eternal storm©

By Kronos

Design Doc v0.94

Revision 10

First drafted on Feb. 5, 2006
Last updated on Mar. 6, 2006

Table of Contents

Overview

eternal storm© is the sequel to **Saturn Storm**©. It's an immersive action game detailing one man's tumultuous battle to overthrow a reigning monopoly by force, fighting an opponent that has unwittingly taken the entire galaxy hostage. Throughout the single player journey, the player will remotely pilot a variety of attack aircraft (fighter jets, heavy bombers, VTOL HoverStealths, and Runner crafts) against a mix of interrelated ground and air targets.

Recommended Playing References

eternal storm© is the (spiritual, IP) sequel to **Saturn Storm**©, but an evolution of the gameplay model born in Battleship 88. Both of these games were produced and published by the Game Creation Society, and can be found for free online at www.gamecreation.org, under the Public Site's section for Finished Games.

Product Details

Title: eternal storm©
Developer: Kronos
Publisher: GAME CREATION SOCIETY
Control: Mouse and Keyboard
Number of Players: Single Player Campaign, Plus 2 Player Alternating Assault Mode
Game Perspective/Genre: Isometric high speed sci-fi arcade action
Supported Operating System(s): Windows XP, Windows 98, Windows 95
Incorporated Middleware Solutions: Allegro, DirectDraw 5, possibly DivX encoding

Marketing Pitch

Taking place 300 years following Saturn Storm©, eternal storm© dives into the rich clouds of Jupiter, where the Juno Corporation maintains a virtual monopoly on the collection of Hydrogen-3, the fuel source for nearly every engine in the system, using giant, automated mining platforms. Juno controls everything from here to the sun, and there isn't much outside of that - except for the few independent, cutthroat corporations in the outer planets.

Inside the Great Red Spot of Jupiter, a monstrous storm three times the side of our Earth, Juno is rumored to have found its source - and that within the eye of the storm, research into spacecraft materials and energy manipulation exceeds anything else in the system.

No king lasts forever on the throne, and it is the tyrants themselves who plant the seeds of rebellion. Hidden inside the fury of the Great Red Spot, a few brave pilots launch the rebellion, the Jupiter Liberation Front, seeking to strike Juno in its heart and uncover the source of their secrets.

Battle through the epic one player campaign of eternal storm© on a tumultuous journey to uncover these secrets and overthrow the reigning monopoly by force, but prepare yourself for anything - this is a story laced with twists and turns! Or, build your very own military fusion mining facility high over the skies of Jupiter using the included mission editor, upload your designs to the official eternal storm© website (**http://estorm.gamecreation.org**), and share in the unlimited variety of challenges created by other players worldwide.

With eternal storm©, the action never ends!

Background Story (Contains Spoilers)

-------------------Original Story from the Prequel Saturn Storm©-------------------
The year is 3005, and automated mining installations are being built over the stratospheres of gas giants to collect hydrogen gas for spaceship reactors.

Jupiter, the closest and most abundant source, is under a government-endorsed monopoly. Saturn, by comparison, is still a rough frontier with an unclear future. With the government busy on Jupiter, anarchy has arisen. Businesses now attempt to gain an advantage by

physically destroying their competitor's mining rigs. These attacks are delivered by unmanned bombing drones.

As a rouge space pirate captured by an aggressive corporation, you are being blackmailed into doing their dirty work. It's up to you to purchase, manage, equip, and remotely pilot drones to destroy the competition. You can cut off their resource collection to disrupt cash flow, target their weapons platforms to make your job easier, or hit them where it hurts and destroy their repair facilities.

Fail, and you leave a powerful corporation hundreds of billions of dollars in the hole. As their prisoner, your future is in their hands!

The ideal (most difficult to earn) ending for that game was as follows:

--------------------Original Ending from the Prequel **Saturn Storm**©------------------
It's funny how circumstances can work.

My advisors have convinced me I need to keep out of the spotlight for a while, and are sending me to a bunker on Titan that they tell me I'll enjoy. What's left of ZHT survived the legal battle with the Juno Group, meaning Zuhal Hydrogen and Transport will retain a near-complete market share of Saturn. My 'friends' both inside and outside ZHT ensure me none of the backlash will get to me. I even helped them direct some of that backlash to a couple deserving people.

They tell me Jupiter is due for some heavy storm activity. ZHT might be the major fuel supplier for a few years, at least. I wonder if Juno is interested in selling some equipment, cheap...

Hiding out on Titan sounds like a bore, but I'm told I'll keep busy. I'll have plenty of 'company,' feeds from Earth, and some go-betweens so I can start planning the next steps I want to take with ZHT. After listening to Saturn's storms for so long I'll ask for a room with French Riviera simulations on every wall.

I also managed to find my back-stabbing buddy on that tourist station near Jupiter and sent him an invitation - one he can't refuse!

----

eternal storm© takes place in the year 3305 AD, over the Great Red Spot of planet Jupiter. In the 300 years following **Saturn Storm**©, Juno Corporation has sealed its ownership over Jupiter, and became so powerful that bought Saturn out from ZHT. Juno now owns *everything*. As far as Juno's execs are concerned, what they have still isn't enough.

Early in the player's adventures, necessity compels him to join the ranks of the Jupiter Liberation Front. The JLF is an elite organization aiming to overthrowing Juno's monopoly on Hydrogen-3 mining. Less than halfway through the game, the player becomes aware that the JLF's intentions are impure, and it is in fact little more than a front for the old lords of ZHT. They aim not to bring down the throne, but to sit upon it themselves.

Meanwhile, the Antedans, a technologically-advanced imperial civilization native to a system 10 light years from Earth, invented a device which can communicate across time. The device is essentially a hollow, fist-sized cubic frame of unimaginable density, harnessing black hole gravitational forces. Their grand scheme: to cheat the limits of time on military

development, gaining a God-like advantage in intergalactic colonization battles. At the time of this device's creation their species was far from developing macroscopic mechanics for navigating spacetime, but their think-tanks imagined a time when they might funnel instructions backwards in time and manipulate infantile races into building portals right into their backyards. Long ago, these devices were scattered deep into the far reaches of inhabited space.

The Great Red Spot of Jupiter, a fierce storm three times the size of planet Earth that has been raging for untold thousands of years, presents such turbulence that absolutely no communications are able to get in or out of the mining platforms it engulfs.

Within the eye of the storm, Juno has concentrated its most powerful defensive and mining technologies around a highly classified research project. They have located, at the center of the storm, one of these Antedan communication devices, and are hard at work to convert one of their mining facilities into a portal. The Antedans are offering wealth and power beyond measure, and Juno's outright arrogance has them overlooking the trap being set. Juno believes their military capabilities are economic forces to be unstoppable - they fear nothing.

Midway through the game, the player is facing three foes: (1) the JLF who want him silenced for knowing their impure affiliations (2) Juno for the player's attempts to interrupt their secret plans and (3) Scyllan pirates that are ever eager to prey upon those weakened by both ends of a battle. At all costs, the player must ensure that the Antedan portal is never completed by Juno, or the unstoppable alien armies will come through in full force!

Gameplay Mechanics

eternal storm© is several types of action games in one, depending upon which remote aircraft a mission has the player piloting:

Bomber: Drive-by shooting at 500 mph over a heavily armed and armored target
Fighter: Intense dogfighting while requiring an awareness of the ground activity
VTOL HoverStealths: Avoiding detection while under time pressure to commit theft
Runner: Navigating through heavy fire at breakneck speeds for the ultimate prize

It is an "arcade" design, erring in favor of fun gameplay over realism (ex. infinite ammunition constantly recharges; no attempt is made to explain certain contrivances). The ground buildings function as a simplistic, resource-agnostic RTS environment for the player to interact with through the various aircrafts provided.

Two player games present an opportunity to perform alternating assaults. The game allows players to select any pre-defined/saved base (user-friendly level editor included), and alternate assaults to see who is the superior drone pilot. The player that completes the level the fastest wins; both players failing results in a tie. Save, share, and take your own mission designs online to compete with others!

Gameplay Features

Levitating Gas-Mining Platforms

Every platform is composed of a series of interconnected, square, steel platforms in space, supported by thrusters. These are fusion gas mining facilities. Historical assaults on these bases by pirate forces has motivated their owning company (Juno) to invest heavily in the shielding and defense of these platforms, an investment which was easily covered by the profits of running the stations. Each series of connected platforms features a single invincible engine vent in the center; capturing a platform requires docking with the vent after removing all shields.

Gemini Carrier

The Gemini Carrier is the ship piloted by the player from one Levitating Gas-Mining Platform to the next. This is necessary for the player to be close enough to the drone systems to maintain a reliable communications uplink; the Gemini Carrier stays within range by orbiting the platform the player's drone is currently navigating. If the remote drones were piloted via satellite, as has been the tradition since the years of **Saturn Storm**©, no visual or radio transmissions could make it in or out of the Great Red Spot for piloting.

Time Limits

Missions present time limits through several mechanisms:
1. Imminent arrival of overwhelming enemy reinforcements
2. Time until disrupted communications are re-enabled (detection avoidance)
3. The Gemini Carrier that carries the player to the platform is under assault, and it has an armor limit which prevents it from waiting forever

Note that in most cases, these are not hard "game over" time limits, but rather "classic arcade up-the-ante" time limits. A sufficiently skilled player may still finish a mission after their time pressure is up, either fending off enemy reinforcements or evading massive assaults from alerted enemy fighters. The exception here is if the Gemini Carrier takes too much damage and the player's life physically becomes in danger, the mission is failed.

