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# MONOCEROS

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Version 1.2



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## **2 – Vision**

Monoceros is a rail shooter game set in the deep space of the North Galactic Quadrant 4 of the Milky Way. In the year 2142, the Earth has been ravaged by worldwide nuclear fallout. The wealthy and highly skilled have been able to take advantage of humanity's technological advances creating settlements on the once hostile planets of Mars and Jupiter, while leaving behind millions of sick, dying and stranded. The newly built settlements are at maximum capacity, unrest is spreading through the camp as strict martial law is imposed. To make matters worse, the orbital shield network around Jupiter is under attack by an enemy unknown, it is predicted that the enemy ships number in the hundreds with far superior weaponry. You are a rookie Pilot tasked with the duty of protecting the people of Jupiter from the enemy. Could Humanity's last hope for survival be in vain?

### **2.1 – Genre**

First-person rail-shooter.

### **2.2 – Platform**

Xbox 360 Arcade, Xbox One, PlayStation 4, Steam, Nintendo Switch

### **2.3 – Type of Play**

Single Player, Local Multiplayer

### **2.4 – The chief emotions and experiences players will have**

New players will feel assaulted by a swarm of enemy spacecraft which at first will be difficult to clear and survive against, creating a sense of immediate challenge. As the player becomes more familiar with the controls and power ups the difficulty of the game decreases. This newfound familiarity allows the player to progress further into the game and be introduced to more difficult enemy types and necessary upgrades to combat these foes. The overwhelming sense of difficulty and chaos will draw players to play again and again to see how far they can progress and how high a score they can achieve.

### **2.5 – The Mood, Style, and Visual Treatment**

The game employs ominous, hectic and intense moods to promote user engagement. Players are introduced to the cockpit of an outer-space fighter craft, tasked with the responsibility to control the vessels weaponry through a first-person perspective. The cockpits base colour is gun-metal grey, largely covered with various dials and flashing lights. Looking outside the cockpit, space is filled with stars, planets, solar-systems and varying types of enemies.

### **2.6 – Major Goals & Challenges**

The players goal is to shoot down as many enemies as possible whilst surviving against the enemy's offensive projectile weaponry. Depending on enemy type (see section 3.2.2), the player will need to effectively use the limited supply of different ammunition and weaponry

modes (see section 3.2.1) to successfully destroy their intended targets. For experienced and advanced players an additional goal is to score the highest amount of points (see section 3.2.4).

*This limited amount of rules and functionality is done purposefully as many games today focus too heavily on providing a vast array of varying functionality, according to chapter 10 'Core Mechanics' section of the 'Fundamentals of Game Design' document (Adams, 2010), "The most elegant games operate with the smallest number of rules, Some of the greatest games are those whose mechanics are extremely simple yet still manage to offer interesting variety. As the quote from William of Occam suggests, try to avoid making your mechanics too complex. Simple games are easier for players to learn, and that gives simple games a broader appeal than complicated ones."*

## 2.7 – Key Features

- Player must shoot enemies and enemy projectile attacks to survive
- Power ups available in the form of ammunition, weapon modes and health packs are acquired by players shooting them when they appear
- Each enemy structural composition has a weakness to a certain ammunition kind;
  - Flesh → weak against → Incendiary ammo types
  - Armor → weak against → Corrosive ammo types
  - Energy Shields → weak against → Plasma ammo types
  - Gelatinous → weak against → Poison ammo types
- Each enemy structural composition is stronger against a certain ammunition kind;
  - Flesh → strong against → Corrosive ammo types
  - Armor → strong against → Incendiary ammo types
  - Energy Shield → strong against → Poison ammo types
  - Gelatinous → strong against → Plasma ammo types

## 2.7 – Core Audience

Players who enjoy rail-shooter games like StarFox, Rez and Galaga will enjoy Monoceros. The greatest similarity could be drawn from the Star Wars X-Wing/Tie-Fighter series (see figure 1), although in these games the player controlled the ships movement controls as well as the weapon systems. Choosing not to have this mechanic allows for the player to focus entirely on eliminating enemies, which in turn results in a higher frequency of enemy spawning. This greater number of enemies helps fulfil the intense and hectic moods described in section 2.5.



Figure 1 – X-Wing vs. Tie-Fighter Screenshot

### 3 – Moment-to-Moment Gameplay

This section details the gameplay modes, core mechanics and visual layout for Monoceros.

#### 3.1 – Gameplay Modes

Monoceros has two game modes, single player and multiplayer, the following goes into detail about each mode.

##### 3.1.1 – Single Payer

###### Setting

The player boards their DB-91 Fighter and launches into Jupiter's orbit, and is then thrustured into the raging space battle. The player must help eliminate the enemies before they destroy the planets shield network.

###### Goal

The player must shoot down enemies and survive enemy attacks to progress.

###### Options

The mode is playable in three difficulty brackets, beginner, hard and chaos.

##### 3.1.2 – Multiplayer

The multiplayer game mode is the same as the single player game mode with some small differences;

- Number of enemies spawned doubled
- Console versions allow split-screen multiplayer
- Boss base health doubled
- Number of health-packs spawned doubled

## 3.2 – Core Mechanics

This section details the games assets and functionalities.

