

1. Miami 1985



[Background Image Link](#)

1.1 Overview

Miami 1985 is a game designed for usage on Windows PCs. The player is a dirty vice cop in the vibrant city of Miami in 1985. Fidel, the main character, was once a model cop; however, lately he has found himself taking matters into his own hands to save his sick son. As the player progresses through the game, they will have to fight more difficult enemies and mafia bosses.

In each club, or level, the goal is ultimately to take down the individual nightclubs. Each club consists of obstacles, enemies and traps. Upon successfully completing each level, they will receive money that can be used on treatment payments or upgrades to his arsenal.

The simple but elegant design of the game will allow the user to have a unique and entertaining experience.

1.2 Vision Statement

The player should be delivered the following experiences:

- **Simple yet enjoyable** gameplay experiences in a top-down world
- **Engaging and fluid** atmospheres throughout the strips and clubs

- **Pressure** through combat with the enemy gangs

1.3 Target Audience

The game is designed and geared towards adults of all genders. Any casual gamer will be able to play the game and enjoy it in the process. This game is not designed to be entirely impossible. It is intuitive and straightforward on how to complete each level. The game will be difficult enough to keep it challenging; however, simple enough for any casual gamer to enjoy.

1.4 Platform

The game is designed to work on Windows PCs using the Unity Game Engine. The player will use the keyboard and mouse to control the main character within the game.

1.5 Genre

Miami 1985 is a top-down shooter. The top-down aspect comes from the camera view. The camera will be placed above (viewing down) on top of the player. Shooting enemies is the main action within the game which makes it a shooter. Games similar to this are:

- Grand Theft Auto 1 & 2
- Crimsonland



[Grand Theft Auto 1](#)



[Crimsonland](#)

1.6 Game Shell

Once the game is loaded, the player will be presented with a start menu. The menu will consist of buttons to start the game and exit the game.



2. Core Gameplay

2.1 Core Game Mechanics

In Miami 1985, the player's goal is to clear various nightclubs that are controlled by the different gangs of Miami. To clear the nightclub, the player will need to strategically move throughout the building and kill the gang members within the club. Not only should the player plan their movement so they don't get killed by the enemy, but also to regain health and ammunition.

2.2 Goals

In this game, the player has to obtain money to pay for his son's treatments. In order to get this money, they must enter and wreak havoc on one of the three nightclubs, take the drugs from the gang members and sell it. The game is complete when they have taken out all three nightclubs. At that point, the player has got enough money to pay for the treatments.

Within each nightclub, there are enemies that will vary in difficulty.. Difficulty will increase through the number/type of enemies, and the health and/or damage of the type of enemy. In addition, there will be different obstacles and traps within the nightclub to slow the user down and make it more difficult to kill all of the enemies. If the user dies in the process, they will respawn on the strip and have to complete the levels in order again.

If the user successfully completes a level, they will be rewarded with money, full health and full ammunition. The game will notify the user that the level has successfully been completed.

2.3 Components

Within the game, the player will be presented with obstacles such as large boxes, walls, and other barriers. There will also be traps set by each nightclub that will do different things such as alerting other enemies in the area or damaging the user. In addition to these difficulties, the user will be able to replenish their ammunition supply and health from power-ups in each nightclub. The health pick-ups will appear as medical boxes so the user can tell the pick-up apart from others. The ammunition supplies will look like gun shells so it can easily be differentiated. The user can pick up each of these by walking or running over them. The corresponding effects will be applied to the user. In addition, The enemies will look slightly different between nightclubs. The user will interact with them by shooting them.

