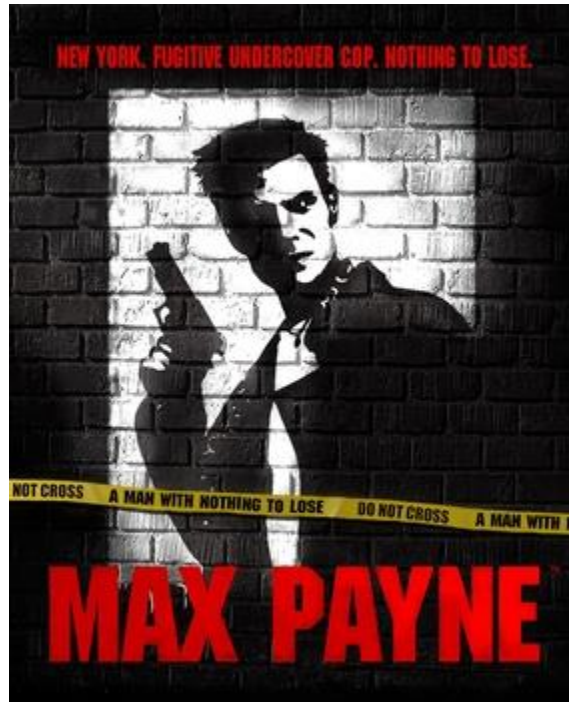


GAME DESIGN DOCUMENT



MAX PAYNE

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Game Analysis

Max Payne is a man with nothing to lose in the violent, cold urban night. A fugitive undercover cop framed for murder, hunted by cops and the mob, Max is a man with his back against the wall, fighting a battle he cannot hope to win. Max Payne is a relentless story-driven game about a man on the edge, fighting to clear his name while struggling to uncover the truth about his slain family amongst a myriad of plot-twists and twisted thugs in the gritty bowels of New York during the century's worst blizzard.

Mission Statement

The groundbreaking original cinematic action-shooter, Max Payne introduced the concept of Bullet Time in videogames. Through its stylish slow-motion gunplay combined with a dark and twisted story, Max Payne redefined the action-shooter genre.

Genre

Action, third person shooter, noir story.

Platforms

Microsoft Windows, PlayStation 2, Xbox, Mac OS X, Game Boy Advance, iOS, Android.

Target Audience

Male teenagers and older who like action movies and revenge type of story. One man vs everything.

Storyline & Characters

The story is told in medias res, and consists of three volumes: "The American Dream", "A Cold Day in Hell", and "A Bit Closer to Heaven". The game begins in 2001, as New York City finishes experiencing the worst blizzard in its history. Max Payne is seen standing at the top of a damaged skyscraper as police units arrive. He experiences a flashback to three years prior, when he came home to find his wife Michelle and their newborn daughter Rose murdered by armed junkies, who were high on a new designer drug called Valkyr. After their funeral, a distraught Max left the NYPD and accepted an offer to join the DEA.

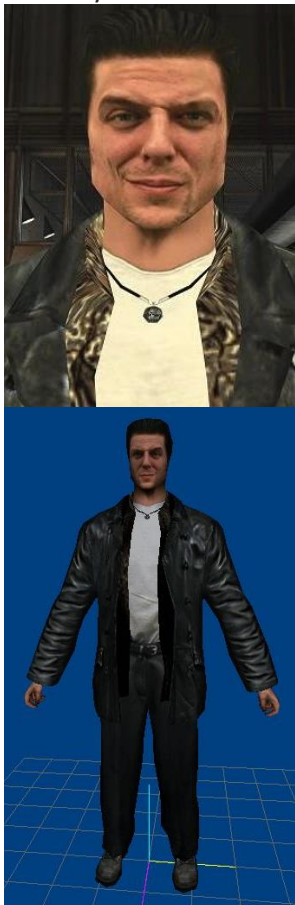
Three years later, Max is employed as an undercover operative inside the Punchinello Mafia family, which controls the trafficking of Valkyr. His DEA colleague, B.B., arranges a meeting between Max and his friend and former handler, Alex Balder, in a subway station. Max accidentally gets in a shootout with mobsters working for Punchinello underboss Jack Lupino, who are staging a bank robbery through an abandoned part of the subway. He eventually runs into Alex, only to witness him being killed by an assassin. Max becomes the prime suspect in Alex's murder, and is hunted by both the police and his former mob associates, who now know he is a cop.




