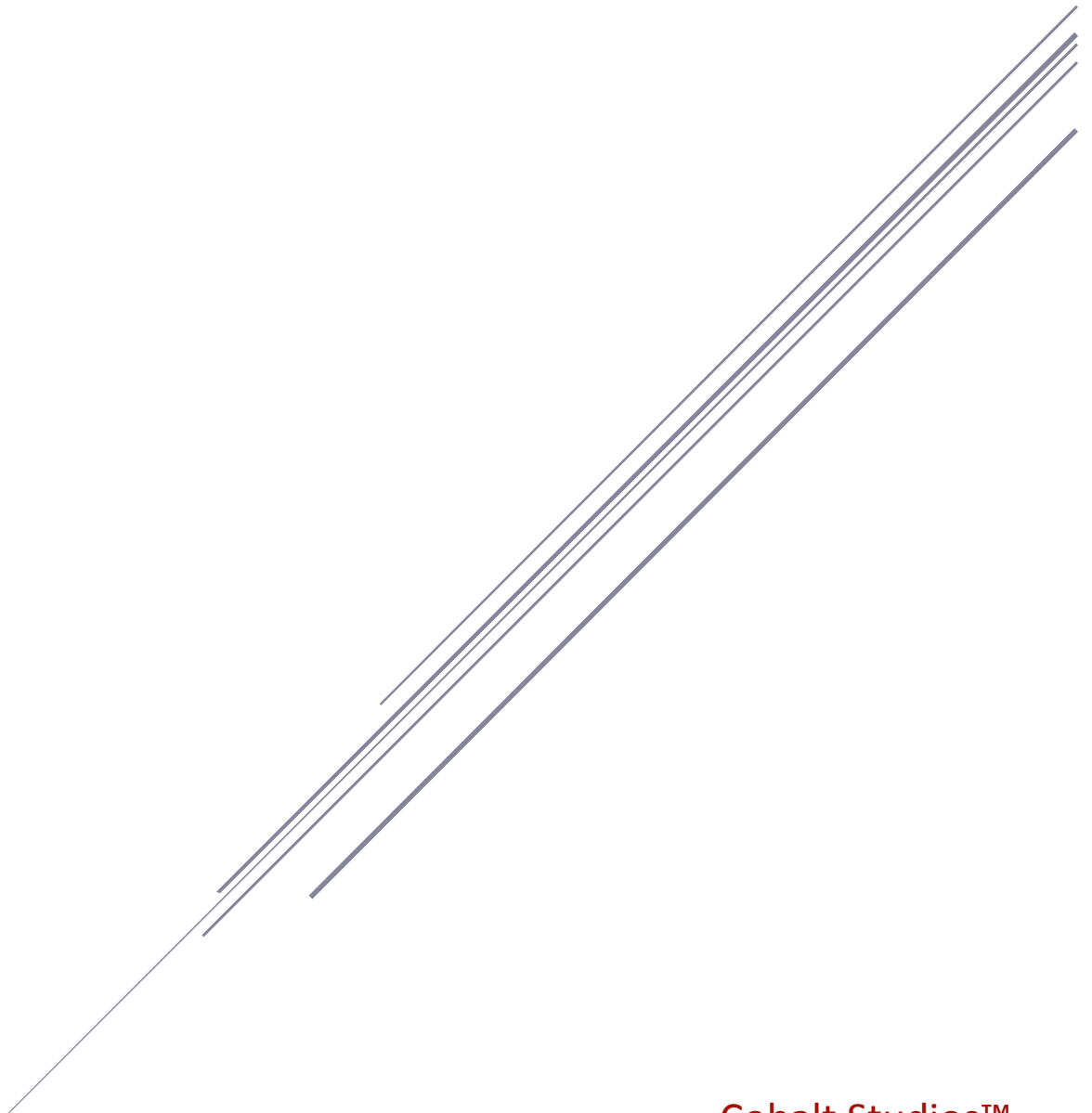


# PROJECT COBALT

Project Outline



Cobalt Studios™  
Project Information

---

# ALIVE

---

## Contents

|                             |    |
|-----------------------------|----|
| Characters .....            | 3  |
| Factions .....              | 3  |
| Mission Layout .....        | 3  |
| Single Player Plot .....    | 3  |
| Intro Scene .....           | 3  |
| Out of the Frying Pan ..... | 4  |
| Mission Intermission .....  | 4  |
| Into the Fire .....         | 5  |
| Mission Intermission .....  | 5  |
| Through the Ice .....       | 5  |
| Mission Intermission .....  | 5  |
| Keeping the Peace .....     | 6  |
| Mission Intermission .....  | 6  |
| Tough Luck .....            | 6  |
| Mission Intermission .....  | 7  |
| Multiplayer Maps .....      | 8  |
| Multiplayer Leveling .....  | 9  |
| 1-10 .....                  | 9  |
| 11-15 .....                 | 9  |
| 16-30 .....                 | 9  |
| Faction System .....        | 10 |
| Faction Level .....         | 10 |
| Features .....              | 10 |
| Tier I .....                | 10 |
| Tier II .....               | 10 |
| Tier III .....              | 10 |

