnKoats are being unleashed upon the world very quickly, so Juno, Scribs, Van, Magma, and Gresh agree to team up and find out who is behind this new force of killer robots. They eventually find out that the mastermind behind this new generation of TurnKoats is an alien named Sargo, who came from the distant planet, Azoid. Sargo crashed on Earth on accident, and wanted to make his home here, but humans and robots posed a threat to him. He then found old plans for creating TurnKoat robots and created a whole army of them himself, hoping to eradicate life on the planet as it was. It is up to Juno and her friends to destroy these new TurnKoat robots and ultimately do away with Sargo so that they can save the world from total and utter destruction!

23XX features eight main worlds in which the player finds herself, and several Full Motion Videos (FMVs) are mixed into the normal gameplay time for character development and friendships to blossom. There is even a mini-plot where Juno and Scribs fall in love. Each of the eight worlds has a boss at the end of it, and some worlds have secrets that help the characters gain or upgrade their abilities. An overview of the characters and worlds follows.

Playable Characters

Juno

Scribs

Van

Magma

Gresh

Note: Juno, Scribs, Van, Magma, and Gresh all make up Juno's battle party.

Non-Playable Characters

Logan

BD

Quarter

Quo Vadis

Sargo

Main Worlds

1. Ceredian Woods
2. Yuray Cave
3. Cionineoels Ocean
4. Kiatah Jungle
5. Laja Desert
6. North Lorica City
7. Outer Space
8. Sargo's Space Station

Upon defeating Sargo twice in World 8, the game is won and an ending sequence is shown. If Juno and her friends fail to defeat Sargo, i.e., if she and her party lose all of their lives, the game is over.

Gameplay

The overworld, exploratory part of the game is done in real-time. Whenever the player touches an enemy, either by bumping into it, jumping on it, or attacking it, she enters into battle mode in which a turn-based RPG battle ensues between her party and the enemy party. The game randomly decides who makes the first move, but the order afterwards is as follows:

... -> Juno -> Scribs -> Van -> Magma -> Gresh -> Enemy(ies) -> ...

Each character makes one move (attack, defend, etc.), and then it is the next character's turn to move.

Here are detailed descriptions of each of the characters in 23XX:

Juno

Age: 17

Race: Halfie

Weapon of Choice: Major Laser

Special Attribute: Acrobatics

Juno is the main playable character in 23XX. She is half-human and half-robot, or a "halfie". Halfies can transform back and forth between being a human and being a robot. Despite such flexibility, though, halfies are usually looked down upon by either pure race. Juno also used to be a leader of a ConTK unit during the 100-year war. She is a strong leader and smart. She can also be stubborn and scatterbrained, as well. Her armor is purple and white. She is also the only character that the player can control in the overworld.

Scribs

Age: 17

Race: Halfie

Weapon of Choice: Light saber

Special Attribute: Quick movements

Scribs is Juno's classmate at Ceredian High School and he also has a crush on her, but is too shy to admit it. He has a little bit of low self-esteem in social situations, but as an ex-ConTK member, he is a good fighter and he knows it. He also values friendships greatly, as he is compassionate and loyal. His armor is dark green and white.

Van

Age: 17

Race: Halfie

Weapon of Choice: Tera Gun

Special Attribute: Brute strength

Juno meets Van in World 1. At first, she mistakes him for a full robot since he is unable to transform into a human, but Van is actually a halfie. By a terrible mistake made in the lab that he was created in, he is incapable of being human ever again. However, Van has

hopes that he can somehow make himself human once again and that is what drives him in his battles as an ex-ConTK member. Otherwise, he hates fighting. His armor is blue and white.

Magma

Age: 17

Race: Halfie

Weapon of Choice: Bare hands

Special Attribute: High intelligence

Magma is also a halfie ex-ConTK member who, by the same mishap as with Van, cannot transform into a human. His father once owned an energy company, but through bad business practices and money laundering, he left the company and his family without so much as a farewell. Obviously this has made Magma very bitter throughout life, along with the fact that he is permanently in robot form. His armor is brown and orange.

