

Phoneline Cincinnati 3D

Hotline Miami style 3D game for my final year project. The MVP needs to have at least one playable level, with the release going to have **at least** the same amount of levels as the actual game. The game will be programmed in Java with OpenGL as the graphics library.

Project is to make a Doom-Like game

Story Overview

The current revision of the game has a new story, which aims to separate itself more from it's roots while still existing in the same general theme. The game is set in 1989, and the Miami drug war is still ongoing in Florida between the United States government and multiple drug cartels. The player takes the role of Sonny Hockett, a former detective of the Cincinnati PD, recently moved to Miami while tracking multiple cases of violent murders *against* Russian mafia members and relatives. While working a case with his partner Rico Hudds, they accidentally kill the son of Rogerio Fontanez, a (fictional) boss operating in Florida. Rogerio has members of the Miami PD in his pocket, and in an attempt to keep tensions low, Sonny is retired from his role as a detective. The game follows Sonny's private investigation and revenge mission against the Mafia and it's ties to the Miami PD, as well as the string of murders that led him to that investigation.

Look and feel

The game is meant to have a "Semi-true" 80s style and will feature synthwave music and have camera effects that give a grainy VHS look.

Required features

Player:

1. Smooth, fast movement
2. Ability to pick up many types of weapons
 - Melee
 - Ranged
 - Unarmed Melee
3. Ability to throw a weapon forward in order to knock over enemies
4. Glory kill animations similar to the likes seen in brutal doom

HUD:

1. Top left will show interaction text for any available player interactions.
2. Top right will show the current score for that level
3. Bottom left shows the remaining ammunition for a weapon (if the weapon uses ammunition)

Mafia mobsters:

1. At least two types of mobsters:
 - Normal, can use weapons
 - Large, unarmed, will kill in one hit
2. Large mafia mobsters will **always** need to be glory killed, any weapons (even guns) will only knock them over
3. Normal mobsters will be killed in one hit but can wield any weapon the player can.
4. Mobsters can only be glory killed while they are knocked on the floor

Level types:

1. Home - The players home, here they can interact with various vanity items and also learn more about the current state of the story.
2. Mission - A level with enemies and combat

Levels

Level 1

Level - Mistake

This mission will contain a short stealth segment that acts as a tutorial. You aren't in any actual danger of being caught as you're in hidden compartments. Following you is your partner Rico. This will teach the player general movement and interaction with objects such as doors and interactive objects, as well as ending with a segment where you pick up a silenced pistol (Showing how to pick up weapons), then shoot a target (Teaching how to shoot), then dumping the weapon (Teaches throwing weapons) before the mission ends.

Required additions to current game state

- The players partner in the mission will follow them. Create an AI that follows a path as the player passes sections.
- Add story checkpoints that work like interactive thresholds and trigger an action and dialogue section

dialogue

temp

Post

Player returns home late and is told to go to bed. On finding the bed, the player will interact with it, causing a transition to the next level

Level 2

Intro

Player wakes up to a knock at the door. Answering the door, the player sees a letter on the floor. On reading it they learn that they've been retired from the PD. The game then makes a transition, "1 week later", and shows the player in the spare room of their house, which has been turned into a shoddy investigation room. After some dialogue explaining the players thoughts, the player can interact with the investigation board to start the actual mission.

Dialogue

((Dialogue about being able to find information at a small office building that he believes might be being used as a small base of operations for the Cuban cartel))

Level - Homicide

Level is a small office building with 3 floors. Inside are multiple cartel members. Basic mission that involves going through the level killing enemies. At the top you find a computer terminal that has files on it that reveal two things. The first is that the PD are assisting the cartel in their drug deals as protection from other precincts in return for a large pay bonus. The second is a document that describes an investigation carried out by the cartel into the killings of members and extended family. The player learns of a location that is believed by the cartel to be the base of operations for this killer.

Dialogue

temp

Level 3

Intro

Starts back in the apartment in the investigation room. Going to the board will now show a photo of vehicle lockup building. Interacting with the board will start the next level

Level - Diligence

Level starts empty, and the player has to travel through a small 1 level building housing multiple garages. Most garages look empty/generic, but one of them houses a small office with a computer and pictures/notes all over one wall. Interacting with the notes on the wall triggers a small dialogue where the protagonist mentions how well thought out and thorough the investigation notes are. He can use them to pinpoint the location of the next attack by the killer. The player is prompted to leave the area, but on turning around the player will see some 'world space' text boxes showing the character is overhearing a conversation. The conversation is talking about the previous mission, however the cartel think that it was the work of the same killer you are also hunting. They are at the lockup to try and find the same room you found. The player has to either sneak around them, or kill them to get out.