### 3.2.1 – Avatar Abilities

#### *Player Avatar*

The player/s choose which avatar character they would like to play after the difficulty selection screen. They choose one of the following pre-defined characters;

- Melissa Hardwick:
  - Gender – Female
  - Origin – Earth
- Buck Taylor:
  - Gender – Male
  - Origin – Jupiter
- Xiao Starstorm:
  - Gender – Male
  - Origin – Earth
- Renee Johnson:
  - Gender – Female
  - Origin – Earth

#### *Abilities*

Each of the above character's abilities are equal, the avatar profiles are of cosmetic value. The following in-game abilities are;

<b>Ability</b>	<b>Function</b>
Fire Main Weapon	<ul style="list-style-type: none"><li>• Fires selected weapon type</li></ul>
Aim	<ul style="list-style-type: none"><li>• Aims main weapon</li></ul>
Switch Weapon Type Right	<ul style="list-style-type: none"><li>• Switches weapon type – Right</li></ul>
Switch Weapon Type Left	<ul style="list-style-type: none"><li>• Switches weapon type – Left</li></ul>
Switch Ammo Type Right	<ul style="list-style-type: none"><li>• Switches ammo type – Right</li></ul>
Switch Ammo Type Left	<ul style="list-style-type: none"><li>• Switches ammo type – Left</li></ul>
Bomb	<ul style="list-style-type: none"><li>• Releases a bomb</li><li>• Bombs destroy all surrounding enemies</li><li>• Capacity – 3</li></ul>
Pause/Menu	<ul style="list-style-type: none"><li>• Pauses the game</li></ul>

#### *Weapon Types*

Weapon types are unlocked periodically when progressing through the game. The following weapon types are advantageous for players against certain types of enemies if used correctly;

<b>Weapon Type</b>	<b>Attributes</b>
Single Shot	<ul style="list-style-type: none"> <li>• Starting weapon</li> <li>• Consumes one ammunition per shot</li> <li>• 0.3 second reload time</li> </ul>
Buck Shot	<ul style="list-style-type: none"> <li>• First weapon unlocked</li> <li>• Consumes three ammunition per shot</li> <li>• Spread fire</li> <li>• Useful against swarms</li> <li>• 2 second reload time</li> </ul>
Rapid Shot	<ul style="list-style-type: none"> <li>• Second weapon unlocked</li> <li>• Consumes ammunition as long fire button is pushed</li> <li>• Rapid fire</li> <li>• Useful against bosses</li> <li>• 0.1 second reload time</li> </ul>
Lazer Shot	<ul style="list-style-type: none"> <li>• Third &amp; final weapon unlocked</li> <li>• Consumes 5 ammo per shot</li> <li>• Beam fire</li> <li>• Eliminates enemies in line with one another</li> <li>• Useful against swarms in single file</li> <li>• Constant fire rate</li> </ul>

### *Ammunition Types*

Ammunition types are unlocked periodically when progressing through the game. The following ammunition types are advantageous for players against certain types of enemies if used correctly;

<b>Ammunition Type</b>	<b>Attributes</b>
Bullets/Shells (Normal)	<ul style="list-style-type: none"> <li>• Starting ammunition</li> <li>• Unlimited supply</li> <li>• Neither strong or weak against any enemy type</li> <li>• Base damage 10</li> </ul>
Incendiary	<ul style="list-style-type: none"> <li>• First ammunition unlocked</li> <li>• +200% damage against flesh enemy types</li> <li>• -50% damage against armour enemy types</li> </ul>
Corrosive	<ul style="list-style-type: none"> <li>• Second ammunition unlocked</li> <li>• +200% damage against armour enemy types</li> <li>• -50% damage against flesh enemy types</li> </ul>
Plasma	<ul style="list-style-type: none"> <li>• Third ammunition unlocked</li> <li>• +200% damage against energy-shield enemy types</li> <li>• -50% damage against gelatinous enemy types</li> </ul>
Poison	<ul style="list-style-type: none"> <li>• First ammunition unlocked</li> </ul>

	<ul style="list-style-type: none"> <li>• +200% damage against gelatinous enemy types</li> <li>• -50% damage against energy-shield enemy types</li> </ul>
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### 3.2.2 – Avatar Statistics

#### Health

Each players' DB-91 has a health statistic which represents the amount of damage it can receive before being destroyed. Health is decreased when colliding with an object or when shot by an enemy projectile. Health is regenerated when a health container is shot by the player. The vessels start with a health value of 100 which cannot be exceeded.

#### Aiming

The player controls where the DB-91's twin-linked turrets (main weapon) aim, the player can rotate the turrets 360 degrees horizontally and 90 degrees vertically. The maximum move speed is defaulted to 5u/s, although this can be changed by the player in the settings menu, the minimum is 1u/s, and the maximum is 15u/s. The game accounts for miniscule movement by implementing velocity, acceleration and distance detection, the farther the joystick is from its' original idle position, the faster the user can rotate their aim (Figures 2 & 3).