Ship Upgrades

Every mission offers a player points for completion, based upon damage taken (negative), damage dealt (positive), side objectives completed, accuracy bonuses, and hidden items. These points can then be used to upgrade the fleet along one of several dimensions:

(Accuracy)   (Agility)   (Speed)   (Weapon Power)   (Shield Recharge Rate)

Upgrading these values affect *all* ships simultaneously (ex. all ships +1 agility), and carry between Level 1 and Level 2 ships. There is a maximum to each upgrade stat (50 units), and early missions offer fewer points than later missions to encourage the player to advance.

Replayable Missions

Earlier missions can be replayed to "reap" experience points and upgrade equipment. This has the added benefit of allowing a confused or disoriented player to go back and review certain aspects in the game's story, as they unfolded the first time.

Ship Shields

Ship shields are recharging resources that make up for some percentage of a ship's overall health, as determined by ship type. Once a shield is entirely depleted, it will no longer recharge, and the player is then vulnerable to damage without repair until the mission is completed. Color-wise, a 66%-100% shield is green, 33-66% is yellow, and 0-33% is red. Shields only flash/appear when taking damage. Recharging damaged shields to full power will take no more than several seconds.

Green <-> Yellow <-> Red -> Unshielded Ship -> Smoking -> Burning -> Explodes

Active Platforms and Resource Gathering/Shipping Facilities

The platforms were originally designed with a single purpose in mind - gather radioactive gases from the atmosphere of gas giants, process them into a shippable energy form, and launch them at full power into orbiting space silos. In the process of handling these massive quantities of stored energies, the Resource Gathering/Shipping Facilities are able to power the entire platform section they mark; every square subsection of the platforms features an individual RG/S Facility in the center, and the destruction of this facility disables power and functionality to all buildings resting on that same platform section. Destroying this facility is referred to as "deactivating" a platform, whereas a platform section with this facility intact is referred to as an Active Platform.

Coincidentally, any ship blocks the nuclear energy beam the when one of its frequent but semi-random transmissions will be instantly and entirely obliterated.

Building Shield Infrastructure

Power from an entire platform's subsection square is directed into massive energy channels within the bowels of the platform's connective structures, and shared between adjacent platform sections. This excess of power forms a synergistic effect; the resulting halo can be used to fortify all structures on a platform against damages. As long as at least one connective pipe for a given edge (no matter how many there may be from a given edge) connects to a base with an operational Resource Gathering/Shipping Facility in the center, the shields will be activated at some capacity. The more edges by which a platform is joined to other active platforms around it, the more powerful its defensive capabilities are, as follows:

Sides connected to at least one Active Platform	Shield color for all buildings on this platform	% Damage and shock absorbed by shields	Approx. # bombs to destroy shielded buildings
0	(none)	0%	1
1	blue	25%	3
2	light purple	50%	5
3	white	75%	7
4	black	100% (invincible)	∞

Note that as a shield receives damage, it begins to "fade" with each hit but does not change/shift colors. Lights on the base (along platform edges, and on pipes) provide clear visual cues as to where power is still active; additionally, buildings are unanimated/inactive on platforms where the centerpiece gatherer has been destroyed. The invincible Vent on the centralized platform acts as an indestructible resource gatherer, in that the devices on its platform always receives power, and it calculates as a shield contributor to adjacent platforms.

Base Defenses

(Note: all buildings take up a single isometric tile.)

AA Fire - Fires flak at passing ships; tend to fire behind the target, unless the player is directly approaching and flies overhead. The advanced version of this building turns faster, fires further, and has better accuracy. The higher an aircraft flies, the less frequently AA fire is able to connect and do damage (10% at max. altitude, 100% at low altitude, linear gradient).

SAM Fire - Fires tracking missile after passing ships. These prevent the player from lingering too long over a single target. The advanced version of this building turns faster, fires further, and has better accuracy. The higher an aircraft flies, the more able SAM fire is able to track at full speed and turn sharply (100% at max. altitude, 10% at low altitude, linear gradient).

Deflector Pulse - Discharges bolts of energy into the air, flinging bombs away from their intended target. This building takes a moment to recharge between emissions, so that a concentrated barrage can defeat this building's protection.

Aircraft Launcher/"Hangar" - Scramblers jet fighters into the sky to take down attackers. These release fighters when the nearest Detection Radar Station sees the player.

Detection Radar Stations - Rotating cone of vision detects player and sends Aircraft from Launcher/"Hangar." Note that this information is visible when the player when playing as the Stealth craft (uses more narrow radar view). Every station has a standard viewcone of 45 degrees, but speed and offset are configurable in the level editor.

Gathering/Shipping Facility - Semi-randomly fires a concentrated energy beam into the sky, as a mechanism for delivering collected nuclear power. These beams are always fired straight up, and come at semi-random intervals, but one unlucky hit will instantly destroy any ship.

Bosses

Each chapter of **eternal storm**© ends in a boss battle - a dogfight against an enemy Scyllan carrier, docking while under attack by Juno Lv 2 ships, an ambush by a small fleet of Scyllan fighters, a fight against a pair of enemy JLF carriers (Janus twins), and one mission where the palyer must dock at the heavily fortified Juno HQ Fortress while under fire by Antedan spacecrafts.

Interface and Controls

In-Menu Options

Main

Mission Select, Options/Cong, Credits, Exit

Options/Configuration

Adjust Performance Settings, Audio Volumes, and Remap Keys

Credits

Display of credits, with control to move through it manually

Campaign

For single player missions and cinematics

Single Mission

Allows the player to try any saved extra mission

Tech Points Upgrade Screen (Available from the mission select screen)

This is the screen for selecting which category to spend Tech Points on. (See "Ship Upgrades" in the "Gameplay Features" section earlier in this document.)

Mission Maker (Entered from the Single Mission option)

Select any unlocked (or custom) platform, set up mission parameters, and save/play it

Platform Builder (Entered from the Single Mission -> Mission Maker option)

Construct and save a base layout for the Mission Maker tool

In-Game Controls (Note: control defaults are tentative, and can be remapped in-game)

Fighter

The mouse continuously turns to face the mouse cursor, and the camera moves "ahead" of where the craft is facing. Left clicking fires at the designated location, whereas holding the right cursor on a target will force the craft to lock its cursor to it ("matching speed" and trailing air targets, or automatically strafing a ground target). W, A, S, and D keys affect the ship's altitude (W higher, S lower) and velocity (A slower, D faster). Note that the fighter is unable to attack ground targets.

Bomber

The mouse targets independently of ship movement. Left clicking releases a fire-and-forget laser guided bomb to any ground or air target clicked upon, whereas holding the right mouse button causes the ship to track an enemy plane. W, A, S, and D keys affect the ship's speed (W faster, S slower) and heading (A bank left, D bank right). The bomber's shields can absorb twice the damage as and other craft, and its altitude is controlled indirectly only by its speed (faster = gradual increase in altitude, minimum speed = rapid drop in altitude) and movement (turning = steady decrease in altitude).

VTOL HoverStealth and *Platform Construction Drone*

Unlike the other crafts, which behave like airplanes, these ships move like helicopters. Moving the cursor causes the craft to rotate (used to observe an area), and W, A, S, and D keys affect the ship's forward speed (W move forward, S backwards) and strafing (A relative left, D relative right). Left clicking fires a low-quality air-to-air

missile, and right clicking actives a temporary cloaking charge (alerted enemies temporarily lose track of the player). Flying over unshielded crates or data boxes (mission objectives in certain stealth missions) deploys the winch for pickup. Hovering over a Deflection Tower will cause a data uplink which destroys its capabilities. The VTOL HoverStealth is always at the lowest possible altitude, contributing to its invisibility to homing missiles, however this leaves it highly vulnerable to AA and enemy fighters.

Runner

Controls mainly like the fighter, constantly chasing the mouse cursor, except that it moves much faster. Left clicking discharges booster rockets (temporary speed boost), and right clicking toggles low-docking-approach. The player may collide with buildings while flying in low-docking approach, but otherwise the craft cannot be hit at this altitude by SAMs, and it's much harder for AA to get a bearing on the craft. W, A, S, and D keys affect the ship's altitude (W higher, S lower) and velocity (A slower, D faster).

Technical Format Specifications

Ship Sprites

Vertical sets of rows: angles of the craft rotated in isometric, at 128 angle gradients
Horizontal sets of columns: variable plane roll, in even intervals (ex. -30,-15,0,15,30 degree columns)

Damageable Building Sprites

4 horizontal set of columns detailing the collapse of the building from full to rubble

Rotating Damageable Building Sprites

Vertical sets of rows: angles of the rotating piece in isometric, at 64 angle gradients
4 horizontal set of columns detailing the collapse of the building from full to rubble

Mission Memory Format

Platforms are represented as (isometric) square sections of steel plates with the RG/S in the center. Each platform is an independent data structure with its own tiles, which are stored in a sparse data structure which independently keeps track of buildings and scorch marks.