2.4 Controls

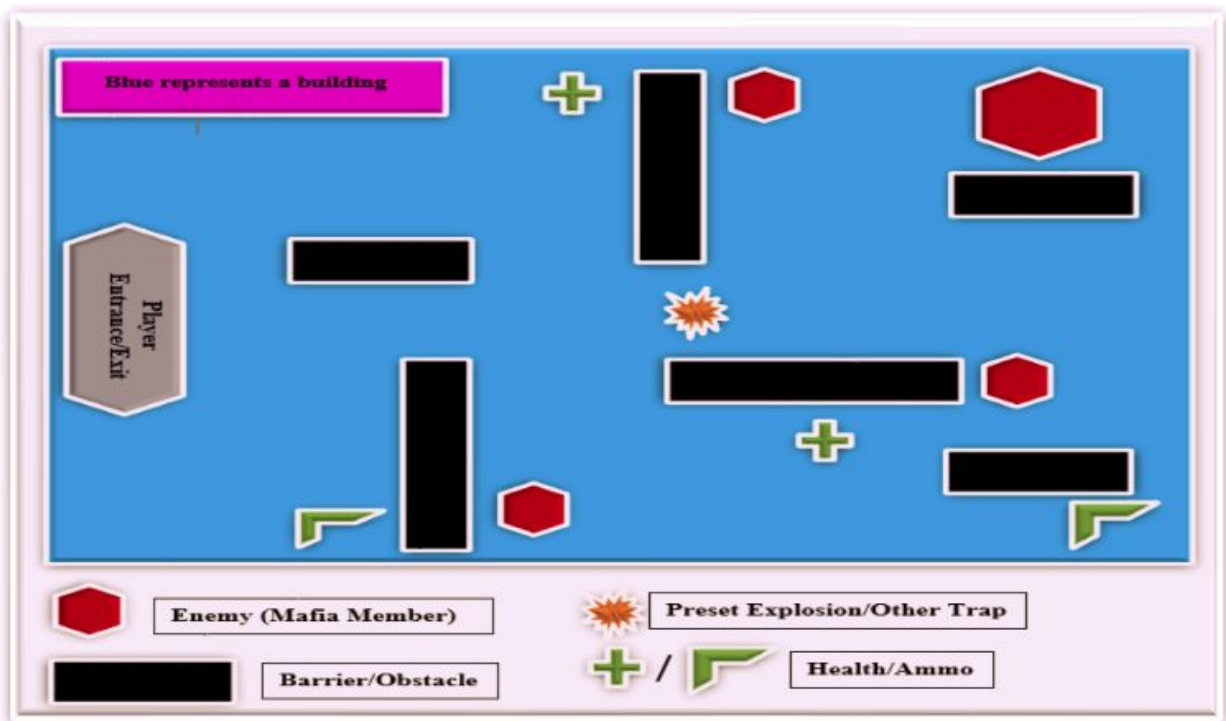
- W will move the player forwards
- S will move the player backwards
- A will move the player to the left
- D will move the player to the right
- The left mouse click will shoot projectiles

2.5 User Experience

Upon starting the game the player will spawn on the Miami strip adjacent to 3 nightclubs. This will serve as the “Menu”. The player will then be prompted to enter the first of the three nightclubs. Upon entering the level the player will be prompted to eliminate all enemies, take out the leader and secure as much “product” as possible. Gathering “product” will increase the players' score. After the objectives are met the player will return to the strip and then enter the next nightclub.

2.6 Levels

Each level is played within a different nightclub that is run by a different mafia. Each level consists of enemies and similar layouts to the other nightclubs. The player is able to progress to the next level by clearing a nightclub and walking to the next one. Below is a picture of the layout of the nightclubs:



3. Characters and Storyline

The main character, officer Fidel, is a dirty vice cop in the vibrant city of Miami in 1985. Officer Fidel was once a model cop; however, lately he has found himself taking matters into his own hands to save his sick son. Officer Fidel's son was recently diagnosed with a serious illness and he cannot imagine life without his precious son. Officer Fidel plans to solely engage with Miami's various gangs within the nightclubs on Miami's strip. These gangs are the Turkmenistan mafia (lead by Gurbanguly Berdymukhamedov), the Triads, (lead by 杰伦·瓦特) and the Yakuza (lead by Hirohito). Once Fidel has cleared the nightclubs, he plans on stealing their substances and selling them himself. With this extra cash, officer Fidel will be able to afford his sick son's expensive treatments. Although what he is doing goes completely against what he swore to protect, he is willing to do anything for his son. Without his son, life is meaningless. This is a risk that officer Fidel has to take.

The player should relate to the character, not in a sense of stealing drugs from a gang, but rather doing anything in order to achieve some goal. In Miami 1985, officer Fidel is doing anything he can to save his sick son.



[Unity Asset Link](#)

3.1 Level Walkthrough

Upon entering the nightclub (in this case, level 1) the player will be presented with a unique atmosphere based on the mafia's style. Within the nightclub, they will be presented with various traps to avoid, enemies and obstacles. In addition, there will be health and ammunition pickups available for the player. To use these pickups, they will have to walk over the items. The player will have to eliminate all of the enemies in the building. Near the end of the level the player will have to fight the leader of the mafia. Once the boss is defeated, the player will be able to collect the drugs and move on to the next level. The drugs collected are used to pay for the treatments for the main character's ill son.

3.2 Character Actions

The player will be able to control the character in multiple ways. The player is able to move the player in any direction within the clubs and strips in any direction. Once the player enters a nightclub, the player is able to shoot the enemies using a gun by clicking the left mouse button. The enemies will also be trying to kill the player during the exchange.

In order to pick-up items, the player will have to walk over to the item and stand on it. This will allow the player to collect health or ammunition.

3.3 Exploration

Throughout the game, there are multiple levels. In order to proceed to the next level, the player will have to complete the previous nightclub. Once it is completed, the player can walk to the next nightclub on the strip or from within the previous nightclub.