**Strange Cargo**

**Written By**

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**Formerly Titled**

Munday Traffic

Minimum Viable

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**1.0 The Concept**

“Strange Cargo” is a PC game that pits two teams (1v1 or 2v2) against each other. One is the Bandits, which is a terrorist organization that is bringing in weapons and deadly pathogens. The contrasting team is called the United Front, and has been assigned by the government to protect their country against the smuggling of these illicit WMDs into their cities and towns. With a variety of levels ranging from canyons to Everglades-like swamps, the game intends to launch on PC for Steam distribution.

**1.1 Game Objective**

For The Bandits, the goal is to collect as many crates and canisters as possible from around the secular areas of the level (they are dropped into the map by a seaplane over the course of a 10 minute game). The United Front (herein referred to as “uF”) is there to prevent this. Their goal is to do whatever possible to prevent the Bandits from successfully running the crates they collect to a secured location, where a truck picks up the crates and disappears. On the flip side, the uF also wants the cargo so it can be examined and documented as evidence. We may negate the truck for now.

**1.2 Game Background**

Originally designed two years ago by Ryan McClellan (Founder of New Breed Games), the game was initially meant for the promotional use of Mickey Munday: a Florida legend and public figure, highly recognized for his ability to evade the Coast Guard (and the DEA) from detecting his every move for over a decade. The game has since departed from Mickey Munday and his original concept, but the objective remains the same. For more info on this, simply Google his name or “Cocaine Cowboys”.

**1.3 Game Grouping**

The game can best be classified as a racing-meets-action-meets-strategy game. This is because it features vehicles (boats) racing around a level in order to collect crates and power-ups, weapons, and more. However, it also has an element of action and strategy, where the game crosses paths with basic tactic and action/adventure.

**1.4 Game Platform**

The game is going to be made for PC and Mac, and will require very minimal specs. Because the game is not high in visual assets (poly counts are generally low, and all other assets are capable of being loaded on a mid-level computer), at present it is a game that can be played casually without need for a bulky computer setup.

**1.5 Target Demographic**

“Strange Cargo” is targeting the casual gamer who plays 40 hours or less per week. We cannot speculate the market at this time, but we can assume that if the average gamer is 35 years in age, and with even a low income, our demographic falls under: ages 18-39, with a low, mid, or high income. There is only one small fee to pay.

**2.0 The Fundamentals**

**2.1 The Camera**

The camera is a third person view behind the boat at a medium distance. At times the camera will perform cut scenes that zoom in on boats that have been destroyed, and the camera can move slightly closer to the boat by using the mouse scroll wheel.

**2.2 The Controls**

W moves forward; S moves backward; A moves to the left; D moves to the right. A crosshair represents the mouse, which can fire by clicking on an object meant for the taking of damage, as well as to hover over the cargo to begin the collecting process. To switch between weapons and items, the Q and E keys cycle weapons.

**2.3 Crate Pickup**

The user can collect a crate by getting close enough to it, and hovering over it with the crosshair until it fades from the water (it goes into the inventory, or cargo space is shown in HUD). To unload a crate, the user will return to their side of the map.

**2.4 United Front**

The United Front has more than one method to stop a boat than by shooting at it. The boat(s) can activate special beacons that are secretly stashed around the level (most likely they would want this to be in areas where crate content is high). This will include motion detectors, giant nets that trap the Bandit boat(s), and even sea mines that are below the water and out of detection. This helps even the scores!

**2.5 Winning, Losing**

The goal of the Bandits is to collect crates and drop them off at their spawn. Each crate is worth $500 and 1 Point added to the team’s tally. The objective and reward is the same for the uF, the only difference is the Bandits are the ones who initiate the first pickup; to get the crate into their hands, the uF must destroy a Bandit boat holding crates, and take it back to their base so it can be quarantined as evidence.

**2.6 Player Health**

The player’s health is represented on the HUD, starting at 100 and ending at 0. Any and all health deterioration is related to damage taken from enemy attacks. There is the option of causing damage when a player runs into the terrain, but this shall be tentative until we discuss this further. Player can regenerate Health with a power up.

