

Flight of the Majestic

The voices in your head are not always your own

Game Design Document

Three level demo variation

Concept and Written by

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For

Aero Astro Arts Ltd

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Game Proposal

High Concept

Take control of the craft you built and fight against the global pirates desperate to steel the blue prints from your mind.

Target Platforms

Playstation 3 (Playstation Network) – Digital distribution only.

PC Windows – Digital distribution only

Xbox 360 (XBLA_ - Digital distribution only

Target Audience

Arcade gamers who like there action fast and furious; 12+, male and female.

Game Description

The game is in 3d but presented from a side on perspective. The game is homage to the old school classics like R-Type and Thunderstorm. The game is a simple ‘get from point A to point B’ affair with an end level boss or encounter that truly cranks up the difficulty. The game has ten levels each lasting in the region of 10 minutes and based around locations moving from an underground bunker to a top secret military prison. Throughout the game three different types of enemy are introduced, these are the secret organizations backed by the global governments. Each of these want the technology you harnessed and is willing to do anything to get it.

Game Features

- High octane action, multiple hostiles and insane projectiles blasting around you.
- Scripted action sequences in the levels that generate obstructions and moments of tension as you negotiate them.
- Incredibly hard difficulty setting that will push people to get all time high scores.
- Wonderful graphics and particle effects that add weight and focus to the foreground action.
- A simple yet plausible story wrote to homage the old style shooters and action hero films from the 80’s and 90’s.
- Multiplayer which includes cooperative story mode and arcade high scores and time trial (two players only).

Philosophy

Design Goals

- To deliver none stop, no holds barred action thrill ride that grabs the player by the throat and screams directly in their face “*So you think you’re tough enough for me*”?
- To fill every visual and audio element with wondrous creativity and originality that the only time the play is not open mouthed is awe is when gritting teeth in the middle of a chaotic action set piece.
- To present a story that leaps from the 1980’s and plants a high impact uppercut announcing the arrival of a new action hero, Amadeus and his Majestic.

Common Questions

What is the game?

A 3d side scrolling story driven shoot-em up. It’s homage to old school games like R-Type but with a lot of modern alterations.

Where does the game take place?

In a fictional city and its surrounding areas, the levels will show vastly different areas and include an underground military base and a colossal fight around the countries national monument.

What do I control?

The player controls Amadeus, whom is controlling the Majestic craft through his subconscious. You never actually move Amadeus though; it’s all about the craft Majestic and Amadeus’s will to be free from his jailors.

How many characters do I control?

One and this never changes.

What is the main focus?

As the story is based around the old action hero genre like Commando, Aliens and Predator the aim is always to win the fight. In this games case the fight is against the people who want the technology behind your craft.

What’s different?

The game is to be incredibly hard, adding a real sense of risk to every move you make. The action will be none stop and not just rely on your weapons. The on screen chaos will add a lot of complexity and decisions to the overall gameplay. This game will be different enough to make it stand out against other similar titles.

Gameplay Breakdown

General Features

- Ten intricate and expanse levels.
- Three weapons, many functions
- Evasion and combat one step beyond arcade.
- Varied factional enemies that offer different challenges.
- Insane boss fights.
- Varied multiplayer modes including story and arcade.

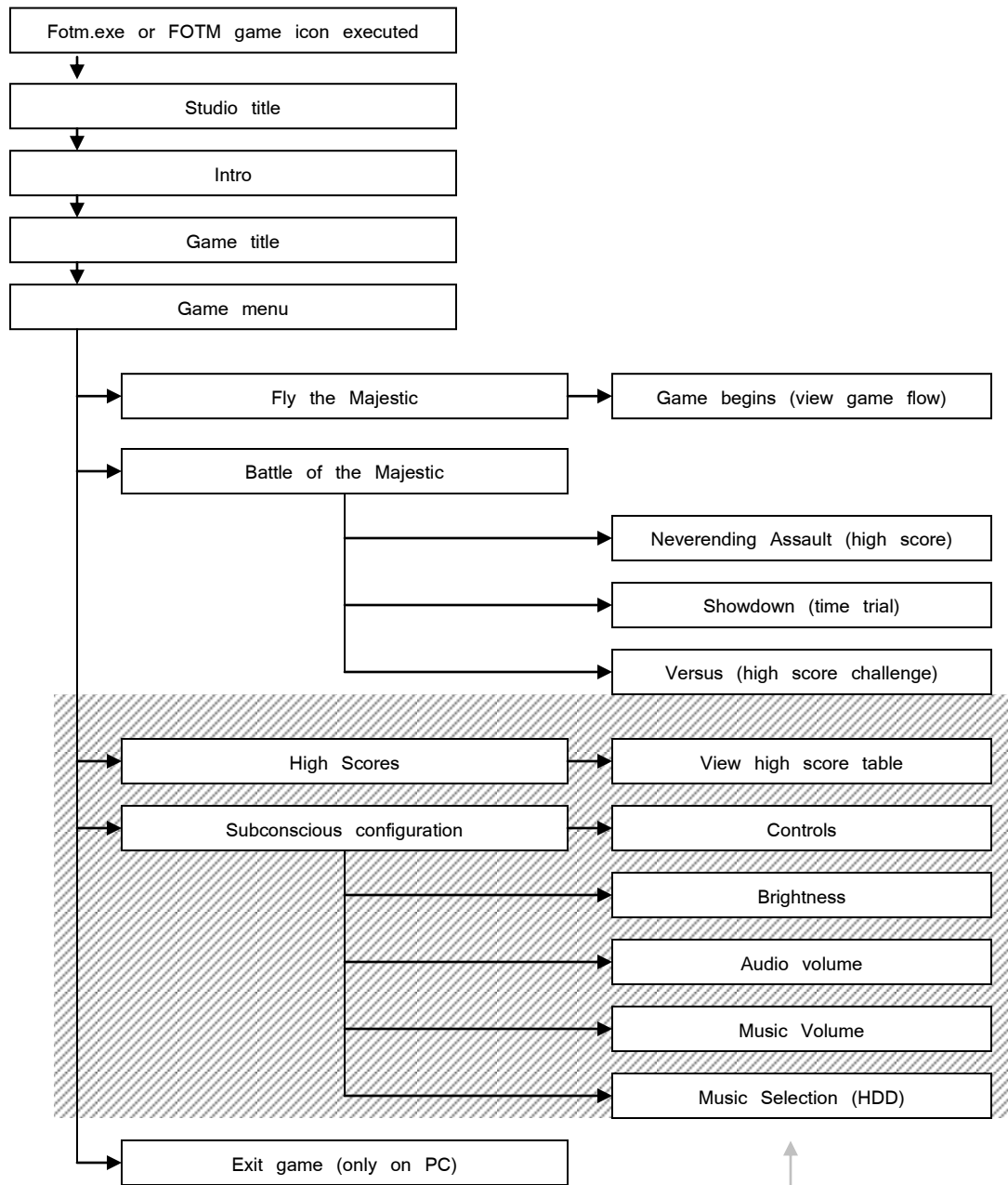
Gameplay

- An energy shaped craft that functions beyond the norm when considering aviation and modern physics.
- Multiple weapons that invoke different attacks when using them in different amounts.
- Multiple factional enemies with different vulnerabilities to create constantly changing threats.
- Factions are aggressive to each other and have different priorities when encountering civilian life within the game.
- Gameplay that stays side scrolling but by modifying the path of the camera makes the game feel beyond old school restrictions.
- Get the best score game mentality, every on screen target has a point associated. This could be a positive or negative to your score.

