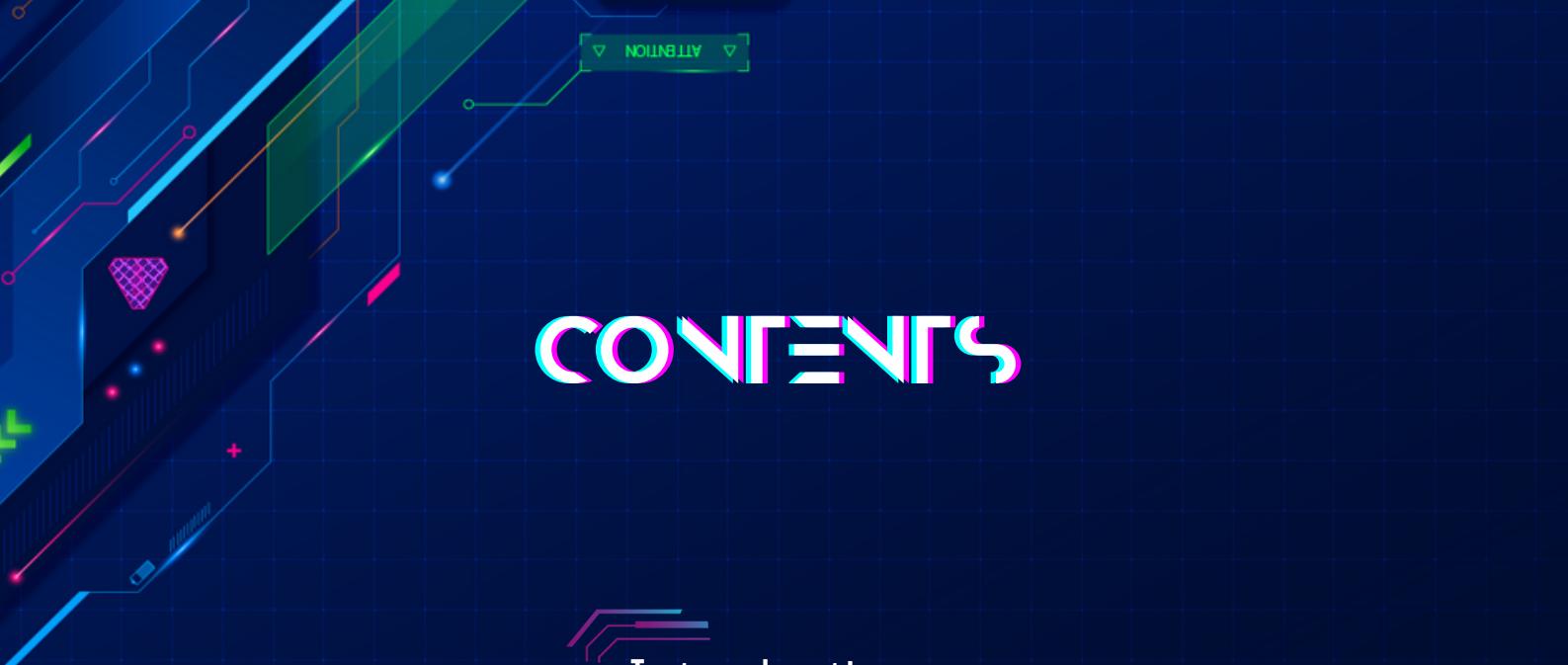


# THE CYBERSLAYER HELL ON EARTH

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# INTRODUCTION

It is the year 2022. The entire planet is swarmed by an alien invasion. The last thing you remember, is fighting against them. You awake 30 years later, in an advanced hospital room. You're surrounded by salvaged alien technology. Your arm is missing. You look down, and it's a cybernetic limb. Your body has been modified with advanced technology.

You wake up only to discover....that humanity lost the war....

For Now.....

CyberSlayer is a story-based, adventure and exploration game. In the realm of science-fiction and fantasy, you dive head-first into a futuristic Earth in the year 2053. Following an alien invasion, the planet has been overrun by the Hatharians, a ruthless race of intelligent beings. Humans are lower class, pushed to slums, and begging for scraps.