Gresh

Age: 15

Race: Halfie

Weapon of Choice: Gradient Beam

Special Attribute: Flying

Gresh is a halfie who suffered the same fates as Van and Magma did, and hence, cannot transform into a human. He has come to accept his permanent robotic state, though, and lives humbly and peacefully. Sometimes, especially upon observing Juno's and Scrib's flirty behavior, he wishes that he can experience what it's like to be human again. He has a very cool and collected demeanor and rarely gets angry. His armor is gray and white.

Logan and BD

Ages: Both 17

Races: Humans

Logan and BD are two frail humans that live with Van, Magma, and Gresh. Both of their families died out during the war, so they are taken care of by the three halfies. Early on in the story, they mysteriously disappear, so fearing that they might have been taken by TurnKoats, the party of five go out in search for them.

Quarter

Age: Unknown

Race: Robot

Weapon of Choice: Gun

Special Attribute: Extra Sensory Perception (ESP)

Quarter can be found hanging out somewhere in each of the eight worlds. He can predict the future and even drop hints about hidden items and enemies.

Quo Vadis

Age: Unknown

Race: Robot

Weapons of Choice: Gun, light saber

Special Attribute: Shapeshifting

Juno's party first encounters Quo Vadis when Scribs battles him in Ceredian Woods by himself. Then, when Juno enters Yuray Cave in World 2, she is shot from behind by Gresh (actually Quo Vadis in disguise)! Quo Vadis is able to transform into anyone whom he can get DNA information on, so he poses as a formidable threat to the player.

Sargo

Age: Eons

Race: Azoidian

Weapon of Choice: One or all of his many arms

Special Attribute: Shapeshifting

Sargo is the main villain of the story. Crashing on Earth from planet Azoid, he wants to take over our planet because he thinks that the present inhabitants are a nuisance. He created a large army of second-generation TurnKoats to wipe out the human and robot races, but eventually he will be found out by Juno's party...

Ultimate success and failure in 23XX is straightforward. Defeating Sargo results in winning the game. Losing all of the player's lives results in losing the game. This is how rewards and penalties break down:

Rewards

1. Energy cubes increase a party member's energy meter.
2. Life diamonds give Juno an extra life.
3. Power Pods are for each character in Juno's party to step into and receive a new ability.

Juno: Telekinetic powers

Scribs: X-ray vision

Van: Invisibility

Magma: Healing ability

Gresh: Mind-reading ability

A total of five Power Pods are hidden throughout the worlds.

4. Defeating the enemy party in battle mode exits battle mode and returns the player to the overworld.
5. Defeating the boss clears that world and the player moves on to the next.

Penalties

1. Getting hit by an enemy or touching certain hazardous materials decreases the energy meter. Some enemies and materials can even cause the instant loss of a life.
2. When Juno's energy meter is low, she transforms back into a human, thereby limiting her to hand-to-hand combat and extreme vulnerability. Juno cannot transform into a robot again until she gets her energy meter back up.
2. Emptying Juno's energy meter causes the loss of a life and puts the player back at the last saved point.

Juno has many abilities that help her traverse each of the worlds and battle enemies. Here is a summary of what she can do:

Overworld Moves

Walk and Run- Press the arrow key once to walk. Press it twice in rapid succession to run.

Jump/Swim- Press the Ctrl key to jump/swim straight up. Press Ctrl while holding an arrow key to jump/swim in that direction.

Fire- Press the Spacebar to fire Juno's Major Laser. Hold it down to fire a constant laser beam.

Battle Mode Moves

Select an action- Press the arrow keys to scroll through the different actions and press Enter to execute it.

Attack: Attack the enemy

Defend: Defend from attacks

Special: Use the character's special ability if they got one from a Power Pod

Item: Use an item

Run: Run from battle (the player cannot run from boss battles)

There are many objects scattered throughout the world that will help Juno and her friends on their quest to save the world. Some items are more generic than others, and some items can be used only in the overworld or only in battle mode. Items are stored in Juno's inventory, and she can carry up to 50 items. The inventory can be viewed by pressing the Enter key in the overworld.