Game Objectives

- Complete the game by conquering the linear levels.
- To beat a level you need to fly from point A to point B without losing your three lives. If your third life is lost the game is over.
- If the game is over your score is placed on a high scorers list if it qualifies. Getting a top score is one of the games objectives. You then return to the main menu of the game.
- Along with your gamer tag and score the level of which you reached is shown.
- At the end of every third level you will come against a boss. You need to defeat the boss to progress.
- The boss fights will be epic and have incredible difficulty beyond just finding a pattern of attack.
- Level 10 is a final showdown between you and the institution holding Amadeus prisoner. This is a massive scoring level which incorporates a main boss fight.
 - Every point in this level is x 2 its original value.
- Once level 10 is complete the game ends with a cut scene and scrolling credits.
- If the game is completed:
 - If the game is over your score is placed on a high scorers list if it qualifies. Getting a top score is one of the games objectives.
 - Along with your gamer tag and score the level of which you reached is shown. Breeding more competition.
 - You then return to the main menu of the game.
- When a player loses a life they reappear at a neutral point on the screen and flash for 3 seconds. This flash indicates immunity from all damage for those 3 seconds.
- A game over screen appears if a player loses all three lives.

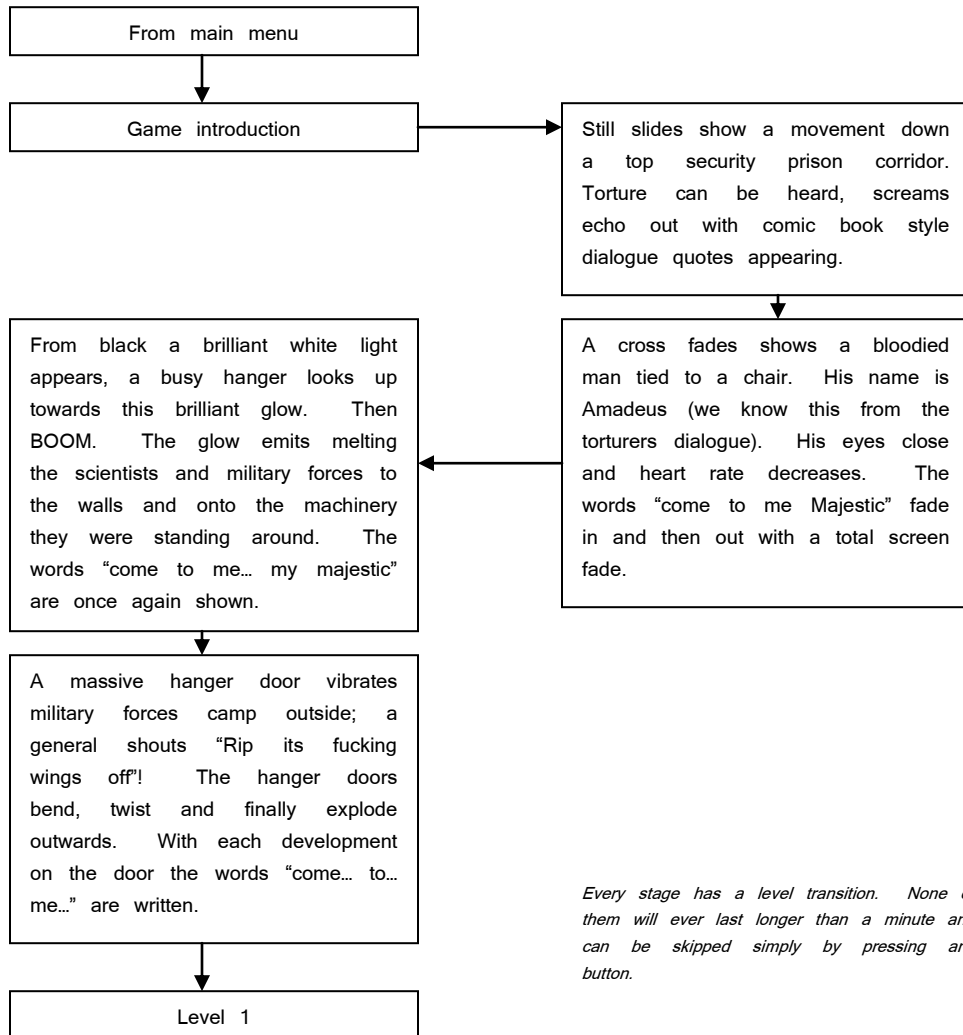
Menu flow



↑
Grey area indicates options to return to main menu (high scores option exit) or Subconscious configuration menu (controls, brightness, audio volume, music volume and music selection HDD).

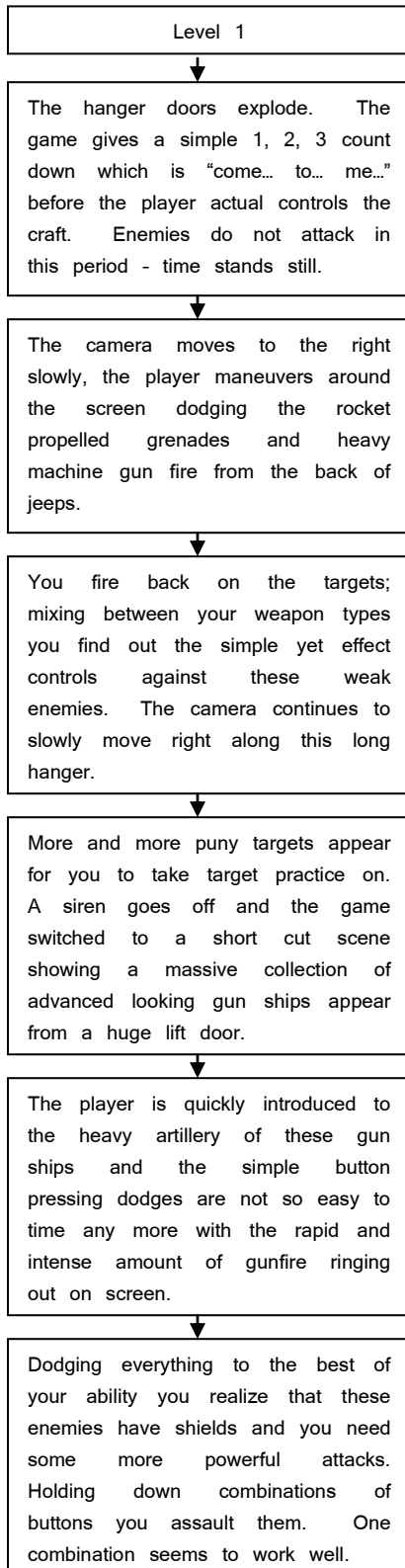
Game flow

Introduction



Every stage has a level transition. None of them will ever last longer than a minute and can be skipped simply by pressing any button.

Level 1 – (example)



The player has access to two dodge buttons along with actually moving out of the trajectory of the fired weapon. These dodge buttons have to be pressed within a timed period indicated on screen and cannot be held down to stay constantly dodging

By pressing Y, X, A, B you select an energy type. By holding down the button you raise the power of that energy type. By mixing and matching the types you can unleash different damage. To target the enemy you simply push the right thumb stick in its direction.

Short 3-5 second cut scenes will be a common thing within the game and add to the story line and tension. Plus it gives the player a few seconds to breath as the difficulty starts to ramp up.

The Left and Right triggers are perfect to dodge single attacks but when a number of different enemies are firing you will need to combine traditional movement with these dodges.

This will often be the case; different enemies will have different combination weaknesses that you will not know immediately. Also the player will be needed to recall how to defeat these enemies if they face them again.