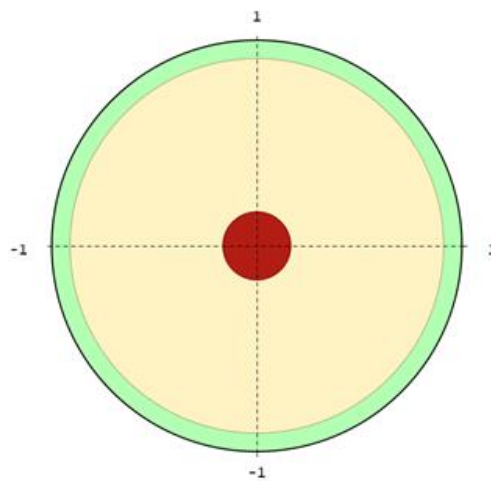


Figure 2 – Joystick Sensitivity Mapping



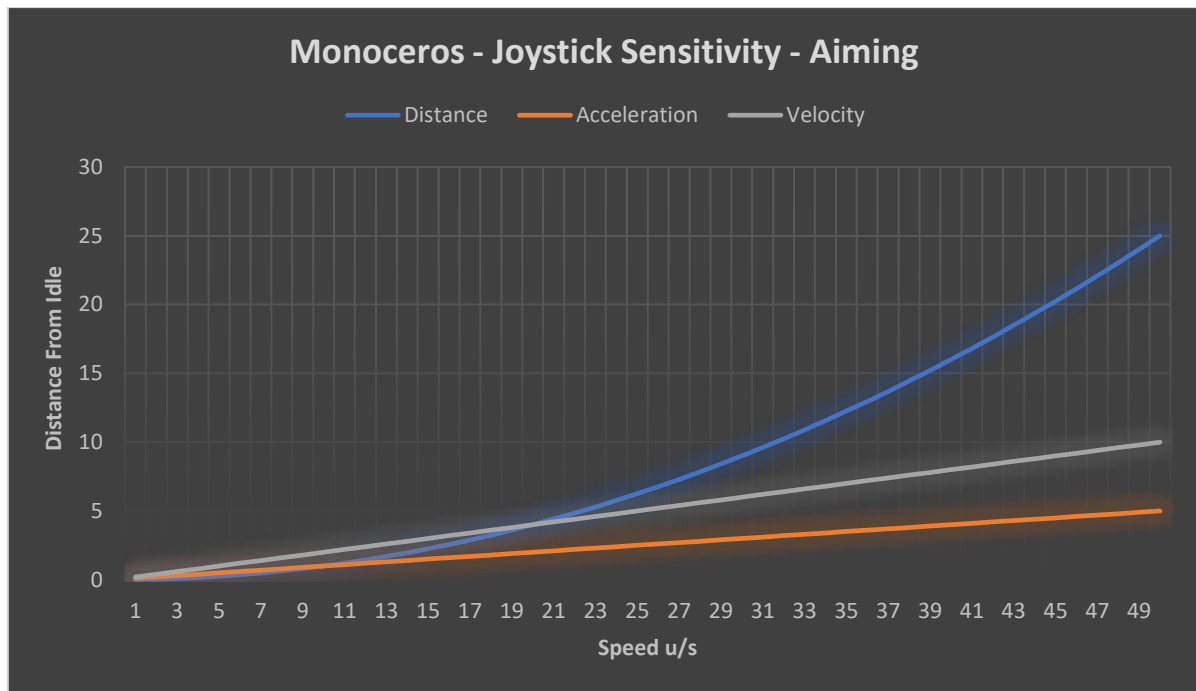


Figure 3 – Joystick Sensitivity Graph

#### *Aiming – continued*

The players controls a circular crosshair, when a portion of an enemy is within the crosshair it is targetable by the turret. If the player presses the 'fire' key whilst the enemy is within the crosshair, the targeted enemy will be hit by the fighter's turret instantly. If the player has the 'single-shot' weapon type equipped the enemy which is closest to the centre of the circle is destroyed first. If the player has the 'buck-shot' weapon equipped the circle size is increased and all enemies inside the circle are damaged with a single shot. If the player has equipped the 'rapid-shot' weapon the crosshair size does not change. If the player has the 'laser-shot' weapon equipped the crosshair is changed to a smaller size. Additionally, the space within the circle is filled a luminous laser-beam style effect while the 'laser-shot' weapon is equipped. The below from the video game Rez is an example of the circle crosshair in effect;

