

A dense forest scene at sunset. The foreground is filled with tall, thin trees, their trunks silhouetted against a bright sky. Sunlight filters through the leaves, creating a warm glow. A dirt path leads through the undergrowth in the lower right corner. In the background, more trees and hills are visible under a hazy, golden sky.

The Island

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1 Team

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2 Story and Overview

2.1 Introduction

2.1.1 General Overview

It is the year 1942 during the midst of the 2nd world war. A Boeing B-17 Flying Fortress carrying six Allied soldiers crash land onto a mysterious island in the pacific ocean after an attack from a Japanese fighter aircraft. Now they have to defend themselves from the wildlife of the island as well as from the native inhabitants who doesn't seem very friendly towards the guests until they find a way to escape from the deathly claws of the island.

2.1.2 Basic Game Details

Genre

The Island is an adventure based survival game with co-op support.

Platform

The Island will be available on PC and will be limited to Windows 7/8/8.1/10 operating systems.

Target Demographic

Our target audience is between the range of ages 18-35. The game will contain some amount of gore and violence. We aim to hook the players who are interested in co-op gameplay. Co-op gameplay will be completely optional to the players who prefer single play. Additionally the game will feature an adventure based story with survival, which will cater to a wide demographic of users.

Perspective

The game is played from third person perspective.

2.2 Plot Points

Arrival

We can see a cinematic of 6 assigned soldiers flying in a Boeing B-17 Flying Fortress above the ocean. They are suddenly attacked from behind by an enemy Japanese Fighter aircraft. James who is piloting the aircraft frantically tries to control it. The aircraft gradually begins descending despite his best efforts and he suddenly sees an island. James orders the crew to jump and try to steer the aircraft towards what seems like somewhat even land covered with a very thick layer of trees. And the plane crashes few seconds after.

Awakening

James awakes on the cockpit of the plane. He is having a mild concussion and having a hard time

remembering what exactly happened. He realize that the front end of the plane is stuck on a tree high above. He use a vine to get on the ground and then loose conscience.

Carter finds himself hanging in a tree by parachute. He manages to cut down his parachute and get to the ground. He then proceeds to search for the plane and finds the front half of the aircraft and the unconscious James near it.

Cheng and **Sally** manages to land in an even ground with their parachutes. After a long walk they arrive at the crash site to find their crew members sitting in a crate full of weapons near the frontal half of the plane.

Burial

The survivors find the other 2 members of the plane dead. They've had bad luck with landing and their bodies were gnawed at by some carnivores roaming the forest. They bury the comrades with saddened hearts.

Surviving

The crew try to survive in the tropical forest. They are having a hard time with so many life threatening elements in the forest.

Enemies One day when James get lost in the forest and on trying to find his way out, he accidentally arrives at the beach of the west side of the island. And he discovers that the island is a secret base for the Axis power. German soldiers have camped in the beached and they are moving huge crates of weapons out from the caves.

Conflict It is inevitable that the patriotic crew getting engaged with the enemy soldiers in the other part of the island. Now apart from the usual deathly threats in the jungle, they have to fend off enemy soldiers too. After a number of gunfires and bombings at different places, the crew manages to kill most of the Germans in the island.

Boss battle Finally the crew manages to catch, Viktor Smirnov, the enemy commander within their submarine. After a long fight, Carter manages to kill him by blowing part of the cabin room.

Departure The story ends when the crew finally depart from the island using the submarine, to go back to their homelands.

2.3 Environments

2.3.1 Descriptions

- **Crash site** - This is the base of the all player operations. Debris of the fallen aircraft and some medicine along with weapons can be found in this area. Acts as the safe house of the crew.

- **West Beach** - Germans have their base of operations in the west part of the island. Player only reaches this region in the latter parts of the game.
- **Submarine** - Boss battle happens in the submarine. Players can't operate anything inside the submarine.
- **Forest** - Large part of the game occurs inside the forest in the island. This is a free roaming environment where players have to scavenge for food to survive.