Required additions to current game state

- 3D speech bubbles that can be triggered
- Garage doors

Dialogue

temp

Level 4

Intro

((Level 4 flashback about first job with Rico))

Level 5

Level - Blood Money

A direct continuation of the previous level, the player is in a dockland/shipping container storage area and has to make their way to the meeting location. The player starts with a silenced pistol and any fire with an unsuppressed weapon will cause the mission to fail in this first half. After the player reaches the deal which takes place on a small boat you find your partner Rico. A dialogue box opens with just his name. On progressing the dialogue the conversation is cut short by the sound of a car. The camera quickly pans over to show a car has pulled up. You look back to Rico to see him rush past you back through the shipyard. You see the door slide open and an enemy with a baseball bat comes out. A new enemy will spawn when each is killed. This will happen 5 times, the last enemy having a shotgun. Finally a boss enemy will come from the truck. A big mobster. He will move towards the player slightly slower than other enemies and will take multiple shots from the shotgun to kill. After killing the big mobster you'll be prompted to leave the area. Which would be in the direction Rico ran at the beginning. After getting around the corner of one of the shipping containers the camera will look over in the direction he ran to see nothing. A dialogue box will open

Required additions to current game state

- Proper stealth system that fails if seen or heard
- Added animations to the dialogue system
- Big mobster enemy

Dialogue

temp

Post

Player returns home to find multiple items gone. The bedroom has the wardrobe open and clothes hangers are on the bed, clothes are missing from the wardrobe. The kitchen table has a note saying that the wife has left and taken the children with her. The screen fades to black

Dialogue

temp

level 6

Intro

Level begins with the phone ringing and a black screen, the words "A few days later" fade in. After a few seconds, the words fade out. Then you hear the phone pick up and a dialogue box opens, the screen still black. After the dialogue finishes, wait a few seconds before loading the actual level

Dialogue

((Rico tips player off about a huge deal happening between the the Cuban dealers and the mafia. The player voices their anger in what Rico has been doing, but Rico cuts him off by saying that the mafia rarely make deals over drugs, and that they probably are there for another reason. The player responds saying that something like that could be taken as an act of war. Rico remains silent for a line, before telling the player that they "Know what to do"))

Level - Death Wish

Level is in a large slaughter house. The player sneaks in the back at night and has to make their way through 3 large floors before getting to the final floor which is where the deal takes place. The player has to find a way to watch the deal which involves going to the outside of the building and moving on a ledge to a window. The player witnesses the deal which goes sour, resulting in the mafia boss killing Rogerio Fontanez, the Cuban Drug lord who's son was killed by you at the start. The attack causes a huge firefight between the Cuban cartel and the mafia. The player moves back around the ledge and looks through the door into the room. Everyone is dead, but the player sees the mafia boss run through another doorway. You hear sirens outside and start to make your way down through the level in reverse. The first floor down is empty besides the dead bodies from earlier. You see a sniper laser beam through the window. You have to use pillars to avoid it while getting through to the next floor. On entering the second floor down you hear heavy gunfire and the level is scattered with mafia and police. Both of these are aggressive towards the player and they will have to shoot their way through the floor to get down to the final floor. On entering the ground floor the player gets shot by someone. The camera looks over to see it was Rico who took the shot. He quickly turns and runs through a door, and the player has to follow them. The players movement is slowed in this section and the camera is slanted and shakes more with movement to signify that the main character is injured. The player slowly goes back through the final floor leaving a blood trail behind them. There are fewer enemies to shoot. When getting to the entrance that they started the level on they make the way back out to the car and the level ends with them driving away.

Dialogue

temp

Epilogue

Part one

Part one has new mechanics of a driving sequence where the player has to try and stay on the road. The controls get harder as the level goes on, and while trying to stay on the road they occasionally get automatic dialogue that acts as a memory of conversations between Sonny (Player) and Rico. The screen will also have an effect where two bars at the top and bottom sometimes close for a few seconds and reopen, to show the player struggling to stay conscious. This also gets more frequent as the level goes on.

Required additions to current game state

- Driving mechanics
- Eye closing bars

Dialogue

temp

Part two

Part two shows the player getting out of the car and along a old crooked wooden pier. The same blackout screen effect will play but less frequently. The player approaches Rico who is at the end of the pier and the game goes into a screen with two options, Kill or Talk. Killing will raise a gun and shoot Rico, which will then end the game. If you chose to talk a dialogue will open but will give the player options in what to say. This will create a dialogue tree that causes multiple endings.

Required additions to current game state

- Dialogue options
- Dialogue tree