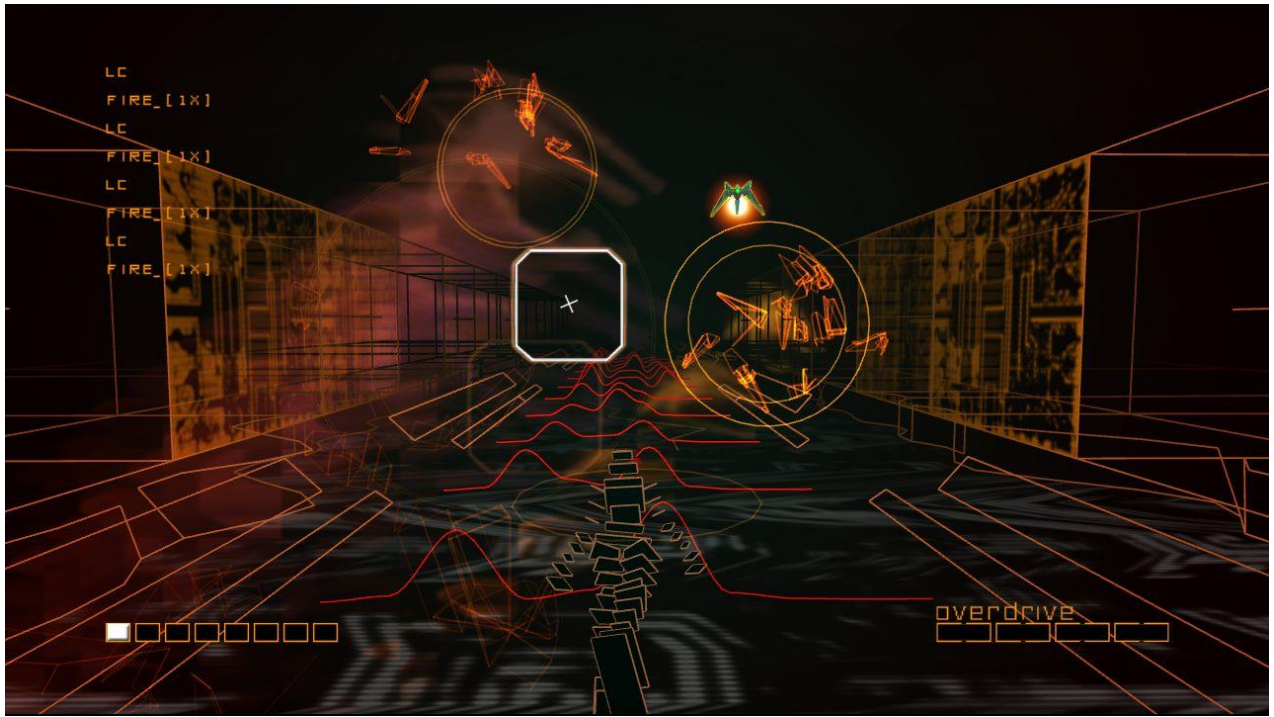


Figure 4 – Rez HD Screenshot

### 3.2.2 – Enemies

At the start of Monoceros, the enemy's origin is unknown to the player, although as the game progresses information is periodically uncovered about the assailants.

#### *Uncovered Information*

After interrogation of a successfully captured prisoner, the assailants are identified as Umarphs. They originate from the planet Elgora located in the Cosmos Redshift 7 (CR7) galaxy which is roughly 12.9 billion light years away from earth. They are a Pirating race that plunder planets and enslave or kill any beings which do not submit to their tyranny. After facing the Umarphs three times the reasoning behind their plundering is discovered, they are a race in debt! They owe an insurmountable amount of currency to the Xargons, a race that dominates the CR7 galaxy. They do not breathe nor do they have any limbs or organs, they are composed entirely of an unknown gelatinous compound. They eliminate their enemies by covering their targets with their amorphous bodies, using their immense strength to crush and then ingest their prey or any matter which crosses their path.

The following section details the information and attributes of the different enemy types found in Monoceros;

Enemy #	Enemy Name	Werg
1	Composition	Flesh
1	Health	10
1	Fire Projectile	No
1	# of Projectiles	-
1	Projectile Damage	-
1	Fires Projectile After	-
1	Collide	Yes

Enemy #	Enemy Name	Jurn
2	Composition	Flesh
2	Health	20
2	Fire Projectile	Yes
2	# of Projectiles	1
2	Projectile Damage	30
2	Fires Projectile After	5s
2	Collide	No

Enemy #	Enemy Name	Forn
3	Composition	Flesh
3	Health	30
3	Fire Projectile	Yes
3	# of Projectiles	1
3	Projectile Damage	50
3	Fires Projectile After	7s
3	Collide	No

Enemy #	Enemy Name	TTIT-Mk3
4	Composition	Armour
4	Health	10
4	Fire Projectile	Yes
4	# of Projectiles	5
4	Projectile Damage	10
4	Fires Projectile After	5s
4	Collide	No

Enemy #	Enemy Name	TTIT-Mk7
5	Composition	Armour
5	Health	20
5	Fire Projectile	Yes
5	# of Projectiles	2
5	Projectile Damage	30
5	Fires Projectile After	5s
5	Collide	No

Enemy #	Enemy Name	TTIT-Omega
6	Composition	Armour
6	Health	70
6	Fire Projectile	Yes
6	# of Projectiles	10
6	Projectile Damage	10
6	Fires Projectile After	10s
6	Collide	No

Enemy #	Enemy Name	Helga
7	Composition	Energy-Shield
7	Health	10
7	Shield Health	20
7	Fire Projectile	Yes
7	# of Projectiles	1
7	Projectile Damage	30
7	Fires Projectile After	5s
7	Collide	No

Enemy #	Enemy Name	Veronica
8	Composition	Energy-Shield
8	Health	20
8	Shield Health	50
8	Fire Projectile	Yes
8	# of Projectiles	2
8	Projectile Damage	30
8	Fires Projectile After	3s
8	Collide	No

Enemy #	Enemy Name	Sonya
9	Composition	Energy-Shield
9	Health	50
9	Shield Health	50
9	Fire Projectile	Yes
9	# of Projectiles	10
9	Projectile Damage	10
9	Fires Projectile After	10s
9	Collide	No