|                        |    |
|------------------------|----|
| Tier IV .....          | 10 |
| Tier V .....           | 10 |
| Tier VI .....          | 10 |
| Tier VII .....         | 10 |
| Base System .....      | 11 |
| Class I .....          | 11 |
| Class II .....         | 11 |
| Class III .....        | 11 |
| Class IV .....         | 11 |
| Class V .....          | 11 |
| Class VI .....         | 11 |
| Base Departments ..... | 11 |
| Security .....         | 11 |
| Housing .....          | 11 |
| Surveillance .....     | 11 |
| Command .....          | 11 |
| Technology .....       | 11 |
| Research .....         | 11 |
| Weaponry .....         | 11 |

## Characters

| <i>Character Name</i> | <i>Affiliation</i> | <i>Ranking</i> |
|-----------------------|--------------------|----------------|
| <i>Sean Harlow</i>    | UOC                | Major          |
|                       |                    |                |

## Factions

| FACTION NAME                                       | BASED LOCATION      | AVERAGED NUMBERS |
|--|---------------------|------------------|
| <b>UNITED OFFENSIVE COALATION<br/>(UOC)</b>        | Himalayan Mountains | 132,000          |
| <b>INTERNATIONAL INTEGRATED<br/>ARMY<br/>(IIA)</b> | Belgium             | 765,000          |

## Mission Layout

| <i>Name of Mission</i>       | <i>Player-Faction</i>   |
|------------------------------|-------------------------|
| <i>Out of the Frying Pan</i> | Harlow-IAA              |
| <i>Into the Fire</i>         | Harlow-UOC              |
| <i>Through the Ice</i>       | Harlow-UOC              |
| <i>Keeping the Peace</i>     | Harlow-UOC              |
| <i>Tough Luck</i>            | Harlow-UOC/Unaffiliated |
| <i>Forsaken</i>              | Harlow-Infected/UOC     |
| <i>Exile</i>                 | Harlow-Infected         |

## Single Player Plot

### Intro Scene

Camera opens to Harlow shrouded in shadow. Harlow proceeds to begin to tell how the war started. The following monologue presides over the video:

Display: FREEDOM MASKS A BARREN LANDSCAPE,

JOB YIELDED TO A DRY SEA,

FRIENDS FORM AN EMPTY BEACON ON THE HORIZON,

AND FAMILY FORCES A HEART TO STOP BEATING.

ENVELOPING ALL,

CONSUMING ALL,

LOSS DEFINES THE ABYSS. (Ludka & Rogers, 2014)

It's been six long years since the outbreak. Since normal was defined without the sound of gunfire and screaming. We all thought it was the flu. Just a new strain, it will be over in a few weeks. It was flu season after all... That was, until the people infected started to foam at the mouth and begin to lose their minds in fever. Modern medicine couldn't make a dent in it. With all the money in the world you couldn't stop the progression of such a contagion. It began in the slums, as most superbugs do, jumping from host to host like wildfire. For the first few months, in the slums it stayed, until some God-Fearing Christians took pity on them and visited them as a mission trip. Poor bastards never had a chance. The whole world didn't have a chance. Once the rich caught the bug there was nothing stopping it. Hospitals filled, morgues overflowing at this point. Doctors too afraid to even study the bug for fear of catching it... Even so, the bug was nothing until the IIA started to shoot the people infected on site. If you even look slightly infected you were dead within the hour. No exceptions. Doctors, police officers, military admirals, even world leaders got put down because of this bug. And no one even knows its origin. It was my job to put the people down. Being a Captain in the IAA did have its perks, but escaping the madness wasn't one of them. At first, it was just orders. When the contagion spread, it became an obsession. I even began to find it fun. Now I look back on those times with a heavy heart and know I am going straight to Lucifer for it. This went on for about half a year, until my regiment came upon the community I lived in. I didn't think anything of it, I knew the location, and I knew the people. Hell... I was the one that called it in! However, when my regiment arrived, they went to the wrong house and ended up killing my family in the crossfire. It was only then when I realized how insane the whole thing was. This was madness! I still followed orders but with growing discontent. Eventually... I decided to leave...

