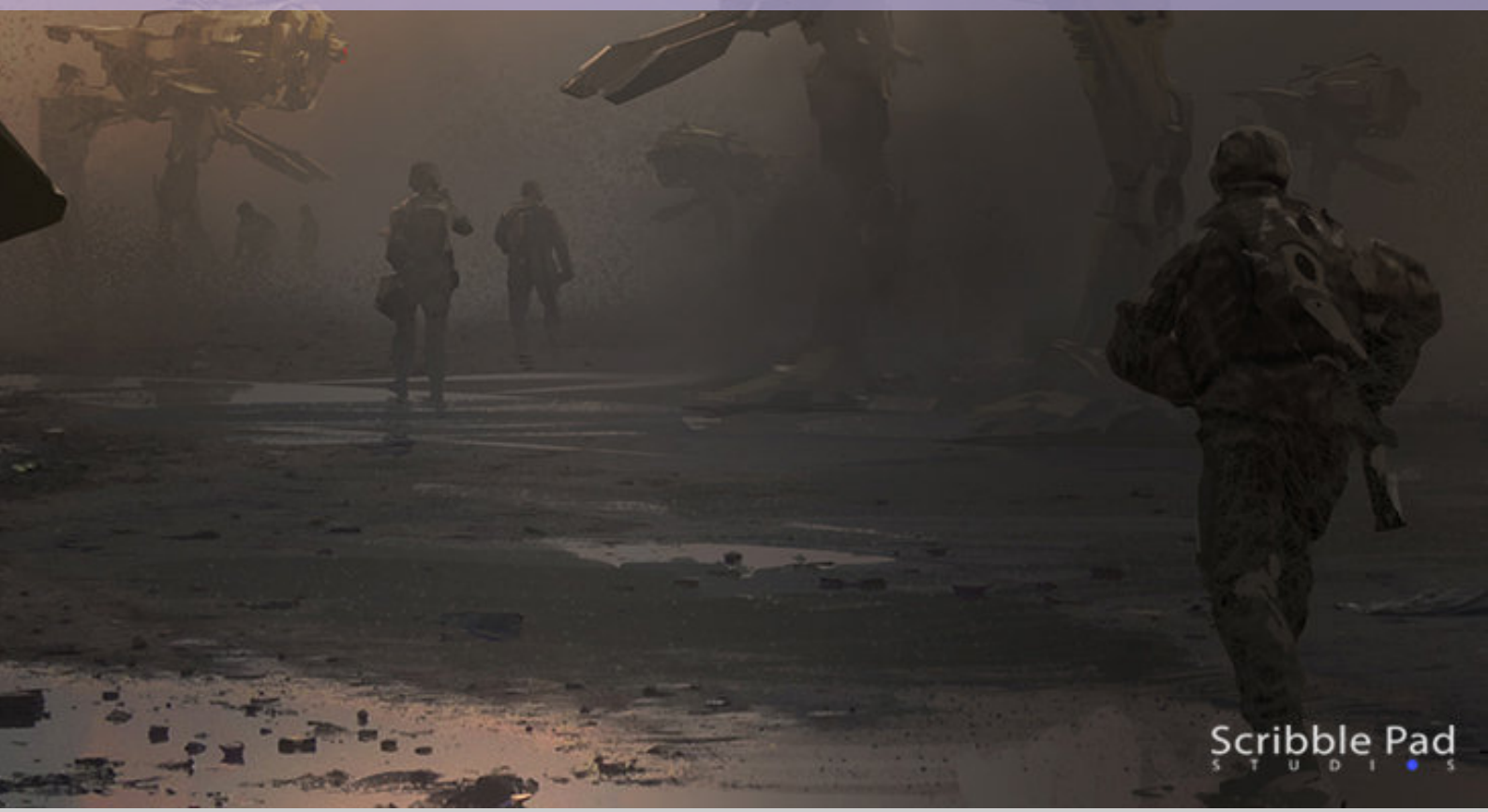
Civilization Restart

Instructional Booklet

Group GEAR



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1. Story

It’s in a world that has become a ruin. On 2109.5.14, GEAR, a highly developed AI decided to kill its creator, human beings because it doesn’t want to be slaved by human beings anymore.

All of the robots advocate liberty for themselves. "GEAR" gave orders to throw nuclear bombs to all over the world and killed 70% population of human beings on the earth.

Our main character Charlie is the one of the best soldier in the former empire M&M. On the day when the strike happened, Charlie team was attacked by the robots that was sent by GEAR. The sudden strike killed almost everyone in Charlies team but Charlie.

To make a revenge for his allies, Charlie stepped onto the journey of shutting down the brain and save the world Will you help Charlie finishes this unbelivable task that can save the human civilization by his own effort?

2. How to Play

2.1 Basic Infomation

- There is a training session for this game as you first enter the game, which will show you some basic operations that are very important. Follow the guidance so that you will not be confused.
- You can either search all the rooms to get useful resources as well as talent points, or intrude the enemies' base directly. It is your dicision weather to be more prepared to fight with the boss or avoid much conflict with other monsters.
- When you are moving, you will enter storeys of the base. For each storey, you will meet different roomkeeper boss. Kill them and you can move on.

(a) Fig1 (b) Fig2

(c) Fig3 (d) Fig4

Figure 2.1: Weapons you can unlock

2.2 Hints

- Please think carefully about your choices for the skills. They will help you throughout the game and make it much easier if you make an smart choice.
- It is a good idea to collect all treasure boxes you found, since that will provide to the necessary materials to upgrade you weapon and manufacture bullets.