Enemy #	Enemy Name	Xargon-S
10	Composition	Gelatinous
10	Health	10
10	Fire Projectile	No
10	# of Projectiles	-
10	Projectile Damage	-
10	Fires Projectile After	-
10	Collide	Yes
10	Crush Damage	1 p/s

Enemy #	Enemy Name	Xargon-M	Enemy #	Enemy Name	Xargon-L
11	Composition	Gelatinous	12	Composition	Gelatinous
11	Health	30	12	Health	100
11	Fire Projectile	No	12	Fire Projectile	No
11	# of Projectiles	-	12	# of Projectiles	-
11	Projectile Damage	-	12	Projectile Damage	-
11	Fires Projectile After	-	12	Fires Projectile After	-
11	Collide	Yes	12	Collide	Yes
11	Crush Damage	5 p/s	12	Crush Damage	10 p/s

Figure 5 – Enemy Types & Attributes

### Enemy Pathing

When enemies spawn depending on the type of damage they deal determines their pathing. For example, the Werg inflicts damage by colliding with their intended target, so their pathing is to move towards the player. Projectile firing enemies such as Sonya, fires at a distance from its' target, it will move towards the target until it is in range of the player. Projectile-firing enemies based range is 200 units, this is for enemies that have a starting health of 10. The range is increased 1.25 times for each 10 points above base health.

### 3.2.3 – Interactive Environmental Elements & Obstacles

This section details the non-enemy objects that players can interact with in-game.

#### Ammunition Containers

Ammunition containers appear periodically throughout the game to provide players with ammunition which can help or hinder the players progress. They are also rewarded to the player, see section 3.2.4. Players choose whether to shoot the container or ignore it, if shot an ammunition type will be added to the players inventory dependant on which one was hit. If ignored the ammunition is not acquired. When an ammunition container is shot the players currently active ammunition type is switched to that kind, the following are the ammunition containers which can appear;

- **Incendiary:** Adds 20 rounds of incendiary ammunition to the players inventory
- **Corrosive:** Adds 20 rounds of corrosive ammunition to the players inventory
- **Plasma:** Adds 20 rounds of plasma ammunition to the players inventory
- **Poison:** Adds 20 rounds of poison ammunition to the players inventory
- **Wild:** Adds a random 20 rounds of ammunition to the players inventory from the above 4 ammunition types

#### Health Containers

Periodically health containers spawn that when shot provide players with a health boost, small containers provide a health bonus of 50 health points and large containers provide a bonus of 70 health points. These containers are also rewarded to the player, see section 3.2.4.

### Bomb Containers

Periodically bomb containers spawn that when shot provide players with two bomb items being added to their inventory. These containers are also rewarded to the player, see section 3.2.4.

### Meteors

Meteors are hazardous obstacles which appear periodically throughout the game. If the player does not shoot them before they collide with them the player loses health points based off the size of the meteor. A collision with a small meteor negates 30 health points, whereas large meteors negate 60 health points.

## 3.2.4 – Rewards

This section details the rewards players receive for successfully completing specific tasks.

### Chance Based Rewards

If the players successfully eliminates five on-screen enemies within 7 seconds of eliminating the first enemy there is a 40% chance that the following occurs;

- A wild ammunition container (see section 3.2.3) spawns, or;
- A small health container spawns, or;
- A bomb container spawns

There is also a 20% chance this reward process is duplicated.

*This chance-based reward is use of a passive challenge technique, this is explained in the 'Core Mechanics' chapter of the 'Fundamentals of Game Design' document (Adams, 2010). Although they use 'climbing' as their example, "Suppose the level designers want to set up a purely static obstacle as a challenge, such as a wall that the avatar must climb over in an action game. You would not need to create an entity to represent the wall or a mechanic to present the challenge itself; the wall would simply be an unchanging feature of the landscape. The mechanics play a role in implementing the action the player takes to meet the challenge (climbing) but play no role in presenting the challenge itself. This type of challenge is called a passive challenge."*

### Points Based Rewards

Points, which are displayed in the top right corner of the screen are awarded when a player eliminates enemies, interactive objects or successfully triggers a chance-based reward. The following shows the points reward system;

- **Enemies:** The amount of points enemies' yield are equal to their number of health points
- **Containers:**
  - Ammunition containers yield 50 points
  - Small health containers yield 30 points
  - Large health containers yield 60 points
  - Bomb containers yield 50 points
  - Chance-based reward trigger yields 200 points

### 3.2.5 – Non-Player-Characters (NPC's) & Allies

#### Non-Player-Characters

Monoceros features no interactive NPC's, the only reference to other human life forms is communicated using in-game cut scenes.

#### Allies

The only ally which features in the game occurs when playing the multiplayer format.

*Given the above detail about Monoceros's core-mechanics, the 'Functions of the Core Mechanics in Operation' section of the 'Fundamentals of Game Design' document has been fulfilled (Adams, 2010), "During play, the core mechanics (as implemented by the game engine) operate behind the scenes to create and manage gameplay for the player, keep track of everything that happens in the game world, and work with the storytelling engine to help tell the story."*

## 4.0 – Visual Layout

This section details a limited number of basic prototypes and/or reference examples of what Monoceros's main heads-up-display, enemies and interactive objects will look like. Also, a mapping of player controls for the PlayStation 4 controller.

