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User Approach Brief

Project Stability (release name TBD) is an futuristic arena shooter sporting high tech movement, specialized offensive defensive and utilitarian abilities, and an intriguing story. The game centers around the player and their decisions made throughout each level that impacts the wide variety of enemies and equipment (weapons, abilities) that they may come across. As of currently two movement abilities, 3 “powerup” type abilities, and 1 place holder weapon are in Project Stability. The design of each equipment item is centered around the player character and the setting of the game - an expansive testing facility for new enhanced combat Artificial Intelligence. As a new model the player character is designed to use many types of prototype weaponry, but at the cost of their stability.

Our philosophy around the user interface is simply minimalistic and straight to the point. All information is displayed in a straightforward manner and has a designated use in gameplay. Elements on the HUD such as player health and energy are displayed at all times, while information related to the currently equipped weapon will be displayed on the weapons model for a more in-world futuristic feel. Any other information that can be displayed in the world will be, but with the design of the player character being a robot we do have some leeway for having more elements displayed on the HUD but if it is not necessary for gameplay it will remain obscured.

For a more immersive experience an emphasis on the first person perspective needs to be established. As previously described the HUD is to be minimalistic and futuristic in feel with many typical HUD elements being in world rather than always on display. The facility must be spacious yet practical in its design to seem realistic. Sound design will play an important role alongside particle systems for when a player is performing a specific action such as dashing or air jumping, or in cases when taking damage having sparks fly around the edges of the screen. The player must feel like an unstable prototype combat AI as they play, constantly being reminded that they are meant for war and nothing else - but get constantly pressed with decisions about their humanity as a player and whether or not they should adhere to their code as a machine or their morality as a human behind a screen.

Ultimately the game is set to be faster paced with the health bar acting more as an energy buffer in a later build, with energy supplying the player with their abilities. This will force the player to be aggressive in their approach, using abilities with little to no downtime, and dispatching enemies to resupply their stability. A balance must be found between strength and speed, or adhering to the morale code - actions have consequences. With this in mind multiple weapons and equipment will be added at a later date to facilitate a lethal and nonlethal playstyle as well as more aggressive stealth maneuvers. Abilities such as optical cloaking, wallrunning and sliding are planned to be added with weapons as a fallback for when abilities should not or can not be used. The player will be pressed to act using the arsenal at their disposal, but the arsenal will facilitate multiple strategies based on the players decisions. Reversely the players decisions will be taken into account when the facility responds to your containment breach.