While searching for Lupino, Max breaks up a Valkyr drug deal and discovers that Russian mobster Vladimir Lem has started a war with the Punchinello family. After capturing Vinnie Gognitti, Lupino's right-hand man, Max interrogates him and learns Lupino is at his nightclub. Max eventually kills Lupino, and runs into Mona Sax, a contract assassin and the sister-in-law of Don Angelo Punchinello. Mona, seeking revenge against Punchinello and not wanting Max to get in her way, gives him a drink laced with Valkyr. While experiencing a nightmare of the night his family was killed, Max is found by mobsters and taken away to be tortured, but manages to escape.

Max forms a partnership with Lem, who gives him a tip about a cargo ship at the Brooklyn waterfront carrying high-powered firearms, which some of Lem's former henchmen intend to sell to Punchinello. After securing the weapons, Max attempts to lure the Don into a trap, but Max himself gets ambushed at the Don's restaurant. Surviving, Max storms Punchinello's manor and confronts the Don, but discovers that he is only a puppet in a bigger conspiracy. The manor is then overrun by mercenaries working for pharmaceutical company Aesir, who kill Punchinello and leave Max for dead after injecting him with an overdose of Valkyr and setting the manor on fire.



After experiencing another drug-induced nightmare, Max escapes from the manor, and heads to an old steel foundry where the soldiers are regrouping. There, he finds a hidden underground military research complex, and discovers that Valkyr is the result of the "Valhalla Project", a Gulf War-era military experiment to improve soldiers' stamina and morale through chemical enhancements. The project was halted after a few years due to poor results, but was later secretly restarted by Nicole Horne through Aesir; when Michelle accidentally found out about Aesir's illegal experiments, Horne ordered her death. Max escapes from the bunker after Aesir initiates a self-destruct protocol to get rid of the evidence and witnesses, including their own men.




Later, Max, having figured out that B.B. is on Horne's payroll and killed Alex, agrees to meet him at a parking lot complex, where he kills him and his men. He is then called to meet a secret society known as the Inner Circle, who have been observing him. Their leader, Alfred Woden, reveals that Horne was once a member, and asks Max to kill her in exchange for dealing with the charges against him. The meeting is then ambushed by Horne's men, but both Max and Woden survive. After escaping the attack, Max arrives at Aesir's headquarters and fights his way to the top. Along the way, he runs into Mona again, who has been hired by Horne to kill him; she refuses to do so and is shot, but survives and vanishes. Eventually, Max confronts Horne, who attempts to flee in her helicopter, but Max severs the guy wires of the building's antenna, causing it to crash into the helicopter and kill Horne. The game then returns to the opening scene: the NYPD storms the Aesir building and arrests Max. As he is taken into custody, he notices Woden among the crowd formed at the scene, and smiles, knowing that Woden will ensure his protection.





