Concept Document Format

# Game Title

Break Contact

# Razor Statement

Now you’re surrounded…what’s next?

# High Concept

Break contact is a top down shooter where the player is playing as a lone wolf soldier who got stuck in a hard situation. The player is trying to escape a maze where they are surrounded on all sides by enemies. They do not have to kill all the enemies they just have to make it out alive.

# Player Role

* The player's role is to be the lone wolf trying to survive ever increasing challenges.
* The player is fighting to defend their country.

# Primary Gameplay Mode

* The primary game mode is 2D topdown.

# Genre

* Top down shooter
* Action

# Target Audience

* The target audience is people who enjoy very strategic shooters the player will have to think about how they will engage their opponents and make sure that they do not get caught in a bad spot. People who enjoy old-school twitch FPS will probably enjoy this game as well.

# Platforms

* The target platform is PC and mobile. This game will likely be small enough that it will run on mobile easily. Console ports would be possible but forming a base with PC is top priority.

# Licenses

* Because we will not use any licensed IP, this game will not require any additional licensing on that front. We will need to licence the Unity Engine to create the game.

# Competition Modes

* This game will only have single-player mode. An online high score system that players can compete over will be implemented.

# Progression

* The player progresses to the next level by breaking contact from the enemy. The levels will progressively get larger with more enemies. The maps will get large enough that the player can not see the whole level at once. This change will make map features like dead ends more impactful. After a certain number of pre-built levels the game will start generating levels so that the player will be able to have a unique experience. Having levels be generated instead of pre-made will also force the player to think through each situation instead of using something like a walkthrough to tell them how to play.

# Game World

* The game occurs in a world at war. The player is an elite soldier trained to get out of hard situations but he has a hard time keeping herself from getting surrounded. The country that the player is from is well known for the training of its soldiers they are tough and have near infalible aim. The enemies are trained in hand to hand as well or marksmanship but never both for the leader of the enemy country has a fear of his army one day overthrowing his regime.

# Features

* The primary feature in this game is the shooting. The player will be able to shoot by holding down left click. The bullet will fly until it collides with an enemy or a wall.
* In later levels the player will be able to use a secondary fire to do damage in an AOE. This can be used to kill enemies around corners or to clear out groups with one shot.
* After several pre built levels the game will begin generating new levels that will get progressively harder the longer the player plays. This will allow the player to have a unique experience with the game and give the game a lot more replayability.
* Double firing rate, weapon fires when the mouse button is pressed, and also when it’s released.
* Weapon pickups can be found which affect the player’s fire, such as a spread-shot.

# Competitive Analysis

* ***Door Kickers:*** Top down RTS where the player leads a SWAT team through tactical intervention. Ours is separate due to Door Kickers start-and-stop gameplay and use of squadmates.
* ***DUSK:*** FPS heavily inspired by 90s shooters such as Quake where the player fights a demonic-cult. Ours is separate due to DUSK’s intentionally antiquated 3D graphics and our top down view instead of a first-person view.
* ***Hotline Miami:*** Top-down shooter where the player takes the role of a serial killer hunting down the Russian mob. Ours is separate due to Hotline Miami’s 80s psychedelic aesthetic and trial and error decision making.

# Risk Analysis

* Our team has very little experience will programming artificial intelligence (A.I.). We are currently mitigating this risk by keeping the A.I. simple, however in the final stages of development, the game will demand more complex enemy behavior. In order to meet these demands, we will consult with other teams with members who have experience with AI in order to discover programming techniques that will be relevant to our game.
* We as a team have little experience making levels generate procedurally. We want the game to generate new levels procedurally to allow for each player to have a unique experience. We will have to learn how to do this and be able to balance it so that each new level that is generated will be winnable.
* We do not have much experience developing for mobile. To mitigate this risk we will give ourselves enough time so that we can make some mistakes and learn from them before release so that the game is ready on release.

# Layered Tetrad

## The Inscribed Layer

### Inscribed Mechanics

#### Objectives:

#### The objective of the game is to exit the game level alive. Each level will get progressively harder as the player progresses through the game. The end game is when the game starts generating new levels so that players can advance to new heights.

#### Player Relationships:

* Players will be able to compete through the high score board that keeps track of how many levels the player has survived.

#### Rules:

* The player will control a character that spawns in the center of a maze. They will be able to move through the maze but can not shoot through walls or get over walls in any way. The player must find a way out of the maze. The players death will reset the level. The enemies will try to kill the player by shooting and running into melee.

#### Boundaries:

* The boundaries of each level expand as the player moves through the game.
* The level will always end when the player escapes the maze

#### Resources:

* The only resource of note in the game is the amount of ammo the player has, depleting until the player needs to reload.

#### Spaces:

* The player will be within the bounds of the level each level will be larger than the last.

