XENO High Concept Document

1   GAME ANALYSIS

Xeno Mania – Palm game of Xeno.

1.1   Game Concept

Outplay your opponent on the ice rink to push a puck through his goal. Control the strength and direction of your push. Act quickly to interfere in opponent's attempts through intercepting his puck. Develop your own winning tactics.

1.2   Game Goals

- Bring feeling of an ice rink to the Palm screen.

- Build competitive gameplay through decent AI and sleek player-to-player mode

1.3   Game Information

Arcade, Action, Sports

1.4   License/Brand Analysis

The goal here is to make a Xeno re-make for Palm with the perfect computer AI (major problem in previous Xeno releases).

- 1985
Xeno (Commodore)
Publisher: A&F Software

- 1986
Xeno (ZX)
Publisher: A&F Software
Producer: Binary Design
Re-released: Quicksilva Ltd. (1986), Bug-Byte Software Ltd. (1986), Grandslam Entertainments Ltd. (1986)

- 2002
Xeno 2002 (PC/Win, freeware)
Author: Colin McGregor (www.bankie.com)

John Ritman: "awful one player game but great for two players", "odd gem, possibly the best 2-player game ever".

1.5 Target Audience

a) Palm users in general.

b) Sporty guys.

c) Those familiar with Xeno gameplay

1.6 Competitor's Analysis

Palm OS:

There're air hockey games on the ice rink for Palm OS. However, these products are not perfect and, moreover, lack Xeno gameplay.

Ultimate Table Hockey: 2D top projection, change the friction on the playing field or no friction at all, effects of spin, specific scenarios.

Air Hockey 3D: choose stylus or keyboard control.

2   GAME DESIGN

2.1   Game Structure

a) Start-up screen.

b) Game settings.

c) Action on the rink.

2.2   Gameplay

Game periods.

a) Timed push - Players push taking turns and have limited amount of time to target xeno disc. This rule also applies to computer opponent.

b) Untimed push. The quickest hits.

Player who misses a goal hits first.

Movement of the puck after collision with xeno disc depends on what part of disc the hit was made. Player should target precisely to push puck right in the preferred direction.

Borders and goalstands can be used to deliver puck to opponent goal by indirect hit.

2.3   Expanded Gameplay

Match started. The crowd of stadium was fascinated by my first hit of puck Opponent failed to counter it and puck went right and stopped in close vicinity to goals. While computer disc floated away due to his miss, I received perfect chance to score first goal. The puck was near upper cross-bar and I was preparing to hit it by lower part of my disc. Given only two seconds to aim my disc I did my best and… missed! The aim was not good at all and the puck hit the cross-bar and reflected. Now it was positioned near center of midfield. And opponent was going to shoot a very strong hit and possibly score. I was not able to prevent him to do this; my disc was too far away, in upper right corner of rink. Computer hit and puck went on… Rink camera followed the puck, leaving our discs behind the right border of screen – such a strong hit computer performed. I hold-up my breath and watch as puck slide nearer and nearer to my goals. Phew… it stopped literally 5 pixels away from red line…

We are in the middle of the game; second quarter is going to end. Computer leads 4 to 1. Dirty bastard! He uses a lot of tricks! He scored second and third goals by hitting puck in the border of rink and by this avoided my disc. Other score he did with a bit of luck. I was going to throw out puck from my zone. Opponent, slid his disc very fast and countered the puck. After collision puck has slid right in the middle of my goals!

I haven't got a lot of time to defeat him in this match. Ha! He will give up to me soon. If I play 2 matches more I will learn how to play this game. As said "Two can play this game!".

3   GAME FEATURES

3.1   Key Game Features

Star features:

Advanced computer AI.

Intuitive stylus control of the push (direction/strength).

Ice rink feeling (scroll).

Realistic and impressive game physics.

Required features:

Time control of the push.

Icy rink a la hockey.

Scoreboard. Timer. Goal!!

IrDA player-to-player mode.

Optional/later features:

Bonuses (power-ups): appear on the field; if manage to hit them first change puck/ball/field/goal attributes.

Various configurations of the rink.