3 Characters

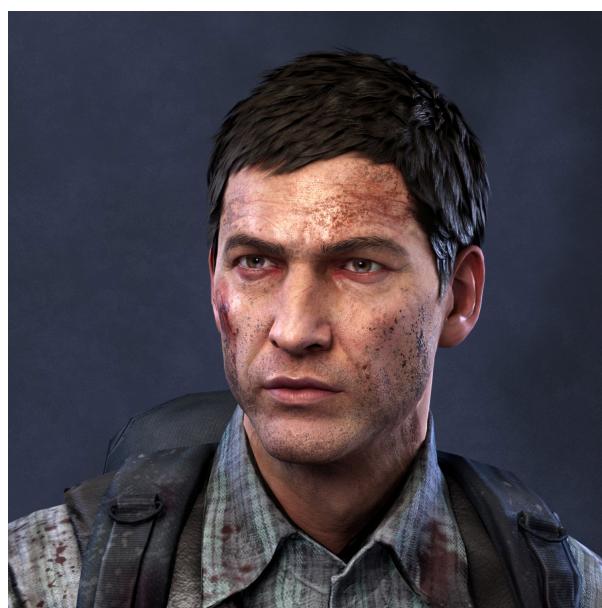
3.1 Playable Characters

3.1.1 James White - Pilot

Base Description

- First name - James
- Last name - James
- Age - 32
- Nationality - American
- Blood type - A+
- Eye color - Brown
- Height - 6' 2"
- Weight - 76 kg
- Likes - Singer, playboy
- Dislikes - Hates betrayal, hates animals

Visual / Concept Depiction



Abilities

- Excel in piloting air vehicles
- Driving
- Skilled quick fighter
- Provides extra speed boost when near other characters

Weaknesses

- Can't swim
- Can't handle heavy weapons

3.1.2 Daniel Carter - Gunner

Base Description

- First name - Daniel
- Last name - Carter
- Age - 34
- Nationality - British
- Blood type - B-
- Eye color - Blue
- Height - 6" 4'
- Weight - 82 kg
- Likes - Reader, Writer
- Dislikes - Mosquitoes, Crowded places

Visual / Concept Depiction



Abilities

- Marine
- Heavily trained skilled gunman and fighter
- Provides extra armor boost when near other characters

Weaknesses

- Healing
- Mechanics

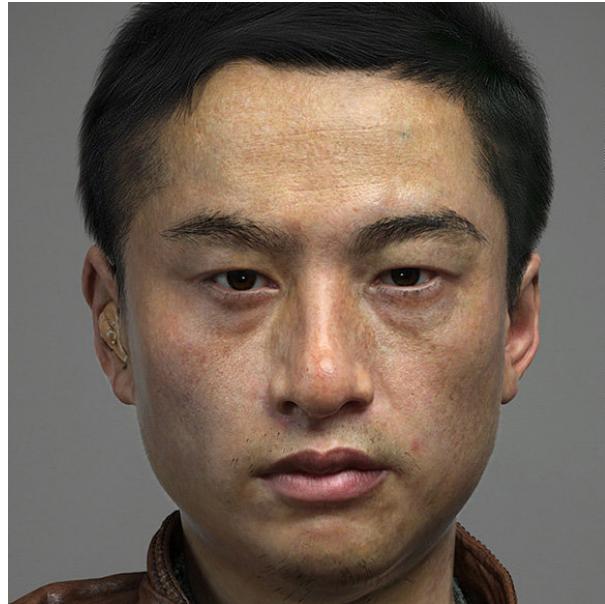
3.1.3 Qiang Cheng - Mechanic

Base Description

- First name - Qiang
- Last name - Cheng
- Age - 30
- Nationality - Chinese
- Blood type - AB+
- Eye color - Black
- Height - 5' 7"
- Weight - 63 kg

- Likes - Tattoos, meditation, Vehicles
- Dislikes - Crowded places, racist people

Visual / Concept Depiction



Abilities

- Mechanic
- Heavy training in Martial arts
- Stealth boost around characters near him

Weaknesses

- Low health level
- Can only use light weapons

3.1.4 Sally Fisher - Doctor

Base Description

- First name - Sally
- Last name - Fisher
- Age - 28
- Nationality - Australian
- Blood type - A-

- Eye color - Brown
- Height - 5' 5"
- Weight - 46 kg
- Likes - Dancing, Researching on plants and animals
- Dislikes - War

Visual / Concept Depiction



Abilities

- Healing
- Can handle a weapon
- Boost in health when near her

Weaknesses

- Heavy weapons
- Aiming
- Stamina

3.2 NPCs

3.2.1 Viktor Smirnov - Main Villain

Base Description

- First name - Viktor
- Last name - Smirnov
- Age - 56
- Nationality - Russian
- Blood type - AB-
- Eye color - Dark blue
- Height - 6' 1"
- Weight - 108 kg
- Likes - Hunting, Likes to adapt predator animals
- Dislikes - Religion, Disloyalty