Enumeration of Assets

1. Art
   a. 3D--
      i. Aircraft
         1. Juno
            a. Level 1
               i. Bomber - Ares
               ii. Fighter - Knight

    iii. Stealth - Shadow
    iv. Runner - Scorpion
   b. Level 2
    i. Bomber - Thor
    ii. Fighter - Gladiator
    iii. Stealth - Medusa
    iv. Runner - Firefly
   c. Gemini Carrier - note: doesn't turn; animation frames are for shaking/hit
    i. (retextured and also reused as the 2 enemy JLF Janus carriers)
   d. Construction craft (in level editing tool only; may use 'placeholder')
  2. Scyllan
   a. Bomber
   b. Fighter
   c. Carrier - note: doesn't turn; animation frames are for shaking/hit
  3. Ancient Alien Race (Antedan)
   a. Mysterious invincible uber-"Fighter"
   b. Mysterious invincible uber-"Bomber"/AirFortress
 ii. Buildings (Each building has 4 destruction animation sprites; health->collapsed)
  1. Static Building (2 frames animation; blinking lights etc.)
   a. Deflection Tower
   b. Aircraft Launcher/"Hangar"
   c. Resource Gatherer/Sender (center of every platform, except vent)
   d. Vent (serves similar role to RG/S, but also capture-able by Runner)
   e. Antedan invincible portal uber-"resource gatherer/sender"
  2. Rotating Top
   a. AA Tower
   b. Adv. AA Tower
   c. SAM Site
   d. Adv. SAM Site
   e. Detection Radar Station
  3. Animated
   a. Platform Support Thrusters (fire/thrust; underneath platform)
  4. Platform Tile Sets
   a. Brown Rust set
   b. Metallic Gray set
   c. Navy Blue set
   d. Black w/ Wires set
   e. (contents of each tile set:)
    i. Flat metal
    ii. Platform side, off (4, each edge)
    iii. Platform side, lit/activated (4, each edge)
    iv. Corner sides (4, x4 each, 00 10 01 11 lit/off pairings)
    v. Pipe connections off (2, SE and SW edges; concealed for N)
    vi. Pipe connections lit (2, SE and SW edges; concealed for N)
    vii. Pipe sections off (2, SE and SW; no joints)
    viii. Pipe sections lit (2, SE and SW; no joints)
  5. Scorch marks
   a. 10 types (varying sizes)
 iii. Theft crates
  1. Tan tech boxes of Ancient Alien Race (Antedan) technology
  2. Blue dataframes
b. 2D---
 i. Interface

1. Menus
   a. Main Menu Screen
   b. Options/Configuration Screen (Audio/Performance)
   c. Pause Options
   d. Cursors
      i. Inactive
      ii. Selectable
2. In-Game
   a. Radar/Minimap
   b. Shields Indicator
   c. Cursors
      i. Target
      ii. Whiparound
      iii. Editor
         1. Place
         2. Remove
3. Level Editor
   a. Scroll buttons
   b. Side panel
   c. Add/remove toggle switch
   d. Help screen
2. Audio
   a. Sound---
      i. Menus
         1. Change option
         2. Accept
         3. Decline
         4. Pipe connection
         5. Removal tool removing
         6. Basic scroll/click sound
         7. Plane placement
         8. Move tractor beam tool
         9. Place new building
            a. New platform base
            b. Typical building
      ii. Explosions
         1. Plane Exploding
            a. Player
            b. Enemy
         2. Ground Buildings
            a. Vent/Platform
            b. Deflection Tower
            c. Other (Defensive)
      iii. Misc. Buildings
         1. Vent/Platform
            a. Runner craft docking with it
         2. Deflection Tower
            a. Deflector Pulse burst
         3. Resource Gatherer/Sender
            a. Resource beam (sends shock of energy straight up into space)
         4. Aircraft Launcher/"Hangar"
            a. Jet Launch
         5. Detection Radar Station

11

        a.   See enemy (alarm sounds)
6. Defensive
        a.   (Covered in the Sound->Weapons section)

iv. Weapons
1. Std. AA Fire
2. Adv. AA Fire
3. Std. SAM Fire
4. Adv. SAM Fire
5. Deflector Field Pulse
6. Craft Attacks
        a.   Lv 1 Bomber - Ares - Laser guided bombs (delayed rockets)
             i.   Bomb release
             ii.   Thruster engage
             iii.   Bomb lock beep/noise
        b.   Lv 1 Fighter - Knight - Autocannon (heavy, slow machinegun)
             i.   Firing loop
             ii.   Cool down spinning/sizzling barrels
        c.   Lv 1 Stealth - Shadow - Cloaking cell
             i.   Start sound
             ii.   Active loop
        d.   Lv 1 Runner - Scorpion - Booster rocket
             i.   Activate booster
             ii.   Decelerating after booster released
        e.   Lv 2 Bomber - Thor - Photon vaporizer cannons
             i.   Release
             ii.   Small spark/arc noises
             iii.   Electrical explosion
        f.   Lv 2 Fighter - Gladiator - Laser Cannon
             i.   Charging noise (0.5 seconds)
             ii.   Fire/release shot
        g.   Lv 2 Stealth - Medusa - Time stopper bomb
             i.   Release
             ii.   Falling noise
             iii.   Crystalline explosion
        h.   Lv 2 Runner - Firefly - Sonic boom boost
        i.   Ancient Alien Race (Antedan) Crafts
             i.   (utilize the same sound effects as Lv 2 crafts)

v. Misc. Craft Noises
1. Lv 1 Bomber - Ares
        a.   Large, loud engines
        b.   Labored turn
2. Lv 1 Fighter - Knight
        a.   High pitched engines
        b.   Whip turn
3. Lv 1 Stealth - Shadow
        a.   Quiet, low pitches engines
        b.   Lower winch
        c.   Raise winch
4. Lv 1 Runner - Scorpion
        a.   Burning, rumbling, small engines
        b.   Rapid loss of altitude to dock
        c.   Flying low engine loop
        d.   Rapid gain of altitude returning from dock

5. Lv 2 Bomber - Thor
    a. Clean, powerful engines
    b. Smooth turn
6. Lv 2 Fighter - Gladiator
    a. Quiet but steady engines
    b. Snap turn
7. Lv 2 Stealth - Medusa
    a. Data recovery beam ("beam me up" data tech-winch)
    b. Strafe
    c. Move forward/backward
    d. Hover in place
8. Lv 2 Runner - Firefly
    a. (Same docking noises as Lv 1 Runner - Scorpion)
9. Gemini Carrier
    a. Docking player ship
    b. Undocking player ship
    c. Firing defensive lasers
10. Ancient Alien Race (Antedan) Crafts
    a. (utilize the same sound effects as Lv 2 crafts)
11. All
    a. Shield hit by bullet
    b. Shield hit by explosive
    c. Shield collision with enemy jet (instant loss of shield)
    d. Shield disabled/destroyed
    e. Ship hit by bullet
    f. Ship hit by explosive
    g. Ship collision with enemy jet (instant death)
    h. Ship Explosion
    i. Altitude rising
    j. Altitude descending

b. Music--------------*(tracks in pink are outsourced to the Florida team)*--------------------------------
    i. Title Screen
        1. Title track
    ii. Mission/Craft Music   Producer's notes (merely suggestions)
        1. Mission 1.1, Lv 1 Bomber - Ares   Build excitement; first mission, tutorial
        2. Mission 1.2, Lv 1 Fighter - Knight   Scyllan Carrier Fight Music
        3. *Mission 2.1, Lv 1 Bomber - Ares*   *Strategic, but rushed mission*
        4. *Mission 2.2, Lv 1 Fighter - Knight*   *"Top Gun"-esque. Player as hero.*
        5. *Mission 2.3, Lv 1 Runner - Scorpion*   *Fairly Easy victory. Fast paced, positive*
        6. Mission 3.1, Lv 1 Stealth - Shadow   Extremely tense, dark setting, thief-like
        7. Mission 3.2, Lv 1 Stealth - Shadow   Covert Ops, Special Forces, military
        8. Mission 3.3, Lv 1 Fighter - Knight   Panic. **Tons** of weak enemies here.
        9. *Mission 4.1, Lv 2 Bomber - Thor*   *Epic. New bomber versus a new enemy.*
        10. *Mission 4.2, Lv 2 Fighter - Gladiator* *Heroic, almost crusader/archangel*
        11. *Mission 4.3, Lv 2 Runner - Firefly*   *Athletic hero*
        12. *Mission 4.4, Lv 2 Fighter - Gladiator* *Heavy, powerful, war of titans*
        13. Mission 5.1, Lv 2 Bomber - Thor   War machine, mercilessly violent
        14. Mission 5.2, Lv 2 Fighter - Gladiator Crusader/archangel
        15. Mission 5.3, Lv 2 Stealth - Medusa   In panic, very rushed
        16. Mission 5.4, Lv 2 Bomber - Thor   Grand scale, drawn out (long mission)
        17. Mission 5.5, Lv 2 Runner - Firefly   Rushed, intense, unstoppable
    iii. Game End (Victory) Music

              1.   Victory Track
              2.   Game Over Tune
        iv.   Other Music
              1.   Credits track
              2.   Level Editor Music

3. Missions
    a.   Single Player---
        i.   Just Following Orders - *Platform <u>Alpha</u>*
            1.   Called Aside - 1.1 - Bomber: Disable vent shields, clear defenses
            2.   Necessity - 1.2 Fighter: Defend the platform, and destroy the lone Scyllan carrier and its defending swarms
        ii.   Rubicon - *Platform <u>Beta</u>*
            1.   Parry - 2.1 - Bomber: Disable shields on the vent and clear defenses
            2.   Cloud Sweeper - 2.2 - Fighter: Clear enemy fighters for the runner
            3.   Jailbreak - 2.3 - Runner: Capture vent, past Juno Lv 2 ships (liberate Stealth)
      iii.   Cloak of Night - *Platform <u>Gamma</u> (While Under Construction)*
            1.   Parcel Service - 3.1 - Stealth: Collect technology crates
            2.   Ein Gift - 3.2 - Stealth: Sabotage enemy base (explosives on hangars)
            3.   Ambushed - 3.3 - Fighter: Protect precious cargo & carrier from Scyllan attack
               a.   [no platform; takes place "in transit" over the storm clouds]
      iv.   Treason on Treason - *Platform <u>Delta</u>*
            1.   Pearl Harbor - 4.1 Bomber: Disable vent shields, clear defenses
            2.   Follow Through - 4.2 - Fighter: Clean up enemy fighters launched
            3.   One Small Step for Man - 4.3 - Runner: Capture the engine vent
            4.   Capital Punishment - 4.4 - Fighter: Defend platform, defeat Janus twin JLF carriers to put an end of JLF's leaders
       v.   The Eye of the Storm - *Return to Platform <u>Gamma</u> (Completed)*
            1.   Silent Screams - 5.1 - Bomber: Destroy all enemy AA guns
            2.   Hornet's Nest - 5.2 - Fighter: Shoot down all enemy fighters
            3.   R&D - 5.3 - Stealth: Beam up shield data, disable deflector towers
            4.   Achilles' Heel - 5.4 - Bomber: Disable vent shields, clear defenses
            5.   Pandora's Box - 5.5 - Runner: Plant explosives on rift generator
    b.   Two Player--
        i.   Pre-Configured base Layouts
            1.   4 Small (short match)
            2.   3 Medium
            3.   2 Large (epic match)
        ii.   Level Editor left available to end users for designing and saving new levels for battle