Level Development

- Intro to level 1 – The Secret
 - Graphic novel/comic book styling. The first still is accompanied with a footnote “The Agencies most secret prison”.
 - A long military maximum security prison, one door at the end. Three stills show the door at different distances away. Gritty/dark music and screams of pain give the stills life.
 - Comic book style speech bubbles appear on the screen, the torturers are grilling Amadeus with a thousand questions about who showed him how to make the Majestic.
 - Amadeus sits tied, blooded and determined. His eyes are closed; a camera zooms in on the focused expression before pulling out incredibly fast showing him along in complete blackness. The audio moves from dark to enlightened peace.
 - “Come to me my Majestic” sprawls across the black space.
 - A flash of white turns the setting to a top secret hanger set deep underground. The location information appears as a footnote to the comic art – “The Agencies Underground Facility”.
 - The Majestic craft can be seen beyond scientists and military folk. The still shows a close up of Amadeus again. “Come to me” appears again.
 - The still burns white and when it fades back all the scientists and military folk are melted upon the surfaces of the hanger.
 - The hanger doors, bend, break and then explode outwards (one still for each) and the gameplay starts after the “Come to me” countdown.
 - Instead of ready, steady, go or 1, 2, 3 we have “Come...” – “to...” – “me...” before the game starts.
- Level 1 – The Secret
 - This level progresses over a 5 minute time scale. It is situated within a top secret underground hanger owned by the Agency. This level constantly moves to the right at a slow pace and has three invisible sections.
 - The first section last for around 1 minute and runs straight after the start of the level. This 60 seconds gives the player a few moments to get an idea to the control, it will consist of five on screen indicators telling the player to dodge using right and left triggers, to use the A, B, X and Y buttons to select different energy blasts by holding down a button and finally that you can unleash energy by pushing the right control stick in the direction you wish it to go.
 - The second section is introduced with a miniature cut scene illustrating the siren and the gun ships taking off.
 - The second section is a moderate ramp in the difficulty level. It introduces the first real threat to the player consisting of waves of gun ships that move out of reach of the player’s attacks and leaves them just having to dodge attacks. These gun ships also require a number of combined blasts to take them down. This part of the game lasts 2 minutes.

- The third section introduces a new faction to the game outside of the Agency. They appear through the ceiling of the hanger in a huge digging machine. From it scrawls tiny mechanical warriors that can hover. They and the gun ships battle and attack you; this section is mostly about dodging and clearing your path to the exit. The speed increases over the 2 minute duration of the level and consists of gun ships and other Agency forces being taken out by these mechanical warriors. The constant explosions and debris causes a lot of on screen chaos until you reach the transitional point of the level.
- Transition between level 1 and 2
 - The Majestic bursts out through the main hanger doors positioned at the foot of a mountain; Agency forces surround it but cannot stop it.
 - A shot of the Majestic craft hurtling high into the sky.
- Level 2 - Death from above
 - The words “Come...” – “to...” – “me...” flash on the screen before the level begins (level count down).
 - Set high in the atmosphere the player instantly sees a monstrosity scaled craft on the horizon. It is like a mother ship but of human construction (nothing alien), many mechanical warriors swarm from it. This level is a 5 minute experience consisting of three sections. The screen moves incredibly fast throughout this level.
 - Section one pits the player against massive amounts of mechanical warriors, each trying to kamikaze into the player. This happens in waves from either the left or right of the screen. It lasts for 1 minute before missiles start firing up from the bottom of the screen. Before the first missiles passes enters the players environment he is shown a brief cut scene.
 - The cut scene shows an Agency missile tower and a soldier giving orders the order to fire “FIREEEEE!!!!!!”
 - The cut scene ends and missiles start firing from the south of the screen, the distant mother ship craft starts getting peppered with missiles. The player continues to fend off the swarming mechanical warriors and dodging missiles. Three Agency jets burn across the screen from left to right after 3 minutes of this.
 - The Agency jets (one at a time) fly from right to left firing at the player, launching missiles and then vanishing off the screen. They keep doing this (flying past from left to right and returning right to left attacking) until they are taken down by either your weaponry or by hitting countless kamikaze warriors.
 - The level ends when the jets are destroyed.
- Transition between level 2 and 3
 - In the distance the mother ship explodes, sending massive debris down over a busy interstate. The stills show chaos as civilians are crushed. The mother ship craft causes mass devastation.
 - Soulful yet distressing audio.

- The remaining kamikaze warriors dive bomb into the fire and wreckage of the mother ship.
- The Agency send military to clean up the wreckage and eliminate witnesses. Three stills depict this – “Is there survivors”? – “Yes Sir”! – “I don’t think you heard me”!
- Level 3 – The Interstate
 - The usual “come to me” message starts the level.
 - The level starts as a simple bounce, the camera moves around 3 screen widths to the left and then back again automatically. During this time you’re eliminating the Agency forces killing innocent life. This level has two modes.
 - The first mode is a simple save the civilians section which is pretty easy. This lasts around 1 minute.
 - A cut scene presents itself. The main wreckage of the mother ship rumbles and then from its centre a massive hole appears. From it a huge mechanical seven tip drilling device appears. Each drill is on a separate arm that moves independently to the others.
 - The game begins again and the screen continues to bounce back and forth across a fixed distance. Within that distance you’re dodging the whip like actions of this mechanical giant in the distance. Each time a drilling arm comes thumping down you can shoot at it because it moves into your range.
 - During this time mechanical warriors are released from the arm and fly around the screen.
 - Once the fifth arm is destroyed all the focus is put onto you, every swarming warrior and the remaining 2 mechanical arms crash down simultaneously making the space to dodge even trickier to find.
 - When one more mechanical arm is destroyed the machine vanishes back down the tunnel, this is shown as a cut scene leading into the level 3 and 4 transition.
- Transition between level 3 and 4
 - The stills show Majestic flying down the hole left by the mechanical worm.
 - An Agency soldiers stands over the hole and says “It’s heading into KIRA”!
- Level 4 – Hidden Assault
 - The usual “come to me” message starts the level.
 - The player is moving vertically (downwards) during this stage, the initial viewpoint is incredibly wide.
 - Loose rock and dirt fall from the walls, the environment is barren and it gradually gets darker until black. We can see the glow of the majestic and only the objects within its glowing radius.
 - When the environment is fully black (30 seconds) a static image is shown. An agency soldier says “Carpet the son of a bitch with bombs!”

- The static image ends and tiny flashing lights start raining down around the player, the flashing lights increase in speed and as it becomes a constant glow it explodes. The player needs to keep dodging these.
- A red glow starts to fill the screen from the southern region; the glow gets more intense until the chasm the player is traveling down becomes a vast opening. The camera and ship rotate so the viewpoint is leading horizontally (right).
- The environment is now a massive underground base, in the distance is a vast refinery that seems to be powered by the planets lava. Robots of all different scales move in the distance oblivious to the player, these look like processing machines. The environment is filled with many of those monstrous drills seen in the interstate level.
- The area becomes filled with short burst laser beams, these lasers do not do damage but for each one that strikes the player a siren goes off, the more that hit the player the louder the siren. This determines how many enemies come to attack the player.
 - One laser – 5 enemies
 - Two lasers – 10 enemies
 - Three lasers – 20 enemies
 - Four lasers – 40 enemies
 - Five lasers – 100 enemies
 - Six or more – 250 enemies
 - These are the basic Kira Warriors and spawn over a 60 second period.
- When the 60 second period is over whatever Kira Warriors are on the screen will explode.
- Immediately after this more lasers will spawn. This sequence happens three times. Each time 10 seconds is removed from the count down. When the third cycle is complete trios of Mark Z crafts fill the right side of the screen.
- At this point the subterranean caverns split into four areas, the Mark Z ships will fill three. The player needs to maneuver into the fourth area to avoid conflict.
- This happens three times before the Mark Z crafts fly past the player and take up a position behind the player. At this point three more Mark Z crafts take position in front of the player (six in total).
- The player needs to avoid the damage during this period. The camera slowly rotates to a vertical angle (moving up). The tunnel gets narrow and the Mark Z crafts starts being forced to collide with each other and explode.
- When all six of the Mark Z ships have exploded the Majestic zooms up through the narrow gaps, a cut scene begins.
- Transition between level 4 and 5
 - The stills show Majestic flying through the tiniest gaps leading towards daylight.

