Game Treatment: Robot Number II

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# Executive Summary

*Robot Number II (*RNII) revolves around creating and using robots. A player will move through levels killing enemies and receiving loot. The player will then use their loot to create more powerful weapons. In RNII items are a robots abilities and a robot can have several different item and item types equipped. The player will have many pathing choices in what levels to play. At the end of each level there is a mini boss and at the end of each level chain there is a primary boss. The player will be able to at any time fight the final boss of the game, Steve. To avoid a crushing defeat during an attempt to kill Steve, the player should explore the world and obtain more powerful items. Death is not game over for the player; he can build a new robot and try once again to defeat the infamous Emperor Steve. The players items and weapons are unrecoverable, but the player can retrieve scrap and blueprints that persist between rounds. These persisting items can be used to craft new weapons or buy upgrades.

# Genre

*Robot Number II* is a combination of Roguelike and Side Scrolling Shooter. It is similar to “Risk of Rain” and “Rogue Legacy”. The game will have permanent death mechanics, multiple build customization options, and free exploration of an open world.

# Player Motivations

There are various reasons why someone would want to continue to play or replay this game:

* Satisfaction from completing a challenging game
* High level of customization allows for drastic gameplay changes
* Investment in resolving the conflict
* Ability to influence the story with player choices
* Nonlinear progression

# Game Play

*Robot Number II* revolves around a player navigating levels and killing enemies. The player will use the keyboard for movement (wasd), the mouse for aiming and either for using abilities. The core of the game play is the combat. The combat is standard for rogue like games, you use your use your abilities to kill enemies while not dying. The depth of combat comes from the robot building and customization aspect of the game. The way a player builds their robot will determine their play style. One person might use an energy shield and a shotgun to get in enemies faces and kill them that way. While another player might opt for a longer ranged weapon and kill from afar. This customization coupled with a large variety of enemy types will create interesting and difficult combat.

# Target Audience

The target audience for this game are males between the ages of 16 and 28. We chose this as our age range because people of this age range bought Rogue Legacy and Risk of Rain. This age range makes a larger chunk of the PC market than others and males typically are more interested in the action roguelike genre than females.

# Competition

## Risk of Rain

Risk of Rain is a rogue-like side scrolling platforming video game made by Hopoo Games. The player fights his way through a sequence of levels killing enemies and getting loot. Risk of rain has many playable classes and a wide variety of enemies making it replayable and fun.

## Rogue Legacy

Rogue legacy is and indie platform game developed by Cellar Door games. It has rogue-like elements like perma-death and procedurally generated dungeons. The player fights enemies through a side scrolling and constantly changing castle. Rogue legacy allows the player to pay money to lock the castle in place so it doesn’t change between runs.

# Backstory

In a world wracked by warfare, one man stands out as the most violent, the most cruel, and the most powerful- the evil Emperor Steve. The Emperor has forged himself an empire spanning most of the world through brutal application of mechanized warfare. The people of the world have not sat idle, however. A rebellion has started within the Empire. These tenacious rebels have proven to be difficult to eradicate through Emperor Steve’s usual methods. In order to crush the rebels once and for all, The Emperor has ordered his chief engineer (our player character), known simply as The Mechanic, to create a devastating superweapon- Robot #1. The Mechanic has built a combat robot so powerful that none could hope to stand against it. None, perhaps, but the little side project the Mechanic has been working on. Ever paranoid, The Emperor has decided that no other man should know the secrets of his superweapon and is willing to kill The Mechanic to accomplish this. Of course, The Mechanic isn’t going to like that very much.

# Characters

## The Mechanic

The Mechanic’s past is shrouded in mystery. When Emperor Steve first rose to power, The Mechanic was at his side, building the weapons that the Emperor used to bring the world to its knees. No one knows why he works for the Emperor – were they friends, before? Is he in it for power, or for money? Or does the Emperor control him through fear or coercion? No matter the motivation, The Mechanic’s creations are without equal. This latest superweapon he built may be the final piece the Emperor needs to finally crush all opposition. Of course, no weapons engineer hands an “unbeatable” superweapon to someone else without building themselves a little insurance- in this case, a rival combat robot, Robot #2.

## The Emperor, Steve

Emperor Steve started out as an officer in the military of a relatively small and unimportant nation. As drones, robots, and other mechanized platforms began to enter the world of warfare, Steve realized the full implications of the technology. Launching a coup, Steve seized control of his country and turned the full force of its industry to warfare. His partnership with The Mechanic began here. Through superior technology, Steve dominated the surrounding countries and proclaimed himself Emperor. Soon, his Empire grew to control nearly the entire world, save a few isolated pockets of resistance. Emperor Steve rules with an iron fist, using brutal measure to crush all dissent and consolidate all power to him. Power brings isolation, however, and The Emperor would even be willing to betray is oldest ally in order to preserve his rule.

## The Lieutenants

The Mechanic is not the only one of The Emperor’s key henchmen. There are a (as-yet-undetermined) number of other lieutenants who serve The Emperor in various ways. Each has a special ability that they contribute to Emperor Steve’s cause.

# Narrative

The game begins as Emperor Steve betrays The Mechanic. Using Robot #2, The Mechanic is able to escape. Vowing revenge, he decides to join the rebels in order to fight back. He can undertake missions for the rebels in order to gain resources to upgrade the robot. At the end of each mission, he must fight one of The Emperor’s lieutenants in a boss battle. Once he feels powerful enough, he can challenge Emperor Steve to a final showdown.

If the robot is ever destroyed, you can spend saved resources in order to rebuild it. Should you lack the necessary resources, it’s game over. The Emperor uses his now-unrivaled superweapon to beat the rebels and take over the world.

At key points in the game, the player can make decisions that reveal the mysterious background of The Mechanic and impact the story of the game. The ending will be different based on these choices. For instance, if the player makes choices that show that The Mechanic was always in it for money and power, he may usurp the throne and bring the Empire under his control.





