Conor Riley

Game Level Design

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Level Story

This is a sci-fi world where alien robots, whose names are undecided, are occupying various abandoned cities around the world. The aliens are incredibly adaptive, and can learn fast enough that can turn a sure fire strategy into a disaster in a matter of minutes. The stronger the weapon, the faster they can counter it. The alien are incredibly territorial but do not venture outside of their territory, which allowed humanity to come up with a plan. They need to destroy the aliens in one fight, but the technology cannot be too powerful, or they will just adapt. The solution was a mech suit, the name is also undecided. The suit starts with heavy armor but is slow. It would start with something simple like a chain gun or a rocket launcher. Once the aliens adapted and that mech becomes obsolete, that is when the real plan would start. There are other more powerful mechs specifically designed to house the one you start with, which would be dropped from orbit to the pilot’s location. This next level of mech would be scecifically designed to counter what they would be countering you with. If the pilot starts with a chain gun, more armored enemies spawn, if he starts with a rocket launcher, faster enemies spawn. If his strategy was to start with the chain gun, then when the more armored enemies became too much, the pilot would call in the next suit whose lead-out was pre-determined to counter the aliens counter. The more armored slow targets would be little match to a mech that had armor piercing lasers. This mech would have the gatling gun along with the laser, but the laser is a short range burst. This would give the mech a weakness at long range, which the aliens would eventually figure out. That is why this is a multi-stage mech suit design. The third stage of mech would be large enough to house the second stage which is already housing the first. (mechception) This stage of mech would most likely be pre-built with a counter-measure to the long range enemies that would begin spawning. The plan to destroy these enemies would be to gradually destroy them over time. By the time the pilot is in his final stage, the amount of aliens would have diminished. The longer he can last in the weaker stages, the less enemies there will be on the final stage. However, if the pilot jumps to the next stage too quickly, then when the enemies begin to counter the final stage suit, there will be too many of them, and he will fail.