

Assignment 4: The Shooter Gameplay

Spine

Synopsis

1. Where are we; where/when does the story take place?
2. Who are we following in the story (the protagonist) and why them?
3. Who or what force is opposed to the hero of the story, and why are they in opposition (the antagonist)?
4. What do these characters want to accomplish; what is at stake for them?
5. What is the ensuing conflict, and why does it exist?
6. How does the action rise; how do things get more tense?
7. What is the final crisis, and how does it play out?
8. How do things resolve and wrap up?

The events are happening in the future, year 2337. We are on the first colonial spaceship "Expeditioner" on the interplanetary journey. Jake is being released from the brig after being falsely accused of the attack resource compartment of the ship. Remembering his talent and skills the military commanders decided to give him a chance of rejoining the spaceship defenders fleet. Jake has to go through a series of challenges and is given a simple hoverboard and a harmless laser gun to be able to begin.

Jake meets his old friend Cillian who warmly welcomes him and says that he always believed Jake to be innocent but no one was listening when he tried to defend Jake. Cillian now has an eight year old daughter Ann, very curious and willing to take her father path of spaceship defender. Jake meets Ann and becomes her friend, he sees a great potential in this little swift.

Jane learns that Jake is back on his way to the defenders fleet and argues with the commanders why Jake was given this impossible chance, but they quickly explained that she is not yet the commander and they know better who deserves to be given a second chance.

Jake starts his tests with shooting dummy targets in the practice area. He quickly gains the control over the hoverboard and hitting the targets, which appear for few seconds, is not something for him to worry about. The next level is more challenging, Jake has no control over the hoverboard but someone else does and that happens to be Jane. However, with utmost strain Jake manages to pass this test and regaining the control over the hoverboards gracefully moves to next chamber where he is given a heavy blaster to practice destroying machinery. This test appears to be relatively easy, the years in the brig gym were not in vain.

The following day is the resting day for Jake and he spends it together with Cillian and Ann when they devise a plan how to extract documents from one of the drawers in Jane's room. Jake will tease Jane to make her go after him on her scooter while Cillian and Ann will be retrieving the papers.

Next day Jake demonstrates how perfectly he controls the scooter while performing the maneuvering test among dummy space mines. After that he is

to perform the last test, shooting the mines and maneuvering. Jane decides to go after Jake with her devious plan to drive him towards coming asteroids. They have an intense chase during which they both demonstrate elegant and skillful methods of avoiding and destroying dummy mines until they disappear far from the spaceship. The only one who felt it a danger was Jake's father, who was silently following the spaceship and decided to follow the racers. Meanwhile, Jane started to shoot at Jake's scooter causing shaking inside and minor damage. Jake began taking dodgy curves avoiding perilous rays from Jane's scooter guns. He manages outmaneuver her and appear behind her. With knowledge about scooters and careful measurement Jake shoots at her scooter disable its engine and guns making her helpless. Jane realizes that her uncontrollable scooter flies towards a big asteroid at high speed. At this moment Jake's father gains on them and seeing what dreadful fate awaits the scooter with its pilot decides to go full throttle. Being just in time he points the guns of this pirate vehicle at the asteroid and with deafening sound cracks the great stone into several pieces allowing Jane's scooter go through safely. After that he uses the magnet gun to attach her scooter on his vehicle and safely delivers her with his son Jake peacefully flying next to him.

When they arrive they are met with the commanders, Cillian, Ann and the captain of "Expeditioner". The commanders hold the papers which Cillian gave to them and they escort Jane to the brig where she will spend at least 20 years. Jake has his reputation restored and has good chances to become a commander, though he personally thinks to help Cillian to train Ann to be an outstanding defender and would prefer to be an advisor for the commanders when he retires.

Jake's father and spaceship captain part again at this moment with warm feelings and sly smiles on their faces. "Expeditioner" continues its course to the worlds where we are going to settle and develop our civilization.

