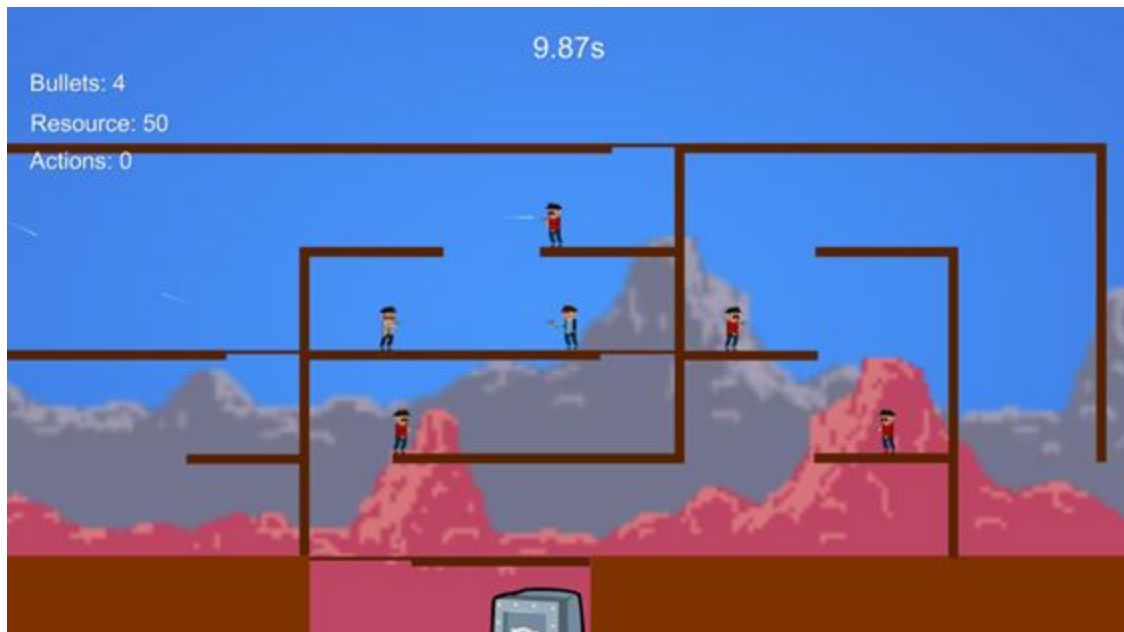


# THE DUDE THE BANK AND THE MONEY

## Game Treatment



# Executive Summary

- Control **the Dude** through a **2D Shooter Platformer**, using your **time powers** to successfully make a **bank heist**;
- Earn enough **money** to pay your father's **debt** and save him from **certain death**!
- Each bank has a **unique layout** that lets you choose between **stealthily** get to bank vault and escape or **go in guns blazing**, leaving no one between you and the vault!
- The Dude has a **revolver** with six bullets, a **knife**, **TNT** and most importantly **time manipulation abilities** at his disposal;
- **Time Manipulation** is at the center of the game. The abilities are attractive, **fun to use** and deepen the game;
- The **skilled, fast paced and strategic gameplay** leads to a truly engaging game that will keep the **player hooked**;
- Each **session is short** to instill the **sense of urgency** in your bank heist, survive but do it quick!

# Game overview

The idea for this game was presented by João Moreira in the context of the Game Design course.

Many colleagues instantly showed an interest in the idea and so a group was formed which resulted in the realization of its prototype.

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*“Your father owes money to a debt shark and here, in the wild west, it is a death sentence. You must become an outlaw and rob banks to get the money your father needs!” – main idea that started the project.*

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The Dude, The Bank and The Money is a 2D game set in the wild west, where we control a character, The Dude, and rob The Bank to get The Money.

The Dude, was a simple middle-aged man working on his farm. But now, to save his father from a death sentence he has no choice but to become an outlaw himself.

To allow him to commit the crime, he brings a revolver with six bullets, a knife and TNT.

His most special feature, that he keeps a secret from everyone, is certainly his time manipulation abilities. He can Slow Time, Stop Time and Rewind Time.

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*“That night...I somehow got in a bar fight... when he shot at me it was like time itself had stopped, I could see the bullet stopped in the air! It didn’t seem real and I didn’t know what to do so I just got out of there immediately. It was only later I found out these powers are the real deal. For better or worse, they will now be useful...”-The Dude*

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Explanation of Time Manipulation abilities:

- **Time Rewind:** When used it resets the level;
- **Time Slow:** When used everything in the level is slowed down, including the player character, the guards, the bullets and, of course, the time. Using Time slow quickly drains Time Resource which starts at 100 at the start of the level;
- **Time Stop:** When used, everything in the level stops including time. The player has 6 available actions to use, these include dashing in any direction and shooting. Uses up to 50 of Time Resource and can only be used once.

Currently the game has two normal difficulty levels. In each level we must rob **The Bank**.

To do the robbery, we can take several different approaches regarding our gameplay style.

