Version 1.1

Game Design Document

Game Design Team Information:

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| Team Leader: | Michael Minkov, Jr. |
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| Vehicle Designer: | Michael Minkov, Jr. |
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| Araguz/Jackson Specific Collectible Designers: | Chris Lopez, Michael Minkov, Jr. |
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Section 1: Game Overview

Basic Summary:

This game is created by the Araguzers – Michael Minkov Jr., Nashid Shabazz, Isiah Aideyan, Eddie Grigoreff and Chris Lopez - with the help of their mentor, Jose Baez-Franceschi. It is called Rabies-X, the “X” standing for “Unknown” as the game deals with a new and unknown Rabies virus. While Geraldo Araguz, a renowned world-famous astronaut, is exploring Space, a horrific new disease has struck Planet Earth. Araguz is officially known to be the most decorated soldier in the US army, so the US government summons him back, gives him a protective suit, describes to him in detail what’s going on, and gives him a mission. That mission is short and sweet: find the mad scientist who created this new Rabies virus (worse than any Rabies viruses that ever existed), learn his secrets, and save the world. He agrees, gets a new automobile – a GuzCruise - and sets off!

Goals and Features:

The main goal of the protagonist, Geraldo Araguz, is to find out who the crazy evil scientist that created this virus is, find out what the formula of the antidote is (he did make himself immune), kill him, and reveal the formula to the government. The government, in turn, will give the formula to the scientists, who will start making large portions of this antidote, thus saving those who did not die of this disease yet…curing the world.

Of course, to achieve this very goal, Araguz must first of all stay alive. He will constantly be attacked by rabid humans, animals and birds and he will have to shoot at them with his plasma gun. Araguz will be driving his GuzCruise most of the time, and when it is time to attack/defend himself, he will exit his GuzCruise Isabella and fire at the enemy.

Section 2: Gameplay

When the player fires up the game, he/she will have a start menu with several options. The start menu screen, along with the rest of the screens, will be implemented using C#/Visual Studio 2010. The player can hit “Play Game”. Due to time constraints, we will be making this a single-player game. The player will be able to choose a difficulty level (easy, medium, hard) – and that will determine the strength of the enemies, their hit points – as well as how many of them there are.

Once the game officially starts, the introductory cinematic will commence. It will be simpler than the actual game, like a slide show with background music and voice-overs. It will be about the US government giving Araguz his mission and equipment. The analogy of the intro cinematic preceding the game is like an abstract preceding a research paper. It attracts the player to the game just like the abstract attracts the reader to the paper.

Finally, the game commences. The main protagonist, Astronaut Geraldo Araguz, will be sitting in his GuzCruise vehicle Isabella, and the player will now be controlling where he goes. It’s the vehicle that will be visible to the player. The first level will take place in Washington DC, and Araguz will reach the shores of the Atlantic Ocean on his journey, carefully avoiding the rabid enemies. He can only use the US capital’s deserted streets to maneuver himself. He will have to destroy the enemies that are a threat to him. The government made him immune to the rabies virus, but the enemies can still attack him physically. Along the way, Araguz will run into a former friend and army mate, Russell Jackson. This man will have his secrets, but Araguz will invite him into Isabella and the two will be journeying together. Jackson will be fighting with a melee weapon, a futuristic sword.

Section 3: The Level

The intro cinematic will be a simple slide show, due to time constraints. Once it’s over, the first level will start in Washington DC during the year 2067. It’s up to the player to guide Araguz’s vehicle Isabella to go along the capital’s roads. The streets will be deserted, and only the enemies are roaming. Once an enemy gets in Araguz’s way, the enemy will be a threat. Araguz will have to get out of the vehicle, arm up his plasma gun, and defend himself. Again, even if he is immune – the enemy will still attack him physically. These enemies will be described in detail in the next section. If Araguz successfully defeats the enemy, he will get back into his car and will be able to continue. If the enemy defeats him, however, Araguz dies – and the game will be over. The player will be able to save the game at various points. The player will have to lead Araguz across the path towards the Atlantic Ocean, where he can sail across the water in Isabella towards South America. Along the way, Araguz – and later Jackson – will be collecting items that boost their attributes. The attributes will be explained later in the document.