Max Payne	Protagonist, NYPD detective, undercover cop DEA. Black leather jacket, 90s unbuttoned shirt, white t-shirt, black pants, black shoes, necklace	good with guns (dual wielding, slow motion time) dive jumping while shooting in slow motion	Age: 36 Birth Date: 1965
			





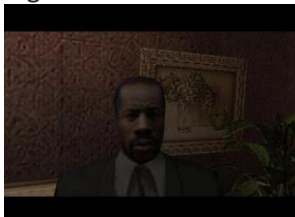
<p>Alex Balder</p> 	<p>Max's DEA partner. Bald, glasses, beard, black leather jacket, black pants, black shoes</p>	<p>not reckless like Max, dies in a first level at subway station (killed by B.B.)</p>	<p>DEA Agent</p>
<p>Alfred Woden</p> 	<p>He is a US senator, and one of the most influential members of the secret society known as the Inner Circle. Doesnt have one eye, balding, beard, old</p>	<p>He gives important advices to Max</p>	
<p>Angelo Punchinello</p> 	<p>He is the Don of the Punchinello Crime Family and responsible for selling Valkyr to the street. He is killed by the Killer Suits under Nicole Horne's orders cutting ties with the Mafia.</p>		





<p>B.B.</p> 	<p>He is a DEA agent who revealed to be a mole for Aesir and responsible for the events that led in the game. He and the Killer Suits are killed by Max Payne during a failed ambush attempt against him in the Choir Communication Garage.</p>		
<p>Boris Dime</p> 	<p>He is a Russian mobster and arms dealer who was once a member of the Russian Mob, and an associate of Vladimir Lem. At some time prior to 2001, Dime betrayed Vladimir and joined forces with the Italian Don, Angelo Punchinello. As of 2001, Dime was the captain of a cargo ship called Charon, which he used to transfer weapons. In 2001, Dime was killed by Max Payne, under the orders of Vladimir.</p>	<p>A lot of HP because russian</p>	

<p>Candy Dawn</p> 	<p>She is a hooker and an associate of the Punchinello Crime Family.</p>		
<p>Virgilio Finito</p> 	<p>high-ranking member of the Punchinello Crime Family. Brother of Joey</p>		

<p>Joey Finito</p> 	<p>high-ranking member of the Punchinello Crime Family. Brother of Virgilio</p>		
<p>Niagra</p> 	<p>He is a hitman and torturer working under Angelo Punchinello.</p>		
<p>Lupino</p> 			

Jim Bravura 			
Mrtva sestra nečija 			
Mrtva žena 			
Mona Sax 			
Nicole Horne			

			
Debeli kojem puši kurac 			
Mrtvo dete 			
Vince Mugnaio 			
Pilate Providence, AKA Big Brother 			

Joe "Deadpan" Salem 			
Yunkees 			
Vinnie Gognitti 			
Vladimir Lem 			

Gameplay

Overview of Gameplay

Third person shooter with slow motion mechanic and dive jumping shooting.

Player Experience

Going through level killing all bad guys. You explore levels in linear way but you can explore around opening lockers and similar for ammo and heals

Gameplay Guidelines



Game Objectives & Rewards

So the game is linear so there is difficulty scaled like that also up to the finale.

Reward is cutscene at the end of every level and also finding out what will happen next in story	Penalties for dying is loading last save or quicksave you made	Difficulty scales proportionally to game completion

Gameplay Mechanics

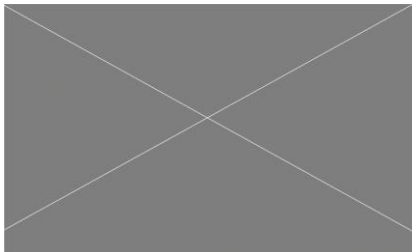
This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

Character	Movement Abilities / Actions Available
Max Payne	Run around, jump, shoot, shoot-dodge, slow down time, open cabinets/lockers, push buttons

Game Mode / Difficulty None	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
List the scoring attribute	Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level.

Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

Level name and/or pic of it 	List or describe the level's look, difficulty, hazards, and objectives.

Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

List the button	Describe what functionality the button press has within the game.

Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player's gestures/interactivity has an effect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	Dominik C	9/4/18	9/8/15	0 %
Level Mechanics				
Art				
Level 1				
Special FX				
UI				
Engineering				
Production Pipeline				
Prototypes				
Audio				
Sound Design				
Milestone: Game Play Features & Music				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				