### 4.1 – Main Heads-Up-Display

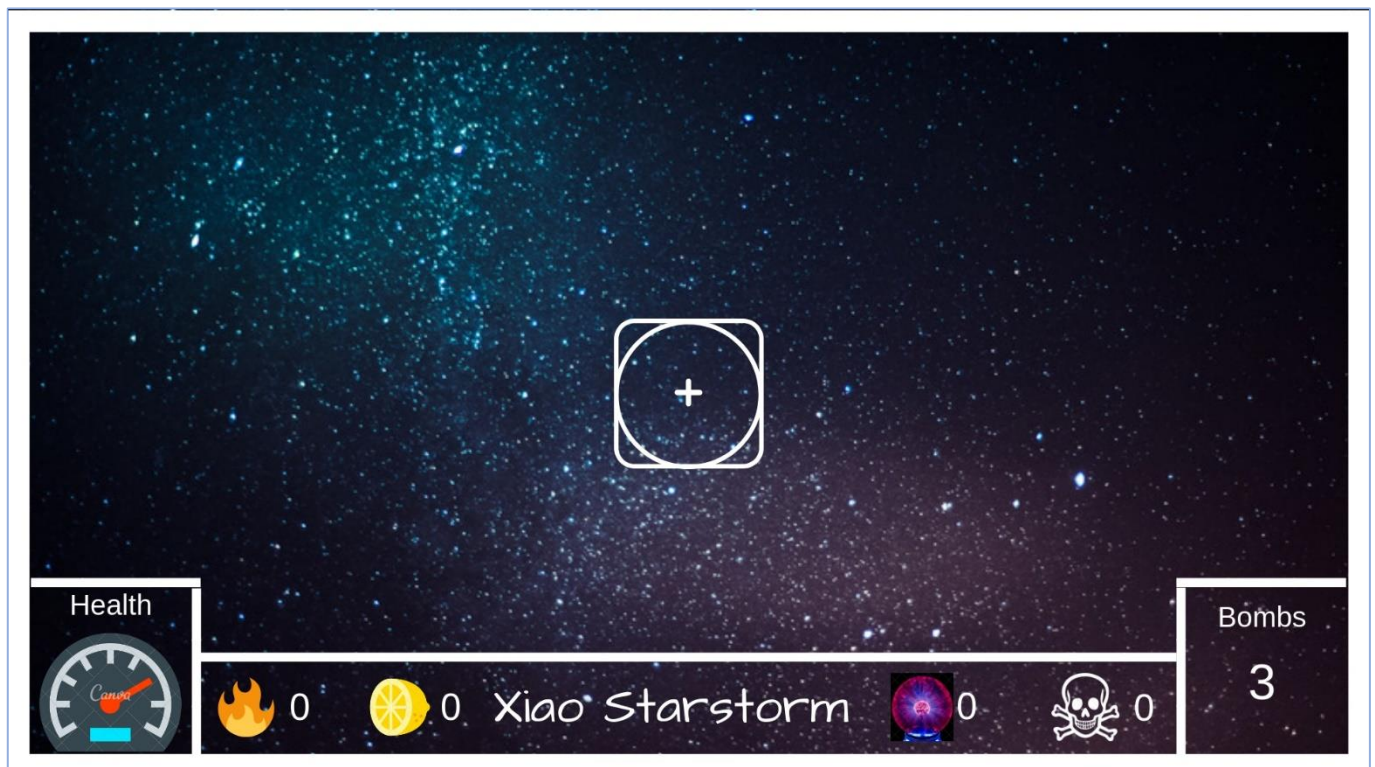


Figure 6 – Heads-Up-Display Prototype



*The above heads up display let's the player know of the valuable resources at their disposal. The 'Core Mechanics' chapter of the 'Fundamental of Game Design' document defines resources as, "... types of objects or materials the game can move or exchange, which the game handles as numeric quantities, performing arithmetic operations on the values." (Adams, 2010).*

## 4.2 – Player Controls

The following are the ability controller mappings for the PlayStation 4 controller;

Ability	Function
Fire Main Weapon	X – Button
Aim	Left Joystick
Switch Weapon Type Right	Right Bumper
Switch Weapon Type Left	Left Bumper
Switch Ammo Type Right	Right Trigger
Switch Ammo Type Left	Left Trigger
Bomb	Circle – Button
Pause/Menu	Start – Button

Figure 7 – Player Controls for PS4

## 5 – Typical Player Experience

This section explains how the above detailed Vision, Moment-to-Moment Gameplay and Visual Layout sections is collated to create a unique player experience which defines the game Monoceros. The following is the player experience for the first level of the game;

### 5.1 – Level 1. 'All Hope is...'

This is the introductory level, it is designed to introduce the player to the controls, the story, intended moods and to the Monoceros universe and storyline.

#### 5.1.1 – Moods

The first level aims to portray moods mentioned in section 1.0, these were ominous, intense and hectic. The following is how these moods are intended to be achieved;

##### *Ominous*

This mood is achieved when the player is launched from sea based his air-traffic-controller on Jupiter and begins to see the explosions from the battle which is already under way in outer space. As the player ventures gradually closer to the combat zone, the sound of the immense battle intensifies, and the player is presented with the gravity of the situation.