- The Majestic bursts through a gap in a vast desert (which once was a major City) and is surrounded by Agency forces.
- A black suited collection of men stand by the General, “Don’t make us lose faith general, kill it!” These suited characters are agents of The House of Envy.
- Level 5 - In The Mill
 - The opening of the level begins with a close up of Amadeus in solitary confinement. The camera moves into his forehead and a look of concentration can be seen on his face. The words “Where are you my Majestic... I need you!”
 - The game begins with the Majestic in a vast desert (horizontal, moving right). In the distance a destroyed city can be seen. The camera always moving right, but it actually is on path with this city (the movement curves towards the city).
 - From the rear Kira attacks, packs of Mechanical Warriors fly around and kamikaze, Mark Z ships attack all on screen. From the front is Agency forces. On screen is a full on war between both the KIRA and Agency, the player is also a target.
 - In the distance huge KIRA Model #7’s burst through the ground taking out distant Agency choppers, jets and House of Envy Acquisition 5’s. Some of the Agency and House of Envy enemies get through and they reach the Majestic. They need to be taken out in the chaos as they can do vast damage.
 - The background environment looks as though a true war has broken out between the KIRA and united forces from both the Agency and House of Envy. With more enemies attacking in the distance the area in which the player is in becomes vacant. This coincides with the Majestic moving into the destroyed cityscape.
 - The camera movement slows down in the city. The conflict in the distance can still be seen but it’s hidden behind old buildings. Several prison camps can be seen on the ground (scattered between foreground and background). The prisoners are in orange jumpsuits. Automated turrets attack the player (these can be taken out easily).
 - When all the turrets have been past a transition begins.
- Transition between level 5 and 6
 - A static shows the cityscape shaking!
 - Different views slide in and the prisons gates crumbling, prisoners escape.
 - A view of Amadeus is shown, “What is it my Majestic?”
- Level 6 – The Death of a Hero
 - The camera rotates around a central statue of Lady Freedom, the player is always moving in a right horizontal direction with the enemy appearing from the ground in front, behind and in the distance of the player.

- The enemy is the KIRA Organization Model #3. The boss does an area attack which spews lava around the screen. From the holes it comes through on the ground lava will also burst through in a column.
- The level continuously moves around the statue in a circle, it gradually gets destroyed until the boss is defeated. If by the time the head is destroyed from the statue the player hasn't taken the boss down, the boss moves into a rampage mode where they use up all their lava power filling the screen in flames (this is 99% impossible to survive against).
- To defeat the boss the player needs to dodge its attacks until its lava power is depleted. The amount of lava is shown when it passes the screen, its body is largely opaque and the fluid can be seen inside. To highlight this with occasional wording from Amadeus popping up – “It will destroy itself!” – “Avoid its fire and it will fail in its own anger!” – “Leave it to fade in the sand!”
- If the player attacks the boss its lava refills, the worm stays topside longer when it takes no damage. If it takes damage it moves underground, recharges and can fight again. The player needs to avoid its attacks and keep it topside by maneuvering around its attacks and staying within firing distance.
- When the Kira Model #3 collapses on the ground a level transition begins.
- Transition between level 6 and 7
 - A static shows the Kira Model #3 on the ground static, its power light fades.
 - A static of Amadeus is shown “I feel... They have...”
 - An image of a huge missile is shown (Glacier missile).
 - The words “We must stop it!”
 - A static is shown of the missile hurtling past the destroyed city the Majestic is in. The cut scene ends.
- Level 7 – The Coalition of Bastards
 - The Player moves quickly through the destroyed city, the environment moves really fast and the player needs to dodge incoming attacks from multiple angles. The structures in the city are exploding and tossing rumble into the sky which the player also needs to avoid.
 - Enemies fly into the scene often and can either be avoided or taken out.
 - This is an obstacle course that is high speed and lasts only two minutes.
 - If the player survives the carnage a static is shown of the House of Envy lead agent, dialogue overlays it.

*“Ha ha ha, if we cannot have your technologies we will
sentence you and your maker to the ground!”*

- The focus of the static changes to the Agency's general, dialogue overlays it.

*“Fucking House of Envy! Sending that missile will wipe
out the city! Just glad my families not in Mega City Beta.”*

- The static fades
- Level 8 – A Murderous Rage
 - As the city is moved out of and the glacier missile is caught up.
 - Areas of the missile flash, the player needs to maneuver around the rocket firing at these zones.
 - All this time enemy ships are attacking the player (both the Agency and House of Envy). The rocket is very large and the player needs to move the camera by motioning the Majestic.
 - Throughout the level Amadeus speaks up “We don’t have long left!” – “It’s getting close!”
 - In the horizon is a new mega city, a huge dome covers it.
 - When the missiles 10 panels have been destroyed and the engines below each are destroyed the rocket spirals out of control and explodes. Leaving the Majestic moving directly for mega city.
 - The player has 30 seconds to destroy each panel. If they go over the 30 seconds additional enemies are summoned and the panel changes.
 - The level is timed, if all the panels aren’t destroyed within 8 minutes the level ends with the static of the Mega city exploding. The player loses a life and the level begins again.
 - If they succeed a cut scene begins.
- Transition between level 8 and 9
 - The Majestic is shown hovering outside the Mega City dome. Several static’s show it pulsating with energy. The final static shows it exploding with energy and blasting through the dome.
 - Chaos erupts inside. A wall of Agency forces line up in front of the Majestic.
- Level 9 – The Seed of Decay
 - The opening of the level begins with a close up of Amadeus in solitary confinement (extreme close up). The words “There you are!” The static changes to show Amadeus looking towards the camera, eyes open. His eyes are white and glowing, the words “MAJESTIC!” fill the screen.
 - The game returns to the Majestic. This level is about countless waves of Agency forces attacking the player.
 - The level progresses through the pristine streets, civilians run around and the Agency forces have no regards for innocence. The player is under constant attack and every Agency enemy available attacks the player.
 - Several House of Envy crafts fill the screen; these kill everything (Agency, civilians and the player).
 - The player needs to survive and reach the Agency head quarters where Amadeus is being held prisoner.
 - Once the player reaches the head quarters and all enemies on screen are killed a static appears of the General sitting on his gun boat. “I’ll kill you myself Majestic son of a bitch!”

