

# GVD: Penteract

**Studio:** Tesseract studios

**Genre:** Twin-stick shooter

**Players:** 1-2

**Length:** 30 minutes (2 levels and a boss)

## Vision

Switch between a technologically enhanced assassin and her unstoppable mech companion to fulfil a multimillion-dollar contract. Take a personal revenge on one of the most powerful men in *Penteract City* and retrieve the *Tesseract*, a piece of technology which will change the world for good, or for bad should it fall into the wrong hands...

## Core gameplay pillars

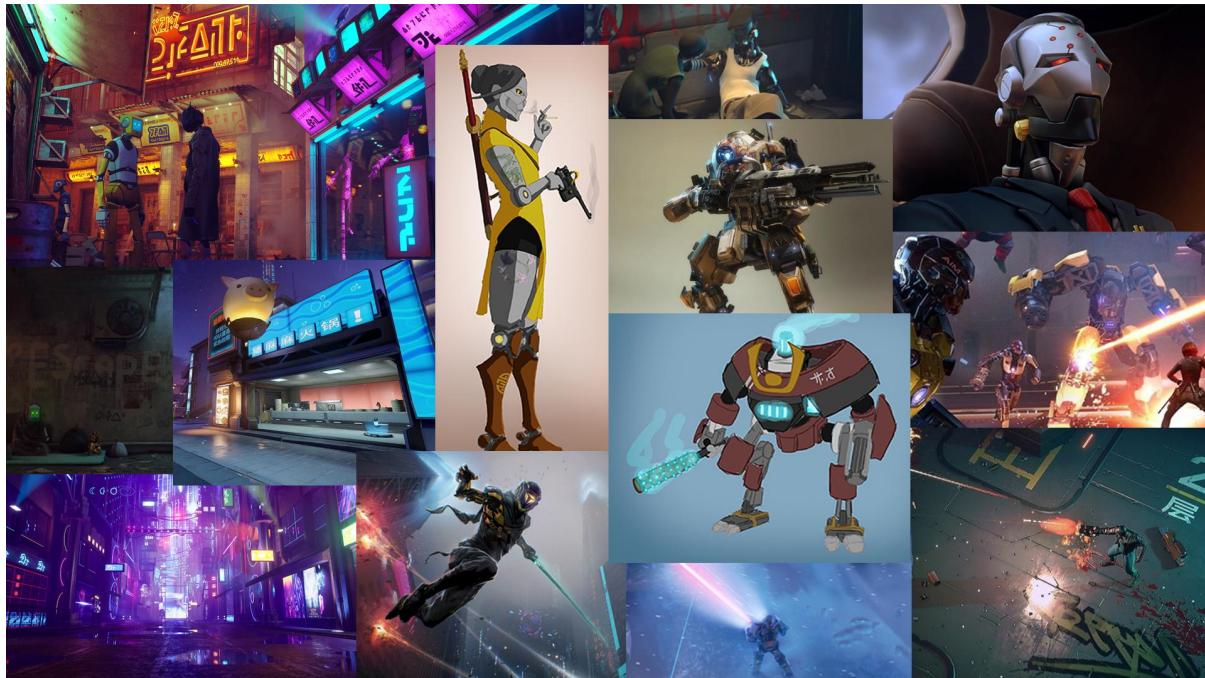
- *Character switching*
- *Enemy hordes*
- *Money to improve skills*
- *One or two players*

## Gameplay experience

Become a bounty hunter in a fast-paced twin-stick shooter where you fight against hordes of robots. Earn money by defeating them and spend it on upgrades for your skills at workshops stationed at multiple spots throughout *Penteract City*.

Switch between the two characters, a fast assassin and a powerful mech both with very different skill sets, while progressing through the streets. Reach the final boss and defeat it to fulfil your contract and complete the game.

## Moodboard



## **Story**

Organic life, as we know it, disappeared from the world centuries ago after *The Singularity*, when machines took over civilization. All that's left are sentient robots with hyper-advanced AIs and their biggest monument to synthetic existence: *Penteract City*.

The city is a massive agglomeration of concrete and metal, inhabited by androids and controlled by corporations that manipulate the inner workings of society to benefit the few at the expense of the many.

In this futuristic dystopia, political governments have ceased to exist. Five mega-corporations (known as *The Five*) control every social and economic aspect of the society. They are currently competing to be the first to develop the *Tesseract technology*, an unlimited source of energy that will render batteries and electric plants obsolete. But as the industrial espionage and direct conflicts are escalating quickly, mercenaries are being hired and assassinations are common.

The Five:

- *Synthetica*: AI research and robot bodies production.
- *Milibot*: Security systems and bodyguards.
- *Krashnikov*: Weapon and utility systems production.
- *Constrack*: Building and transport.
- *Voltium*: Energy and maintenance.