Section 4: The Main Protagonist

World-famous astronaut Geraldo Araguz is the main protagonist of Rabies-X. This was mentioned earlier, but here is a recap: he is considered to be the bravest man in the whole world (officially). He has Peruvian ancestors, but was born in the USA. He is 6’6”, brave and handsome. He has very high self esteem. He served in the US army and became a decorated war hero, a young one at 28 years of age. All of these reasons combined are why he, and no one else, was chosen to do this mission. He is told by the US government to find the villain, find out what the antidote is, get it to the scientist community, and make this formula available to save the afflicted.

Section 5: Allies

Halfway across the journey through Washington, Araguz will run into an old army mate/friend. His name is Russell Jackson – he is strong and muscular, and has brown hair and a beard. He will reunite with Araguz, wearing a protective suit that he himself has designed, for himself. He will say that he has heard of the mission the government has given Araguz, and that he has been looking for him all over Washington. He will want to be Araguz’s helper, just like he was in the Army. Araguz, who has always trusted Jackson immensely, will invite Jackson inside Isabella. Jackson’s weapon will be a double-edged sword, so he’ll fight melee. Whenever the player strikes the key that makes Araguz get out of the car and arm himself with the plasma gun, Jackson will follow along and grab his sword. In a nutshell, everything Araguz does, Jackson does in his wake.

Section 6: Enemies

There are 3 types of common enemies in Rabies-X:

1. Rabid Humans. They look like zombies, walk like zombies and act like zombies. We need to pity them, but they are a threat to Araguz and Jackson. They will fiercely attack them with their hands.
2. Rabid Dogs. They look cute, but they’re angry and rabid. They will sprint towards Araguz and Jackson, and try to bit. Saliva will protrude from their diseased mouths. We have to pity them, but we also have to kill them so they don’t kill Araguz & Jackson.
3. Rabid Birds. These are the flying enemies – they flap their wings and try to peck the protagonists with their beaks. They are actually crows. Again, a threat to the protagonists, so they have to dispose of them…

Section 7: The Main Antagonist

His name is Sadulgo Randol (a random name, Douglas Arnold, scrambled) and he is a complete psychopath. He is a genius, but uses that power for evil. He created a worse-than-ever-before rabies virus in order to get rid of the human race, as he considers himself to be superhuman, a divine entity. He is strong, too. He fights with a sword. It’s up to Araguz to kill him and find out the formula to the antidote (which he drank up to immunize only himself). Araguz must find some trace of the antidote to bring to a science lab.

Section 8: The Vehicle

The US government gives Geraldo Araguz a hummer-like vehicle on crawlers, a GuzCruise. This type of vehicle is named after the famous Mr. Araguz, and now he gets his own. He names it Isabella, and when the game starts she is going to be the entity that the player controls. Her engine will roar whenever she moves, and it will stop whenever she stops. She can move forwards, and rotate to the sides. The controls for Rabies-X will be explained later in this document.

Section 9: General Attributes

This is a set of attributes that everyone has, be it Araguz, Jackson/Randol, and common enemies:

1). Health. This represents the number of hit points the living creature has. As the protagonist/antagonist/ally/enemy gets hit, he/it gets wounded and loses health. Araguz and Jackson can restore their health by collecting Medical Kits.

2). Attack Strength: <will continue from here>

Section 16: Platforms/Technologies

This game is to be run on the Windows OS – on standard computers and the Windows Phone. Maybe for Xbox, too. The models of the protagonist, antagonist, allies, enemies, levels, etc. are made in Autodesk Maya. They are saved in Maya Binary format, but are later exported as FBX to be understood by XNA. The code is written using Visual Studio with imported XNA libraries, FBX models, as well as various images to be used for items like sky, terrain, etc.

Section 10: Terrain and Sky

Bitmaps are used for the terrain and the sky. Images are picked from the public domain, and then are resized to powers of two and saved as bitmaps. They have to have at most 2^16 triangles in their polygonal makeup. Those bitmaps are processed by XNA code that deals with terrain and the sky – there are XNA modules for that, terrain processors and sky processors. The terrain and sky are declared as objects in the gameplay screen, along with their respective bounding spheres. When the game is run, the images are shown in the forms of terrain and sky as a result.