- The player fights the Generals Gun Boat at this point. It's a one on one affair that is very tough. The Gun Boat will move in and out of areas the player can attack. Regardless of where the Gun Boat is it can attack the player. It does high damage and has very high defenses. This is a long battle that requires a lot of attention.
- Dialogue flows throughout.
 - "You're not majestic, you're NOTHING!"
 - "Keep still you insignificant flea!"
 - "Take my City will you, THIS IS MY CITY!"
 - "Damn you House of Envy... Where's my backup?"
 - "WHERE'S MY BACKUP!"
- When the Generals Gun Ship is destroyed one last line of dialogue is delivered
 - "You are a majestic bastard!"
- Transition between level 9 and 10
 - A static is shown of the House of Envy lead agent, dialogue overlays it.
 - "Get us the hell out of here... Majestic... Feel the true power of the House of Envy!"
 - The sky above the Mega City turns red; a huge beam of energy rains down.
- Level 10 – In Honor of Amadeus
 - Amadeus is in the cell, his eyes white. The static turns to pure white and he screams "AGHHHHHHHHH!"
 - The player needs to destroy the remaining agency forces while dodge the constant energy raining down from space.
 - The camera position rotates around the HQ. It's gradually destroyed over a period of five minutes. During this time the density of the rain gets greater until the player cannot dodge it.
 - The player needs to survive until a massive beam of energy fills the screen. Everything turns white.
- End game Cinematic
 - Static of Amadeus in the cell. The screen is burning white. Amadeus turns to dust. A silhouette of energy stands in his place.
 - "What has happened to me? This is your true self, this is your love, chaos and hatred – you are one of the majestic!"
 - A second static shows the energy form of Amadeus launch from the HQ and into space striking the Charlie Rain space weapon with a 'dragon uppercut'.
 - The space station explodes.
 - A static shows a distant evacuation craft holding the leader of the House of Envy.
 - "That's not possible!"
 - The Majestic pulsates with pure energy over this destroyed Mega City.
 - Survivors and prisoners (from previous prison stand looking at in awe.
 - "In a time where mankind has no hope, the Majestic will come!"
 - The static turns to black.

- The Majestic appears hovering over a piece of the Charlie Rain wreckage, Amadeus is laying there unconscious (as pure energy). The Majestic absorbs Amadeus and it morphs into an intimidating mass of black pulsating energy.
 - “I am the Majestic!”
- The game fades to black and credits appear.

Characters and Factions

Amadeus

He is an ex-army test pilot who was left in a coma after a major incident involving experimental technologies in the aeronautical field. After he awoke he proclaimed something spoke to him and has given him knowledge to harness an unknown energy freely available to all of us. Being thrown from the military forces for his mental breakdown he spent the next 6 months of his life making a craft that would defy all man made beliefs and systems. He called it the Majestic.

The Majestic

Not a character but through its constant changing form Amadeus's will is expressed.

The Agency

A shadowy band of the government that keeps a watchful eye over scientific and technological developments to make sure the common man never gets power.

The General

He is the figurehead of the Agency; he gives the orders and makes sure no grunts get in his way.

The KIRA Organization

The Kamikaze inside Releases All Organization is a band of subterranean pirates that with hijacked funds purchased controlling shares in some of the largest corporations around the world and raped national economies as they plundered internal and government funding. They are not an organization for financial gain but to bring down governments in the name of chaos, misery and suffering. They are specialists in mining and in explosive devices.

The House of Envy

They control the world; they have global contacts and can harness the ultimate technology known to man. Nothing happens without there say so and the fact Amadeus has created the Majestic is a major head ache for them. In his hands is the ultimate power and they have recruited both the KIRA and the Agency to eradicate Amadeus.

Charlie Rain

Charlie Rain is a guardian for the House of Envy. Although it sounds like an extra from a kids show it is in fact a space station with the power to make things disappear. It was developed by scientists Charlie Mack and Frankie Rain and uses dark matter to make great voids in reality that pull our existence into nothingness. It has only been used on asteroids. It is the crowning jewel of the House of Envy and ensures others live in fear of them.

Enemies

All lives are based on normal attacks. See Weapons in Relation to Control for information on charged attacks. To see boss information please look through the level description. Weapon rating is discussed after the table information.

The Agency Forces

- Grunt (grants 1 point to the players score) – SCALE 0

Damage Type	Damage Rating	Lives
Fire – high fire rate but does no damage	0 per 5	Love/Heat – 1 Hate/Chill – 1 Chaos - 1

- Jeep (grants 10 points to the players score) – SCALE 1

Damage Type	Damage Rating	Lives
Fire	2 per 5	Love/Heat – 1 Hate/Chill – 2 Chaos - 2

- Tank (grants 50 points to the players score) – SCALE 1+ (slightly larger than the jeep)

Damage Type	Damage Rating	Lives
Fire	3 per 5	Love/Heat – 5 Hate/Chill – 1 Chaos - 5

- Chopper (grants 100 points to the players score) – SCALE 2

Damage Type	Damage Rating	Lives
Fire	3 per 5	Love/Heat – 1 Hate/Chill – 1 Chaos - 3

- Gun Ship (grants 250 points to the players score) – SCALE 2+ (slightly larger than the chopper)

Damage Type	Damage Rating	Lives
Fire	4 per 5	Love/Heat – 3 Hate/Chill – 1 Chaos - 3

- Jet (grants 500 points to the players score) – SCALE 3

Damage Type	Damage Rating	Lives
Fire	5 per 5	Love/Heat – 10 Hate/Chill – 10 Chaos - 10

- The General Gun Boat (level 9) - (grants 10'000 points to the players score) – SCALE BOSS

Damage Type	Damage Rating	Lives
Ice	BOSS	Weakness to Chaos energy

KIRA Organization

- Mechanical Warrior (grants 10 points to the players score) – SCALE 1- (slightly smaller than a jeep)

Damage Type	Damage Rating	Lives
Fire	2 per 5	Love/Heat – 999 Hate/Chill – 1 Chaos - 1

- Mark Z (grants 250 points to the players score) – SCALE 3

Damage Type	Damage Rating	Lives
Fire	3 per 5	Love/Heat – 999 Hate/Chill – 1 Chaos - 5

- The Mother ship (level 2) – SCALE FULL SCREEN

Damage Type	Damage Rating	Lives
Fire	GAME EVENT	

- KIRA Model #7 (seven tipped drill master) (level 3) - (grants 10'000 points to the players score) –SCALE BOSS

Damage Type	Damage Rating	Lives
Chaos Fire	BOSS	Weakness to Chill energy

- KIRA Model #3 (lava fueled tunnel pump) (level 6) - (grants 10'000 points to the players score) – SCALE BOSS

Damage Type	Damage Rating	Lives
Chaos Fire	BOSS	Weakness to Chill energy

The House of Envy

- Acquisition 5 – the Bombing Jet (grants 1000 points to the players score) – SCALE 3

Damage Type	Damage Rating	Lives
Fire	5 per 5	Love/Heat – 5 Hate/Chill – 2 Chaos - 1

- Acquisition 9 – the Walker (grants 1000 points to the players score) – SCALE 2

Damage Type	Damage Rating	Lives
Fire	5 per 5	Love/Heat – 5 Hate/Chill – 2 Chaos - 1

- Acquisition 28 – Glacier Missile (level 8) - (grants 1000 points to the players score) – SCALE FULL SCREEN

Damage Type	Damage Rating	Lives
Fire	GAME EVENT	Love/Heat – 1 Hate/Chill – 1 Chaos - 1

- The Charlie Rain – Space station (level 10) – SCALE BOSS

Damage Type	Damage Rating	Lives
Chaos	BOSS	Immune

Damage Rating

The damage rating is implemented as such:

- 0 means no damage is caused
- 1 means the enemy fires once every five seconds
- 2 means the enemy fires twice every five seconds
- 3 means the enemy fires thrice every five seconds
- 4 means the enemy fires four times every five seconds
- 5 means the enemy fires five time every five seconds

The five seconds is a part of all enemies attack cycle that loops. The enemy will only attack for five seconds of its presence on screen. When the five second cycle is over the enemy (if still on screen) will wait a further 5 seconds before attacking again. This is also dependant on the enemies path in relation to the player (timing is based upon entering the screen initially and every re-entry).

Combat Mechanics

The Majestic has four different energy types that can be mixed together to create unique combinations of energy weapons. The idea behind this is to give the player a tactical approach to the chaos.