Characters Briefs

1. Who is he/she? Are they a primary or secondary character and how do they relate to the game story?
2. What do they look like? What are they wearing or carrying with them?
3. What is their personality like and how does that personality help fulfill their role in the game story?
4. How do they relate to other characters in the game?
5. What are their strengths and weaknesses, and how can that affect the game story?
6. What are the motivating character goals for this character?

Jake

- Former space pirate was offered a job as a defender of the spaceship;
- His father is the captain of a small pirate space fleet and mother is a scientist on Earth studying rare minerals;

- He has been progressively excelling with his skills as a shooter defender and aiming for a position of the commander of their defender fleet;
- After five years of being a defender he has been framed for the attack on the resource compartment and locked in the brig for ten years;
- While working out in the brig gym was planning on getting back his reputation after release;
- He is not very tall, around 1.7 meter, sinewy, well trained and visually attractive physique with prominent muscles;
- Dark, almost black short hair, fair complexion with piercing look of blue eyes, however, charming smile;
- He likes to take care of his body, always accurate nails, clean hands and face, pleasant scent, though does not like formal suits;
- Wears dark green with aurulent stripes suit of sportwear style and lightweight sneakers of straw color;
- Since childhood has been nimble, with quick reflexes. Has been showing interest towards exploration of new territories, thus joined his father's pirate fleet for travelling to nearby planets, mostly Mars, collecting rare minerals and giving them to his mother for her research secretly from his father, who was selling the minerals on the black market in order to make money for good living and fleet maintenance;
- Mother has always seen good tendency in her son on his way of growing up despite the fact of joining the pirates and proved to be right when he joined the defenders fleet of "Expeditioner";

Jake is the protagonist in our game.

In his childhood has been constantly showing interest towards exploration of new territories which later led him to joining father's small pirate space fleet for travelling to nearby planets (mostly Mars, though), collecting rare minerals and giving them to his mother who is a scientist on Earth studying rare minerals. Jake did so secretly from his father — space pirate captain — who was selling minerals on the black market for good living and space vehicles maintenance.

Military forces have always been watching pirates constantly looking for the brilliant ones. It happened that they offered a well paid job as defenders of a spaceship to several pirates, among which were Jake and his father. Father and few others refused the offer, however, Jake and his friend Cillian decided to take the offer because for them it was a great chance to travel to new worlds and explore the unknown. Jake's mother was proud of his talented son, she has always seen good tendency in him on his way of growing up despite the fact of joining the pirates Jake proved her right.

Jake has been progressively excelling with his skills as a shooter defender and aiming for a higher position in the defender fleet and after five years has been framed for the attack on the resource compartment and locked in the brig for ten years. While staying locked Jake was working out in the brig gym and planning on getting his reputation back. Being a smart and nimble man with

quick reflexes he easily conceived who was in charge of his exile as well as no one would listen to him after the release, though he might count on Cillian.

Later Jake learns that his father with his fleet were following “Expeditioner” all this time because they decided to take their chances for discovering new unknown minerals and because his father and the spaceship captain are old military academy friends but chose different paths.

Jake is not very tall, roughly 1.7 meter, sinewy and well trained not without the help of ten years in the brig. His attractive physique with prominent muscles have been always fancied by his female comrades. He has dark, nearly coal black short hair and fair complexion with piercing look of blue eyes. He has been an open boy since the childhood and often smiles kindly towards people getting them on the right side.

Dead-Eye Jane

- Antagonist;
- Has been grown by her father hunter, her mother has left them for another man (scientist?);
- In the childhood has learnt about hunting; could shoot a hare into the eye from a hundred meters thus received the nickname;
- Was offered a place among spaceship defenders during studies in the military academy;
- Noticed to have an ability to manipulate boys due to her natural beauty and charming smile, developed greed for power;
- Long (ends just below her scapulae) amber straight hair; fresh and healthy looking light face; celestial shape nose; large eyes change color from hazel to green depending on mood and lighting; the trained body is well proportioned and attractive;
- Wears black long knee-high boots, olive drab trousers and jacket made of high-tech textile; tangerine color shirt with orchid color neck tab; white leather gloves;
- Her laser and blaster guns, as well as the hoverboard and space scooter, are colored in the same manner: white color with amber color skewed stripes;
- Does not use make up except for scarlet lipstick; usually braids her hair in ponytail style;
- Rather social and sly, prefers to have things her way and be an authority;

Dead-Eye Jane is the antagonist.

