

# LANDFALL

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Treatment Document

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## 2 OVERVIEW

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### 2.1 INTRODUCTION

*'A Star falls above the distant forests of Artemis. A Phoenix blazing through the sky, like a fallen angel cast from the heavens. Descending upon A wild realm of beasts and monsters...'*

Survival depends on wits and strategy on the distant world called Artemis. A world full of blood thirsty creatures that Bianca must fend off to survive and find her way back home.

As Bianca traverses through the dense biomes of Artemis she will find caches with weapons and ammo to help assist her on her way through the forests, as blind hulking beasts of all shapes and sizes hunt her with various biological weapons that they have developed over the eons on this cruel world. The forests are maze-like and unwelcoming to visitors, but those who are resourceful and willing to explore will be rewarded greatly for their risks with new equipment, upgrades, weapons, and information.

*'...the untamed world does not pay kindly to visitors. Will you survive or become another victim of the Huntresses children.'*

### 2.2 GAME OVERVIEW

Landfall is a top-down survival shooter, that takes inspiration from games like SIGNALIS.

Landfall will feature a variety of weapons such as automatic rifles, shotguns, and grenade launchers. Equipment such as cloaking shields that allow you to hide from enemies for short periods as well as better armour, and various upgrades that increase speed and health will be able to be found and used by the player.

The levels in the game will consist of branching paths that weave in and out of each other with a central main path with elements guiding the player forward, but the branches will also reward the player with loot, in the form of the upgrades and weapons as well as pickups to regain health and ammo.

The enemies will have a variety of ways to harm the player and vary in mechanics to keep the player engage as they face these enemies. From enemies with larger size and more health yet slow moving, and fast agile enemies that spit acid at the player from a distance.

Narrative elements will play a key role in guiding the player through the levels. There will be logs the player can find and read that will uncover the mysteries of the planet and the crash, with branches containing smaller units of narrative to reward the players exploration.

## 3 MARKETING

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### 3.1 TARGET AUDIENCE

Landfall will be target towards 16 and up due to the game having themes of violence and horror.



The game will be accessible to player who have little experience with games as the control schemes and mechanics are easy to pick up.

The game is also target towards PC players as the game will only be available on Windows operating systems.

### 3.2 GENRES

The game will fit into the top-down shooter and survival horror genres.

### 3.3 DELIVERY PLATFORMS

Landfall will be distributed through itch.io, under the developer FulgrimDragon. It will be free to download with a 'name your own price' option available for those that wish to support the developer.

### 3.4 UNIQUE SELLING POINTS

- Interesting story with unique characters. Filled with suspense and danger.
- Unique variety of Weapons and upgrades to give player agency on how they play and progress.
- Branching levels that allow the player to explore and loot but comes with risk and reward.
- Variety of enemies that provide unique and interesting challenges for the player to overcome.

## 4 GAMEPLAY MECHANICS

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### 4.1 PLAYER MECHANICS

The player will be able to walk and sprint around the levels, and eventually dash when that upgrade is unlocked.

Player will have health, armour, and ammo mechanics. These will be limited and sparse to add a level of challenge and emphasise the survival mechanics.

The player will be able to interact with logs that will provide the player with addition in game lore.

The player will be able to equip different weapons and equipment. But only have a limited capacity and will have to choose what weapons and equipment to take. Any weapons or equipment not equipped will be stored a weapon cache and the player can swamp the out at these locations.

### 4.2 WEAPONS & EQUIPMENT

Different weapons will have varied mechanics changing the way the player uses the weapon. This plus the limited ammo will make the player consider how to handle situations depending on what weapons they have and the ammo they have for them.



#### Weapon examples:

- Shotgun, high damage output but close range.
- Pistol, medium range but low damage.
- Grenade Launcher, high AOE damage, low ammo availability.
- Submachine gun, Fast fire rate, uses up ammo fast.

Equipment will upgrade the player themselves and help them overcome the more difficult challenges they face as they progress.

#### Equipment examples:

- Armour upgrade absorbs damage of enemies letting player take less damage.
- Optical camouflage allows the player to go invisible for short periods of time that lets the player get close to enemies without being detected.
- Dash upgrade lets the player dash a few times to avoid enemies but will need to recharge.
- Health upgrade increases the players base maximum health.