Fang, an experienced mercenary assassin, and 0-Nimaru, her brawling companion, have earned their reputation in *Penteract City*. They have been hired by Rosamonde, the director of *Synthetica* and one of *The Five*, to eliminate Duke, the director of *Milibot*. Using their enhanced abilities and extensive combat experience, they must shoot, slash and dash their way through countless hordes of *Milibot* henchmen to reach their target and take his head.

## Characters

### *Single-Player Gameplay:*

The player will be able to switch between Fang and 0-Nimaru while in-game, to take advantage of the skillsets of both.

### *Two-Player Gameplay:*

Each player will control one of the two characters. More enemies will appear to balance difficulty.

#### Fang

Born as a faulty robot, Fang was cast aside by society and lived in poverty, scavenging and surviving in the streets her whole life until *Milibot* kidnapped her against her will and turned her into a living weapon. She was subjected to extreme body modifications to become a ruthless killer.

After some time, she could not stand the idea of being utilised anymore and she managed to escape the evil corporation that held her captive. She left *Milibot* and became a mercenary, doing what she did best: killing.

Though her freedom would come at a cost. *Milibot* has been hunting her since then, and she became an outcast again, but at least now her life had a purpose.

Now she has accepted a very personal contract: to kill Duke, the director of *Milibot* and her original employer.

The pay is good, but revenge is better.



#### 0-Nimaru

Created by *Milibot* as bodyguards, 0-NMR models have the only purpose to protect the person (or robot) they are assigned to.

In the case of 0-Nimaru, he was assigned to Fang as one of the experimental robot-assassins that the corporation was creating. When Fang escaped *Milibot's* clutches, she took 0-NMR with her, as his sole purpose is to defend her. She gave him a new coat of paint, a name, and a purpose. From that moment, they became inseparable, watching each other's backs and trusting nobody else.



*Skills:* Slow hammer attack, automatic machine gun, shield, shoulder charge, rocket salvo.

## Antagonist forces

### Milibot

One of the five megacorporations that control *Penteract City*. They mass-produce sentient weapons and security bodyguards that will try to stop Fang and 0-Nimaru in their mission.



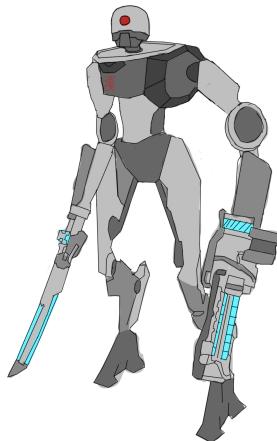
### Duke

The CEO of *Milibot*, rules with an iron fist and no morals, taking out whoever he needs to on his path to corporate supremacy. He has an upgraded version of 0-NMR as a personal bodyguard.

## Secondary characters

### Rosamonde

The CEO of *Synthetica*, a “Body and mind” corporation that produces life and chrome for a price. She hires the protagonists to take out Duke in order to stop him from achieving the *Tesseract* technology. She speaks to Fang and 0-Nimaru over comms during certain sections of the game.



### Workshop sellers

Krashnikov employees stationed around Penteract City that will sell weapons and ammo to whoever has the money to pay for them. They share a hive mind that optimizes prices across the city.

## Tech and tools to use

- *Git*
- *Visual Studio*
- *Tesseract Engine*
- *Wwise*
- *3DsMax*
- *zBrush*
- *Substance Painter*
- *Maya*
- *Photoshop*

## Visual Goals

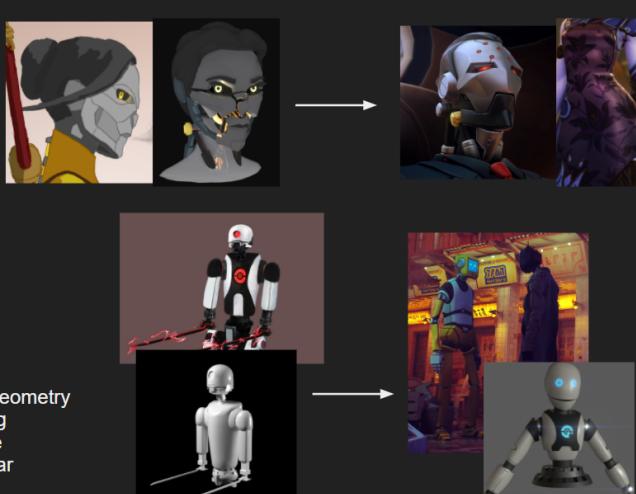
**Visual Goals**

Our Pipeline:

- Sketching
- Concept
- Prototype
- Refine

Main Reference:

- Overwatch
  - Focus on stylized geometry
  - Cartoonish texturing
  - Characters must be understood from afar



**Visual Goals**

- Environments
  - Focus on elements that truly represent the ambience
  - Stylized elements, so they are visible and understandable from afar



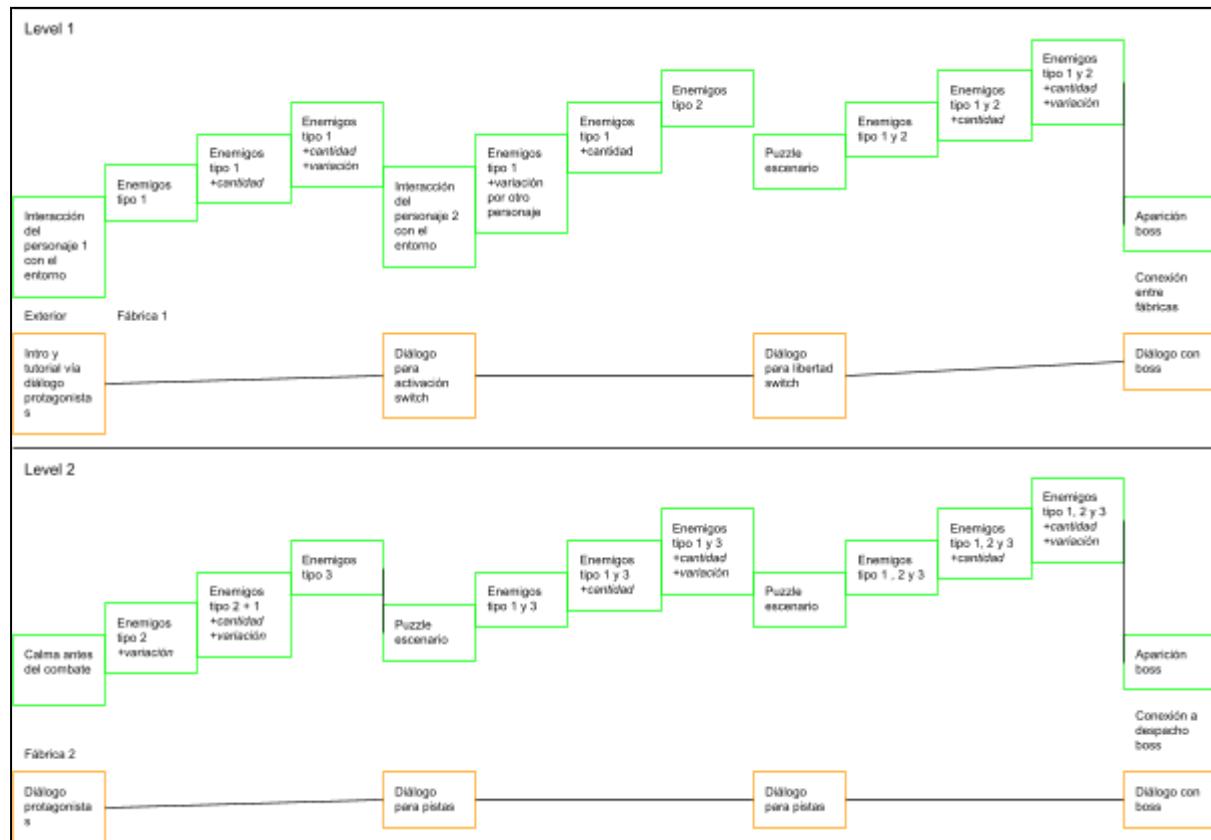
## Competitors

Diablo II Resurrected

Helldivers

Nex Machina

## Boceto game experience



## Boceto gameplay

- **Personaje A**

Disparo corto alcance (upgrade x2 disparos)

Velocidad movimiento x1,5 (upgrade x2)

Dash (upgrade hace daño por contacto)

Ultimate (?)

- **Personaje B**

Disparo largo alcance (upgrade x2 disparos)

Velocidad movimiento x1 (upgrade x1,5)

Escudo (upgrade escudo rebota balas)

Ultimate (?)

- **Introducción a los dos personajes**

Empiezas con el personaje A y después de un ciclo de tres hordas el juego te invita a cambiar de personaje. Finalizada este segundo ciclo, ya tienes libertad para cambiar de personaje en cualquier momento.

- **Narrativa**

Aparecen miniaturas con el retrato de los personajes y diálogos sobreimpresos mientras estás en zonas sin combate.



- **Puzzles entre batallas**

Centrados en el uso de las habilidades principales y combinaciones

- Dash para saltar obstáculos
- Dash para pisar secuencia botones suelo
- Shield para rebotar láser y activar puerta
- Shield para superar zona daño área
- Disparo a distancia para activar puente