

Judge Dredd – Mega City One – Game Concept

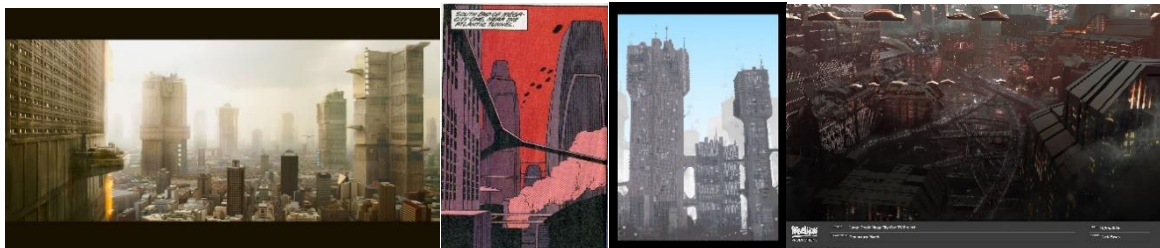
Base idea

Judge Dredd is a beloved character from 2000AD, My Dad read these comics and therefore I did too, I have read most of Dredd's adventures against foes like the angel gang, the dark judges, Chief Judge Cal and even werewolves. It is a franchise I love a lot and would love to see more of. I have seen both films and played the Dredd vs Death game and I have enjoyed all of them despite each having their own flaws. There is one thing I think Dredd has always lacked and that is a true game based in Mega City One and this is where that concept comes from.

Mega City One is a huge city (hence the name) it stretches across America (and above old cities and rivers after the devastation of 2077 where the earth was thrown into nuclear war. However, humanity survived and endured and moved into the mega cities. Outside the walls is the Cursed Earth and beneath the city is the undercity. Each one of these locations has its own unique environment, culture and population. All in all creating the entire of mega city one would be too much of a task however, the city itself is broken into sections and this allows a game to be created in a sector.

The game would be first person where the player plays as, you guessed it, Judge Dredd. The timeline for the game doesn't need to be clarified completely as the stories of Dredd stretch across a vast timeline. The players would have access to the Judges Lawmaster, as well as the standard issue Lawgiver. The ammo would be able to be switched like the previous game (Dredd vs Death) however a rework of the ammunition would be better. More akin to the lore (or movie starring Karl Urban).

City Look and Design



The more block design in my opinion looks more realistic and better for mega city one and for players as the architecture will be futuristic as well as familiar. The city is home to roads for cars on wheels as well as flight paths for cars and other flying transport. At this stage of thought the game will not take place in the flight paths and mainly on the roads.



I also looked at Blade runner when thinking of mega city one as the neon look of the city is something that is not only cool to look at but it is very "Mega City" to me.

Jude Look and Design

The way Judges look is important for both the immersion factor I would want to portray in the game but also something that should stick to lore as a judge that doesn't resemble a judge from mega city one can cause issues from the devoted fan base. The look of Dredd in "Dredd" was gritty and realistic however it is not what I would call Judge Dredd fully. A mixture of the combat armour gritty style of Dredd from that movie mixed with the Comic version, to me creates a realistic Dredd that appeals to players and fans of the franchise.



The design isn't my own but it is the closest thing to the idea in my head that I could find. It mixes the combat armour style of the game with the futuristic look of Judges that I have known from the comics. I also believe this will appeal to a larger audience as well as to people who do not follow the lore the outfit won't look too goofy or weird.

Story Idea

When you think of Dredd, if you are a long-time fan of the comic and movies you think of all his adventures, however people new to the franchise can feel overwhelmed with the amount of content there is. I believe taking a page out of another games book is a good idea for building a Dredd game that appeals to fans as well as new players.

Side Missions

Side missions can be varied they can introduce a variety of characters from Dredds adventures, each introduction can unlock backstory and lore for a lot of characters allowing players to delve into the details of Dredds adventures without trying to look through the internet to find out important information about Dredd and his adventures. These can even be retellings of stories from Dredd's life e.g. Angel Gang, Werewolves, Chopper, Giant, Anderson.

Collectables

These could be anything from comic book pages (Depicting Dredd's comic adventures) to Judges badges (explaining lore with his allies). The collectables in game can unlock outfits and skins for both Dredd and His weapons and bikes. They would be an added thing for players to get, allowing them to explore every nook of the city.

Criminal Activity Mechanic

This is a simple small mechanic that players can use to gather information about the citizens around them. Players would press and hold a button, a UI would open and if players pressed a button over any character in the open world a menu would open, this would show players: NPC name, Age, Previous Convictions, Outstanding Warrants, Job etc. (This mechanic was in Dredd vs Death, this would be an overhaul of this to fit in the neon future realistic world)

Fast Travel

Players can unlock fast travel points. Using these players would be able to call a H-wagon which would fast travel them around the game world.

Gang Activities

Akin to the saints row mechanic and the mechanic from crackdown, where gangs are wide spread through cities (or sectors in the games case). The sectors can have major gang activities where players can investigate buildings and areas and deal with the gangs leading to headquarter attacks where the players can take down the gang for good and lead to some form of justice presiding over the sector. With each gang faction removed the city would change to have more Judge presence and less crime for players to focus on. However, this wouldn't eradicate crime as the citizens of Mega City One are desperate to escape from their lives and take risks even when the odds are stacked against them.

Random Events

These would be different from side missions and would pop up on the map (or via the radio) for players to interact with. These Events can be small jobs such as arresting juvies graffitiing or dealing with robberies or other events Dredd has had to deal with over his adventures. However these would be small events and take no longer than 10 minutes to finish completely.

SJS (for player misconduct)

Players nearly always want to go on murder sprees in open games, they do it for fun mainly. However, in a game like this players going on a murder spree wouldn't be true to law. So to stop this, the SJS would be sent after players for breaking the law. The SJS would be out to kill the player and leading to a Game Over for them and if they haven't saved in a while this would lead to them having to progress all over again, making it a further deterrent for going on a murder spree.

Arrest missions

Judges are Judge, Jury and Executioner however, sometimes the justice department need leads in open cases for larger crimes. Arrest missions would be put out as a side activity for players, these would be missions where the main goal is, you guessed it, arresting the criminal. These would be areas that players can use their strategies to get to the criminal and arrest him and deliver him to the justice department. Missions can vary massively.

Block Wars

A co-op mode as well as a multiplayer mode. In the co-op mode players can team up with others (up to teams of 4) they play 4 judges and have a variety of missions they must do in order and it'll end in a larger mission where the judges take down a gang. These missions can vary massively and be changed everyday through online servers and such. These can challenge player skill in single player and have a positive look on the community as they will work together. This will also allow groups of players to generate their own personal stories in the world.

It would also include a multiplayer section where players team up in gangs and fight each other in team deathmatch and other games modes, like a traditional FPS game.