**[EN] GDD Imagine Cup 0.2**

**I/ Important details**

* Deadline: The project must be completed for Saturday 23th March.
* Achievements:
  + A Game Trailer of 30 seconds (promoting the game)
  + A playable Demo (3 levels, approximately)
  + A Gameplay Document, adapted to the predefined template
* Live Presentation: A presentation in front of a jury, **between the 24th March and the 4th April.**
* If we pass :
  + If chosen by the jury, are eligible for the competition to represent the Canadian Team.
  + TODO: A movie of ten minutes, who explains and presents the game, in all its aspects. In addition to the trailer, the documentation and the demo.
  + The first Teams will receive some price, but just **ONE** of them will go to Russia. The movie must be delivered on the **15th April**!
  + 30th April, report of the Canadian Winners!

**II/ Man and Beast: The Game !**

1. The Hero
   1. History

Our Hero is a passionate Scientist. He dedicated his life to his work, and he had no family, even less friends. He lives contemporaneously with ours, and is a researcher in genetic and development psychology (also called genetic psychology). We could name his research by: « Studies of relations between human behavior and DNA». His work is governmental, that’s why he works for the army, in a very high security base. His name is <Hero’s name> and he is <Hero’s age> years old.

* 1. Personality

He had a fragile Nature, unsociable. The perfect profile of the “first of the class”, and he has suffered about it, during his childhood. He had a coward and fearful temperament, sometimes naive. He however, had a great intelligence, and a very sharpened scientist spirit. He is never sure of himself, except when it is related to his work. His partitioning in a military base did not improve his social relations conditions, on contrary, he was too happy to escape the world that frightens him. However he is a good man, with human values. He doesn’t reject the humanity; just prefer to escape from the society, by fear.

1. The first minutes of the game
   1. The opening cinematic, trigger element  
      The Hero works on a new Serum, able to show relation between behavioral changes and DNA, by altering it. Close to the goal, the government requires him to start his tests on human subjects. He is formally opposed, justifying that his serum is not secure, and human test, at this point of experiment, are not in their agreements. In front of the threatening insistence of the generals, he starts to look for answers. Then he discovered that the government wants to do a weapon with his work, in the goal to upgrade their soldiers, and even try to control humans’ behavior. However, his intrusion of the system did not go unnoticed, and he received a message, from an another Scientist “they come for you!!!” Then he decides to erase his research and seek his serum.

(Tutorial level, phase 1).

Once he recovered his serum, he realizes that guards are just behind him, advancing in the corridor. So he starts to block the door, but he is finally trapped in his own laboratory, with guards on the other side of the door, and who will soon succeed to enter. Feeling a near end, he wants to destroy his serum, becoming so dangerous for the entire humanity. As a last resort, he injected himself, thus protecting the serum. But he has unexpected effect, who makes appear the beast who lives in him. He transforms himself, concretely, in a monster, hatred and violent.

(Tutorial level, phase 2).

After a brief elimination, the beast finally, goes out of the base. Once back to the quiet, our Scientist comes back, and tries to understand the situation. He was extremely frightened by the hatred, the anger and the violence that this beast, which was in him, was capable of. He explains that he doesn’t like it, but, even if he tries to come back during all his escaping, he is intrigued by this power. What was he doing? In parallel, we can see the general call somebody, and explain that results are unexpected. He must find this Scientist, and our Hero is now, a fugitive. (To be continued …)

1. Concept

Our Game speaks about the adventure of this Scientist. The innovative concept will be to bring the player to make choices, who will influence the story, but also the gameplay of the game. It’s on a 2D environment.

The game will be cut in Universe (tutorial set apart), who will be themselves cut in levels. Each Universe will be ending by a special Boss, accordingly with the Universe. (Super meat boy like). The levels will be cut in several zones (treated after)

Our goal is to provide players with dynamic games, who changes in function of his own choice, but also with his way of playing. The advantage is to propose two different gameplay (one for the monster, one for the scientist), and give a free feeling to the player. The game will adapt itself and not the reverse, and also a renewed dynamism during the experience. (trop de repetition de game) Furthermore this game mixes in a new way strategy, puzzle and arcades.

The Level Design will permit to players to be constantly surprise, and will demand to players: patience, technic, precision, logic etc. It contains many problems and a lot of strategy is required .There is also a psychological aspect, with a duality of the scientist’s good side, and bad side

**III/ The gameplay**

1. The Scientist
   1. Concept

Our scientist, in normal form, is restrict to basic displacements (checkout “displacements”). His Gameplay is oriented to infiltration, puzzles, taking notes, disguise, etc … It demands, mostly, strategy, observation, and patience.