Item	Mode	Use/Purpose
Energy Cube	O/B	Increase energy meter
Life Diamond	O	Gain one extra life
Special Sphere	O/B	Increase special ability meter
Keys	O	Opens locked doors

O = Overworld

B = Battle Mode

The eight worlds in 23XX are set in a three-dimensional landscape with various terrain, obstacles, items, and enemies. There are boundaries around each world, as what the player experiences as "invisible walls" surrounding it. Here are detailed descriptions of each world:

World 1- Ceredian Woods

These woods are teeming with TurnKoats left over from the 100-year war. This is also where the cabin where Juno meets Van, Magma, Gresh, Logan, and BD is located.

World 2- Yuray Cave

These caves have deadly stalagmites which can kill the player instantly! It's also pretty dark so it's wise to tread slowly and carefully.

World 3- Cionineoels Ocean

Fortunately, Juno and her friends can breathe while in robotic form. However, if Juno is injured and in human form, she can only stay underwater for so long, so she'll have to go back up to the surface every once in a while!

World 4- Kiatah Jungle

This jungle is full of cannibalistic natives, so make sure that Juno isn't caught by one of them in human form or she's a goner.

World 5- Laja Desert

There's a lot of quicksand in this desert, and falling into one can mean instant death, as robot armor is very heavy.

World 6- North Lorica City

This city is in ruins after the TurnKoats destroyed it, and Juno and her friends will find plenty more running amok around here. Juno and her friends must also race against time to save a runaway train from careening off of a cliff!

World 7- Outer Space

Once Juno and her friends gain access to a space vehicle in North Lorica City, they fly into outer space in order to find Sargo's hideout. Up here, they have to fly past giant asteroids and deal with more TurnKoats flying in their space vehicles trying to stop them.

World 8- Sargo's Space Station

Juno's party eventually comes upon a floating space station where Sargo dwells. At first, he seems like a pretty frail life form when they battle him for the first time, but he transforms into a very powerful and scary beast, and is much more difficult to face the second time.

Player Experience

Video

This visual aspect of this game is composed of 3-D characters and environments. For both overworld and battle mode, characters and items are 3-D-rendered models, as well as the surroundings. The character models allow for flexibility in movement, and somewhat for emotion. The FMVs allow for higher quality viewing experience, and are done in anime style. Situations with low or diffused light, such as Yuray Cave and Cionineoels Ocean have layers so that they look more realistic. There are also some places in Kiatah Jungle which have fog. The player cannot interact extensively with the environment, as things that are not game items like trees, animals, and rocks are static and immovable by the player. However, Juno is able to use some of these things to hide from the cannibals in Kiatah Jungle.

Audio

Each world has its own looping music theme, as well as one theme in battle mode against enemies, and a different one in boss battles. Sargo still gets his own battle mode theme, as well. Sound effects are littered throughout the game, such as whenever the player bumps into or attacks something or someone, and when they pick up and use items. There are also a set of sound effects for swimming underwater. Ambience is also used whenever appropriate, like the sounds of nature in Kiatah Jungle, or the chaotic noises of a city in peril in North Lorica City. The FMVs will contain background music fitting the situation and mood, and will also feature spoken dialogue which will be acquired through hiring voice actors. There is also an option for subtitles if spoken dialogue isn't desired. Since no player interaction is involved in FMVs, the game has a fixed dialogue during FMV scenes. However, when Juno is talking to Quarter for example, she can choose what questions to ask them, and he will give an answer. Dialogue between Juno and Quarter is done through text only.

Tactile

If the player wishes to connect their own PC controller to their computer, they have the option to experience tactile feedback on it. This happens as a rumble whenever the player hits something or gets hit. Nearby explosions also cause the controller to rumble.