



**High Concept Document - Revision 0**

**Mech-APEX Zero**

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## High Concept

Take control of the experimental mobile suit weapon as Kyle Braiden. Stop the advances of A.E.U.G. forces and put an end to the worst war in human history yet. Spearhead critical missions to gain valuable intel, cripple enemy operations, while uncovering the truth of Kyle's past and the origin of his birth.

## Overview of Game World

### World

Due to the discriminatory policies of The Earth Federation, the space colonies are deprived of their wealth and resources. The outraged citizens of the fringe colonies formed the Anti Earth Union Group and declared war on the Earth Federation. Casualties are in the billions only months after the conflict began. Despite the advancement of technology of A.E.U.G., Earth had the advantage in number. A.E.U.G. started the top secret research project: APEX; genetic enhancement research program to mass produce superior combat pilots.

### Characters

Kyle Braiden: Main character of the game. Raised by foster parents on Earth. Later joined Earth Federation forces to secure benefits for his family. Unbeknownst to him, he is the first successful test subject of APEX program. His unusually high performance is noticed the Federation Forces and is drafted into the Special Weapons Assault Unit.

Josephine Schwarz: Villain of the game and mother of Kyle. She is a genius scientist specializes in Gene modification. She is the lead researcher of A.E.U.G.s top secret APEX program. She cares little for anything other than her research. While working with ace pilot Erich Schmitt in order to identify traits that make up the ultimate pilot, she had a relationship with him and became pregnant. She decided to use the unborn Kyle to further her research to the dismay of Erich.

Erich Schmitt: Officer and Ace Pilot of A.E.U.G. He is very patriotic with a strong sense of justice. Decided to fight for the cause of A.E.U.G at a young age and has flew over a thousand combat missions. While working with Josephine, he learned of life outside the war and became attached to Josephine's complete dedication to her research. He was pursuing a serious relationship until he learnt of the existence of his son Kyle and Josephine's actions. He ultimately sacrificed himself to secure a normal life for his son.

## Player Motivation

The player will be exposed to a brand new sub-genre which combines the simplistic fun of platformers and the exhilarating entertainment fighting games provide. Both of those will be supplemented with RPG elements, giving the player a sense of freedom to carve their own path through the game. The inclusion of combos also significantly raises the skill ceiling of the game attracting a bigger player base. The game could very well be completed using the basic combos but learning and executing the more complex combos will be an exciting challenge for the player; this in turn, coupled with the many playable characters, also increases the replayability of the game. The game will also feature a rich and diverse storyline giving the player an opportunity to really bond with the characters and the history of the game world.

## Genre

It will be action Platformer with RPG overtones. Avatar moves through a vertically exaggerated environment, jumping on and off platforms at different heights, while avoiding obstacles and battling enemies. Great demands on players physical skills: reaction time, timing and combo move. Player controls different avatars and guides them through a series of quests. Avatars growth in power and abilities,

## Unique Selling Points

- Fighting moves within a platforming game
- An interesting and fascinating story
- Level and game session does not have to be lengthy. Players can play between breaks.
- Stand out in the current market dominated by competitive multiplayer games. Avoids the online toxicity.
- Can be played according to player's own schedule.
- It's a 2D game, so players with 3D sickness or motion sickness can still play this game. And the controls would be easy to learn and play.
- Combines multiple genres and gameplay style
  - Genre: Platformer, Action, RPG, Metroidvania
  - Gameplay style: combat, puzzle solving, combat with puzzle solving.
- Flexible class systems that allow the player to experiment with different characters with different combat combo styles and dialogue stories.
- The mech-sci-fi Universe and Gundam character models allow the players to experience a world set place in the Gundam Universe, which can attract fans of Gundam series.
- Multiple playable characters unlocked by beating bosses, players can pick levels they want to start after beating the whole game.
- Achievement system allows player to try to challenge themselves and be competitive.
- Collectible items system keeps players interested in exploring the levels. The items offer changes in gameplay for players to try out.

## Competitor

- Metroid
  - Classic Sci-fi side scrolling action platformer playing as Samus the legendary space bounty hunter battling against the parasitic alien race of Metroids. Using the arm cannon and other weapons found throughout the game, defeat all creatures that stands in your way to root out the source of the parasitic outbreak. Game features a large network of side scrolling corridors. Safe points are scattered around the map to act as checkpoints for progression. Sections of the map and secret areas can be unlocked by weapons and upgrades acquired later in the game.

- **Castlevania**  
Horror themed action adventure game playing as members of the Belmont Family in their quest to slay the Vampire Dracula. Player have at their disposal the main weapon, usually in the form of a whip or sword, and a spell attack at the expense of mana. Player must fight their way through the Dracula's army of skeletons, ghouls, witches, and demons to reach challenge Dracula. Level design reminiscent of grand gothic style castle with deadly traps and obstacles.
- **Super Smash Bros**  
Nintendo's all star fighting game featuring famous video game character crossovers. The combos and mechanics are intuitive and easy to execute, while maintaining an extreme high skill ceiling. Players can move left, right, and jump to platforms and attack with buttons A and B. Pressing A or B while pressing direction keys, sprinting, and in mid air produces different attacks that can combo the enemy. Players do not die from taking damage directly, but when they are knocked off the stage. The more damage that is taken by a player the further he/she will be knocked away by enemy attacks. The fighting stage usually contains simple platforms.