## Out of the Frying Pan

Scene opens unto the aftermath of a battle taking place in downtown Toronto. Harlow and his squad in the IAA is picking through the remains, looking for any remaining combatants of the UOC. Harlow is as of yet, unaffiliated with the UOC. Walking down the main road of downtown, between the sagging buildings. Harlow begins to think of his family. Scene cuts to a memory of him with his family just before the war. Harlow gets yanked out of the memory by a sudden explosion and collapse of a skyscraper directly in front of Harlow, who gets caught in the rubble. His squad looks for him but is unable to find him. Harlow is unable to move or speak. Eventually, UOC privates find Harlow and take him back to their area for medical care. Harlow attempts to fight during the trip until the sedate him which ends the playable part of the mission. Mission ends on cut scene describing how he comes to be with the UOC and what they do for him

## Mission Intermission

Harlow: I sure didn't leave the IAA without a fight. Unhappy with my job or not, I was not a traitor. I owed my family more than that... Once they had me in their base and they patched me up however, I started to warm to the idea. I was only in a local outpost, in one of the sagging buildings close to where I fell. They had me handcuffed to a chair while I was interrogated by command to see if I was a viable recruit. I took some convincing, but I ended up with the position of Major in the UOC. To this day I don't know how I

accomplished that. For a short time, I was at peace with my new friends, my new brothers... until my old squadron found me...

## Into the Fire

Scene re-opens with Harlow emerging from the building into a firefight. IIA is attacking the UOC local base of operations. As Harlow begins to defend his new squad, he spots the members of his old squad on the front lines. As they are about to put a bullet in the others head, they freeze and realize who they are shooting. A shouted conversation begins between the two parties where Harlow makes it clear what happened and how his future is going to turn out. His old squad then raises their guns at his head again and make to fire, two of his squad sprays most of his old squad with bullets. Harlow rushes to his old friend who is struggling to move. His friend looks him in the eye, spits at him and declares him a traitor and dies. Pelicans arrive and transport the UOC to an airport which fly him to Nepal to visit command for himself.

## Mission Intermission

Harlow: Do you have any idea how much it hurts to see your best friend dying and then call you a traitor, never to know anything different? It was NOT a good way to begin. Fifteen minutes being a UOC and I have already killed my old friends. What did I become?! I spent the greater part of the flight to Nepal in shock. I couldn't accept my best friend was dead. Still, I had peace. I had not known peace for many months on the road. But nothing could last forever...

## Through the Ice

Scene opens on a commercial airline with an announcement of turbulence coming through the P.A. Not 3 seconds after the announcement does a huge bout of turbulence hits. With a span of five more seconds, the plane is hit and Harlow and squad is required to bail from the plane into the Himalayan Mountain range, miles from the nearest outpost. Landing in a valley, Harlow hikes with his squad up the side of the nearest mountain to get a signal on his radio – the valley blocks the signal. Reaching above a few of the mountains, Harlow get notified of his position and where the base is located at – 10 miles across the valley. They hike through the snow to reach the entrance of the valley where the base is located in. They reach the area where they were told the base was but could not find the entrance. It wasn't until they noticed a few soldiers walking into seemingly solid stone that they realized how the entrance was hidden. They enter the base and a cut scene begins.

Cut scene: Shows around the base as the commander of the UOC describes it to Harlow. He describes the area and why he was there. He tells Harlow to get some rest to prepare for the mission he is leaving on in two days.

## Mission Intermission

Harlow: Peace and quiet. That is how being at base felt like. I hadn't been able to feel truly safe until that point. No risk of infection, no risk of being shot or blown up. No risk of dying. After the many months on the road this place was like a god-send. I knew the commander was holding things back from me in our meeting – as if he had much more he wanted to say but wouldn't. I just never knew quite how much...

## Keeping the Peace

Scene opens on Harlow on a shielded watercraft. He is in a dark room, surrounded by computers telling him what is going on outside. He walks to a large chair with a control pad stretching across it. He sits and begins to input commands, the screen shifts to the large screen on the wall as it blinks on and focuses on a remote surveillance drone. The drone begins on the back of the craft Harlow is in. He pilots the drone towards the distant buildings on the island about two miles away. Upon reaching the island, Harlow switches to a thermal camera to determine which building is the main area. He scans the area and finds a probable candidate. He notices there is one building entirely devoid of life and machinery. He focuses back on the probable building and embeds the drone into the wall. After listening to the conversation inside, he realizes the true building was the one that was devoid of life. He pilots the drone through a vent in said building and follows it to an elevator shaft where the drone imbeds itself on the top of the elevator leading underground into the hidden bunker. Upon reaching the bottom, after waiting about an hour for someone to call the elevator to the base, he drills a hole in the wall and enters the base. Inside he learns the purpose of the disease that revenged the Earth and that a cure exists but is being withheld. The event is recorded and he recalls the drone back to the ship, leaving as he does so back to base.