The most important thing to have in consideration for our strategy is the optimal use of our time abilities, which will vary depending on what approach we take.

We can go in using stealth to avoid the guards until we reach an area close to the vault. To do this we must avoid being seen so the alarm isn't sound. We can kill the guards with the knife or try and bypass them.

If you don't want to go in stealthily, just shoot'em! But you better count your bullets and have some quick reactions!

Once we reach the vault and get **The Money** the alarm sounds, so we only have 10 seconds to reach the wagon we have waiting for us at the exit.

When we have robbed the vault, we will most likely need to pull out the revolver and do some shooting. However, if we still have time resource left, we may be able to avoid some confrontation.

As we reach the wagon while in possession of the cash we make our escape and the level ends. In the end screen you can see if you made a better than in your previous attempt.

## Genre

The Dude, The Bank and The Money is a **2D Platformer** with both **Action** and **Strategy**. The player controls the 2D outlaw in a platformer bank where he can make a strategy or go in guns blazing for some fast-paced action! The game has a distinct **Western style**.

## Hooks

**Time Manipulation** is at the center of the game. The abilities are attractive, fun to use and deepen the game. They allow for several different strategies, finding their optimal use will result in a better score and they give freedom of choice to our players, which leads us to the next feature.

**Choice** in how to rob the bank. We can be stealthy or just go in guns blazing! And independently, we still have the use and optimization of time abilities to apply.

**Western Theme**, from our outlaw character wielding a revolver to the background music, the whole game has a western style that many players love.

**Score.** At the end of the level we get a score that equals the time we had left. To get a higher score you will need to optimize your time manipulation abilities to the limit.

## License

No License needed.

## Technology Highlights

This game was made with **Unity 3D** using the already implemented 2D physics to create realistic environment interactions in a 2D pixel art world.

## Target Platforms

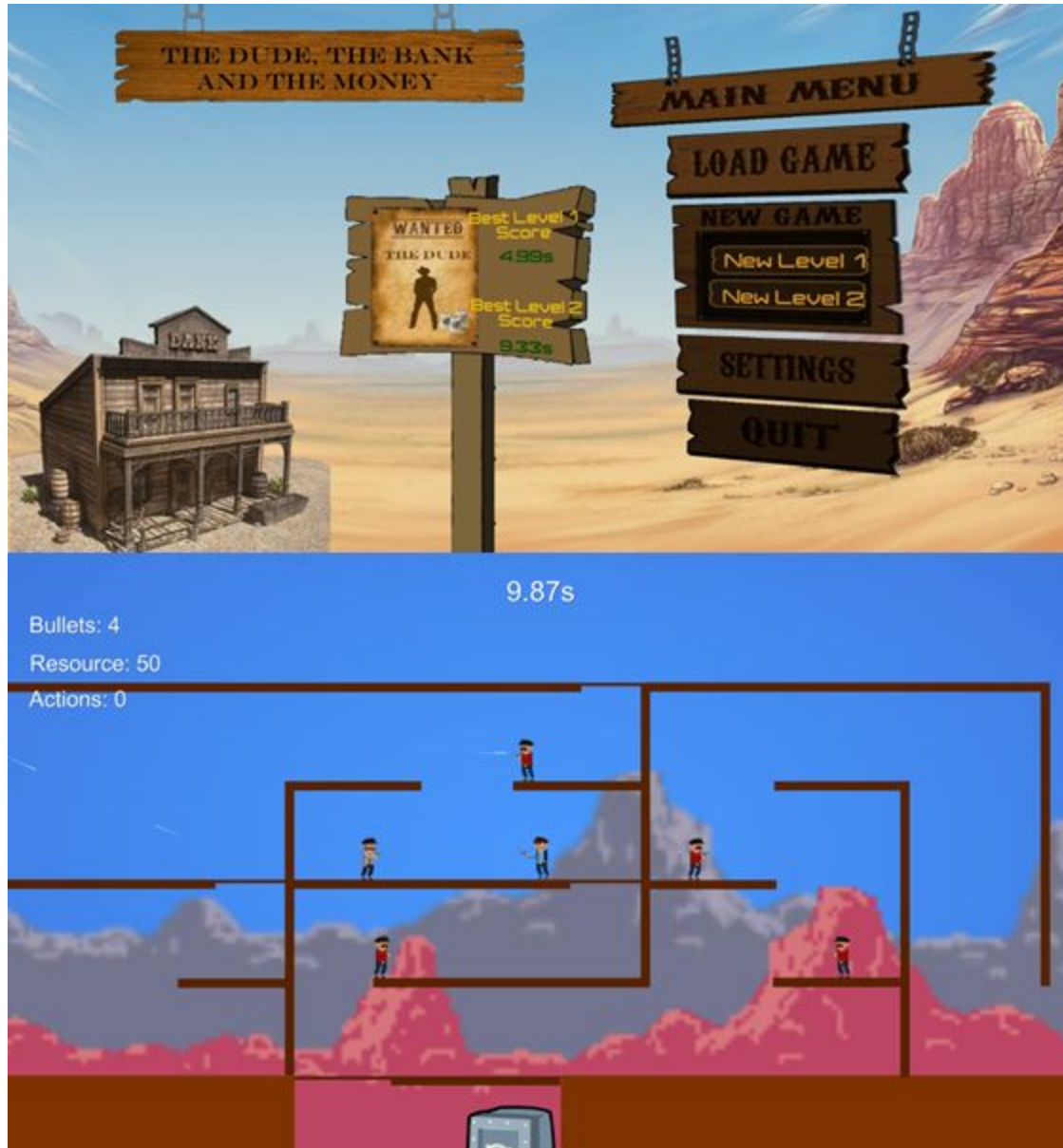
This game was made to be played on PC (Windows & Mac).