4. Story Writing
    a.   Setting/Universe
    b.   Character
    c.   Purpose, Motivations
    d.   Story Arc
    e.   Ending Sequence
    f.   Cut Scene scripts, rough storyboards

5. Cinematic Cut Scenes *(Never show/hear player character; ~30-60 seconds each)*
    a.   Misc. Cutscenes (non-story)
        i.   Game opening (zoom from space to battle over platform, player's ship demolished in close up missile collision, goes to static noise, camera pulls out to remote pilot covering face in the light of the screen, fades to black/title)
    b.   Briefing and Ending for each of the Chapters (See Missions->Single Player)
        i.   Chapters 1: Just Following Orders - *Platform <u>Alpha</u>*

1. Briefing: Intro by superior officer (the Runner pilot). Special mission given to wrangle into submission a small platform where the AI has gone awry.
2. Ending: Runner pilot reveals that this previous mission wasn't sanctioned by Juno after all. Player is calmed by reassurance that within the Great Red Spot, nothing they do can be seen or heard. Congratulates the new soldier on a job well done, and convinces player that within the safety of the Red Spot serving the Jupiter Liberation Front is a noble and worthwhile cause.

ii. Chapters 2: Rubicon - *Platform Beta*
1. Briefing: "Keystone" Avery (JLF Runner) sends you on a mission on behalf of the JLF. You're going to forcefully liberate a piece of experimental stealth/decryption technology deemed too dangerous for use by Juno.
2. Ending: Video of an internal Juno rep detailing the HoverStealth's capabilities.

iii. Chapters 3: Cloak of Night - *Platform Gamma (While Under Construction)*
1. Briefing: Player, under JLF Runner's approval, borrows the newly liberated HoverStealth ship to investigate Juno's HQ while it's obscured by the storms.
2. Ending: Player decodes and listens to the intercepted Antedan transmissions to Juno about the ensuing plan (pending disaster) - Juno is building a portal for the Antedans. Free from vested interest, it should be obvious to the player that the Antedans are extremely questionable, and if Juno succeeds they will place the entire solar system in grave danger.
3. Additional Ending: Video of an internal Juno rep detailing the Level 2 ship equipment capabilities.

iv. Chapters 4: Treason on Treason - *Platform Delta*
1. Briefing: As player approaches JLF Runner's carrier, he receives an urgent transmission that the JLF Runner is under attack by JLF fighters. He uploads a pre-recorded message, and urges the player to get the heck out of there before he's under attack, too. Rather than return to Platform Beta, the player turns back and decodes the message, which reveals JLF's ties to ZHT, and the coordinates to the JLF's most valuable captured platform - the one next to Juno's HQ.
2. Ending: The JLF Pilot catches up with the player, and explains that with what they now know, the player must be crazy for going into the eye of the storm. He wishes the player luck, mentions he can meet again at Ganymede if there's a change of heart, and closes the transmission.

v. Chapters 5: The Eye of the Storm - *Return to Platform Gamma*
1. Briefing: Digitial screens breakdown the base and objectives of the final strike.
2. Ending: Megalithic explosion in the core of Juno HQ's Fortress vent seals the portal, simultaneously wiping out Juno, the Antedan black hole, and the Great Red Spot. Fade to Media, explaining mysterious mining accident on Jupiter of untold proportions. An anonymous tip from a moon of Jupiter has made ZHT and their phony JLF forces the primary suspects; (the inability for communication to get in or out of the Great Red Spot - when it existed - means no one ever knows the full truth: the Antedan portal was opened momentarily, and the solar system was minutes from total annihilation…) Cut to credits

c. Acting/Voice Talent
i. JLF Superior Officer ("Keystone" Avery)
ii. Media Reporter
iii. Juno Internal Military Tech Advertising/PR Rep
iv. Antedan - possibly on camera (costume/makeup? if not doable, we'll show white noise)
v. Calm female "Digital Interface Voice" (DIV)

Chapter Cutscene Scripts

Chapter 1 Briefing

Summary:

"Keystone" Avery, a team leader, gives a **brief description of a typical wrangling run** – bringing a hydrogen-3 mining base back under control by knocking out key points and taking the base over by dumping the core AI. This is what they're doing today. He **comments about the job** a bit, saying the pay is crap and how dangerous it is, but **it's not like Juno gives anyone a choice**, and that **at least they're not stuck out in the outer system badlands, working for ZHT**.

Scene:

The interior of Keystone's cockpit. Cramped but homey. Probably a cross between a jet fighter pilot's seat and a trucker's cab. Maybe some notes and photos stuck to the walls. I am not averse to fuzzy dice. The camera is in his dashboard, he might work on consoles around the camera as he talks.

Text:

(bored voice, to computer) "Dimitri Avery, callsign Keystone, communiqué begin. 800 klicks inside Great Red Spot periphery, Gemini carrier a-okay."

(to player) "Here we go again, huh buddy? Looks like Juno's got us another haywire station to bring under control. This'll be a standard run – you'll bring in the bomber, and clear some space for me to bring in the runner over the main vent. You'll be on patrol duty in the fighter after that."

(looking at off-screen displays) "Lot of defenses this time. Man, this job sucks, don't it? The pay's next to nil and you're being shot at right after punching in. But I guess the great Juno Corporation doesn't give anybody a choice, huh? Oh, well. At least we're not stuck in the outer system badlands with ZHT. Let's get started. Ready?"

(45 seconds)

Chatper 1 Debriefing

Summary:

Keystone explains that this was **not a run authorized by Juno** – he was recruited by the **Jupiter Liberation Front**, working against Juno, trying to bring down a monopolistic tyrant. He has **a set of missions to run, given to him the last time he was outside the storm**, and considers you the best choice of help. He explains that **the storm can hide their actions** for as long as possible, allowing free range of movement as they **attack bases**, **steal technology**, and **upgrade their equipment** with it. However, **Scyllan pirates** wandering the storm – as well as **Juno forces, using cutting-edge technology** – will be trying to bring them down

Scene:

The interior of Keystone's cockpit. **(See above)** Keystone is a little more relaxed, flipping switches as if he's finishing something up.

Text:

(just finishing flipping switches) "And... there we go. Nice job back there. But... I lied. That wasn't a sanctioned Juno mission. Before our tour of duty I was recruited by a group called the Jupiter Liberation Front – they want to break Juno's monopoly on the world's only fuel source, make things more sensible. Guys like us were natural recruiting material – and I knew you'd be sympathetic."

"Now, don't worry. The storm will keep us safe for a while – ain't much that can survive in here in the first place, and communication is only possible in a **real** short range. I've already got a list of JLF targets. We'll be working the bases like we always do, and going after some R&D places that'll allow us to upgrade our own equipment to the cutting edge. But no doubt we'll have to face some of that technology before we can get our hands on it."

"We'll have to watch out for Scyllans, too. They wander the storm, so there's no telling where we'll run into them. Just stay on your toes. We can do this. You're with me, right?"

(1 minute)

Chapter 2 Briefing

Summary:

Keystone explains the next target will be a mining station that's part research base – Juno has a piece of technology that JLF believes will be **used against the remaining competition in the outer planets**, extending Juno's monopoly and solidifying Juno's hold on the solar system. The target is a **covert ops vehicle, with next-generation de-encryption technology**.

Scene:

The interior of Keystone's cockpit. **(See above)** Keystone is more reserved here, and thoughtfully explains what the target is.

Text:

(staring thoughtfully at an off-screen display) "Looks like we've got a real tasty target this time. There isn't much to go on, but it's a covert operations vehicle, multi-purpose enough to survive in the storm. That'd be real useful for us. It's also got its own EMP-shielded, encryption-breaking technology – it'll steal your neighbor's mail **and** read it for you. JLF seems to be worried Juno's planning on using it on Saturn to extend their monopoly."

"We'll need to secure the base so we can make off with... whatever it is. There's a lot of drones, so we'll have a lot more mopping up to do this time. Let's get going."

(40 seconds)

Chapter 2 Debriefing

Summary:

A technical summary of the Hoverstealth technology, including the on-off stealth switch, cloaking limit, multi-purpose grappling hook, and onboard decryption technology.

Scene:

Video produced internally by and for Juno, with a well-dressed woman detailing military technology to 'sell' officers and purchasing agents on the latest fruits of their R&D work

Text:

(pleasant female voice, just a hint of advertising) "The newly designed Shadow Hoverstealth craft is the first craft designed by the Juno Corporation capable of maintaining a stationary position inside level-1 gas giant storm activity. A photonically-active outer skin allows cloaking abilities for short periods to a 98% irrecognizability in atmosphere conditions."

"The Shadow Hoverstealth also features a multi-purpose articulated grab cable, capable of capturing cargo and interfacing with local transmission sources. An onboard Mon-Enigma device allows the cracking of intercepted transmissions up to 128-megabit levels of encryption."

"Projections reveal the Shadow Hoverstealth can be applied, pending further testing, to covert missions in our competition's gas giant territory."