Weapon types and effects

- Love energy, also known as heat causes anything it touches to burst into flames. It's not a direct flame that emits from the Majestic but a bolt of white heat that can rapidly fire but is consumed upon impacting anything. Fire obviously cannot do damage to enemies immune to the heat like the KIRA.
 - The Majestic has a red tint when love/heat is active.
- Hate energy, also known as chill causes anything it touches to freeze and come to a stand still. This is ideal against any none resistant mechanical devices. The KIRA are incredibly vulnerable to hate energy. This is fired like a blast of mist from Majestic, it continues across the screen regardless of what it impacts.
 - The Majestic has a blue tint when hate/chill is active.
- Chaos energy electrifies and causes mechanical devices to explode if charged. A single blast looks like a single streak of lightning and take a number of blasts to take down a mechanical target. The KIRA do not explode if struck with chaos energy, they have a moderate resistance to it.
 - The Majestic has a deep purple tint when chaos is active.
- White energy is a strengthening energy. This can charge up other weapons to unleash a massive blast of chaos, chill and fire energy – it could even shoot out all three simultaneously around the gaming environment. The idea of this energy is for the player to plan a big attack by charging up and then selecting a direct energy type or a combination of energy types and then unleash the combination of energies on the targets.

Weapons in relation to controls

Charging damage

- White energy is charged up by holding down the Y button (xbox360)
- An indicator in the top left corner of the interface indicates percentage charged.
- The indicator is broken into 5 sections – 20%, 40%, 60%, 80% and 100%.
- The player can control the level of which it fills simply by releasing the Y button at the appropriate time.
- Timing is based as:
 - Hold Y
 - 1 second = 20%
 - 2 seconds = 40%
 - 4 seconds = 60%
 - 7 seconds = 80%
 - 10 seconds = 100%

- This charge stays until you fire.
- To create a heavy chilling blast at 100% you will need to:
 - Hold Y for 5 seconds (100%) – percentage can be seen in top left corner of HUD.
 - Tap button A to select Hatred/Chill energy
 - Push the Right Thumb stick in a direction to attack
- To create a heavy heat blast at 60% you will need to:
 - Hold Y for 3 seconds (60%) – percentage can be seen in top left corner of HUD.
 - Tap button B to select Love/Heat energy
 - Push the Right Thumb stick in a direction to attack.
- To do a heavy chaos blast at 20% you will need to:
 - Hold Y for 1 second (20%) - percentage can be seen in top left corner of HUD.
 - Tap button X to select Chaos energy
 - Push the Right Thumb stick in a direction to attack.

Damage that is charged has different visual properties and such has different effects:

Love/Heat

- 20% charge causes a fast 2 second burst of white heat (like a narrow line), this white heat cuts through heat vulnerable targets and continues across the screen until hitting something invulnerable or leaving the screen's extent.
- 40% charge causes a fast 4 second burst of white heat that the player can guide using the right thumb stick over the period of the attack. The column of white heat can cut through anything vulnerable to fire. It covers the distance between player and extent of screen.
- 60% charge causes a fast 8 second burst of white heat that the player can guide using the right thumb stick over the period of the attack. The column of white heat can cut through anything vulnerable to fire. It covers the distance between player and extent of screen.
- 80% charge causes a constant blast of heat to emit from the player every 2 seconds (equal to 20% charge) over a 10 second period. This attack occurs simultaneously to other attacks you can do. It also turns any target which is vulnerable to fire that is hit (by heat damage over the duration of the 10 seconds) to explode and emits a ring of heat damage from the destroyed object. This emitted ring can cause other heat vulnerable targets to explode.
 - If the right thumb stick is not pushed in a direction the 2 second automatic attack emits from the front of the player's ship.
 - If a fire vulnerable enemy explodes and its ring of heat destroys another craft, that craft also becomes a ring of heat. This effect continues for the 10 second duration.
- 100% charge causes the player's ship to morph into a fiery red (still made from energy) dragon (this occurs when a direction is pushed on the right thumb stick).
 - During the 15 second period this lasts the player's right thumb stick directs massive bursts of flame.

- The fire runs the extent of the screen and can destroy anything vulnerable to fire.
- By tapping any energy buttons (besides white energy) the player morphs back into the Majestic ship.
- The dragon has a single life that is separate to the player's initial lives. If the player dies while in dragon form they return to the original form with the same amount of lives they had before morphing into the dragon.
- In dragon form the player is immune to fire damage. Any fire attacks pass directly through them and they glow red for 3 seconds before returning to normal.
- White energy can still be charged at this point allowing the player to morph from form to form if they wish or come out of one form and unleash a devastating attack of another energy type.

Hate/Chill

- 20% charge causes a fast 2 second burst of blue mist that spreads out in a cone (in the direction of the right thumb stick), this blue mist stops cold vulnerable targets in their tracks.
 - If the struck target is on the ground it freezes to a halt (vehicles skid before stopping) and can no longer perform any actions (move or attack).
 - If the craft is aerial based it gets covered in ice and hurtles to the ground plane (or leaves the screen via falling). During this time it cannot do damage or move any other way but initial motion + down.
 - Aerial enemies that crash land onto a surface explode.
- 40% charge causes a fast 5 second burst of blue mist that the player can guide using the right thumb stick over the period of the attack (it is emitted in a cone in the direction of the right thumb stick). The controllable mist can be sprayed around affecting all chill vulnerable enemies.
 - If the struck target is on the ground it freezes to a halt (vehicles skid before stopping) and can no longer perform any actions (move or attack).
 - If the craft is aerial based it gets covered in ice and hurtles to the ground plane (or leaves the screen via falling). During this time it cannot do damage or move any other way but initial motion + down.
 - Aerial enemies that crash land onto a surface explode.
- 60% charge creates a wave of stalagmites to emit in the direction you push your right thumb stick.
 - The stalagmites grow from the direction of the right thumb stick.
 - Each stalagmites length is random (its base width is based on its length).
 - Each stalagmite after 3 seconds fall to the ground. As it falls it can cause damage to any enemies (you are immune to them).
 - If a stalagmite is at the edge of a screen (left or right) and the camera will be motioning in that direction thus revealing the base of the stalagmite the engine needs to enforce those stalagmites to collapse immediately as the screen motions.
 - Each stalagmite that falls destroys any enemy it touches.

- 80% charge creates a powerful freezing blast. This blast works in a single 5 second lasting column of cold that can be directed by moving the right thumb stick.
 - This 5 second attack is a thick blue bolt that can freeze anything it touches.
 - If this powerful blast strikes an immune target it is still frozen. The enemy will defrost in 3 seconds and continue its attack cycle afterwards.
 - During this time the enemy will glow blue over 3 seconds to show that it cannot be destroyed by chill energy.
 - If the powerful blast strikes a target that is vulnerable to chill it stays frozen for 3 seconds and then shatters into pieces. Each shattered piece when hitting the ground plane or leaving the screen becomes a stalagmite for a further 3 seconds.
- 100% charge causes the players ship to morph into an ice spider, it is still energy and occurs when a direction is pushed on the right thumb stick.
 - During the 15 seconds this lasts the player controls a massive ice spider with its left thumb stick.
 - The movement works by the spider shattering into pieces of ice that leaves a mist and then reappearing in the location the player pushed. Reappearing is a reversal of the vanishing effect.
 - Each direction on the left thumb stick makes the players spider vanish and appear on an item that can be interacted with. This includes enemies, ceilings, floors and other obstructions in the environment.
 - If the player lands on an enemy it instantly freezes,
 - After 2 seconds it shatters and its parts fall to the ground.
 - If the spider leaves the environment the direction the player pushes in will re-emerge the spider from the location it left the screen.
 - The player can move between enemies incredibly fast by pushing in the correct direction.
 - During this period the player is invulnerable to cold damage.
 - The right thumb stick does the same as what it does at 80%, stalagmites.
 - By tapping any energy buttons (besides white energy) the player morphs back into the Majestic ship.
 - White energy can still be charged at this point allowing the player to morph from form to form if they wish or come out of one form and unleash a devastating attack of another energy type.

