The game needs a “story” of some sort.

It would be awesome to create a type of MMO exploration style game. However the creation of it needs to be handled carefully.

Themes this game needs:

Door/Elevator Access Codes: Open/Close/Lock/Unlock

Rescue – Group of civs to an extraction zone.

War – Get hordes of NPC’s to help you shoot aliens.

Retrieve – Enter a deep nest extract an item and escape to entrance without dieing

Control – Defend an Area for X-Amount of time

Nuke – Carry high explosives from Entrance to Target location. Make it out before blast timer reaches zero.

Infiltrate – Sneak into a compound perform events A-Z, then escape undetected. If detected, game is not over but difficulty ramps up to extreme.

Interactions:  
 Vehicles,  
 -Decide if missions are top down or entire game is  
 **-Is game mission based?**  
 -Is game openworld?  
 Manned-Turrets  
 Access Panels  
 Item Pickups  
 NPC’s (commands)  
 Players (when downed)

Enemy Types: (Needs to be dynamic and interact with the player)

Class Types: (Needs to be dynamic/vague enough to allow future classes)

Control Scheme (xbox controller):

Left Stick (WASD) = Movement

Right Stick (Mouse) = Aim

X ( R key ) = Reload

A ( Space ) = Interact/Jump/Roll

Right Trigger ( Left Mouse ) = Shoot Primary

B Press ( C Key ) = Crouch/Stand Toggle

-If Standing: B Press = Crouch, B Hold = Prone  
 -If Crouch: B Press = Stand, B Hold = Prone  
 -If Prone: B Press = Stand, B Hold = Crouch

Left Stick Press ( Shift ) = Toggle Run

Y Press ( Mouse Wheel ) = Pickup/Swap Weapon on Ground

Left Bumper ( Tab ) – Cycle Equipment ( Grenades/ Turret Drops etc)

-LB or Tab opens up the Equipment Wheel, you select the item by moving the   
mouse/right cursor to highlight an option and let go of LB/Tab to select it (Center = Cancel/Nothing)

Left Trigger – Use Selected Equipment

Right Bumper- Weapon Select wheel  
 Right Stick Press – Melee (thumbstick)

Unmapped Controller Options:

DPad,

Right Thumbstick Press

Back/Start

PS4 – Trackpad area.

Items in [ ] = Unsure about.

Loot System – Diablo style (Rarity/Stats)

Perks – Each Class has customizable Perks to help achieve missions

Weapons – Each Class should be allowed to use any Weapon type they choose, or each class should have a set of weapons they can weild that may or may not be specific to that sole class. (Medics with Sniper Rifles?)

[Cover System]?

Enviro Setting –

Planetside -

Drop Pods!

Some specials will allow air strikes.

Construction - Bunkers

Halo Reach Loadouts –

-Jet Pack

-Gaurdian Shield (bubble shield)

-Guardian Lock (Immune to damage, can’t attack)

-Cloak Field

-Evade ( Roll )

-Sprint

-Holograph

-

Game is divided into chapter missions and contract missions.

Chapter missions are:

Missions where the game has a linear storyline.  
 Players can choose to perform these missions even though they will always be the same.

Contract Missions:

These missions have randomly generated goals and maps for players.  
 These types of missions are created as fillers when players get bored of chapter missions.

Since Controls will be the same throughout the game.

It’s best to get that established and working, then create a new environment.

Or set up a single “test” environment

Or get the plot/missions set up then the character(s) followed by everything else.

Plot-

Mission One –

You start as a prisoner on a floating space station. There are cells with other prisoners all around you, even your cell has a few extra prisoners inside (Co-op Mission).

What the player doesn’t know:

-The ship you are on is designed to finding a cure to the alien infection  
-It works by taking convicts at random selection regardless crime, and uses them as bait to

Mission One sets the Plot –

* You’re a convict who’s had his/her record erased entirely due to you participating in a top secret alien eradication experiment.
* The aliens in question are a parasitic breed, what occurs is prisoners are given a standard life, meal, sleep, exercise, shower, cell block. The thing is, during a certain point a prisoner is randomly selected to participate in an experiment. If the prisoner lives, they get to go free. Otherwise they die.

Game Starts by explaining basic movement commands to the player as he/she progress through the ship. The station has a few sections, Prison Block, Security block, med ward, life support block, and a research sector.

The Parasites infect by direct contact. They chase the target down and latch onto them, they then attempt to break through the armour and send seeds into the body.

Test Mission one –

Contract – Scientist Xavier has asked that you brave the depths of an alien hive, encase an egg in the capsule and return it to him. The hive is on a Dessert-esque planet

Phases:

Phase 1- Find the Hive

Minihive clusters are spread throughout the level.