(45 seconds)

Chapter 3 Briefing

Summary:

Keystone is starting to see some **problems with the way Juno is acting**. While communication is impossible inside the storm, ship signatures can still be detected, and Keystone has noticed that a lot of ships – unsignatured – have been carrying a lot of volume to **a particular spot deep in the storm, perhaps even the center**, without much fuel return. He suggests the player check it out, **deviating a bit from the JLF mission schedule**, using the newly acquired **Hoverstealth**.

Scene:

The interior of Keystone's cockpit. **(See above)** Keystone seems worried about something, like things aren't quite going according to the plan.

Text:

(Keystone looks up, surprised, as if he had been distracted with something) "Ready? Good. I think we might deviate from JLF's schedule a bit. I'm tracking a lot of unsignatured Juno ships making runs to a spot deep inside the storm. That in itself isn't a big deal, but they're moving a lot of volume to a spot that's not that great for mining."

"I'm thinking we should use that fancy Hoverstealth to see what's going on. Whatever you're heading to, it's going to be big, probably half-built, and near the center of the Great Red Spot. Take your Hoverstealth in, evade the drones and whatever else they have, and grab as much as you can – both info and tech. After you scout around, plant some explosives. Good luck. We're kind of taking a chance here, okay?"

(45 seconds)

Chapter 3 Debriefing 1

Summary:

A summary of new information gathered from the half-built 'eye of the storm' base. DDV largely discusses new information here – about the **artificial black hole**, followed by the **message from the Antedans**.

Scene:

As above, probably CGI, however, this may need to be changed. It could be a voice over, at least partially, of a static scene of the Juno HQ base, with details noted, etc – perhaps a sketch of what the completed base should look like. After the 'analysis', the Antedan voice slip uses a large, nasty-looking oscilloscope readout.

Text:

(DDV, in her typical pleasant, non-confrontational voice) "Information de-encryption and collation complete. Summary follows." (pause)

"It has been theorized, though not confirmed due to the harsh conditions, that Jupiter's Great Red Spot is caused by a miniature black hole that was caught in Jupiter's gravity. New information confirms that this is true. However, acquired Juno Corporation analyses have shown that this miniature black hole is artificial – it was constructed at least three millennia ago, and only in our current technological state are we able to glean information from such an object."

"The collapsed material that makes up the miniature black hole can be *un*-collapsed, using techniques described by information in high-level 'leakage' radiation from the hole. Doing so will bring into existence the terminus of a wormhole, whose start-point is calculated to be Star System G-Y-122, designated Antedae, approximately 300 light-years from earth. At the moment, the gate is only large enough to allow basic communication, and... Just a moment..."

"Intercepted transmission has been decoded. Message follows..."

(oscilloscope readout, very 'noisy' with high peaks. The Antedan speaks.) "Juno-earthling. Our fleets are ready to proceed. You will let us know when the gate is ready. You will not delay. You will be rewarded. Your project will not be in vain. You will not fail. For the glory of the Antedan emperor."

(75 seconds?)

Chapter 3 Debriefing 2

Summary:

Keystone is **being attacked by JLF drones**, and is trying to escape. He admires the player's plans, but thinks it's **more important to save one's own skin**, given that **Juno is doing far more than anyone suspected**, and **JLF has proven itself a big fat lie**.

Scene:

The interior of Keystone's cockpit. **(See above)** Keystone is being attacked by JLF drones (likely using the same colors and sounds as those used in-game in the background). He's desperate, and trying to get away from them.

Text:

(Keystone, frantic, checking his monitors and glancing around him) "Come in! Dammit, I'm barely getting a signal through. Look, JLF isn't what we thought. They're not freedom fighters, they're just a bunch of conspirators from ZHT and the other corps, trying to cripple Juno so they can move in. They don't want to get rid of a tyrant, they just want his throne. After we went too deep, they figured they can just take what we've gathered and kill us off."

(There's a break in the attacks, and Keystone can concentrate a bit more) "I got your transmissions about the base at the center of the storm, and that you're going to try to stop them. You're a braver man than I. I think we're in way over our heads. I'm headed to Ganymede, I know some people there."

(the attacks resume, Keystone gets angry) "Doubt I'll be talking to you again. We did a good thing, no matter what JLF really turned out to be. Don't forget that. No matter what happens, don't forget that. Keystone out."

(45 seconds)

Chapter 4 Briefing

Summary:

A short bit of information from DDV about the **new ship designs**, followed by a **pre-recorded message from Keystone**. It should be clear that the player needs to return to the 'HQ' base, but a diversion first is reasonable – the requirement being that **nuclear weapons are needed to take out the final base**.

Scene:

Either generic CGI 'info screens' of the new ships or simply short, looped gameplay clips. The recorded message from Keystone should probably be relegated to its own outlined window, like a media player or something, to differentiate it from the 'real-time comm' used before.

Text:

(DDV voice-over) "Technology scavenged from enemy supplies have been analyzed and applied to current craft systems. A full upgrade of all systems have been completed in-transit. ***"

"Encoded, time-delayed message has been received via message buoy. Pulse laser scorching detected on buoy surface. Message follows."

(Keystone in his cockpit, looking a bit haggard and paranoid, but unharmed and not under attack) "Goodbyes are never goodbyes, huh? I caught some intel on my way out of the storm I figured you'd like to know – there's a big mining base close to your current position. Thing is, it's been taken over by JLF, who are moving it closer to the unfinished base at the core of the storm. From the scans you sent to me, that Juno base is going to need some heavy firepower to take it out. My suggestion – noted from *very* far away – is to strap some nukes to your Runner and send it in after cracking the defenses. You can get those nukes from the JLF base, as well as prepare for the mission... but I doubt JLF's going to give you an easy time of it."

(He pauses, finally cracks a smile) "If you gotta go, go out with a bang, right? Good luck, buddy."

(DDV) "Message ends."

Chapter 4 Debriefing

Summary:
A news clip about the **backlash on the JLF conspirators**.

Scene:
Obviously, there's a lot that can be done here – it's pretty short. I don't think the 'news report' should be typical blond talking head at a desk, perhaps something more stylized, like the shifting of images left-to-right, or (if we're feeling ambitious) a zoom-in on the anchor's eye to the new scene.

Text:
(anchor's face) "Our headlining story for tonight takes us to Jupiter – the actions of the so-called Jupiter Liberation Front, the self-described 'freedom fighters' claiming responsibility for recent attacks on the Juno Corporation..."

(move to ZHT logo) "...and have been linked to Zuhal Hydrogen and Technology, a second-tier corporation centered on Saturn, as well as several other corporations in-system. The connections were revealed after surprisingly well-coordinated tracking of JLF supply ships by Juno."

(move to scene of a building (on Titan?) or base in orbit around Saturn, a 'scene of the crime') "Litigations have begun and at least one-hundred-and-sixteen warrants have been issued for ZHT executives and other conspirator personnel, and orbital stations identified as JLF covers have been purged. However, Juno Corporation reports that violent activity still continues inside Jupiter's Great Red Spot...." (fade out)

(45 seconds)

Chapter 5 Briefing

Summary:

DDV provides some **mission outlines** – including the **importance of the gate**, and increased **construction activity** – while the player (in the background, that is) types at keyboards and sets up his equipment for the mission itself.

Scene:

It's possible this can be done from the same 'set' as Keystone's cockpit, but from an opposite angle – towards the dash instead of from the dash. It's cramped and dark, largely assisted by the voiceover and a main screen. There's keyboard tapping in the background.

Text:

(DDV – screen shows the completed base in miniature, with designated points as the VO progresses) "Projections indicate that target base will have reached functional completion, and include anti-aircraft guns, deflector tower array, and full fighter complement. Long-range assessment also notes presence of unidentified craft. Abilities: Unknown. Armament: Unknown."

"Wormhole gate functionality is high, though not fully stable. Runner craft nuclear armament is ready."

"Mission is go."

(30 seconds)

Chapter 5 Debriefing

Summary:

Another news report, this one much more, uh, 'holy crap' than the previous one, reporting on the **massive destruction inside the Great Red Spot** and **its subsequent collapse**, as well as describing the **fate of Juno**.

Scene:

News report and anchorwoman. (**See above.**)

Text:

(fade-in from static?)
(anchor's face) "...violent explosion from the gaseous layer of Jupiter, centered on the Great Red Spot, which has existed on the gas giant for as long as humans have observed it..."

(cut to multi-photo frame of the Great Red Spot disappearing, looped) "Experts are not sure exactly what kind of event could cause such a collapse. Most are convinced it is possibly stellar in nature."

(cut to Juno logo) "The shockwave has devastated Juno Corporation mining platforms, which made use of the higher-than-average hydrogen-3 concentrations in the area, though many outlying mining stations have suffered damage as well. Internal hierarchy is collapsing, as is main-line Juno Corporation stock prices, but many divisions have taken matters into their own hands, forming employee-owned cooperatives. Despite the sudden lack of infrastructure, they have promised to deliver fuel at a fair price until the crisis is past."

(cut to full shot of Jupiter) "Despite theories as to the reason for the explosion and collapse, the destruction has been total and complete. Satellite cameras retains no useful information due to the 'noise' of the storm, nor have any Juno Corporation automated equipment survived the explosion. We can only be thankful, that due to that automation, few lives have been lost."

(anchor's face, looking curious – OPTIONALLY: Post credits?) "We have just received information from the Jupiter moon of Ganymede from an anonymous source that this explosion was not naturally triggered, and that a Juno Corporation research base was experimenting with a trapped stellar object, purported to be a artificial miniature black hole, and that a rogue member of a JLF strike team uncovered information relating to its construction by an alien civilization over 300 light years from earth. The descriptions and reports indicate that..."