Visual / Concept Depiction



Abilities

- Super Strength
- Gang always around him
- Excellent one on one fighter
- Great boxer

Weaknesses

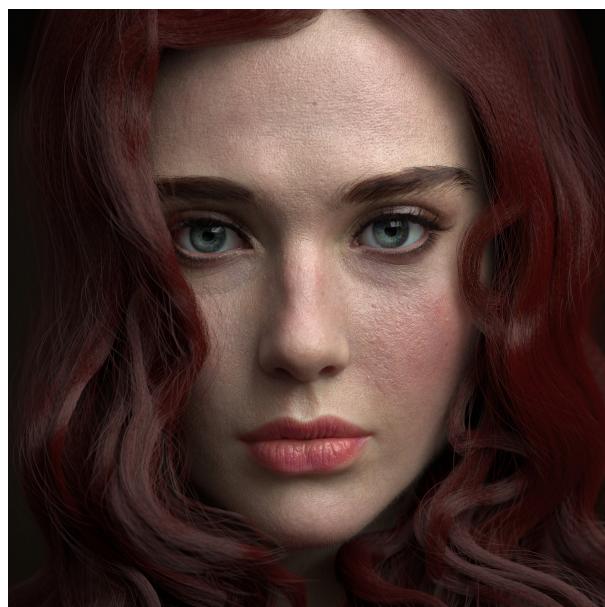
- Easily recognizable
- Always targeted easily
- Slow

3.2.2 Jessica Hendricks - Sub Villain

Base Description

- First name - Jessica
- Last name - Hendricks
- Age - 26
- Nationality - France
- Blood type - O+
- Eye color - Green
- Height - 5' 5"
- Weight - 42 kg
- Likes - Dancing, likes to seduce men, being pretty and likes to do fashion
- Dislikes - Wounds, going outside

Visual / Concept Depiction



Abilities

- Weakens men
- Ability to strengthen allied men

Weaknesses

- Weak one on one fighter
- Poor gun wielder

3.2.3 Niklas Schmidt - Neutral NPC

Base Description

- First name - Niklas
- Last name - Schmidt
- Age - 36
- Nationality - German
- Blood type - A-
- Eye color - Blue
- Height - 6' 4"
- Weight - 83 kg
- Likes - Hunting, Collecting coins
- Dislikes - Hate robots, joining teams

Visual / Concept Depiction



Abilities

- One man army
- Skilled gunman
- Excellent at crafting
- Aggressive

Weaknesses

- Not good at stealth
- Not good at defense
- Cannot fly planes

3.2.4 Jane Foster - Ally NPC

Base Description

- First name - Jane
- Last name - Foster
- Age - 26
- Nationality - Canadian
- Blood type - B+
- Eye color - Blue

- Height - 5' 4"
- Weight - 43 kg
- Likes - Hiking, singing, archery, jungle
- Dislikes - Urban places, guns

Visual / Concept Depiction



Abilities

- Excellent at archery
- Stealth expert
- Excellent at crafting

Weaknesses

- Gun wielding
- Low health

4 Inventory

4.1 KAL 38 Mini Sub-machine gun



- Hit points - 5 health points for a bullet
- Ammo - 20 per mag 120 max cap
- Fire rate - Medium rate

4.2 Hellcat Hand Pistol



- Hit points - 15 health points for a bullet
- Ammo - 6 per mag 60 max cap
- Fire rate - Low rate

4.3 Pistol Limited Edition



- Hit points - 12 health points for a bullet
- Ammo - 12 per mag 60 max cap
- Fire rate - Low rate

4.4 Assault Rifle Limited Edition



- Hit points - 8 health points for a bullet
- Ammo - 30 per mag 180 max cap
- Fire rate - Medium rate

4.5 AK-46 Assault Rifle



- Hit points - 10 health points for a bullet
- Ammo - 30 per mag, 180 max cap
- Fire rate - Medium rate

4.6 FK-38 Standard



- Hit points - 10 health points for a bullet
- Ammo - 30 per mag 180 max cap
- Fire rate - Medium rate

