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Game Design Document Demo



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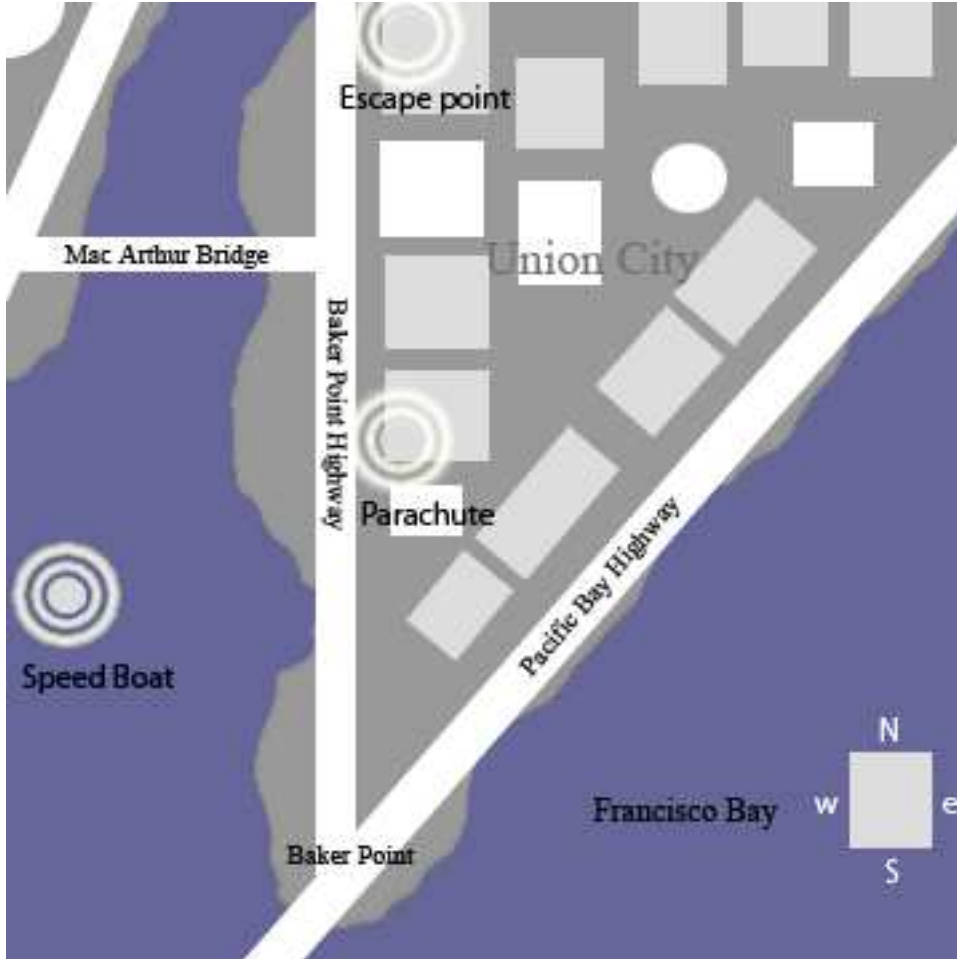
I. INTERFACE SCREEN LAYOUT

1. Opening screen load cinematic of game similar to a movie trailer with company logo and copy write information.
2. Game title with start screen.
3. Option screen with single player and multiplayer choices, with a back button to return to the previous screen on all menu screens.
 - a. Option screen allows you to select languages.
 - b. Single player allows you to select a new game or choose current saved game.
 1. Mission select screen allows you to select uncompleted missions and a save pop up window that allows the player to save after completing a new mission.
 2. Training missions allows the player to select training exercises to get familiar with weapons and character abilities. This is also a great way to test out new weapons that a character acquires during the game.
 - c. Multiplayer option allows you to select multiplayer games such as teams, players, death match, location and weapons (rifles, pistols, etc.)

Single Player and Multi player screen layout

1. Top right corner shows player health bar and icon.
2. Top center corner shows a radar map of current location.
3. Top left shows enemy health bar once they are targeted.
4. Bottom right shows weapon screen with icon and scroll down menu to switch weapons.
5. Bottom left shows inventory screen and icon of secondary weapon or gadget.

