**K.M.U.S Vision Document**

*Further information including elaboration on individual contributions can be located at our Trello board:* [*https://trello.com/b/BVng3NO8/prototype-1-platforming-shooter*](https://trello.com/b/BVng3NO8/prototype-1-platforming-shooter)

Name: K.M.U.S (Kinetic Modular Upgrade System)

Genre: Shooter/Platformer This game is a shooter, with platforming elements with a significant physics element.

Theme: Sci/Fi – City Metropolis Colors: Quite vibrant, simplistic accessible scheme.

Character: Cybernetic, Homage to Ratchet, (from Ratchet and Clank) Designed for athleticism and combat.

Segmented – Shooting segments followed by platforming segments (platforming may lead to arenas)

Perspective – Third Person

Weapons: Pistol (infinite ammo, semi-auto sidearm)

Shotgun (finite ammo, close-range powerhouse)

SMG (finite ammo, more effective automatic alternative to the pistol)

Modular Upgrade System (Weapons gain upgraded properties over the progression of the game, making older weapons feel more rewarding the more they are used.)

Movement: Double Jump (As a recovery mechanic for underestimating a gap dodging an enemy or reaching a higher platform)  
A means of speeding the player up (Sprint)

Enemy basis: Turrets (weapons target the player with some degree of accuracy, a variety of projectile types, potentially the ability to roam the sky if time permits)

Objective: Linear progression through the level, player starts at start point, traverses through level to reach eventual end point through platforming and arenas

Environmental Challenges: Big vertical drops, Fragile Platforms, Moving Platforms, Bouncy Surface, interactive teleportation, Leaps of faith.

Controls: Keyboard  
WASD - Moving  
Shift - Sprint  
Mouse - Aim  
Mouse Wheel - Change Weapons  
R - Reload  
Right Click (Hold) - Focus Aim  
Left Click - Shoot  
Space - Jump (Twice for double-jump)

**Extensive Details:**

* The game is more shooter than platformer. Platforming exists as a means of progression to each arena. While it is a key element to effectively navigate the environment, the core gameplay comes from dealing with the enemies within that environment. Considerably, they are the main obstacle.
* The visual style while simple and vibrant isn’t aiming to be overly simplistic. The game is generally made up of low poly artefacts and simple color textures designed to communicate the feel of a sci-fi urban metropolis taking place across rooftops and high altitude drops that complement the shooter/platformer hybrid. Like the character, this is a homage for one of the games largest inspirations; Ratchet and Clank.
* This game is unique however in that the player doesn’t specifically take damage. Rather the hazard enemies provide comes through propulsion. The aim is to make a shooter with platforming enemies where unfortunate players can be thrown through and off the environment and to design elaborate levels around this central hazard.
* While the game targets a classic platforming market, the twist of a heavy physics element combined with how this manifests through the level design will in principle separate this game from its competitors whilst appealing to their strong established audience.
* Through either upgrades or finding new weapons, the player finds new and improved means of tackling an increasing challenge in different ways, offering strategic alternatives to the player and a way to break the repetition.