### Hectic

Once introduced to the battle, a hectic mood is achieved by providing the player with an overload of sensory stimulus, this is what they can see, hear and feel. A space battle is a perfect way to encapsulate this overload of the senses which occurs due to;

- **Seeing:**
  - Explosions
  - Enemies
  - Enemy projectiles
- **Hearing:**
  - Explosions
  - Engine sounds
  - Various combat sounds
  - Various musical themes
- **Feeling – Controller Vibrations:**
  - Explosions
  - Collisions
  - Enemy projectile impacts

### Intense

This mood is achieved by making the level difficult, which occurs by deploying a high frequency of enemies which the player will have to eliminate, or else be destroyed. This mood is complemented further by making it hard to aim when the players spacecraft is impacted or when it turns suddenly.

#### 5.1.2 – Visual Style

The first level features a gradual change of atmospheres, this occurs as the player leaves Jupiter's orbit and plunges into the space battle. The following settings describe the atmospheres the player experiences in the first level of the game;

### Jupiter

It's dusk when the player enters the cockpit of his space-craft, the sun is setting over the horizon and the clouds have a pinkish hue to them. The aircraft-carrier is at sea and there are no land masses in sight.

*This setting alongside the sensory stimulus discussed above allows the game to provide a vivid rich sensory environment for the player. This is evidence of the game using vividness, interactivity and spatial presence methods which are detailed in chapter 16: 'The role of presence in the experience of electronic games', which is part of the work 'Playing video games; motives, responses and consequences' (Ron Tamborini, 2006).*





Figure 8 – Dusk at sea

### *Space Battle*

The space battle is of vast proportions, thousands of space-craft and various enemies fill the void of space. Explosions and projectiles for a multitude of distances are rampant. Jupiter and the sun are two large masses which the player can see when rotating the camera.



Figure 9 – Space Battle

### 5.1.3 – Encountered Enemies & Objects

Being that this is the introductory level for the game not all the enemies, objects and core-mechanics (see section 3.2) are discovered in the first level. Below is a list of what is discovered in the first level and their quantities;

Discoveries	Quantity
Werg – Enemy	50
Jurn – Enemy	20
Forn – Enemy	10
Small Health Container	3
Incendiary Ammunition Container	2
Buck-Shot Weapon Unlocked	-

Figure 10 – First Level Discoveries

### 5.1.4 – Schematic

The following is a schematic for the map layout for the first level of Monoceros; Due to the difficulty of designing first-person-perspective schematics the below basic approach was chosen.



Figure 11 – Layout Schematic

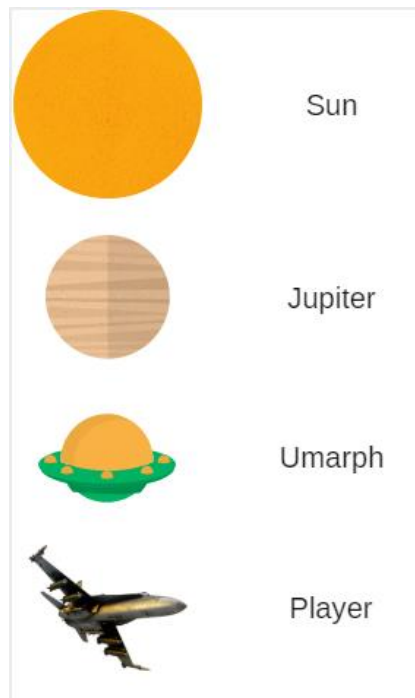


Figure 12 – Schematic Key

### Space Battle

Due to the basic level artistic schematic the below table shows the linear sequence of encounters and events which occur in the first level of the game;

Sequence	Encounter/Event	Notes
<b>1</b>	Launch	<ul style="list-style-type: none"> <li>• Player launches into space</li> </ul>
<b>2</b>	Space Battle pt. 1	<ul style="list-style-type: none"> <li>• Weapons online</li> <li>• 3 Wergs appear</li> </ul>
<b>3</b>	Space Battle pt. 2	<ul style="list-style-type: none"> <li>• 2 Jurn's appear</li> <li>• Small health container appears after Jurn's eliminated</li> </ul>
<b>4</b>	Space Battle pt. 3	<ul style="list-style-type: none"> <li>• 5 Werg's and 2 Jurn's appear</li> </ul>
<b>5</b>	Space Battle pt. 4	<ul style="list-style-type: none"> <li>• Buck-shot weapon activated</li> <li>• 10 Werg's appear</li> <li>• Small health container deployed after enemy elimination</li> </ul>
<b>6</b>	Space Battle pt. 5	<ul style="list-style-type: none"> <li>• 2 Incendiary ammo containers appear</li> <li>• 5 Jurn's appear</li> </ul>
<b>7</b>	Space Battle pt. 6	<ul style="list-style-type: none"> <li>• More Jurn's &amp; Werg's appear periodically</li> <li>• More health containers and ammo containers appear periodically</li> <li>• Mission ends</li> </ul>

Figure 13 – Level Sequence

## 6 – Player Experience Walkthrough

This section describes a hypothetical single player experience of the game Monoceros, for this the player's name will be Bernard.

## **6.1 – Monoceros Walkthrough**

Bernard launches the game client on his PlayStation 4 and is met by the title screen, from here he chooses the single player campaign mode, selects the beginner difficulty mode and the player avatar Xiao Starstorm.