# Gameplay Highlights

- 2D Western styled platformer levels with both **fast paced action** and **strategy** components in which you perform a **bank heist**.
- The levels have a **2D side view**. As the player **enters** the map they're able to **freely walk around**. The **alarm is triggered** if the player is **seen by enemies** or **enters the vault**.
- After triggering the alarm, players have **10 seconds** to complete the level's heist and flee with the money or the **sheriff** will arrive and **instantly kill you**.
- When the alarm is triggered **all enemies** on the level will be **alerted** and will **kill on sight**.
- Each map has a **unique layout** that you can **traverse quickly** and **easily jump** to other platforms.
- Players can **plan** their every move, using **stealth** to their advantage and **avoid alerting** the enemies or simply **go inside the bank and out** with **guns blazing**.
- The Dude has a revolver with **only six bullets**, TNT and a knife at his disposal.
- Both the player and the enemies **die** with **one hit**.
- The main mechanic is a **time slow**, to easily **react** to the enemies, and **time stop**, which, after activating, the player can do a **limited** number of **actions** while the entire level is frozen in time. Both of these skills **consume** the limited **time resource**.
- If the player **dies** or wants to **restart** the level because something in their plan failed, the player can **rewind time** to a **specific point in time** and restart from there, which doesn't consume time resources.

## Art and Audio Highlights

The whole game has a western art style, from the menu to the characters, bank and backgrounds. All the soundtrack is also western styled.



# Production Details

## Current Status

The game already has a working prototype.

This prototype has two completed levels of normal difficulty and a working menu without settings, can only load the two levels, resume the current loaded level or exit the game.

The levels have the intended two types of enemies: the patrol, who walks between two set locations, and the guard, who stays still but has better reaction times and field of view. It also has a working alarm, that is triggered when the player enters an enemy field of view or the vault room and kills the player if it reaches the time limit. The level ends if the player successfully enters the vault and gets to the wagon before the time limit expires.

The prototype also has working physics on the character and enemies models and on the bullets and has the time powers working as intended, except for time rewind that just restarts the level. There are sprites for all the necessary objects but there are no animations added to these sprites.

There is also a basic UI made only of text that gives the needed information to the player.

All the graphical details of the game (UI and sprites) and enemy AI are just placeholders that will be replaced further on the development cycles. The current enemy AI is just shooting and sounding the alarm.

## Development Team

The team was formed in the context of the Game Design course of the Computer Science and Engineering master degree of the Instituto Superior Técnico. The team comprises four members: João Moreira, Pedro Monteiro, Ricardo Fonseca and Tomás Marques.



## Budget and Schedule

Since the game has pretty basic concepts the schedule should be pretty short: one year development cycle.

- 4 x Mid-Range Computers: 2800 €
- 4 x 1 Year Subscription of Unity Pro: 6000 €
- 4 x 1 Year Game Dev Salary: 56000 €
- 1 Year office rent: 60000 €
- Total: 124800 €

## Business Model

Upon completion we intend to launch our game on Steam for 9,99€. It will start with a one week 20% discount.

## Competition

Mark of the Ninja, a stealthy 2D action platformer.

Call of Juarez, also a western themed game.

Hotline Miami, a strategic fast paced 2D shooter.

Gunpoint, a stealthy, strategic 2D platformer with puzzle elements.

The Swindle, a strategic 2D platformer with some stealth elements, about heists.

# Game World

## Backstory

This is the 19<sup>th</sup> century America and the Dude's father owes money to a debt shark which here, in the wild west, it is a death sentence. The Dude must then become an outlaw and rob banks to get the money his father needs!

## Objective

To successfully rob the bank the Dude must stay alive while he tries to enter the vault and escape with the money. As such he must use his time powers, managing carefully his time resource.

## Characters

The Dude, was a simple middle-aged man working on his farm. But now, to save his father from a death sentence he has no choice but to become an outlaw himself. During some bar fight the Dude got ahold of the time powers which allowed him to be even more successful in his new job.

## Progression

Initially the Dude will start robbing small banks and bars, making the initial levels easy. As the game progresses the Dude will try even more daring heists, leading to more difficult levels.

Continuing on this path the Dude will make enough money to pay his father debt, which leads to the final climax with the debt shark and his gang.