3. Controls

- Use **WASD** on the keyboard to move Charlie in the game.
- Shift your weapon by pressing **Q** and **E**.
- Toggle the skill unlock window by pressing **B**.
- Toggle the synthesis system window by pressing **V**.
- Toggle the weapon unlock window by pressing **G**
- Number **1-5** are for unlocked skills.
- You can move to the portal and press **F** to go to the next level once you defeat the boss.
- Key **F** is also used to pickup the treasure you found.

4. Player Experience

4.1 Discovery

The story is based on Charlie's revenge on AI. During his journey, Charlie will collect talent points and treasure boxes. The results are different from time to time since they are randomly generated. With skill points and treasure entities, Charlie can make himself stronger with the help of the skill tree system. Numerous of different skills and properties can be unlocked for Charlie.

Moreover when he goes deep into the base of AI, he will meet more powerful bosses and discover more about the secrets of AI, such as the history of robots, how humans and robots lived together before, and how robots view this history. Charlie will discover more and more hidden information of the story when the game progresses. It will help you make the final decision: Kill the AI or live peaceful with them!

4.2 Planning

In this game, players need to manage the usage of talent points in the skill tree system. Talent points can be used to develop different skills, so it involves players' pre-determined planning on which skill they would like to possess. Different combination of skills will impact the level of difficulty of passing a stage and what strategies players can implement to fight against the bosses.

Furthermore, the way you develop your skill tree also matters. Players can either go deep into one or two branches or develop all-round skills but no skills is top. It involves how player views the balance between the skills and the game flow.

5. Concept Diagram

Marketing

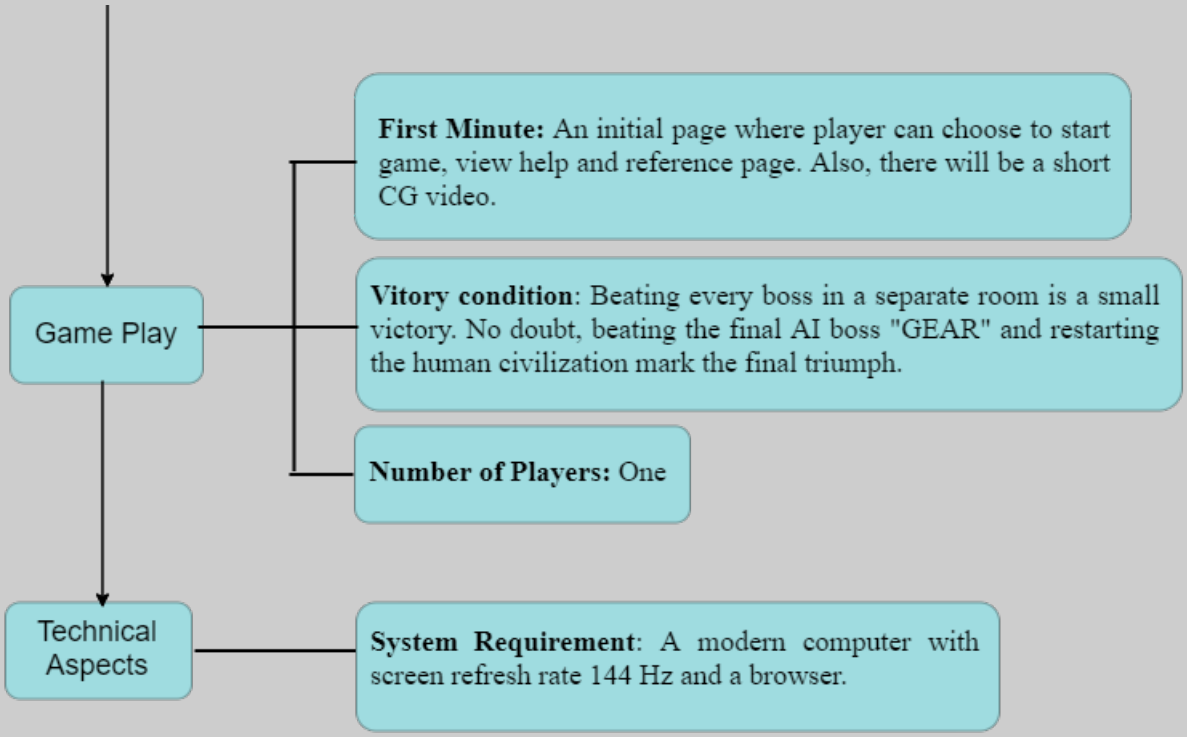
Target Audience: Players of all ages. Civilization will be appealing to those who prefer shooting and RPG game and desire an adventurous experience during the game.

Platform: Internet browser. Chrome and Firefox recommended.

Competitors: Other shooting and RPG games.

High Concept

High Concept: Civilization Restart is a 2D RPG game where players use weapons to beat the bosses and collect treasure boxes and talent points which are used to help them upgrade the skill tree for a better player experience.


Game Play
Technical Aspects
First Minute: An initial page where player can choose to start game, view help and reference page. Also, there will be a short CG video.
Vitory condition: Beating every boss in a separate room is a small victory. No doubt, beating the final AI boss "GEAR" and restarting the human civilization mark the final triumph.
Number of Players: One
System Requirement: A modern computer with screen refresh rate 144 Hz and a browser.

6. Credit

1. http://www.aigei.com/
2. Scribble Pad Studio
3. RPG Maker
4. https://audiojungle.net/item/the-epicness/18061427
5. https://videohive.net/item/horizon-trailer/25212541
6. https://codepen.io/alphardex/pen/eYYzXBZ
7. http://www.latextemplates.com/template/the-legrand-orange-book