Chaos Energy

Important note – Chaos energy bounces from mechanical target to mechanical target if it's charged. This does not happen if it's a normal directional attack. The distance it travels correlates to the enemy position it hits and then moves to. The amount of enemies it can bounce from is determined by the percentage of charge. Chaos energy does not destroy mechanical bosses in one hit.

- 20% charge causes a fast burst of black lightning; this lightning causes any mechanical devices to explode.
 - It needs to hit one enemy target within 50% screen distance of the direction aimed, if it does not it fades.
 - If it does the lightning refreshes and continues to another target, if a target is in 50% screen distance then they are struck also.
 - This can happen to three mechanical enemies.
- 40% charge causes a fast burst of black lightning; this lightning causes any mechanical devices to explode.
 - It needs to hit one enemy target within 75% screen distance of the direction aimed, if it does not it fades.
 - If it does the lightning refreshes and continues to another target, if a target is in 75% screen distance then they are struck also.
 - This can happen to five mechanical enemies.
- 60% charge causes a continuous lightning strike that lasts 2 seconds. This lightning causes any mechanical devices to explode.
 - It needs to hit one enemy target within 75% screen distance of the direction aimed.
 - If it does the lightning strike controlled by the player ends and it jumps from target to target within 75% of the screens distance.
 - This happens to seven mechanical enemies on screen.
 - The player can guide it with the right thumb stick as it is emitting over the 5 seconds – this stops if it strikes an enemy.
- 80% charge causes a continuous lightning strike that lasts 5 seconds. This lightning causes any mechanical devices to explode.
 - It needs to hit one enemy target within 100% screen distance of the direction aimed.
 - If it does the lightning strike controlled by the player ends and it jumps from target to target regardless of distance.
 - This happens to all mechanical enemies on screen.
 - The player can guide it with the right thumb stick as it is emitting over the 5 seconds – this stops if it strikes an enemy.
- 100% charge causes the players ship to disperse into a collection of eels (100 little eels that can swim in the air); they are still energy this morph occurs when a direction is pushed on the right thumb stick.
 - During the 8 seconds this lasts the player controls the collection of eels that swim through the air (left thumb stick).
 - The movement is incredibly fast.
 - If the collection of eels engulfs any mechanical enemy they convert them into an ally. The player can move from enemy to enemy making them allies.
 - During this time the allies will attack enemies of the player. These allies stay until they are destroyed.

- The movement of the allies becomes defensive in regards to its avoidance of enemy attacks. They focus on survival more than offense and stay at the back of the screens extents.
 - Each ally will be given three lives
 - Each allies damage is the same as when they were an enemy
- The right thumb stick has no action.
- During this period the player is invulnerable to all damage.
- By tapping any energy buttons (besides white energy) the player morphs back into the Majestic ship.
- White energy can still be charged at this point allowing the player to morph from form to form if they wish or come out of one form and unleash a devastating attack of another energy type.

Lives in relation to weapons

Any ballistic or energy attack that strikes an enemy or player removes one life from the hit target (this can be the player). The amount of lives vary amongst targets, also certain energy types take longer to destroy a target or are useless.

Immunity

Some enemies and player forms are immune to certain energy and weapon types. Any attack that strikes a target that is immune will glow a colour for 3 seconds before they return to normal.

- Immunity to Love/Heat results in a red glow for 3 seconds.
- Immunity to Hate/Chill results in a blue glow for 3 seconds.
- Immunity to Chaos results in a deep purple glow for 3 seconds.

Multiplayer

Fly the Majestic

The story mode of the game (10 levels) can be played through with two players at any point. The game offers a simple jump in and start function like any other arcade game. By simply pressing the start button on a second Playstation joypad the Majestic craft splits in two (mitosis). The player can continue the story mode with both players but the spawn rate of the enemy increases by 50% to compensate and balance the difficulty. At any point the second player (or even the first) can jump out of the game simply by holding down the Playstation button on the controller. At this point the Majestic will rejoin.

Neverending Assault (high score)

When this option is selected the player is taken to a randomized single player environment and the environment cycles continuously. During this game mode wave after wave of enemies spawn and attack. Wave one brings on ten enemies, each wave after is double. There are ten waves; the final has over FIVE THOUSAND spawned enemies over its duration (not simultaneously). The enemies spawned are randomized from the database of available enemies.

A second player can join at any point, or even begin the assault simply by holding down the Playstation button at any point (if a second pad is active a second player begins automatically).

If a high score is achieved the players PSN ID is used on an in game leader board.

Showdown (time trial)

When this option is selected the player is taken to a boss encounter that has been complete from the story (fly the majestic) mode. Only bosses that have been defeated are available. The boss is chosen by the player from a simple list. This mode is timed, the quicker the player is the better there chance of reaching the leader board.

A second player can join at any point, or even begin the assault simply by holding down the Playstation button at any point (if a second pad is active a second player begins automatically).

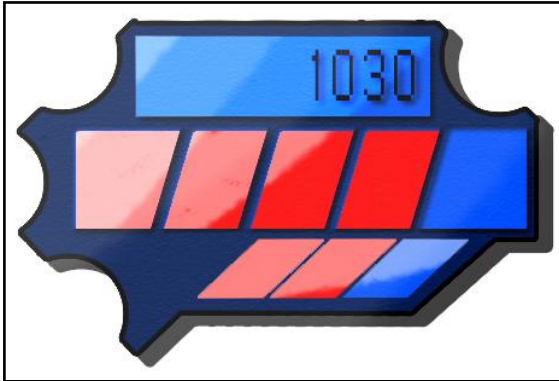
If a best time is achieved the players PSN ID is used on an in game leader board.

Versus (high score challenge)

This is the story mode (fly the majestic) but two players take each level in turn. Player one always goes first. At the end of each level a score is given and the player with the highest score takes a life from the other player and takes pole position on the next level. If a player loses all there lives they are out making the other player victorious.

If no second pad is active this game mode is not available from the menu (grayed out).

HUD



The HUD consists of the score (top), percentage of charge indicator (each section represents a 20% increase) and a lives remaining section.

- Red indicates active lives and active charge.
- The score increases with enemies destroyed.
- Active areas increase by fading in



over blue spaces.

- This is reversed if a red active area is depleted.
- Example of full screen layout (below)

Controls

Playstation 3

Start – Pause and In Game Menu (enters and exit)

Left Thumb Stick – Move the Majestic in relation to the screen (up goes up etc)

Right Thumb Stick – Direction of fired energy attacks

L2 – Dodge Left (only usable during on-screen indicators)

R2 – Dodge Right (only usable during on-screen indicators)

Triangle – Selects Hatred (chill)

Circle – Selects Love (heat)

Square – Selects Chaos Energy

R1 / X – Holding down charges White Energy

Xbox 360

Start – Pause and In Game Menu (enters and exit)

Left Thumb Stick – Move the Majestic in relation to the screen (up goes up etc)

Right Thumb Stick – Direction of fired energy attacks

Left Trigger – Dodge Left (only usable during on-screen indicators)

Right Trigger – Dodge Right (only usable during on-screen indicators)

A – Selects Hatred (chill)

B – Selects Love (heat)

X – Selects Chaos Energy

Y – Holding down charges White Energy

PC

Esc - Pause and In Game Menu (enters and exit)

W, A, S, D - Move the Majestic in relation to the screen (W goes up etc)

Mouse motion – Controls the aim of the energy attack (the mouse cursor becomes a cross hair on screen).