* 1. Displacements and Actions

The scientist can interact with environment. He can climb, crawl, push, pull, move forward and back, mount and hide. He doesn’t jump.   
keys :

* + - → Right displacement
    - ← left displacement
    - ↑ look up/mount
    - ↓ crouch/crawl
    - Button A : climb on a platform / intract with environment
    - Button B : hide / reappear
    - Button X : diversion objects

1. The Beast  
   1. Concept  
      The Beast displacement are faster than the scientist. He can jump, attack enemies, but only body to body. His gameplay is based on technic, precision, jumps, and destruction. But it will be probably logic too, with particular difficult zone, mixes of skill and logic.
   2. Displacements and Actions  
      The Beast doesn’t interact with environment, except for any break. He can do wall jump.

Keys :

* + - → Right displacement
    - ← left displacement
    - ↑ look up/mount
    - ↓ crouch/crawl
    - Bouton A : Jump/Wall Jump
    - Bouton B : Catch/throw
    - Bouton X : Beat

**IV/ Game Design**

1. General Organisation

The Game will be organized as follow:

* + A History Mode, wherein we must chain all levels, and succeed to unlock the next.
  + An arcade mode, wherein the players can redo unlocked levels, in the goal to realize challenge.
  + A challenge part, where are listed all the succeeded challenges by the player, and those who rest.

Bias  
In each level, the player own an bias bar, who will be oriented less or more in a side or an other, in function of their choices, and chosen gameplay (the beast or the scientist). His bias is thereafter stocked, and some stats will be done. These stats will determine many aspects in the game, in the evolution of the player. Furthermore, ending a level with a high percentage of bias in one of the side can unlock specifics coins (beast or scientist).  
<Think about gesture of bias during a level >  
This coins will permit to unlock:

* + Goodies, special effects, visual or sounds, or some tips, accessory, etc.. (Rachet&Clank on psp => skills points)
  + Skills (passive or active) who can upgrade gameplays, but without any kind of necessary to end the game. Permit to access some bonus levels. (easter eggs).

1. Zones   
   Each level is cut on Zones. Thoses zone will be first a start area. Following by some intermediary zone, to finish with one or two end area. It’s extremely important to precise that the Hero begins the level with his precedent form.   
   The game is a platform 2D game. Those intermediary zones will have for goal to give a free feeling to the player, following his wishes to play. But sometimes he must use one selected form to complete the level, this way, the player use a little bit of the two gameplays, and discovers it.   
   The intermediary zone are as follow :
   * Mixed zones :   
     Mixed zones are accessible, playable by scientist and beast. They are adapted for the two specific gameplay proposed. In other terms, they authorize the two entities to pass through them, by using their specific abilities. For example, add verticality, enemies on walls, an electrical box to open the door, etc … For the beast. For the scientist, give hide zones, infiltrate, and a puzzle to crack the door.
   * forced Scientist zones :  
     Zones where you must be the scientist to pass through, and succeed.
   * forced beast zones :

Zones where you must be the beast to pass through, and succeed.

* + Choices Zones  
    Zones where you can chose. Possibility to pass through in Scientist mode, or in beast mode. The transformation will ever be justify, and preceded by a transfer zone.
  + Transfer Zones  
    These zones give to the player a little bit of quiet, the possibility to save (checkpoint) and the possibility to change (choice zone) or must changing right after (mandatory zone).
  + Mixed changing zones  
    these zones are mixed zones, with a particular aspect. They permit a transformation in the zone, but the transformation is always the player’s fault. They are not intended. The entire zone changes after that, and adapts him to the defined gameplay. It’s easier to justify the scientist who became a beast than the reverse. A timer can be placed, or something else. It’s just important to distinguish mixed changing zones and mixed zones.
  + Boss Zones  
    These zones are for the ending of the universe, where a special level or zones will be dedicated to a boss. Boss will be in function of the Universe. Maybe we must use two gameplays to beat him!

1. Player evolution

being drafted

* + Active / passive skills
  + Mandatory Upgrade (skill given/unlock at some part of the game)
  + Buying skills
  + Given Skills
  + Evolution of the abilities to control the beast, or reverse
  + Challenge to maintain the Scientist/Beast inside (spam a button, or combination)
  + Evolution of background in function of universe. The Enemies are also different; they have to be adapted to the background.
  + Evolution of the personality of the player, if he goes to the beast, or to the scientist
  + Add possibility to a « change stack », with which the player can change by its own wish. Modify the control of the beast during the game.