## Mission Intermission

Harlow: Population control. That is how you justify the murder of millions of innocent lives. Population control... What were they thinking? Did they really think they could just wipe out half the population and get away with it? Still, it didn't work all to plan. Apparently it was only supposed to wipe out the slums and the poor. Well tough luck. Everyone got screwed on this one. I needed to get that cure and distribute it. I couldn't let any more innocent lives be lost because of some bureaucrats plan gone wrong... No, I needed to end the madness that infected our planet...

## Tough Luck

Scene opens on a lone enclosed truck driving through the desert. Inside is Harlow and an elite strike force. Ahead of them looms New Las Vegas, their destination. They are heading to the large event just inside the city walls. Inside – multiple thousand civilians having fun along with a few choice IAA task forces. Their mission is to eliminate the task forces with as little civilian casualties as possible. The IAA's mission is to eliminate the infected in the crowd. Control begins when the truck pulls up alongside the wall and launches a cable over the wall and launches the team over with it. As the team hit the ground, they notice they are behind the great stage. Harlow sends half his team to either side of the stage while he himself scales the scaffolding of the stage to the top. Harlow has a sniper rifle with him and his job is recon and backup if needed. As he reaches the top and sets up, Harlow spots one of the IAA in the crowd about to execute someone. Something comes over him at this point and his vision fades to a slightly altered reality. This one where everyone in the crowd is IAA. He begins to shoot randomly into the crowd and continues to do so until a bullet breezes by his ear. He returns to reality and realizes he has shot and killed multiple civilians with only two IAA casualties. His team is screaming at him in his earpiece as he shakes his head to clear it. He returns to firing, this time only at the true IAA. The crowd is in a panic and is running for the gates. IAA, in an effort to get out of the firing area begins to execute at random to leave. Harlow continues to shoot until he is forced

to rappel off the stage in order to join the fight on the ground. He helps the evacuation of the area and kills a few more of the IAA before he meets up with the rest of his team who is furious with him. They take him as a war criminal and escort him back to the truck to return to base.

## Mission Intermission

Harlow: After the battle, I found out the death toll. Three hundred civvies, with at least thirty of them from my gun. They said I had something called Post Traumatic Stress Disorder, or PTSD when I told them what had happened. I told them it was just the acid but they didn't seem to think it was as funny as I did. That's not to say that I thought what happened was right, I felt terrible. Still, every situation needs to be lightened. I had to fight for another mission instead of a bullet to the head. After a while they gave it to me, albeit, only because they thought it more than likely I would die on it anyway.

## Forsaken

Scene begins with a cut scene of Harlow walking through a dingy community full of infected. This area of the city has not yet been found by the IAA and is a safe haven for those that are infected. The people around him are more far gone into the disease than any others he had seen. These were making guttural noises and acting like animals. He cringes away as a few look up and growl at him. At last he comes to the leader of the infected community. They speak for a short while and Harlow begins to learn about how the disease affects people in its late stages. He learns the disease burns out the humanity in the brain and leaves an animal geared for survival, doing anything it has to do for survival. They attack each other, kill each other, and even eat each other if they are hungry enough. Nothing sates them and they continue in this state until their hearts stop beating. This community is only one of many, but the still sane ones inside realize that their situation is tenuous at best. They only have a few more days, perhaps two weeks max before they join their fellows and a new leader steps up. They realize that if the community broke down that society would crash. There just weren't enough bullets for them all anymore. It was inevitable. This was endgame without the cure. He realized why his commander sent him here. He had a new purpose now. To find the cure and end the infection. Before he leaves, he finds out that he, himself, is infected and there is a time limit on how long he has. The damage can be reversed but after a point you can never return to full capacity.

## Mission Intermission

Harlow: Yea I was infected. Those weird hallucinations I had? Signs of the ongoing battle within me. PTSD my ass. I don't know why I didn't test positive though. I had some of the signs, I had the disease. Why did I not test positive? Perhaps it was a mutated form of the disease. Perhaps they didn't just want to break it to me...

