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**Concept Document for:**

**Contour**

**Merc for Hire**

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Version #1.30

Tuesday, February 04, 2014

**Contour**

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| Game Genre : | Modified Tower Defense |
| Target Audience : | Strategic, action and role-playing game players |
| Appeals To : | Moderate through Hardcore |
| Platform : | Xbox 360 and PC |
| Player View : | Isometric 3/4th top down |
| Graphics Engine : | Custom; 3D models in 2D space |

**Contour Key Concepts:**

**Story**

* The protagonist is a female human who goes by the name of Contour.
* Contour is a witty yet recalcitrant mercenary who has recently been kicked out of the Battalion of Unconventional Rapid Response Operation Soldiers; otherwise known as BURROS.
* Contour is the commander of an attack corvette named Phalanx.
* During the course of the game, Contour will be given contracts by a mining corporation. Most of these missions will involve Contour defending the corporation’s assets and mining colonies.
* The game consists of multiple galaxies which are composed of multiple systems. Contour will have the ability to fly the Phalanx between galaxies and explore space.
* Only certain systems and galaxies will be available depending on where the player is in the story and or level of Contour.
* The Planar Yawing and Redundant Invasive Technology for Excavating Mining Corporation; otherwise known as PYRITE, will be the main mission contractor in the game.
* Some examples of enemies:
  + Other miner corporations
  + Asteroids
  + Warring human factions
  + Aliens
  + Zombies who are miners from warring alien factions

**Game play**

* Modified tower defense game where the player controls a ship that moves though the space around the mining colony.
* The player will actively control the ship by moving it while firing various weapons.
* The game can be paused. During this time a multitude of automated defenses can be deployed around the colony to help defend it. Some examples are:
  + Mines
    - Static, area of effect
  + Rocket turrets
    - Fire and forget, minor enemy tracking
  + Plasma turrets
    - Straight line, single target
  + Robotic drones
    - AI controlled Fire and forget, advanced enemy tracking
* Enemies will blitz the player and the colony defenses in waves trying to destroy the colony.
* Each colony defense level will be split into four quadrants which make up the complete map.
  + The players HUD screen will have a radar widget.
  + The radar will show all four quadrants as a complete map.
  + The player will be able to travel between the four quadrants throughout the missions to defend all sections.
  + Each quadrant will retain its defenses as the player moves between them.

**Player Actions**

* Phalanx will have a crew of hired individuals who will improve or degrade the ship onboard systems based on their skill. Contour will be able to get new crew members at shops. Some examples are:
  + Pilot
    - How maneuverable Phalanx flies
  + Weapons Officer
    - How accurate Phalanx weapons are
  + Engines Engineer
    - How fast Phalanx flies
  + Shields Engineer
    - How durable Phalanx shields are
* The player will learn more about Contour and her outlandish life while earning money and experience from various missions in the game.
* The player will be able to explore on their own without falling missions. But missions will unlock more of the game and move the story line forward.
* As Contour completes missions and levels, she will gain experience, money and other special items as rewards.
* Money is earned by selling minerals given as a reward or found throughout playing levels. Money will be spent on various items. Some examples are:
  + Building colony defenses
  + Upgrading the colony orbital defenses
  + Ship weapons
  + Ship ammunition
  + Ship upgrades
  + Crew members
* Experience is gained by tallying up kills and completing levels. The player has both an overall level and individual skill levels. Experience can be spent on gaining assorted skills and levels. Skills must first be bought in order to use them. Once bought the skill level can be increased to raise the effectiveness of that skill. Some example skills are:
  + Remote turret control
  + Remote mine control
  + Rockets
  + Plasma weapons
  + Bartering
    - Shop prices reduced
* The player will be able to visit the shop or black market between level completions. At these shops the player can spend the money and experience points that were earned. Some items will only be accessible in specific shops in certain systems.