Heavily inspired by the worlds of Cyberpunk and Blade Runner, explore different cities and landscapes through the slums and the streets run by the aliens. Try to regain control of your planet through a deep underground rebellion.

## PREMISE

A single player game, where the player plays as army soldier, No. 22. The player will complete missions to progress through the story, and slowly build a foundation to destroy the governing bodies of the Hatharians.

The game is focused on story telling, completing objectives such as sabotage, skirmishes, investigations and lurking the shadows.



# PROTAGONIST - NO. 22



Your memory has faded. You go by "No. 22", inspired from the year of the invasion. That's your calling card these days. A mysterious man that the Hatharians constantly hear rumours about and try to keep tabs on.

Upon waking up from his coma, No. 22 realises he's been kept alive by the rebellion of humanity, deep underground in the city.

As he progresses through the story, No. 22 gains more control and builds up his power and strength. He wears a faceless mask and adapts his cybernetic enhancements. He is not a man, but an entity, an entity that scares the Hatharians more than anything.

No. 22 uses both melee and ranged attacks. Stemming from his legendary sword, No. 22 emits deadly blows up close and personally, for any Hatharian standing in his way. This can be upgraded throughout objectives, both aesthetically and stats wise. For his ranged attacks, he has a variety of weaponry such as guns and lasers, as well as some handy tools and gadgets, courtesy of his mechatronic arm.

The player experiences a 3rd person view of the action, gaining a larger immersive feel of the world - [Inspirations Page](#).

No. 22 lurks in the shadows, as a dark symbol of hope for humanity

Gameplay from Batman: Arkham Origins, where Batman is standing and viewing his environment. This is similar to how the player will experience CyberSlayer

Unkept and Untidy Hair

Faceless Mask

Clothes and armour

Blade

NO.  
22



# ANTAGONISTS

Species: Hatharian Assassin

Height: 2.5 m

Weight: 100kg



Slender Frame for Rapid Movement

Long Weapons for Attacking



Species: Hatharian

Height: 2.5 m

Weight: 200kg

This Assassin class of Hatharians are much more grim and stealthy.

Their arms are almost as long as their entire body and is in the form of two bladed swords.

This allows them to be worthy melee fighters.

Fortunately, No. 22 does have his Blade that can admirably counter the Assassins.

Strengths:  
Power - Brutal  
Stamina - Merciless  
Speed - Insane  
Health - Incomprehensible

While most Hatharians are strong humanoids, some are savage, 8-legged beasts.

These Marauders move rapidly to pounce and attack their prey.

To combat against them, No. 22 needs to use his ranged attacks to weaken them first, before he can use his melee attack to slide them down.

## Weaknesses

Hatharians' skin are like that of humans, it can still be punctured by bullets and bladed weapons.

While they are often armoured, a skilled fighter like No. 22 can find weak points and expose them with his advanced weaponry.

Long Legs and Big Jaws



8 - Legged Beast

Species: Hatharian Marauders

Height: 1 m

Length: 1.5m

Weight: 100kg

ATTENTION

# MAIN OBJECTIVES

## Opening Cut-Scene

You are a military soldier. An alarm sounds off around the base as you're awaking from your barracks.

You and your fellow soldiers to see what the commotion is. To everyone's horror, alien spaceships can be seen engulfing the sky above.

For a split second, you see their gunships prepare to fire, and the next, green lasers rain fire onto the base. Everything is collapsed and under rubble.



## Objectives

Rescue Civilians from Hatharian enforcers.

Rescue a fellow soldier held captive.

Destroy Hatharian bases scattered throughout city.

Find Dr. Shazin, an expert on Hatharian technology.

## Opening Objective: Escape the Military Base

The gameplay for this mission will be inspired by Halo, except in 3rd person perspective.

As a soldier, you pick up your gun, and make your way through the destroyed military base.

Throughout attempting your escape, you will encounter some Hatharians, armed with guns.

You will need to take cover as you fire back. After some skirmishes and shooting some Hatharians, your group is closer to a helicopter for escape.

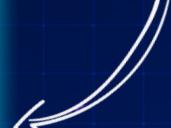
As you almost reach the helicopter, a bomb goes off in front of you and you're knocked unconscious, transitioning into a time jump...