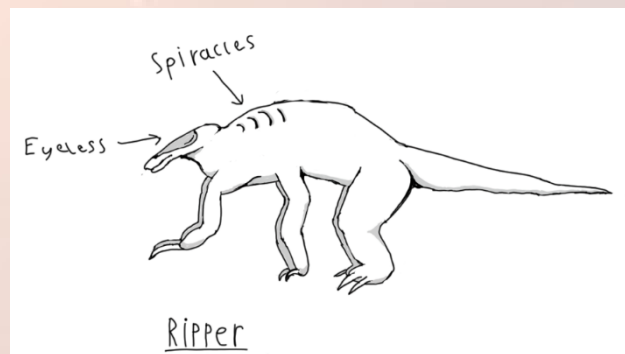
There will also be pickups for health and ammo the player will be able to find in weapon caches throughout the levels. Ammo will have different variety for the weapon types with some ammo being rarer than others.

### 4.3 ENEMIES

Enemies will vary in type, each providing a different challenge to the player. Enemies will have 'sight' mechanics meaning the player can get closer to some enemies than others before they attack. Enemies will vary in size, speed, and health. With there being larger slower moving tank like enemies and smaller flying fast types.

#### Enemy Examples:

- Tanks, large slow-moving short-sighted enemies, have large amounts health and high damage.
- Flyers, small fast-moving medium-sighted enemies, have very small amount of health and attack in swarms.
- Spitters, medium slow-moving long-sighted enemies, have medium amount of health and spit acid from range.

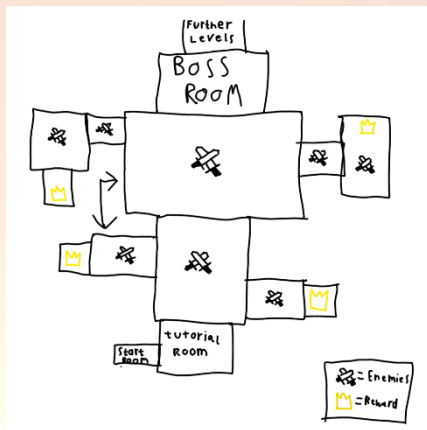


There will also be passive creatures that will run from the player and upon being killed may drop health or ammo pickups.

Boss enemies will be present at certain points throughout the game that challenges the players skills to progress further into the game.



## 4.4 LEVEL DESIGN



The levels will be prebuilt branching paths, with a primary path leading to the end objective. The secondary branches will lead to upgrades, weapons, and extra loot. Secondary paths may allow the player to avoid certain rooms, but boss rooms will be chokepoints the player will have to deal with to progress.

At the end there will be a very difficult boss the player will have to defeat to get to the safe zone that will mark the end of the game.

## 5 NARRATIVE

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### 5.1 STORY

The story follows an engineer called Bianca who has escaped from the wreckage of the battleship called ISU (interplanetary Solar Union) Jörmungandr. Alone in a flaming shuttle, she crashes on the planet Artemis – aptly named after the goddess of the wilderness and the hunt – and must survive and fight in the wilds to find her way to an abandoned human outpost to call for help and get off Artemis.

The branches will contain smaller pieces of narrative. following logs left by the previous and presumably last human on Artemis who met a bitter end that will be revealed towards the end of the game with their final log and a corpse.

### 5.2 CHARACTERS

#### 5.2.1 Bianca

Bianca is the main character the player will play as. She was a ship engineer of the ISU Jörmungandr before its demise. She is a focused and resourceful, qualities that help her survive on Artemis.