**Game Flow**

* The flow of the game will consist of various levels. Each of these levels will involve the following parts:
  + Introduction story cut scene
    - Information on the new contract
    - Contour and shipmates story advancement
  + Shipmate selection
  + Phalanx load out selection
  + Mission
  + Level ending story cut scene
* Between levels, the player has the option to:
  + Travel to next mission
  + Visit black market
  + Explore

**Level Examples**

* Level 1:
  + The player must defend the moon where the startup company PYRITEhas summoned Contour to.
* Level X:
  + The player must defend the colony storehouse on an asteroid from meteors using only Phalanx.
* Black market level:
  + The player must defend the asteroid/planet/ship that the black market is on.
* Colony move level:
  + Contour may be required to protect a colony while in slip space travel.
* Exploring random level:
  + The player will be able to fly around the 4 quadrants and destroy random enemies for experience and money. There is also a chance for random items.

**Textural Description of Contour:**

**Fictional story background**

Contour is set in the distant future where the human race has been populating other galaxies and solar systems for many years. However, expansion of the human race throughout the frontier has not come without a price. The Milky Way Galaxy is getting smaller from over population and lack of resources. Tensions between the human race and various aliens are on the rise, increasing the possibility of impending war. Not only do humans need to worry about aliens, but many colonies of humans are having armed conflicts over control of solar systems. Time may continue to move forward but there still exists one constant in the universe besides E = MC2; greed.

“Spend money to make money.” The human saying still rings true. Humans innovate to make money. With money comes power. Individuals with money can live on any exotic paradise they want while buying everything they can ever want from eBay, with same day shipping! Unfortunately in order to get money and power you need resources. Getting resources from the likes of mining and trade was the easy part. The hard part was holding onto them.

Thus began the organization of Frontier and Interstellar Space Travel. More specifically the Public Utility and Mineral Protection arm; known as F.I.S.T P.U.M.P. This division of FIST was created specifically for the purpose of protecting colony resources such as space docks and space stations. PUMP is funded by the home world of Earth and is a substantial military force which is called upon often. Earth gets a great amount of kickbacks in the form of resources and money and outlanders get protection.

This setup worked well. Earth was happy with the pay and colonies were pleased with the protection. At least until the Tazion showed up. This alien race was shoved so far in the corner of the galaxy that no other race had encountered them before. One day an interstellar cruise ship went frolicking though their solar system cluster and it had the effect of hitting a bee hive. The Tazion are numbered in the billions, and they want all the resources, money, and power that the galaxy has to offer. They will also do anything to get it.

To combat this new and incorrigible enemy, Earth created an elite tactical strike force. The Battalion of Ulterior Rapid Responses Shock-troopers were to be hired out only to the highest paying colonies and space corporations. All cadets in B.U.R.R.O.S are trained in close orbital combat and advanced ship boarding techniques. They are supremely confident soldiers and commanders bred to fight the Tazion. One such commander was recently tossed out for conduct detrimental to a standing officer, breach of command and insubordination.

Contour is a human female who was dedicated to her position in BURROS. That was until she was unceremoniously removed from her post. Now she has to make a decision. She has no family, at least none that she cares to admit, and all her friends are spread across the galaxy as members of BURROS. Her skills are as a pilot and commander. She is not about to take a desk job! With no real place to go she decides to use her skills for the better good of the human race. She will do what she feels BURROS should have been doing since the beginning. She will defend the colonies she had taken an oath to protect. She is going to join the Mercs!

Oh, and make lots of money while doing it.

**Game purpose and story progression**

As the player progresses though the game, more of Contours life will be detailed. She will meet new people and old friends though cut scenes surrounding missions. She will grow with skills and items gained which improve both herself and the Phalanx. The player wins when they get to the end of the story by completing the main mission story arc.

**Game play and player interaction example**

Mission screen:

A majority of the missions will consist of defending a base/colony/asset of some sort. The map will consist of four quadrants surrounding the position that needs to be defended.

Quadrant 1 Quadrant 2

Quadrant 3 Quadrant 4

The player will be actively positioned in a single quadrant at a time. So if the player was in quadrant one, the players screen would look like this.