## Final Objective

As No. 22 progresses, he discovers more and more about his past life. The player experiences this through flashbacks, giving empathy for the player towards No.22.

No. 22's final mission as the CyberSlayer is to take down the Hatharian known a Cyphen. Cyphen is the leader and tyrant of No. 22's city.

No. 22's cybernetic arm



ATTENTION

# ACTION MECHANICS

## Melee Attacks

### Star Wars Jedi: Fallen Order Gameplay



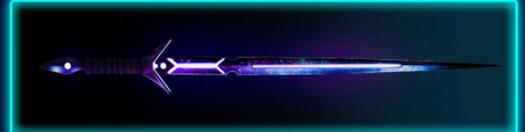
Melee attacks will involve No. 22's signature blade, as well as his cybernetic arm, which packs a punch.

Like the Arkham Series or Star Wars Jedi: Fallen Order, No. 22 will be able to apply a large variety of combo attacks, involving punches, kicking and even ranged attacks. Fuelled by his hatred for the Hatharians, No. 22 brings his own unique twist.

## Ranged Attacks

No. 22's secondary and most basic ranged weapon is his cybernetic arm. Attached to it, is a standard Hatharian blaster, that shoots green blasts. This is essentially his pistol.

No. 22's primary weapons, vary from advanced Human assault rifles, to Hatharian weapons. Depending on the mission objective, No. 22 will be able to find these weapons around the map. These will include rifles, launchers and grenades.



## Movement

No. 22 is an incredibly athletic legend. He has the capability to jump upwards of 2 meters high from enhanced bionics, as well as run on walls for short times, and attack simultaneously.

Players will experience a fluid movement experience of jumping, rolling and attacking enemies in an instant, whilst also being given a challenge with more unfriendly Hatharians bosses.

## Combos

- When running on walls, No. 22 can jump on an enemy and shoot before striking a crushing blow with his blade
- No. 22's blade becomes empowered, it can absorb enemies defences enhancing it
- No. 22 can parry enemies attacks, empowering his next attack with a critical strike

No. 22 can use ranged and melee attacks in the same combo

## Upgrades

Like Cyberpunk, as the player progresses through objectives and missions, No. 22 can unlock new skills, abilities and combos.

Each time the player completes an objective, they earn a skill point. Players can unlock new abilities and combos with these skill points. This will be made clear with a skills and abilities tree map.

## A skill tree from Cyberpunk 2077



# EXPLORATION MECHANICS

## Free Explore

The player will be able to roam around any location, such as a city or hideouts. A player map will be shown to the player of their location and whereabouts. No. 22 can meet and interact with new characters in different places in the city.

If a player stumbles onto a location of a side objective, they can choose whether to accept, or decline it and continue with the main objective.

Once this side objective is completed, then the player is returned to Free Explore.



As the story progresses, the player will be travelling to new locations.

The majority of gameplay will either be in Free Explore mode, or Mission Objective mode.

Star Wars Jedi: Fallen Order Player Map - outlines multiple levels of a location and also keys objectives



## Objective Mode

When No. 22 is in a mission objective, the player can only interact within a contained and specific environment, relevant only to the current mission.

The player map focuses on the available locations for the mission.

# INSPIRATION



## Music and Score

Throughout the gameplay or cut-scenes, the main theme's score will be able to be heard.

Inspired by Hans Zimmer and John Williams' use of leitmotifs for characters and themes.

No. 22's theme and symbols will be played during cut-scenes or moments of triumph and revelation.

When No. 22 is engaged in battle, an intense and fast bass track will be played, mixed with synth noises to give it a futuristic feel.

## Imagery and Art

The images used were fully AI generated, courtesy of Midjourney AI Bot.

A creative prompt was given to be generated completely autonomously to suit the visuals. This also suits the futuristic and alien feel with the game.

[www.midjourney.com](http://www.midjourney.com)



## Existing Games

As mentioned before, CyberSlayer is heavily inspired by Cyberpunk. It has also taken inspiration from other story games such as the Batman Arkham Series, and Star Wars Jedi: Fallen Order.

CyberSlayer does what these games do, but differently, with its own unique twist to it in terms of its protagonist, and his abilities and story.

In terms of some shooting action, games like Halo inspired the combat.