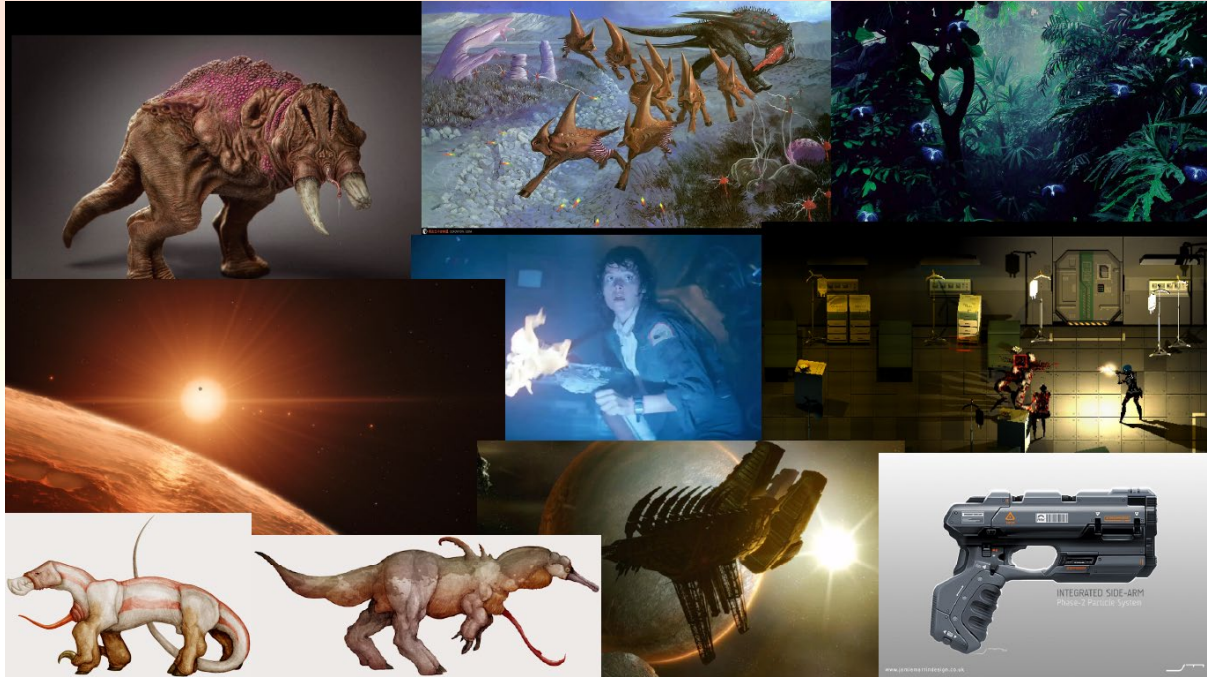
#### 5.2.2 Hiroshi

Hiroshi is the previous unfortunate soul of Artemis that you find out about through logs he has left throughout the levels. He was a scientist studying Artemis before an attack by creatures on the outpost cast him into the wilderness where he ultimately met his demise.





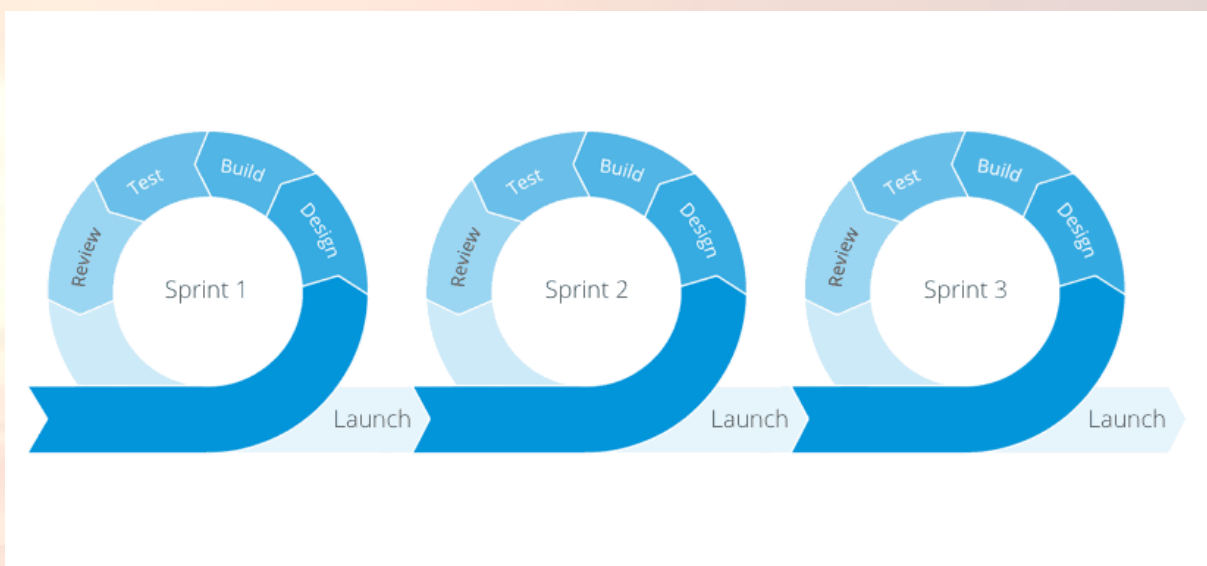
## 6 MOOD BOARD



## 7 DEVELOPMENT

### 7.1 DEVELOPMENT METHOD

The methodology that will be used to develop Landfall will be agile. This allows for an iterative process that allows the features to be developed consistently and to make sure they are up to the standard set out during the design stage.





## 7.2 DEVELOPMENT SOFTWARE

The software that will be used to develop landfall:

- Gamemaker Studio 2 or Unity
- Adobe Illustrator
- Piskel
- FMOD
- GitHub
- GitHub Projects
- Discord

## 7.3 TECHNICAL SPECIFICATIONS

Predicted minimum specs for game:

- Operating System: Windows 10
- Processor: intel Core i5-2300 or AMD FX-4350
- Memory: 4 GB RAM
- Graphics: NVIDIA GeForce GTS 450 (1GB) or AMD Radeon HD 6570 (1GB)
- Storage: 2 GB available space