She was raised by her father hunter since her mother left them for a mathematician. She was joining her father in his game hunting discovering a talent for marksmanship and excelling at shooting being able to hit a hare in the eye from a hundred meters thus receiving the nickname. Jane went to the military academy where she has proved to be an excellent fighter and been offered a place among spaceship defenders.

She likes to take care of her long straight amber hair which she braids in a ponytail style. Jane has healthy and fresh looking light face with celestial shape nose and large eyes whose color change from hazel to green depending on mood and lighting. She has always been social and during her studies noticed to have an ability to manipulate boys due to her natural beauty and charming smile. She did not use make-up but started to use crimson lipstick to intensify her values and become more confident. Jane learned to be very sly preferring to have things her way and being an authority, gradually developing a greed for power.

She has met Jake in the defenders fleet already being in high ranks and aiming for the captain position. Jane started to feel danger for her goal since Jake was getting well appraised by the military commanders and Jane has organized an attack on the “Expeditioner” resource compartment making everyone believe Jake to be responsible.

She wears a tangerine color shirt with orchid color neck tab and olive drab jacket and trousers made of high-tech textile sewn to be comfortable and not hampering her movements. Her black long knee-high boots and white leather gloves add an elegant look to her outfit.

Her laser and blaster guns, as well as the hoverboard and space scooter, are colored in one manner: white color with amber color skewed stripes.

Setting Description

- Shooting in the Space;
- The events take place in future, say, 2337. Interplanetary travels start to develop into massive process, launching the first colonial spaceship “Expeditioner”;
- The spaceship was built in the space, the parts being delivered by space trucks, otherwise it would be impossible to launch such a massive structure to the space;
- Colonial spaceship is a formidable construction providing life support to half a million population with currently around 100 thousand people with expectation to have the population grow over the course of the journey;
- The spaceship is painted mostly in dark grey and dark blue colors with white stripes in several places;
- The ship is equipped with many middle size salvage spacecrafts as well as with a great number of machine guns, laser blasters and other defensive weaponry. From the outside the spaceship has a resemblance of a military cruiser with a more flat bilge;
- The ship is using artificial gravity;
- Skilled pilots defend the ship from possible danger outside;
- Laser shooting in a spaceship shooting practice area;
- Spacious area separated into two halves:

1. The sector where the shooters start, surfaces are colored with green and silver, rich blueish light;
 2. The sector where the dummy targets appear, surfaces are metal grey with target zones colored as red with black stripe pattern, generally dim, target zones are illuminated using spot lighting;
- The target zones are located in the floor and ceiling as disks with sliding shutters, and in the walls as sliding doors from which the dummy enemies appear for a few seconds;
 - The shooters are on hoverboards, moving in the green area. Next level, the hoverboards are moving randomly with shooters having to keep balance and shoot;
 - Blaster shooting practice to destroy or disable heavy machinery;
 - Located in the old depot of the spaceship where destroyed and unwanted machinery is kept. These old and damaged vehicles are used for blaster shooting practice and equipped with sensors for detecting successful hits. The shooters use heavy slow but devastating blaster weapons;
 - Shooting dummy targets in the open space using space scooters. These vehicles have an egg shape with roughly one third of the carcass made of adamant transparent material providing the front, side and top view for the pilot. Inside, the control system has access to four cameras installed on the rear, bottom, left and right sides. A scooter can be equipped with different guns, depending on the task, but always on the sides of the vehicle and can be tilted for aiming only in the vertical plane. For horizontal adjustment the pilot has to turn the scooter;
 - The shooters are divided into two teams, one team flies on scooters and the other remotely controls dummy targets equipped with visual systems and harmless weapons. The scooters take off from the starting platform and for the purpose of this exercise are also equipped with harmless weapons. The successful strikes are detected using special sensors;
 - Shooting/maneuvering space obstacle mines while on scooters. These mines are made of cheap expendable material;
 - If the task is to destroy the mines the scooters are equipped with laser guns. Therefore, it is also important not to cause any friendly fire to the other shooters. Although, these laser guns will not destroy a scooter they may cause certain damage to the vehicle.
 - If the task is to avoid the mines using maneuvering skills then the scooters fly with no guns installed;

