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

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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)  
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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

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.

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