II. LEVEL DESIGN CONCEPT



This particular zone starts in one of the last levels of the game. The setting is in Union City, in one of the eight-story corporate office buildings. This building is owned by Dexter Camden who is the CEO of Camden Industries, one of the largest financial companies in the world. Camden has created his multi-billion dollar empire through off-shore money laundering for the mob and arms dealings here in the United States as well as in several third world countries. Our Heroine has been captured by Camden in the previous level and has been locked in a cell awaiting her demise. Her only means of escape is to create a diversion by banging furniture around in her cell until one of the guards enters the room. She will then have to subdue one of her capturers to escape her cell. Next, she must retrieve her equipment and download files from Camden's personal computer, undetected. She will then have to make her way up to the roof of the building by breaking into one of the executive office windows and climbing onto a hydraulic window lift. Once on the roof she will have to jump from rooftop to rooftop killing anyone and everyone who comes in her path. She then has to go to a designated marker selected by her employer, retrieve a parachute and traverse down to a dark speedboat that is waiting to take her to the next location.

Objectives

1. Escape from cell
2. Retrieve equipment stash
3. Copy files off of Camden's computer (undetected)
4. Escape through the rooftop using hydraulic window lift
5. Locate and use parachute
6. Land safely on speed boat

Scripted Events (In Game Cinematics)

1. IGC 01- Opening sequence

Hope has been badly beaten and subdued and on her knees by Camden's security. Four guards swarm over her with their side arms drawn as she is brought into the Boss's office for interrogation.

2. IGC 02- Hope burns files on disk

Hope has escaped from her capturers and enters Camden's office to burn bank account files and schematics onto a mini disk.

3. IGC 03- Hope spotted by security camera

Security guards catch Hope on camera trying to escape via the roof.

4. IGC 04- Hope parachuting off building onto a speed boat

Hope parachutes off designated building onto a moving speedboat that triggers the end of the mission.

III. CHARACTER DESCRIPTION

Dexter Camden (Villain)

Name: Dexter Camden

Race: Human

Profession: CEO of Camden Industries



Dexter Camden is CEO of Camden Industries, one of the largest financial companies in the world. Camden has created his multi-billion dollar empire through off-shore money laundering for the mob and arms dealings here in the United States as well as in several third world countries.

Personal Details

Gender: Male

Date of Birth: 10/10/70

Nationality: Turkish

Height: 5'11"

Eyes: Green

Distinguishing Marks: Small scar above left eyebrow

Age: 34

Birthplace: Unknown

Religion: Atheist

Weight: 180 lbs

Hair: Sandy Brown

Weapons

9mm Glock 17 holstered

Titanium plated Balisong (Butterfly knife)

Other Details

Personality: Very personable; great in a boardroom, deadly on the rifle range.

Agility: Very agile

Speed: Moderate

Contacts: Mob connections and Government officials

Skills: Third degree black belt in (Si lum fut ga) open fist kung fu

Education: Major in Business and minor in Physics from Stanford University

Allies: Personal Bodyguards (Black suits)

Quotes

“Manipulation and fear can make you, and break them!”

Casey Hoppek (Heroine)

Name: Casey (Hope) Hoppek

Race: Human

Profession: Government Agent



Casey Hoppek costume

Combat NPC- Security personnel level 1 (Weak armor)



Security personnel level 1 costume

Combat NPC- Security personnel level 2 (Moderate armor)



Security personnel level 2 costume

Combat NPC- Black Suit's (Advanced armor)



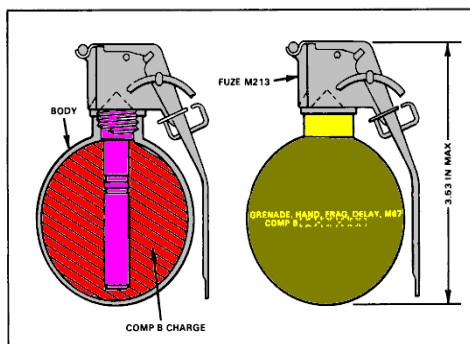
- Non combatant- Civilian Male (Weak armor)
- Non combatant- Civilian Female (Weak armor)
- Non combatant- Computer Tech Female (Weak armor)
- Non combatant- Computer Tech Male (Weak armor)
- Non combatant- Secretary Female (Weak armor)
- Non combatant- Mail Clerk Male (Weak armor)
- Non combatant- Janitor Male (Weak armor)

Player Helper- Speedboat driver Male (N/A)
Non combatant- Employer Voice Male (N/A)

IV. WEAPON & GADGET DESCRIPTIONS

M67 Fragment Hand Grenade

The body of the M-67 hand grenade is a 2.5-inch diameter steel sphere designed to burst into numerous fragments when detonated. It produces casualties within an effective range of 49.5 feet (15 meters) by the high velocity projection of fragments. The grenade body contains 6.5 ounces of high explosive. Each grenade is fitted with a fuse that activates the explosive charge.