(fade out during this sequence)

(90 seconds)

Characters

Aliens – Antedans

 An 'old' alien race whose warlike ways have driven them to maintain large standing armies and thunder into other races, taking them over, and milking them... mostly in order to maintain their large standing armies.

 I can't help but imagine the voice as gravelly and mean, like the bad guys in Independence Day, which this plot bears a lot of resemblance to. If clichés are okay here, that's cool with me. In terms of tone, I imagine them as no-nonsense, "get right to the noun-verb combo" kind of snappy bad guys.

Runner pilot – "Keystone" Avery

 (Avery invented the ramjet, which would be cool for the fighters/runners to use, "Keystone" refers to his purpose in-mission. Also a PA reference, of course.)

Keystone has been around. It's possible he's done some of the rough-and-tumble runs that take place on Saturn, and is familiar with mining stations and the craft used around them. He's at home in his craft, and can accomplish his objectives in a smooth, military fashion.

I imagine him as a big guy, well-built, with lots of jaw movement (you know, moving it back and forth as he thinks, jutting it out if he's frustrated). He's obviously a mentor character, which is fine (at least he doesn't die), and he is your superior officer, but he's not a jerk about it. "We gotta do A, B, and C, this way, right away. Ready, buddy?"

DDV

The 'Digital Dispatch Voice' is clear and pleasant, like your mom when she's in charge of organizing a party. She can't help but be a bit excited about what she talks about... just a little bit like she's in a commercial.

Anchorwoman

As stated above, I'd rather not have a talking head at a desk, even if it's natural to have her 'voice' be like an anchorwoman's. If it's possible to stylize what she looks like, I think that might be cool.

Interface Flow Diagram
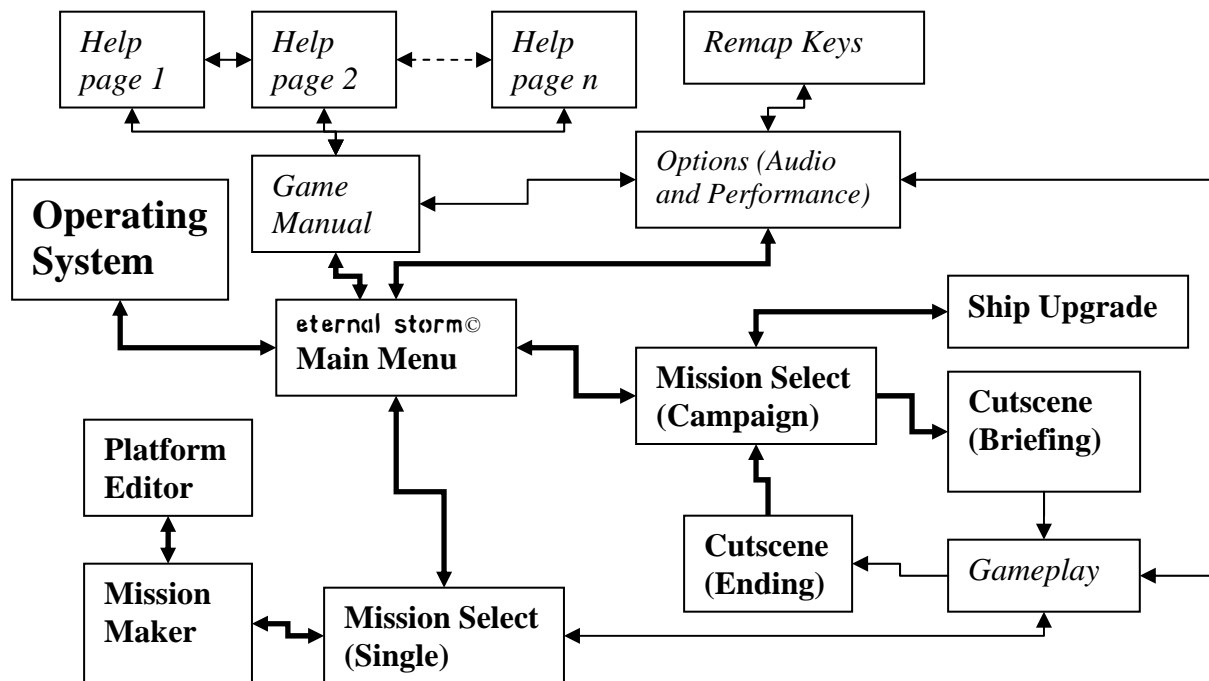
Bold words and lines cannot be reached in-game; *thin lines and italics* are accessible from play.

Team Kronos

Business/Engineering

Producer, Programmer, Marketing
Chris DeLeon
Website Implementation
Jared Luxenberg

Game Design

Lead Mission Designer
Robert Strickland
Mission Designer
Kenneth Chan
Mission Designer
Eric Foote

Cinematics

Filming, Post-Production
(Jacob Florenz & team)

Writing

Universe Concept, Game Story Arc
George Shannon

Art

Lead Artist, Juno Ships
Josh Schnarr
Juno Building Artist
Robert Strickland
Scyllan/Antedan Artist
John Nesky
Interface Designer
Ning Sung Lee
Texture Mapping
Jared McKinley

Audio

Lead Sound Designer
(Joe Pfeil & team)
Lead Musician
Eric Barndollar

Quality Assurance

QA Lead
Greg Newby

Published by the
GAME CREATION SOCIETY
www.gamecreation.org

(Filming and Audio teams will be listed in full detail by the project's completion.
Off-site contributors will be credited at the discretion of team leads Joe Pfeil and Chad Roberts)

Legal

Until further notice, all production materials for **eternal storm**© are copyright 2006 Team Kronos (default liability to the contents' individual creators, and the team's Producer, Chris DeLeon), with all rights reserved, and are not to be used without explicit written permission. Look for the project's legal license to become more flexible, and more explicit, following the final public release of **eternal storm**©.

Project Development Timeline

Eternal Storm
Team Kronos Project Timeline — Version 9

Created by Chris DeLeon on 2/1/2006
Last updated by Chris DeLeon on 3/6/2006

Week	For Fri.	Production Milestones	Programming	Music	Juno Ship Art	Juno Building Art	Textures	Scyllan and Antedan Art	Interface	Levels	Writing	Audio	Cutscenes	Playtesting	Website	Marketing	Week	For Fri.
0	3-Feb	Project Pitch	"Play as the plane," Battleship 88 engine gutted	First iteration intro song (note: became credits song)						Definitions and concept meeting	Backstory, setting, universe identified	Flordia crew brought onboard					0	3-Feb
1	10-Feb	Editor Started	Alpha Map Editor, Save/Load level functionality, basic weapons	Bank sample model							Factions, motivations determined	Planning meeting, begin first draft sound work					1	10-Feb
2	17-Feb		Beta Map Editor; all 4 plane types playable, all-base defenses operational, buildings placeable, shield pipes operate	Bass-fix for intro song	Concept sketches	Concept sketches		Concept sketches	Mouse Cursors	Design and engine familiarity meeting	Characters, names, mission arc	Continue first draft sound work			Planning meeting, stand-in website created	Marketing "back of the box" hype blurb created	2	17-Feb
3	24-Feb		Shields particle effects, all building and ship functionality 100% complete, Mission Editor, Map Editor complete	Meeting to breakup music tasks; Mission 1-1 song	Planning meeting	Planning meeting, Crates (Metal and Tech), Hangar	Planning (online)	Planning meeting	Planning meeting, familiarity with game engine, style determined	Planning meeting, sample bomber maps from each level designer	Planning meeting, story arc, dialog for Chapters 1 and 2	Planning meeting (via phone), first gen SFX uploaded	Planning meeting (via phone)	Planning meeting	Marketing blurb added to placeholder site; download tracking		3	24-Feb
4	3-Mar	Play Custom Missions In-game	Special effects, radar/minimap implemented, custom missions operational, *menus in-game*, *ships upgradeable*, time limits	*Game Over Song, Mission 1-2, Victory Song*	Juno Lv 1 Bomber, Juno Lv 1 Fighter	Template delivered, *SAM Std. & Adv. with turning*	*Platform textures*, Crates; (Hangar not 3D; no texture req.)	*Scyllan Fighter, with texture*	*Missions selectable via menu*, in-game HUD rough draft	Platform Alpha designed	Dialog revision for Chapters 1 and 2; Chapters 4, 5 dialog created	SFX in-game, revisions to first batch	Sample audio of dialog reading, for timing and overall sound check				4	3-Mar
5	10-Mar	Design Doc Completed	Building/ship asset integration, building damage models, performance settings, fix waves, in-game interface alpha	Juno Lv 2 Fighter, Juno Lv 1 Runner, Mission 3-1	Florida musicians onboard, Mission 3-1	AA Std. & Adv. with turning	SAM Sites	Scyllan Bomber, with texture	In-game interface finalized, options menu, main menu	Platform Beta designed	Scripts finalized, sent to film crew; female DIV sayings enumerated	Complete sound effects	Begin casting (Florida), obtain DivX indie license (Producer at CMU)				5	10-Mar
6	17-Mar		Level 2 player ships and weapons operational, dogfighting finalized, difficulty modes added	Mission 3-2, Mission 3-3	Juno Lv 2 Bomber, Juno Lv 1 Stealth	AA Guns	Scyllan Carrier, with texture	Options menu, performance/audio, ship upgrade screen	Alpha, Beta, Delta platforms built		Revisions to sound effects	Finish Casting, Start filming					6	17-Mar
7	24-Mar		Gameplay balance (striving for the 80% mark); load screens transformed into wireframe mission preview mode	Missions 2-1, 2-2, 2-3 music by Flordia crew; Mission 5-1 by EB	Juno Lv 2 Runner, Juno Lv 2 Stealth	Deflector Tower, Detection Center	Resource Gatherer, Vent Dock	Antedan Fighter, Antedan Bomber, with textures	Load screens as mission preview; help/manual screens	Missions complete for Alpha and Beta; Platform Gamma design started		Sound support for video crew; further revisions to sound effects	Finish filming, Begin post production editing	Recruit second QA Lead		Ad materials for UC Friday planned (Brochure, posters, biz cards)	7	24-Mar
8	31-Mar	UC Friday Demo (game missions 1.1 to 2.3; no editor)	Title menus, options menus (in-game and title), game ending, and credits integrated	Mission 5-2	Juno Carrier	Textures complete, finalize damage models	Deflector Tower, Detection Center	(Catch up week, any models or textures that were pushed back)	Demo Interface finished	Delta missions complete; Gamma design complete		Sound support for video crew; final revisions to sound effects	Editing complete for Chapters 1 & 2	Feedback on state of design leading into demo release		Ad materials for UC Friday created, sufficient qty. for local distribution	8	31-Mar
9	7-Apr	Single Player Platform Lock	Work in all cinematic cutscenes and audio, polish in-game interface (ex. objectives communication)	Mission 5-3 by EB; Missions 4-1, 4-2 by Florida crew			Detail textures for 1 ship, 1 building; promotional renderings	Antedan Gatherer	Peripheral menus Completed (ship upgrade	Platform Gamma missions built, Upgraded Gamma designed		Sound support for video crew	Editing complete for Chapters 3 & 4, animator sample experiment	Each QA lead recruits 4 testers	Gather all design requirements for release site	Box and CD design rough drafts	9	7-Apr
10	14-Apr	QA Begins	Difficulty modes tuning, editor further polished for two player mode	Mission 5-4			Detail textures for 1 ship, 1 building; promotional renderings	Antedan Vent (Spacetime Portal)	Mission/Platform editor interfaces redesigned for mainstream use	Upgraded Gamma missions built	Begin manual planning	Sound support for video crew	Animations made for game intro, game ending	Playtesting by all QA for familiarity and baseline feedback	Release site designed	Poster design first drafts, box and CD designs complete	10	14-Apr
11	21-Apr	Content Lock	Tuning and polishing, last minute touches and bugfixes	Mission 5-5 by EB; Missions 4-3, 4-4 by Florida crew			Final interface work w/ programmer	Tweaks, fixes, multiplayer platforms		Manual rough draft	Website sounds	All videos finalized and put into game	Formal playtesting, feedback forms	Release site implemented, hidden	Materials ordered (boxes, CD labels); Release posters printed	11	21-Apr
12	28-Apr		Iteration on gameplay model and difficulty levels, bug fixes	Level editor music					Remaining multiplayer platforms finished		Manual completed			Changes made to reflect playtester feedback; playtest searching for bugs	Release site finalized, made public	Posters go up around campus, materials arrive	12	28-Apr
13	5-May	Final Release	Standalone installation package	Any remaining music assigned to multiplayer mode							Manual touch ups to match any last minute program changes		Final QA pass, minor editing (typo. timing, install)	Download/order info added to release site	Website online; boxed copies assembled & sent to all on team	13	5-May
Week	For Fri.	Production Milestones	Programming	Music	Juno Ship Art	Juno Building Art	Textures	Scallyan and Antedan Art	Interface	Levels	Writing	Audio	Cutscenes	Playtesting	Website	Marketing	Week	For Fri.