## Feature

1. A tutorial devised to teach the player how to play through experience rather than text.
2. There will be ranged and melee attacks for the players. Ranged attack will do less damage and the weapons have limited bullet clips. Conversely melee attack will have shorter range but better damage.
3. The player has 6 different directional moves and 4 different directional moves within the air.
4. An advanced combo system that allows the player to link his attacks into another as long as his opponent is still within hit-stun. There will be a launcher attack which launches the enemy into the air allowing the player to jump and continue his combo. If the player strings too many of the same attacks the combo will drop, this is to prevent infinite combos. This system will allow many different combos allowing the player to create their attack style.
5. An advanced movement system with 3 states: walking, dashing and running. During walk stat the player moves at default speed and has complete control of the movement of avatar. Dashing by tapping movement direction twice to dash a short distance at the expense of some boost meter to perform an evasive action. During boost state the avatar can boost vertically upward or horizontally with some deviation based on directional input. This can make avatar reach far distances but only with sufficient boost meter.
6. There will be different mobile suits to be collected, and players can collect scraps and additional suits to upgrade their current suits. Armor / more HP will be provided once the mobile suit is upgraded There will be power ups to be picked up that enhance the player's melee attack or ranged attack depending on the power up.
7. There will be scraps dropped from enemy, so players can exchange items with gold/scraps, upgrade mobile suit or purchase more Ammunition. Players can switch to other characters once they beat the game, and other characters can be unlocked by unlocking different achievements Players can collect different power ups during the game that will boost different stats. Power ups can be unlocked through achieving goals within the game.
8. Many "battle levels": the main experience of the game where the objective is to kill all the enemies within a level.

9. Many “puzzle levels”: the secondary experience of the game where the objective is for the player to figure out how to continue given environmental game clues. After the a puzzle level has been completed for the first time, the level can now be skipped although there will be the standard awards for completing the level.

## **Design Goal**

- Variable Boss and Level Design: Beating every boss at the end of each level will bring an end to the game.
- Rewarding Playing Progression: By finding better weapons and armor or using collected gold/scrap to upgrade existing armor.
- Low Skill Floor: The controls of the player’s avatar will be very simple and intuitive. The player should be able to pick up the control without need to read the instructions.
- High Skill Ceiling: The game’s combat system will provide the player with many different options allowing the players to express their own play-style. Intricate combos will further raise the skill ceiling.
- Exciting: The game should feel fast and full of action.

## **Special Items and Locations**

### **Special Items**

There will be a knife and pistol provided for the player in starting of the game, and ammunition will be infinite for the pistol. Players need to explore the game to find more melee weapons to replace knife and ranged weapons to replace pistol, players need to find the ammunition for ranged weapons, if the ranged weapons ran out of ammunition, then the ranged weapon will be swapped back to pistol.

### **Special Locations**

- Shops - Players can purchase ammunition in shops, and they can purchase new weapons with gold to replace their current weapons, they can exchange scraps with gold or exchange gold with scraps in their own options(Of course with an unfair price).
- Gundam maintenance - Players can upgrade their mobile suit with scraps and extra suit here. There will be one gundam maintenance in an area in every mission throughout the game world.

## **Principal Camera Model**

The main camera model will be fixed player-oriented third person view with the Unity Development Kit. This camera will be used so that player can keep track of the avatar they are controlling, it also requires player a bit of exploring skills to find the items or rewards in hidden areas. It is also convenient for players to fight enemies using different combos, because the camera is focused on the center of the player, so player can see what actions the avatar is taking, and player can check if they pressed the correct keys so they can learn combos and moves very quickly.

## Game Conditions

- **Winning Condition:** Beating every level in the game will result in the completion of the game. Every level consists of many regular enemies who ultimately lead the player to the boss of the level. Slaying the boss will result in the completion of the level. The entire game is made up of many of the levels consisting of unique enemies and bosses.
- **Termination Condition:** Running out of HP will result in the player dying. The player can lose HP in numerous ways which include being attacked by enemies, stepping into environmental hazards such as fire and falling from a high platform. Instant deaths are also present in the game for example falling into a bottomless/fire pit while solving a puzzle.

## Graphic, Sound and Music Style

### Graphical style

This game will have an art style featuring 2D character sprites to mimic the feel of classic action games. The main character's avatar will be a gundam with more human characteristics and proportions. Enemy characters may be less anthropomorphic. Backgrounds and platforms are Sci-Fi themed to display sceneries of space, futuristic facilities, and military bases.

### Sound and Music Style

The music will be fast paced rock and roll similar to Dynasty Warrior games to keep players on their toes. The music will also have a techno spin to it to add to the Sci-Fi feel of the game. Other sound in the game includes sound of walking/running, hitting, and firing of weapons. For walking, the sound will contain metal clanking and quaking to simulate the step of large machinery. The sound of hitting will include sound of clashing metal for robotic fistfights, and sizzling of laser to simulate use of beam sabers. Firing of automatic ballistic weapons will sound like machine guns. Firing laser weaponry will sound like a zip but much lower and heavier to give impact.

## Target Customer

Fans of Metroidvania-esque games that also enjoys fighting game elements. Players who like combat systems based off combos (Street Fighter/Tekken, Devil May Cry and Super Smash Bros). Gamers who prefer RPG elements. The game will be mostly geared towards gamers over the age of 13 because of the ever present fighting elements.

## Target Hardware

- **PC** - A bigger screen will allow all the game elements to fit on the screen without feeling cluttered.
- **Keyboard** - Combos will be better executed using the keyboard, which also allows the developer to introduce complex combos.
- **Mouse** - Will allow for the controls most gamers are used to. Basic attack mapped to the LMB, weapon switching mapped to the mouse wheel.