## Exile

Scene opens on a cut scene of Harlow in a contained cell in base. Everyone has learned of his disease and how it is mutated. A hallucination begins of a flashback to the concert, where he is a spectator in the crowds. He observes himself shooting the members of the audience, ending with himself as he jerks to another hallucination of being with his family. Player can control in this flashback. He plays with his family for a bit



before they get brutally murdered by the commander of the IAA. He jerks awake back into his cell with a doctor looking concerned over him. He tells him he was legally dead for over ten minutes. The doctor is in full infection protection garb. With this, he tells Harlow that he is no longer allowed to be around the UOC until his infection is under control or determined non-contagious.

## Multiplayer Maps

| <i>Map Name</i> | <i>Location</i> | <i>Size</i> |
|-----------------|-----------------|-------------|
|                 |                 |             |

## Multiplayer Leveling

1-10

---

# BOOTCAMP

---

11-15

---

# BEGINNING FACTION

---

16-30

# Faction System

| <i>Faction Level</i> | <i>Features</i>  |
|----------------------|--|
| <i>Tier I</i>        | Creation <ul style="list-style-type: none"> <li>• Four Members</li> <li>• Faction Clan Tag</li> <li>• Faction Patch</li> </ul>   |
| <i>Tier II</i>       | Above and: <ul style="list-style-type: none"> <li>• Twenty Five Members</li> <li>• Faction Identifier</li> <li>• Base Class I</li> <li>• Faction Game Modes</li> </ul>   |
| <i>Tier III</i>      | Above and: <ul style="list-style-type: none"> <li>• Fifty Members</li> <li>• Customized Faction Class</li> <li>• Base Class II</li> </ul>  |
| <i>Tier IV</i>       | Above and: <ul style="list-style-type: none"> <li>• One Hundred Members</li> <li>• Custom Faction-Only Gun</li> <li>• Choose Faction Tag Color</li> <li>• Base Class III</li> <li>• Ability to host researchers</li> </ul> |
| <i>Tier V</i>        | Above and: <ul style="list-style-type: none"> <li>• Five Hundred Members</li> <li>• Custom Camo</li> <li>• Base Class IV</li> </ul>  |
| <i>Tier VI</i>       | Above and: <ul style="list-style-type: none"> <li>• Unlimited Members</li> <li>• Designable Faction Characters<sup>1</sup></li> <li>• Unlocked Silver Faction Tag Color</li> <li>• Base Class V</li> </ul>                 |
| <i>Tier VII</i>      | Above and: <ul style="list-style-type: none"> <li>• Master Faction Patch</li> <li>• Max Research Boost<sup>2</sup></li> <li>• Base Class VI</li> </ul>   |

<sup>1</sup> Subject to Cobalt Studios™ rules on character appearance

<sup>2</sup> Provided there is a full research team stationed on-base

## Base System

| Base Class       | Features  |
|------------------|---|
| <i>Class I</i>   | Creation  |
| <i>Class II</i>  | <ul style="list-style-type: none"> <li>• Ability to allow autonomous play in faction based games<sup>3</sup></li> <li>• Size Upgrade</li> <li>• Entrance into F.T.S<sup>4</sup>.</li> </ul>                         |
| <i>Class III</i> | <ul style="list-style-type: none"> <li>• Ability to enter Base Battles</li> <li>• Ability to host researchers in base</li> <li>• Ability to develop new tech in base<sup>5</sup></li> <li>• Size Upgrade</li> </ul> |
| <i>Class IV</i>  | <ul style="list-style-type: none"> <li>• Ability to move base to new location</li> <li>• Size Upgrade</li> </ul>  |
| <i>Class V</i>   | <ul style="list-style-type: none"> <li>• Size Upgrade</li> <li>• Upgrade Any Three Areas By Two Levels</li> </ul>   |
| <i>Class VI</i>  | <ul style="list-style-type: none"> <li>• Master Standard</li> <li>• Size Upgrade</li> <li>• Upgrade All Areas By Four Levels</li> </ul>   |

## Base Departments

| Department          | Max Level |
|---------------------|-----------|
| <i>Security</i>     |           |
| <i>Housing</i>      |           |
| <i>Surveillance</i> |           |
| <i>Command</i>      |           |
| <i>Technology</i>   |           |
| <i>Research</i>     |           |
| <i>Weaponry</i>     |           |

<sup>3</sup> Characters for members are randomly selected and play based on previous play styles

<sup>4</sup> Limited to visiting other Bases

<sup>5</sup> Dependent on researchers and current user level

## Works Cited

Ludka, T., & Rogers, M. (2014). *Loss*.