Phase X – The Escape

Now that you are in your vehicle it is up to you and (friends) to drive to the Aircraft before it takes off without you. The entire time you are driving away from an endless horde of aliens.

Contract – Space Station, an infestation has broken out

Gadgets –

Distress Beacon (When split up from party, shows blip on map of where a friendly is in desperate need of help)

Room Types:

These are for the most part purely cosmetic and just serve as a way to bring “realism” to the game, and what objects to add where.

Science Complex –

Goals:

-Destroy Hives

-Rescue Scientists

-Retrieve Sample

-Collect Data (What went wrong)

Narrator will decide what goals the player must accomplish to achieve Contract Success:

Science/Outpost sectors

Goal(s):

- Restore Power to Outpost ( Fix Generator )  
- Defend a certain area of interest (Civilian building, civilians)  
- Recover Research Data  
- Remove Hive Threat  
- Rescue Target(s)  
-

Needed Animations

Equipment:  
 -Throw Object (Grenade/Artillery Flair/beacon etc)  
 -Rifle (Raised) Walk  
 -Rifle (Lowered) Walk  
 -Rifle (Lowered) Run  
 -Pistol (Raised) Walk  
 -Pistol (Lowered) Walk  
 -Pistol (Lowered) Run  
 -Deploy UAV Drone (Shows enemies on Radar as blips, drone follows)  
 -Reload (1 Per gun)  
 -Melee (Knife)  
 -Engage SOS ping (Pings location on map)  
 -Aim Up Down based on intersection. Prefer leveled opponents vs higher/lower

Interaction:  
 -Hop over obstacle (1 handed lift)  
 -Jump Through Glass ( Tackle position )  
 -Stand -> Crouch  
 -Crouch -> Cover  
 -Stand -> Cover  
 -Cover (Stand) -> Cover (Crouch)  
 -Use Terminal  
 -Use Computer Desk  
 -Open Ammo Crate

-Enter Turret  
-Enter Vehicle (Passenger/Driver Seat)  
-Enter Vehicle (Turret)  
-Enter Mech  
  
-Deploy Ground Turret  
-Deploy Force Shield  
  
-Detach Turret Head off Base (Mobile Turret)  
 -Doesn’t have to be by force. Could be a switch that is flicked followed by gas release   
 and head detachment  
  
-engage/disengage Ladder  
-Exit Top Ladder  
-Fall (Can be knocked down from rooftops to the ground)

Injured:  
 -Backwards Crawl (Right before death)  
 -Torso/Arm injured (1 arm across chest) (1/4 health remaining)  
 -Self Injection  
 -Over Shoulder carry (help move severely injured person. Limpers move faster than crawlers)  
 -a person fending off death will be carried slower than one who can help move  
 -Getting carried over shoulder  
 -1 Arm is free to shoot while Carrier spends time dragging your ass.  
 -Inject Other  
 -

Movement:

-Run -> Slide -> Crouch  
 -Dive  
 -Walk -> Run  
 -Lowered -> Raised  
   
 -Climb up/Down

Design :

Ceilings are Hidden when inside the Room, otherwise always shown

Science Complex –

Goals:

-Destroy Hives

-Rescue Scientists

-Retrieve Sample

-Collect Data (What went wrong)  
 -Collected from Target Terminals

-Re-Establish Power  
 -No Power= No Data = No Defences  
 -No Power= No Light  
 -No Power= Open Doors (no autolock)

-Takeout Anti-Air Spore Towers (if hive created)

-Kill/Release/Arm Prisoners

-Stun/Capture Live Alien

-Arm Nuke

Rooms –

Med Facility

Lab

Bio Test Chamber ( Potential to release neurotoxins )

Control Center

Armory

CryoChamber

Incubation chamber

Prison

Engineering Bay

Garage

Dormitory

Nuclear Reactor (Chamber)

Target Range

-Shooting range, possible location for extra ammo + weapons

Lazarus Room

-Here users can Sync up there Code to the machine, whenever the player

dies, if previously synced. The machine will teleport the user and reconstruct

Radar Room

-Blips screens detections etc

Interactable Pickup Objects:

Lost Schematic Piece (Needed to construct new equipment)

Credits ( Needed to restock equipment and hire mercs inbetween missions)

Ammo – Can never have enough

MedPack – Can never have enough

Guns -

Nades

Gadgets

Alien Types:

**Queen** – Lays Eggs  
  
**Scouts** – Fast mobile unit, used to find Human locations and alert them to Hivemind  
  
**Corrupters** – Latch onto a position and begin spreading “creep”   
 -Bugz move faster on creep, but mercs move slower

**Burrower** – Creates holes for the bugs to use as a tunnel system  
 -This includes room to room  
  
**Stalkers –** These guys are invisible until they get close enough to a unit  
 -once within range they attempt to stun and drag the merc to an isolated location   
 where more bugz can swarm the lone merk  
  
**WebSpinner** – These dudes throw sticky webs at targets slowing them down dramatically  
  
**BoomBugz** – These dudes are filled with acid and explode bursting spores upon death.  
 -Spores

**Splitters** – These dudes multiply on death into weaker variants.  
 Level 1 – Splits into 2 units with ½ health the original  
 Level 2 – Splits into 4 units with ¼ health the Level 1 spitter

**Sleeper** – This parasite digs into the brain of a survivor/merc, and attempts to infiltrate the   
enemies defences. Once inside the time is right, the bug starts eating at the nerve centers and forces the unit to attack friendlies.  
 Sleepers are this universes equivilant of chest bursters only in this universe the unit   
 simply goes berserk before dieing.

**Mantid Stryker** – Bipedal bug that shoots hardened caraprace shards from it’s arms  
  
**Leapers** – These guys stay behind a distance until the moment is right. As soon as that window   
 opens itself these guys pounce on their target ravaging them to pieces once down.

Queen AI is simple. The queen will spend time producing Queens and a specific unit type. When a queen is spawn her unit type is chosen at random and she will do the same thing. This will result in steady population growth with random bugs being spawned.

LifeForms spawn from Eggs, the Queen decides what life form to spawn.

Plot Questions:

For now **NO PLOT!**

Just simple Dive in, choose loadout, complete goal win/lose.

The outposts are run by Organizations.

Separate Organizations have separate Motives:

(Sometimes these motivations directly oppose each other, and when a contract is chosen players choose an Organization to side with, and must dispose the players opposing the goal). These will be reffered to as Mission Type 2 or Conflict Missions.

Organizations:

[Preservation] – Study Alien lifeforms by abducting samples + living organisms, to detect weakness in the even the lifeform as a collective becomes a threat.

Create Guns based on Gun Stats + Pool.

The Rule is, you only have a certain amount of points to distribute, using these points  
you can forge balanced guns that do not overshadow one another.

Rate of Fire (Bullets per second):  
Min --------------------------------------------- Max  
Sniper = 1, Minigun = 60

Range:  
Min --------------------------------------------- Max  
Requires Testing  
  
Reload Speed:  
Min --------------------------------------------- Max  
Requires Testing

Recoil Magnitude (The amount of cone increase per “Rate of Fire”):  
Min --------------------------------------------- Max  
Requires Testing

Mag Size

Min --------------------------------------------- Max  
Requires Testing

Min Bullets before Reload is needed…

Weight/ RunSpeed Reduction (The heavier the weapon the slower the player can run)  
Min --------------------------------------------- Max  
Requires Testing

**Spread**

Max Move Spread  
( The amount of deviation applied by Moving Take base of Stand/Crouch add  
move spread based on velocity of Player. Walk = Lower than Run)  
Min --------------------------------------------- Max  
Requires Testing

Stand Spread ( The amount of deviation applied by Standing )  
Min --------------------------------------------- Max  
Requires Testing  
  
Crouch Spread ( The amount of deviation applied by Standing )  
Min --------------------------------------------- Max  
Requires Testing

Damage:

Raw Damage:  
Min --------------------------------------------- Max  
Requires Testing

Armour Penetration: (Modifier used to reduce the raw damage inflicted based on targets protection)  
0% -> 100%  
Min --------------------------------------------- Max  
Requires Testing

Damage Calculation on Hit:

Unit Health += Min[0, (Unit Armour - UnitArmour \* Armour Penetration) – Raw Damage ]

Ie if Enemy has 80 Armour and player has 100% armor penetration  
UHP = UHP + Min ( 0, (80 - ( 80\*1.00) – Raw Damage ) )  
+ Because Raw Damage is negative.  
Min because the Unit should not GAIN hp if the armour is stronger than the Damage given

Start with 1 Rifle Model.

Create Stats to test all types of guns with including pistol by modifying the weight

Base Game:   
 Hook up:

Lower Body:  
 Walk  
 Run  
 Crouch  
 Stand

Upper Body:  
 Aim Gun  
 -Animate Gun Aim  
 Shoot Gun  
 -Animate Gun shoot  
 Throw Gadget  
 Deploy Object (Throw UAV)

Full Body:  
 Idle  
 Climb Ladder  
 Roll/Dive  
 Enter/Exit Vehicle  
 Enter/Exit Turret   
 Interact Terminal