M67 fragmentation grenade.

1. Body - steel sphere
2. Filler - 6.5 ounces of Composition B
3. Fuse - M213
4. Weight - 14 ounces
5. Safety clip - yes
6. Capabilities - can be thrown 40 meters by average soldier. Casualty radius is 15 meters. Killing radius is 5 meters
7. Color/markings - Green drab body with a yellow band at the neck. Nomenclature is in yellow



6 - Throwing knives stainless steel with holsters



1 - ITT PVS-7D (64LP/MM) GEN 3 Night vision goggles

- 2 - 45 cal. HK USP TACTICLE hand guns with silencer conversion kit
- 1 - Watch with transmitter built in (to send and receive messages)
- 1 - Mini lock picks set
- 1 - Mini Black satchel
- 2 - M84 Flash Bang hand grenades
- 2 - M67 Fragmentation hand grenades

Combat NPC- level 1

- 1 - 9mm berretta
- 1 - M84 Flash Bang grenades

Combat NPC- level 2

- 1 - 9mm berretta
- 1 - HK MP5/10mm
- 1 - M84 Flash Bang grenades

Combat NPC- Black Suit's

- 1 - 9mm Glock 17
- 1 - HK MP5/SD (Silenced)
- 1 - M67 Fragmentation grenades

Item Pick-ups



Body Armor- Light and Medium

Health - Health points to increase your health meter

Ammo Crates - to replenish weapons

Level Schematics - Building blueprints

Blank Mini Disk - To burn stolen files on disk

Parachute - Tactical Parachute to escape from rooftop of building

Item Drops after killing NPC

HK MP5/10mm - Assault weapon

9mm Glock 17 - Hand Gun

HK MP5/SD - Silenced assault weapon

Ammo Creates - Replenish Weapons

Grenades - M84 Flash Bang

Grenades - M67 Fragmentation

V. A.I. & ENGINEERING ISSUES

NPC's combatant - Need to be responsive to sound and sight and stealth moves such as throwing knives to the neck. Neck breaking moves. Must be able to patrol on paths.

NPC's non combatant - Need to be responsive to sound and sight and stealth moves such as throwing knives to the neck and neck breaking moves. NPC should be able to cower at the sight and sound of gunfire.

Single player - Controls need to have third person camera controls and the ability to zoom in on NPC's. Duel weapons need to be usable and throwing weapons.

Parachute controls need to operate like a vehicle.

Multi player - Controls need to have third person camera controls and the ability to zoom in on NPC's. Duel weapons need to be usable and throwing weapons.

VI. DIALOGUE

IGC 01- Opening sequence

Hope has been badly beaten, subdued and on her knees by Camden's security team. Four guards swarm over her with their side arms drawn as she is brought into the Boss's office for interrogation.

Camden- (Caresses Hope's cheek) You should really get some ice on that!

Hope- (Moans in pain)

Camden- I feel unusually gitty today. Do you know why? <pause> No?

Hope- (Grunts)

Camden- In fact I feel so gracious that I'll give you a choice. Tell me who sent you and I promise you that you'll heal from at least one of your wounds.

Security- (Low volume laughter)

Camden- No! <Pause> (Camden motions to one of his guards)

Security- (Punches Hope in the stomach)

Hope- (Yelps in agony)

Camden- (Slowly pulls out a silver dollar) Let's play a game! Heads, I have the boys here break a limb of your choosing and you get to go home and tend to your wounds...or...Tails...

Hope- (Coughing) What's tails?

Camden- (Wipes the lint off his suit) Trust me sweetheart you don't want to know what tails means!

Security- (Laughs)

Camden- (Gets ready to flip the coin) Ready?

Hope- (Eyes widen awaiting the outcome)

Camden- (Flips and catches the coin) Damn it! Two outta three!

Hope- (Looks angrily) Never was any good at games!

Black suit- (Enters the room) Sir, Sir! We have a problem downstairs with one of the Buyers!

Camden- (Looks at security) Lock her up in one of the board rooms and clean her up (turns to Hope and whispers) We'll finish this game later!

End IGC (fade to black)

Trigger game start (locked in cell)