The game begins with a cut-scene which provides the player with an understanding of the game's backstory (covered in section 2). Bernard knowing that Jupiter and its' inhabitants' lives are at stake, is eager and anxious to assist in the fighting. The cut-scene ends with Bernard's chosen avatar Xiao Starstorm boarding the cockpit of his DB-91 Fighter.

The fighter-jet is launched from the ship and into the skies, Bernard is now able to move the camera around which is used to aim the fighters twin-linked turret system. The picturesque setting of the sun fading over the horizon and a flock of birds flying in perfect synchronisation makes Bernard forget for a small moment that he is headed into battle. As the player faces the camera towards the front of the fighter, he can see small coloured flashes in the distance. As he ascends further towards the planet's atmosphere the vastness of the flashes increases 1000-fold and Bernard realises these flashes are explosions coming from the distant combat zone. Breaking the noise of the jet-engine the fighter announces to Xiao, "please brace for atmosphere exit." Bernard's controller vibrates wildly and a sonic-boom like sound is emitted from the game, Bernard is shocked at the sudden change in scene. The engine sound can barely be heard over the sounds of explosions and projectile fire emanating from what seems like all directions. A crackle is heard from his headset and then a voice, "Xiao, where the hell have you been?! I called for reinforcements over an hour ago, the planets shield network is nearly depleted, we're done for unless we can shoot these bastards down." The DB-91 fighter makes another announcement, "plotting co-ordinates, weapons systems online", and then suddenly changes direction. (Text is displayed on the screen of how to aim and fire the fighter's weapons) Another crackle from the headset, "oh and, uh yeah, how do I put this, these things, they can breathe in space...". Bewildered, Bernard tries to understand what this could mean.

Suddenly a screeching-like sound is heard from behind Xiao, then a sound and feel of a collision. Bernard's HUD is temporarily covered by a green slime, clearly from whatever impacted the fighter. Bernard can see his fighters shield system has taken a hit, immediately aware of his sudden danger Bernard aims the camera around a full 360 degrees to ensure that no other enemies are nearby. Bernard relaxes slightly but is still on edge now ready for future attacks. Music starts to play at a low attenuation in Bernard's speakers, an ambient and minimal drum and bass track. The games camera automatically aims towards 280 degrees where three enemies appear from the distance. As they venture closer Bernard can see that these are not enemy fighters but alien-like looking creatures. The same kind of screeching is emitted as the creatures seem to discover Xiao's fighter and advance towards it at a quicker pace. Without hesitation Bernard presses the x button on his controller and proceeds to shoot down the aliens before they become a threat. The creatures explode into a green substance and small particles hit the DB-91's windshield.

With no time to recover from this encounter the game camera points directly ahead of the fighter, two larger creatures appear. Unlike the first kind these two keep their distance,

Bernard notices these ones look more human like for they have similar appendages, legs and arms. Two purple orb looking objects are emitted from both the enemies in synchronisation and arc towards the fighter. Bernard already on high alert recognises these as potential threats and proceeds to shoot them down and the creatures, the player notices that these enemies take two rounds to eliminate unlike the first kind encountered. A pink container-like object appears, Bernard shoots the object and sees that his health bar has restored to its capacity. Soon after, the camera pans 180 degrees and Bernard can see that this is just the beginning as now five of the first type of creature appears along with another two of the second kind encountered. Bernard suddenly overwhelmed by the quantity of foes doesn't prioritise shooting the incoming projectiles and targets the creatures instead. This results in Bernard's fighter losing sixty percent of his allocated health. The encounter is over and the music ends.

After the encounter the DB-91 makes an announcement, "Buck-Shot weapon mode activated". Then another crackle from the comms system, "Xiao, I can see you on my radar, you're nearly here. Be careful I just saw a bunch of them green-explodey things headed your way, use your buck-shot weapon to take them out." Bernard becomes excited to test out this new functionality.

The camera pans toward the front of the ship and Bernard can see a small swarm of creatures headed towards him in the distance (Text is displayed how to change weapon type). As prompted Bernard changes his weapon type to buck shot and dispatches of his foes with ease, the player discovers that while this weapon mode is good for taking out enemies in a spread, the draw-back is the reload time. After the enemies are destroyed a small health container spawns, and two red coloured containers in addition. Bernard shoots the containers and the fighter announces, "incendiary ammo". (Text is displayed how to change ammo types appears on the screen).

Bernard's radar now shows yellow dots which are moving rapidly, as Xiao approaches these he notices that these dots are his allies' fellow ships. Bernard sees them take down a few more creatures, then his communications system sparks into action. "Good work Xiao, glad you could finally join us. There's no doubt more of these slimy fucks are around here, hold tight and eyes open."

More enemies appear, and Bernard switches to the newfound incendiary ammunition and takes down the enemies, this ammunition seems to be super-effective against them. After trialling the two different weapon types Bernard decides that he prefers the single shot weapon type.

After this encounter the mission concludes, and statistics appear that show the percentage of enemies shot down and points scored. A cut scene shows that humankind has successfully defended Jupiter from its unknown assailants, but the planets defences should be prepared for an inevitably almost certain second wave of attacks.

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## 7 – Appendix

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