Gameplay

We start with a task of attacking a resource compartment of the colonial spaceship which introduces movement and shooting controls. The attack, as we know, results in a failure in which we see Jake being arrested and put in the brig.

Next we play as Jake's father, controlling his space vehicle and attacking space thugs protecting "Expeditioner" on its rear. The criminals are far from the colonial ship and its captain is unaware of the danger, but the pirates following the spaceship in some distance behind noticed them and decided to take action. We can hear how he is communicating with his pirate comrades and organizing the entire fleet movement. We learn that Jake's father and spaceship captain know each other and the captain show his appreciation for the help.

We learn that pirates are only after rare minerals on various planets and they have no intention of plundering the colonial spaceship. Rather opposite, they are most interested in the success of the journey and Jake's father is also following to watch his son. He learns about his son unfortunate imprisonment, contact the spaceship captain who says that he can only ensure good conditions for Jake.

The cut scene follows, showing how Jake has changed in ten years and his disappointment of being framed. We see him released and meeting Cillian with his daughter.

After Jake is given a chance to be a defender we move to the shooting practice area with a simple laser gun and controllable hoverboard. Different target appear here and there for few seconds and some are behind obstacles so that the player has to use the hoverboard to move around.

The next level is in the same area, but the player has no control over the hoverboard which moves pseudo randomly. Besides, there are now two types of targets: hostile and friendly (probably, green colored). Apparently, shooting friendly targets is followed by penalty.

After successful shooting the player moves on the controllable hoverboard to the old depot where old and destroyed machinery is put. The player is given a blaster gun which make massive damage. On this level the player learns to aim with the big gun so that the missile trajectory is correct and hits the marked areas. The successful hits are followed by colorful and loud explosions.

Next we see a cut scene where Jake, Cillian and Ann schemes a plan to withdraw documents from Jane's desk. Next morning we see with Ann eyes how Jake is leaving for the next challenge and wait for Jane to leave her room. When she goes out, we change to the playing mode where the player controls Ann. She has to solve several puzzles in order to enter Jane's room, open different drawers, desk and investigate different objects to find clues where the evidence of Jane begin responsible for resource compartment attack is hidden. If the player is successful then Jane can be put to the brig.

Next level is flying on space scooters with guns installed. The player has to maneuver to avoid hitting the object and later to avoid Jane laser guns. The player has to use (and learn if not yet) trick to outmaneuver Jane and appear behind her. Then the player has to aim at specific parts of her scooter (blaster shooting experience will be handy here) to disable its engine.

The last part could be controllable: we control Jake's father and accelerate towards the big stone and Jane, aim precisely and shoot at the stone. The player now has the choice of letting Jane die or save her. The other option is to include the saving in the cut scene.

The cut scene (assume that Jane was alive) shows Jake on the scooter next to his father's space vehicle with Jane's scooter magnetized at its bottom. They land in "Expeditioner" and are met with Cillian, Ann, Captain and officers. If the document was retrieved then Jane is arrested and put into the brig for

twenty years, otherwise she accepts that Jake is superiour and a spark of love appears between them. Jake continues his career as a defender and his father remains the captain of the pirate fleet which follow "Expeditioner" in its long journey towards new worlds.