* The square screen in the corner is radar which contains the overall map made up of all four quadrants. Red dots will represent the positions of attacking forces though all quadrants and green will represent the placed defenses (now shown). This allows the player to know which quadrant needs help.
* The red dots outside of the radar screen are the actual enemies in the quadrant.
* The orange octagons are asteroids which move in orbit throughout the map.
* The green squares are player deployed defenses which may or may not orbit depending on the type of defense.
* The purple triangle is the Phalanx Corvette.
* The blue box is the asset which needs to be defended.

Phalanx is controlled by the player and may move between the four quadrants.

When the Phalanx moves to another quadrant, the automated defenses in the previous quadrant are still active and will continue combat.

The Phalanx is also able to fire weapons at the attacking enemies while taking damage. If the Phalanx is destroyed, the player will have to wait a set amount of time before it can be repaired and launched again. This will cost a large sum of money and negative experience points during mission wrap-up.

If the asset is destroyed the player loses.

**BFG Elite Biographies:**

Patrick Levoshko

Patrick has over 12 years experience as a software engineer at multiple jobs. He is currently is a senior software engineer at M.I.T Lincoln Laboratory in Boston Massachusetts and has been working at that capacity for over 8 years.  Patrick is a lead engineer for a program which develops and deploys U.S. government terminals that command and control military satellites (AEHF).

Patrick has extensive knowledge of various programming languages which include C++, Java and C#. He is experienced in leading software teams and following the software development process. Patrick is working towards a master in software engineering with a concentration in video game and entertainment technologies.

Mark Tulewicz

Mark has been working in the video game industry for about five years. His current place of employment is Incredible Technologies in Arlington Heights where he specializes in computer graphics and video game tools and art pipelines.

Mark has extensive knowledge of various programming languages which include C++, Java and C#. He created a custom video game graphics engine using C# and XNA.

Kain Osterholt

Kain has been working in the video game industry for over three years. He works at WMS in Chicago, Illinois as a developer for slot and casino games.

Kain has extensive knowledge of various programming languages which include C++, Java and C#. Kain will use his experience to lead the quality assurance test lead role.

Bradley Sward

Brad has been working in the gaming industry for about two and a half years.  His current place of employment is WMS Industries in Chicago, Illinois where he specializes in maintaining successful slot machine games across disparate product lines.  He is also a part-time faculty member at the College of DuPage in Glen Ellyn, Illinois where he focuses on introductory classes in game development.  
  
Brad has years of knowledge and experience working in C++ and C# among other languages.  He has developed 2D-game engines of various forms starting way back in the DOS days and nowadays in C# with XNA and Game Maker.

Brian Fornelli

Brian is a software developer at RR Donnelley Logistics in the Chicago suburbs specializing in writing C#, Java, and Python code.     
  
Additionally, Brian is an avid composer.  His first exposure to game development was as a pimply faced software tester at a music software company many years ago.

Aaron Solomon

Aaron is a Sr. Technical Analyst/Software Developer and Sr. Settlement Team Analyst for the CME group where he has worked for 11 years.  Aaron works with Java, C++, and VBA as well as aid in the implementation of settlement algorithms using Streambase; a java based programming tool.  As the main developer for one of the settlement tools he has played the role of architect, engineer, QA, and user.  Aaron aids in QA testing while functioning as a liaison for development between business users and developers for various projects.

Aaron is a musician with over 20 years of experience with performing, teaching, composing, arranging and recording music.  His work in game development has been an occasional side hobby in relation to music and automata theory.

**BFG Elite Roles and Responsibilities:**

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| **Name** | **Position(s)** |
| Patrick Levoshko | Team Manager  Creative Director  Web Master  Developer |
| Mark Tulewicz | Architect  System Administrator  Developer |
| Kain Osterholt | Quality Assurance Manager  Quality Assurance Engineer  Developer |
| Bradley Sward | User Interface Design Engineer  Quality Assurance Engineer  Developer |
| Brian Fornelli | Music and Sound Engineer  Quality Assurance Engineer  Developer |
| Aaron Solomon | Music and Sound Engineer  Quality Assurance Engineer  Developer |