#### Tables:

* The enemy characters will follow linear paths around the game map. These paths will be stored in arrays of manually-placed waypoints.

### Inscribed Aesthetics

#### Aesthetic Senses:

* Vision
  + The visuals of the game are going to be simple in order to make it feel more retro. We want it to look and feel like a retro shooter.
* Sound
  + The sound will be based on old games to bring more of a retro feel to the game and give a feeling of impending doom. This only seems right because the player starts each level surrounded.
* Touch
  + There will be no touch component.

#### Aesthetic Goals:

* Mood
  + You are surrounded by enemies with no easy way out how will you make it out alive. This game’s major goal is to keep the player tense and hyper-aware about what’s happening within the level. Although the game will contain sound effects, most of this tension will be created through the use of vivid particle effects and chaotic enemy movement.
* Information
  + The information on the UI will be minimalistic. The player will see the number of enemies remaining, how much ammo they have left, and their remaining health.

### Inscribed Narrative

#### Premise

#### The character must fight their way out of a confusing labyrinth while being shot at by enemy characters.

#### Setting

#### The setting is a maze that the character must use to provide cover and find a way out.

#### Character

#### The character is a professional soldier who happens to have the worst luck. She finds herself getting surrounded far too often.

#### Plot

#### The plot follows the player as he fights in a war starting right after the main character loses his squad and finds herself surrounded form then on he fights as a lone wolf trying to avenge his squad. She does this by getting herself surrounded and fighting his way out.

### Inscribed Technology

* This game will be built in the Unity game engine and C#

## The Dynamic Layer

### Dynamic Mechanics

#### Procedures

#### The player must control the movement the main character though the maze. While traversing the maze, the player must also shoot and kill enemies that get in their path.

#### Meaningful Play

#### Most of the gameplay involves movement around the map while shooting enemy characters. The player will also be required to either dodge or shoot the incoming bullets that have been fired by the enemies. When the player does finally manage to fight their way to one of the exits from the level, the A.I. system will attempt to “guard” that exit by spawning more enemies in that vicinity.

#### Strategy

#### Because enemy characters can approach the player from any direction, the player should first identify from which exit they want to try to escape. The player should then move the character towards that exit while engaging the enemies with their weapon. While engaging the waves of enemies, the player should try to keep their back against any of the maze’s walls. This will prevent enemies from surprising the player with an unexpected bullet fired from a direction that he/she wasn’t paying attention to.

#### Outcome

#### The desired outcome of the game is that the player manages to eliminate enemies who are patrolling the map and blocking the player’s access to exits from the map. When this outcome is achieved, the player will then be able to progress to the next game map. If the player fails to eliminate the enemies, and is hit by more than three bullets from bad guys, the game will end by notifying the player that they have lost the game.

### Dynamic Aesthetics

#### Procedural Aesthetics

#### As the player progresses in the game, the levels will be procedurally generated from the same obstacle assets that are present in the first game levels.

#### Environmental Aesthetics

#### Each game level’s chaotic environment will drastically increase the challenge for the player. Bright colors will be used to represent both the enemies taking damage, as well as the player taking damage. The purpose of these brightly-colored effects will be to distract the player in order to prevent them from developing and executing a coherent strategy to exit the level.

### Dynamic Narrative

* The player affects the game by the actions that they take while trying to successfully navigate to one of the map’s exits. Although the player’s action has very little influence on the game’s high-level storyline, the player’s ability to quickly neutralize enemies will determine how fast the game can be won.

### Dynamic Technology

* The enemy A.I.
* Generated levels

## The Cultural Layer

### Cultural Mechanics

#### Game Mods

#### Implementing mod tools would drastically increase the lifespan of the title if the game is popular enough. This could even lead to people creating entirely new games we couldn’t have possibly imagined. We should however focus on the core experience and not implement this feature until the game is fun enough for people to want to mod it.

#### Custom Game Levels

#### A level creator would be implemented to increase replayability for players. Players could also upload these levels for other players, inessence making pre-built content without our effort.

### Cultural Aesthetics

#### Fanart

#### We suspect the protagonist could reach character fame status in a similar vein to characters such as Duke Nukem or DOOM Guy. “Memes” also could pop up poking fun at parts of the game. Both of theses should be encouraged as a form of third-party marketing.

#### Cosplay

#### Cosplay of the protagonist could pop up, but we don’t suspect much more than that. Should also be encouraged.

### Cultural Narrative

**16.3.3.1** **Fanfiction**

* The plot of the game we feel wouldn’t be detailed enough for the creation of fanfiction.

**16.3.3.1 Narrative Game Mods**

* Given mod support, these could be created, but we aren’t expecting that many to be created.

### Cultural Technology

**16.3.4.1 Player-made external tools**

* Guides for the game for levels could be created, but logically only for the prebuild levels.