Tentative Team Kronos Budget

Field Position	Individuals	Hrs/Wk	Busy Wks	Hrs/All	$/Hr	$/Wk	$/All	Combined Number	Hrs/Wk	Total Wks	Hrs/All	$/Hr	$/Wk	$/All
Business														
Producer	DeLeon	10	14	140	$25.00	$250.00	$3,500.00	1	10	14	140	$25.00	$250.00	$3,500.00
Marketing	DeLeon	5	6	30	$15.00	$75.00	$450.00	1	5	6	30	$15.00	$75.00	$450.00
Web Programmer	Luxenberg	6	6	36	$15.00	$90.00	$540.00	1	6	6	36	$15.00	$90.00	$540.00
Engineering														
Programmer	DeLeon	12	13	156	$20.00	$240.00	$3,120.00	1	12	13	156	$20.00	$240.00	$3,120.00
Cinematics														
Cutscenes Team*	Florez (lead)	10	5	50	$45.00	$450.00	$2,250.00	1	10	5	50	$45.00	$450.00	$2,250.00
Design and IP														
Level Designer	Strickland (lead), Chan, Foote	6	9	54	$20.00	$120.00	$1,080.00	3	18	27	162	$60.00	$360.00	$3,240.00
Writer	Shannon	6	8	48	$20.00	$120.00	$960.00	1	6	8	48	$20.00	$120.00	$960.00
Asset Production														
Models/Textures	Schnarr, Strickland, McKinley	6	6	36	$20.00	$120.00	$720.00	3	18	18	108	$60.00	$360.00	$2,160.00
Aliens Artist	Nesky	6	6	36	$25.00	$150.00	$900.00	1	6	6	36	$25.00	$150.00	$900.00
Audio Team*	Pfeil (lead)	10	9	90	$35.00	$350.00	$3,150.00	1	10	9	90	$35.00	$350.00	$3,150.00
Soundtrack	Barndollar, Kent	6	10	60	$20.00	$120.00	$1,200.00	2	12	20	120	$40.00	$240.00	$2,400.00
Interface Designer	Lee	5	8	40	$20.00	$100.00	$800.00	1	5	8	40	$20.00	$100.00	$800.00
Quality Assurance														
QA Lead	Newby	6	5	30	$10.00	$60.00	$300.00	2	12	10	60	$20.00	$120.00	$600.00
QA Playtesters		3	3	9	$7.00	$21.00	$63.00	8	24	24	72	$56.00	$168.00	$504.00
TOTALS		97	108	815	$297.00	$2,266.00	$19,033.00	27	154	174	1148	$456.00	$3,073.00	$24,574.00

*Audio/Cinematics Teams: Full teams of sound designers and cinematics artists working through teams staffed by Tailfin Productions in Florida; all contributed material will be credited individually at the discretion of the leads.

All values are for planning purposes only. No members of the team will receive any salary or royalties. If the final project becomes Shareware, any revenues raised will go only towards the Game Creation Society.

Projected price per unit: $16 | $29
Min. Number "Sales" to break even: 1,536 | 847

Glossary

Antedan

  The imperial race from long ago that sent tiny black-hole time-communication devices into the far reaches of space. If this sounds confusing, review the Setting, Theme, and Tentative Story portion of this document.

Battleship 88

  The Eternal Storm game engine is built on top of the engine from Battleship 88. This title, while not another Kronos title like **Saturn Storm**©, is from the same Producer, Lead 3D Artist, Audio Designer, and Lead Programmer as **eternal storm**©.

Chapter

  A series of missions taking place on the same platform, one after another. I.e. the game's missions are divided into five overall chapters, with each chapter encompassing between 2 and 5 missions. Starting a chapter unlocks its opening cinema sequence, and completing all missions in a chapter (each mission completion unlocks the next mission, no exceptions) unlocks the ending cinema sequence. Note that cinemas are made only for the start/end of Chapters, *not* missions.

Gemini Carrier

  This non-playable craft ferries player crafts between missions, and is the launch point for missions. In some missions it will be under constant attack, presenting a time limit to the player.

Janus Carriers

  These are the matching stolen Juno carriers used by the leaders of the JLF

Juno

  Juno Corporation is a government subsidized fusion gas mining corporation, currently dominating the interplanetary market.

Jupiter Liberation Front (JLF)

  The faction initially leading the player to strike against Juno's forces. Although disguised in its purpose as an organization opposing Juno's unjust monopoly, JLF is a puppet organization established and directed by Zuhal Hydrogen Transport (ZHT), the company that formerly held dominion over Saturn, and their primary motivation is to replace Juno on Jupiter.

Level

  A series of platforms where a mission takes place. All missions in the same chapter take place within the same level. Note that the game packages a Level Editor (for multiplayer), not a Level Editor (which would include objectives, special audio triggers, etc.).

Level Editor

  See the Platform Editor entry.

Level 2 (Lv 2)

The upgrade after the HoverStealth steals from Juno HQ. All four ships receive a visual and gameplay makeover, utilizing new fuel sources, weapons systems, and defensive measures.

Mission

The term for each platform and objective pairing. Chapters are made up of several missions. The player's progress in the game is saved between each level, but not during a level. A player can start at or replay any level which has been previously reached.

Mission Maker

Tool for pairing a physical platform location with mission objectives, player/enemy start positions, and ending conditions.

Numerical Arrow Boxes

This element of the Level Design interface provides a number in the middle, with arrow boxes to the left and right to be clicked on to adjust the number (decreasing or increasing the number, respectively).

Platform Editor (aka Level Editor)

The tool with which the player designs platforms. These structures are then saved separately, and chosen for multiplayer or for Single Missions in the Mission Maker.

Radiobox

This element of the Level Design interface presents a pair of boxes where one and only one option can be indicated.

Runner

Unarmed craft, able to dock on enemy vents to capture the platform's electronics/controls. The runner is the faster aircraft type available, and the most vulnerable.

RG/S Facility

Resource Gathering/Sending Facility; See Gameplay Features section for more details.

Saturn Storm©

The prequel to Eternal Storm. Also produced by Team Kronos.

Scyllan Pirates

These mysterious space pirates attacked both ZHT and Juno Corp in **Saturn Storm©**. The player's character in **Saturn Storm©** has a mysterious history of working for the Scyllan Pirates. The Scyllans are known for their cheap equipment, and substituting planned quality with reckless quantity.

Technology Crates

These items can be picked up by the VTOL HoverStealth. Collecting all Technology crates in certain missions is the only way to complete the objective.