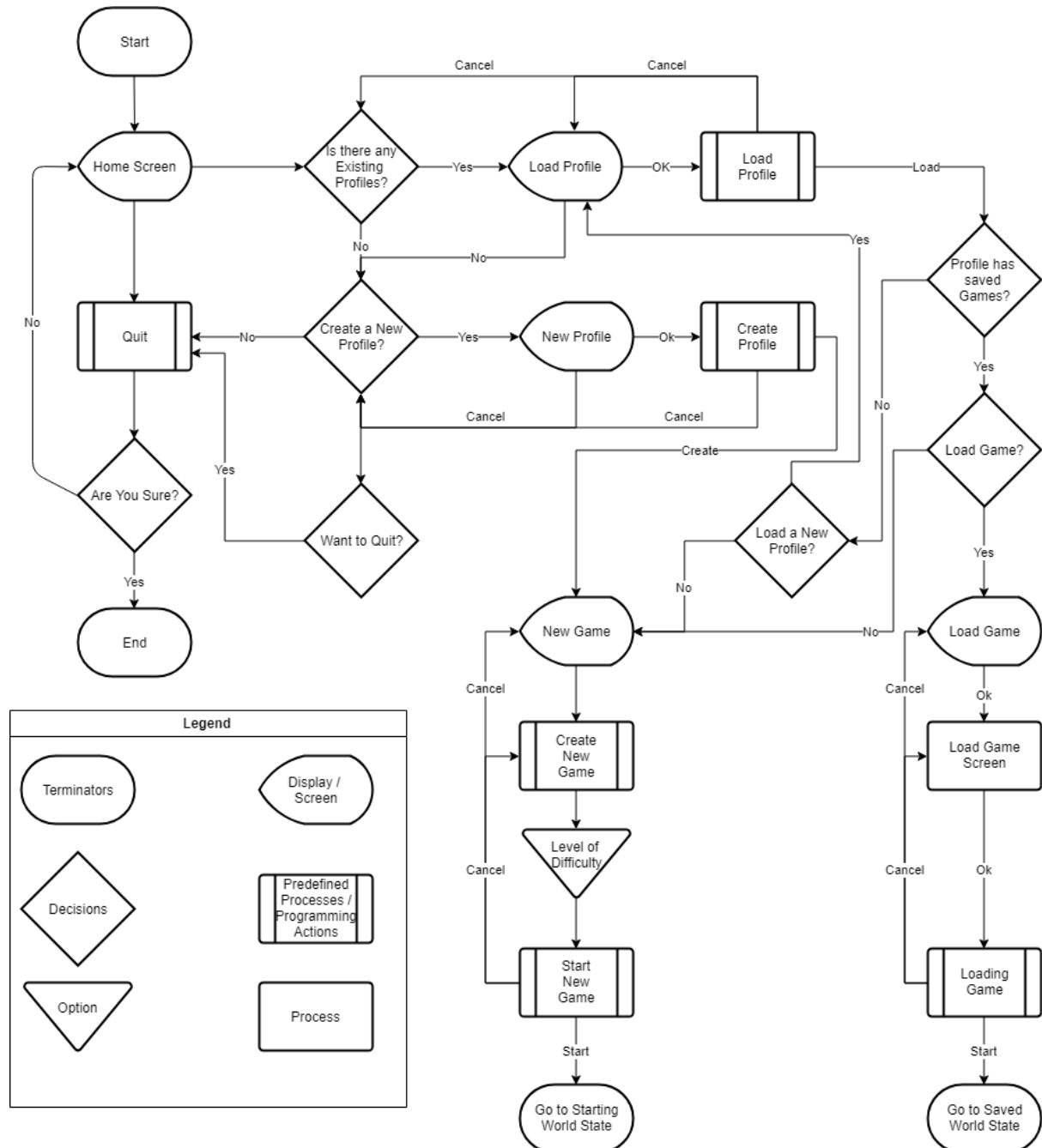
4.7 Springfield Custom Pistol



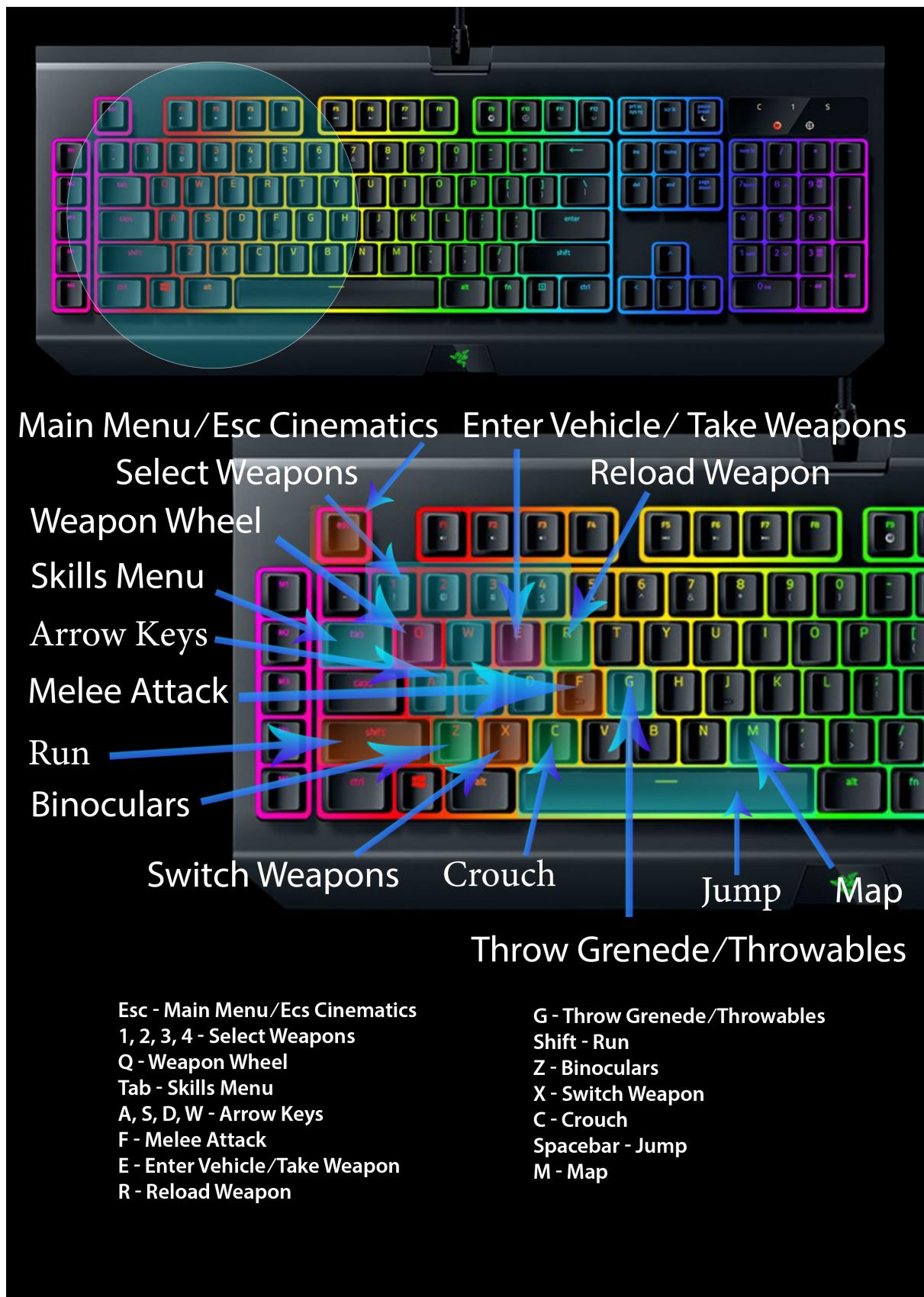
- Hit points - 12 health points for a bullet
- Ammo - 8 per mag 80 max cap
- Fire rate - Low rate

5 Technical

5.1 Frontend flow chart



5.2 Controls





5.3 Rules

5.4 Operational

- All the players have a health of 100.
- All the players have a stamina of 100.
- Decrease of health only occurs from a direct hit of the weapon.

5.5 Implicit

- Deals with good sportsmanship / honorable play.
- Flexible according to the occasion.

5.6 Constructive

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5.7 Interaction matrix

	Player	NPC	Tree	Weapon	Item	Wall
Player	Collide	Collide	Collide	Collide	Collide	Collide
NPC	Collide	Collide	Collide	Collide	Collide	Collide
Tree	Collide	Collide	-	-	-	-
Weapon	Collide	Collide	Collide	Collide	Collide	Collide
Item	Collide	Collide	Collide	Collide	Collide	Collide
Wall	Collide	Collide	-	-	-	-