Left mouse button - Fires the energy attack

Q - Dodge Left (only usable during on-screen indicators)

E - Dodge Right (only usable during on-screen indicators)

1 - Selects Hatred (ice)

2 – Selects Love (fire)

3 – Selects Chaos Energy

Right Mouse button – Holding down charges White Energy

Video / Feedback

Resolution

The game will support the HD resolution of 720p. The game can be up scaled to 1080. Both interlaced (i) and progressive scans (p) will be supported.

Color palette

The game will progress from drab dull and natural colors into brilliant bright and vivid ones. Every stage will add an extra color to the palettes natural overtone. This extra color and its shades will be added to multiple areas in the background environment. Over the course of the 10 stages 9 extra colors will be added, over time the palette would be radically different.

Levels

- Every level along with the improving color palette will use a combination of 2d digital art and 3d modeling and animation to create a vibrant environment that makes the players jaw drop.
- The game will be pushing around countless trajectory based projectiles that each creates visual effects upon impact on targets/environment.
 - Bullets
 - Rockets
 - Traditional white energy blasts/bolts
 - Explosions
 - Flames
 - Ice blasts and mists
 - Lightning
- The camera will always be from a side on position; the camera will slightly zoom in or zoom out depending on the players actions.
 - Zooms in on charging
 - Zooms in when holding left or right trigger
 - Zooms out when a charged attack is unleashed
 - Zooms out to maximum extent when enemies enter the screen.
 - Zoom out's overrule zoom in's.
- The camera shakes when enemy fire grazes the player – with 2 x the scale of the players ship
- If the camera shakes the XBOX 360 pad vibrates
 - At 20% charge the pad rumbles lightly
 - At 40% rumble increase +1
 - At 60% rumble increases +2
 - At 80 rumble increases +3
 - At 100% rumble is at maximum.

- Some levels have dynamic visual events; please look at the level breakdowns for more information.
- Each level needs to be visual excellent – Each level can have up to 10mb of individual textures and models – maximum game file size 300mb. 100mb is dedicated to individual levels and events.

The Majestic

The Majestic is a crescent moon shape initially, this form changes when a 100% charge is unleashed. Please look at weapons for more information regarding that. The craft itself is energy and does not have a solid texture, but rather a distorting opaque effect that alters the background. This effect needs to tint with different active energies (please see weapons once again). When the player uses a dodging maneuvered (triggers) the ship tilts left or right depending on the trigger used. The Majestic moves as quickly as the camera (they govern each other).

Enemies

INFORMATION NEEDS TO BE ADDED.

Cut Scenes

The cut scenes will be like a film made using a slow collection of comic book/graphic novel style images. These images will have comic book dialogue bubbles added over them which are animated. For a breakdown of cut scenes please look at the level break down earlier in the guide.

Optional Idea

Comic book style dialogue bubbles should appear in the game itself. Civilians could scream for help or soldiers shouting orders. Another touch could be cliché lines being shouted from bosses.

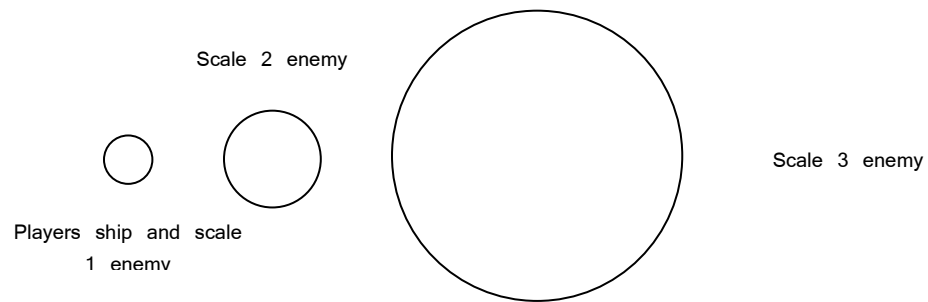
Movement

The direction the Majestic stays the same. It will always be horizontal facing forwards. The only time it uses tilts is while it's dodging left and right.

- Left trigger rotates the craft left (left wing rises, right wing lowers)
- Right trigger rotates the craft right (right wing rises, left wing lowers)
- If the players ship rotates (turns) it is scripted and does so automated on its central Z horizontal axis.

Scale

Everything within the game needs to be created in relation to a scale.



Each increase in scale is approximately 2 x the scale of the previous. The game has a rank 0 which is 50% of rank 1; a boss should always fill between 40% and 50% of the gaming environment/screen. All enemy types have a scale rating - please view for more information.

Audio

Music

The sound track for this game needs to be exceptional. An entire 10 track album needs to be created with each track fitting the environment and events.

- The Secret
 - A slow powerful track that feels like it's incorporating the message from Amadeus – come and gets me.
- Death from Above
 - A fast track that has moments of jubilation (this is the realization of its escape and direct understanding of its new mission).
- The Interstate
 - A busy collection of chaos, panic and fear. This track needs to be suitable for a boss fight.
- Hidden Assault
 - An echo filled collection of cascading lava and heavy drilling machinery. This needs to have a fearful overtone and an element of the unknowing.
- In the Mill
 - A gracious yet concerned track, you don't want to be in the middle of this factional fire fight.
- The Death of a Hero
 - A sad, upsetting and regretful track. This track needs to be suitable for a boss fight.
- A Murderous Rage
 - A fast paced race against time. A heroic feeling to the audio is required.
- The Seed of Decay
 - A powerful, over the top, beautiful track that is incredibly complex and motivational. This track needs to be suitable for a boss fight.
- In honor of Amadeus
 - A simple track focusing on natural ambience with moments of thunder – this needs to be combined into a track suitable for a boss fight to the death – the player's death.
 - Think of this track as waiting for your own inevitable death and to focus on your next journey you look to nature as a way to calm yourself.

Audio tracks need to be made for every the main menu, high score table and game over screen. A track needs to be compiled to show the end of game credits also. The end of game credits audio needs to be a continuation from the in honor of Amadeus level. The in game menu will use the level music it is used within.

- Main Menu
 - Powerful and catchy.
- High Score table
 - Noble and proud
- Credits

- Orchestral film credits.

Every track needs to fit a loop.

Sound effects

Every event in the game needs a corresponding sound effect. These are INCREDIBLY important to add weight to every action. Every level will have its own alteration on the common sound effects while also requiring its own ambience track.

For a full break down of required audio please see the audio asset list.

Story

The game is centered on a craft developed by an ex-military pilot called Amadeus. This craft is called the Majestic and is capable of extraordinary feats but what makes it truly extraordinary is that it's built from shaped energy rather than known man made materials. The pilot Amadeus states that while he was in a coma for 15 years, after tragic events during a military base exercise he was given instructions to how to harness and shape pure energy that is all around us. When he awoke he did so with a solitary goal; to make this object he had been shown. After several months it was constructed and as he was about to unveil it to the world it was snatched and he was thrown into solitary confinement. In his solitude he was instructed to how to control the energy he shaped remotely.

World

The game is set within a city where the rich have and the poor are farmed into labor camps. The military is a constant watch over the cities activities, if anyone steps out of line and they are swiftly punished. The new super city is one of stolen architectural ideas, it's built to impress and delight those whom sit at the head of the House of Envy. Outside the city the land is dead, the once great super power is now nothing more but a dead wasteland filled with the memories of what once was.

References

These are useful images to inspire.