Tech Points

   Awarded for each mission based on how flawlessly it was completed, these points can be used to purchase fleet-wide upgrades via the Tech Points Upgrade Screen, accessible from the Mission Select screen.

Vent

   Every platform has an invincible vent in the middle. Typically these vents are very well defended, although once their shields are down they are exposed to a Runner docking, and the entire base can be captured in an instant. Note that the Vent acts as a RG/S substitute for its platform.

VTOL HoverStealth

   VTOL is an acronym for Vertical Take-Off and Landing; indicative of an aircraft with basic hovering capabilities. This type of craft operates mostly like a helicopter, although it achieves the effect using jet power rather than rotating blades. The design of this craft prevents homing missiles from tracking its heat or visual signature. Built specifically for covert theft operations, this craft comes armed with temporary invisibility charges, and a steel cable winch used to retrieve technology crates.
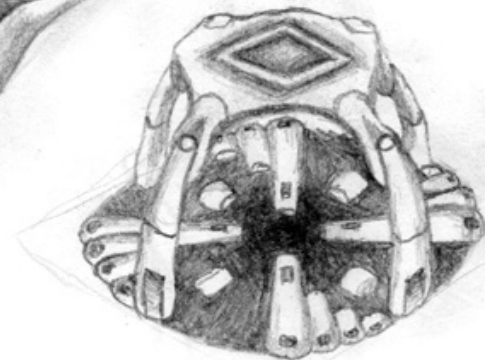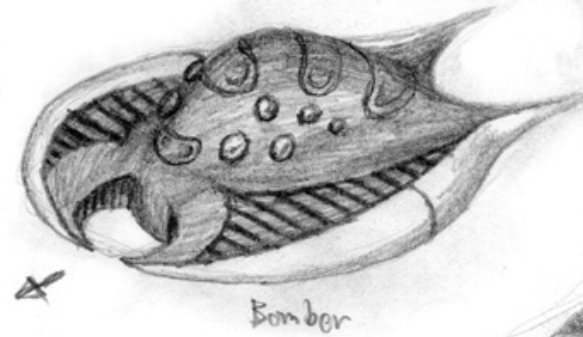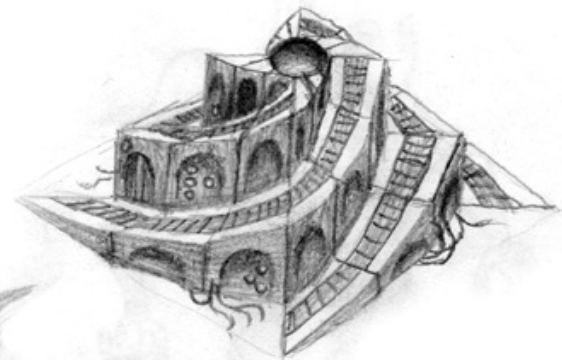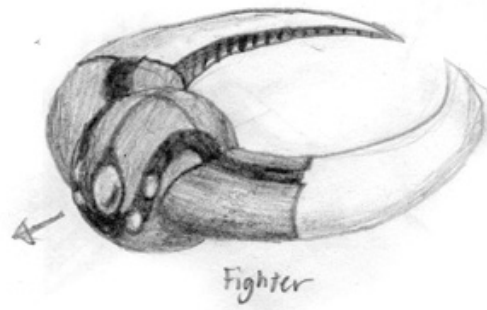
ZHT

   Zuhal Hydrogen and Transport. This independent faction captured planet Saturn as a mining base in **Saturn Storm**©, with the help of the player. This group is in a long standing rivalry with their government-corrupting competitor, Juno.
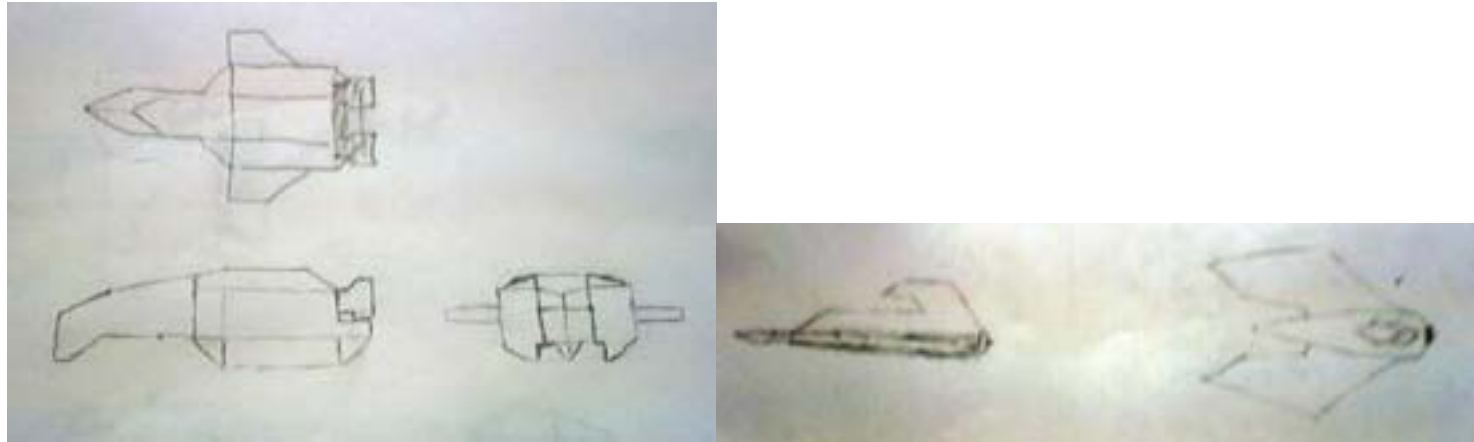
Concept Art
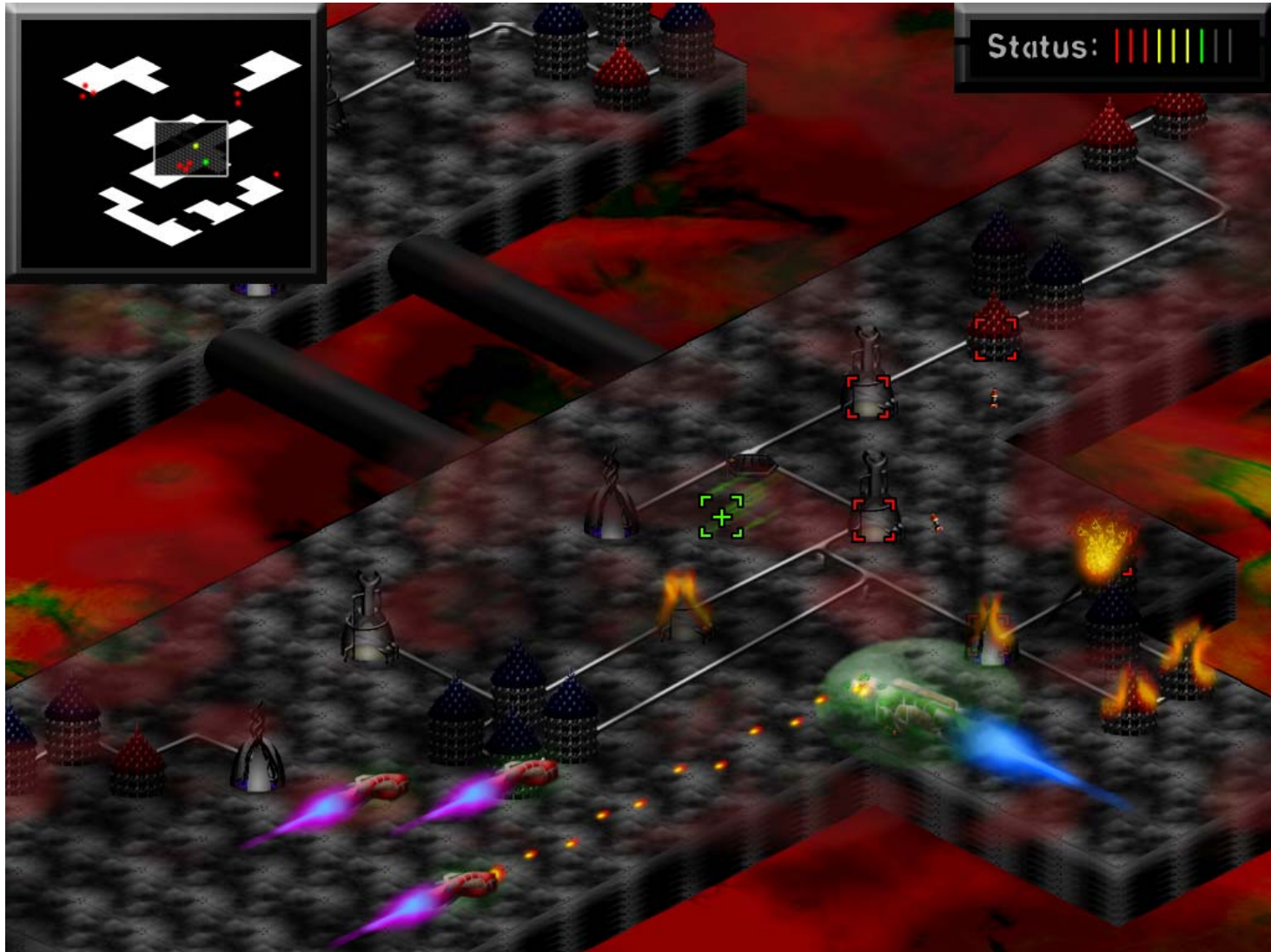
Mockup Screenshot

Antedan (formerly "Procyon") concepts, courtesy of John Nesky

Ares (Above Left), Scorpion (Above Right), Shadow (Below) , courtesy of Josh Schnarr