**3.0 Game Process**

**3.1 Game Introduction**

The player will open up the game using STEAM or another indie distributor and they will see the Unity3D splash screen. This takes them to our own custom splash screen followed by the main menu. They have the following options:

* Find Game
* Play Alone
* Community
* Stats/Score

The main menu will feature custom buttons using a purple, pink, and yellow palate & canvas, and the music that is played will be custom made for our game. On the main menu’s backdrop, we will feature images of games **we** play or concept artwork.

**3.2 Secondary Menu**

The player can join in on a gaming session with live users (we will include a list of all available games, like Command & Conquer) or play against bots. The only thing that differentiates the two secondary menus is that when playing against a bot, you are host; when playing against another user, maps are voted on.

**3.3 Transition Screen**

In between games during periods of loading or connecting to a hosted server, music will play and they can watch the loading bar move from empty to full. When it is all set, the player will then begin the actual game, as explained in 3.4.

**3.4 The Game Begins**

Camera zooms across the level. It then locates your boat and moves behind it. There is a countdown of 3, 2, and 1, and then the game begins. Gameplay is another area we will cover later on in this document. For now, let us stick with the basics.

**4.0 In-Game Functions**

**4.1 Player Scores Point**

When a player scores a point, it appears across the screen as a graphic, lasting only 3 seconds. The point is then added to that team’s point count.

**4.2 Player Scores Kill**

Though killing an enemy does not reward the player, we will still be featuring a basic graphic, much like the above, stating: You killed [player or bot name].

**4.3 Player Is Killed**

If a player is killed, the screen darkens and the camera zooms in on the destroyed boat. The camera then cuts to the team’s spawn location and the boat reactivates.

**5.0 Assets, Weapons**

**5.1 Weapon Variations**

Both teams start with a Gatling gun, which deals low damage but is infinite in ammo. Around the level are dropped rocket launchers and rocket ammo, and mines that can be dropped into the water. The rocket launcher destroys a boat with just one hit.

**5.2 Asset Requirements**

Each boat is under 10,000 polygons; weapons are under 2,000 polygons. We need 2 boat models and 3 texture variations, as well as 2 variations where the boat, if at 50-60 percent health, looks damaged; a boat below 30 percent health is also a much more destroyed boat. We also need an explosion effect, and projectiles for weapons.

**5.3 Visual Properties**

This game will follow a relatively similar color scheme, HUD theme, as well as sounds and music, as that of “Miami Vice.” The point of this is, the game takes place in the 1980s during the Cocaine Cowboys days, and our project is loosely based on our lead designer’s great friend: Mickey Munday, who did unheard of (& equally entertaining) things to smuggle drugs into the country. Because of this, we wish to keep a similar feel to the game, using vibrant blues, dark yellows, and pinkish-purples as a canvas.

**5.4 Weapon Details**

**Rocket Launcher** – picked up around the level, comes with 12 rounds before it will expire and disappear. If shot at an enemy boat, will cause between 80 percent and 100 percent damage to the enemy’s Health, depending on distance and how close it is to the boat. Not very accurate, takes a while between rounds shot.

**Gattling Gun** – Comes with boat, unlimited ammo but little-to-no damage (around 1 HP removed from enemy player if shot). It is also not very accurate and has a high recoil rate, and does not shoot very fast (perhaps 5-7 rounds per second). It is only useful when no other weapons are available, though can still be deadly if used right.

**Underwater Mine** – Can be found in sets of 6 around the level. Using the crosshair to dictate where it is to be dropped, the player will be able to set up booby traps that provide no indication of danger except for the bubbles it produces. Causes instant death to the player who happens to stumble upon it. Can be destroyed if shot at.

**6.0 More Detailed**

**6.1 Game Begins**

The user selects from the main menu: Versus Player or Versus Bot. If the player chooses Versus Bot, they will be given a screen where they can select the map and the bot difficulty, and the game will begin then. If it is Versus Player, then two things happen: 1) a connection to a live server must be made, and 2) that server locates all free players currently online, and pairs them together based on Rank (see 5.1). The game then begins by making sure the teams are as level as they can possibly be.

**6.2 Game Ends**

Upon completion of a match, both teams receive Points based on their score. An ELO screen will show every player’s scores (see 4.3) and their Rank will adjust based on how well they did (this will be determined by beta testing to see how many crates can be collected per round, how many boats are destroyed on average, and so on).

**6.3 Scoring System**

To score a win, the team must receive the most points before 10 minute is up.

**6.4 Match Genre**

What kind of Match categories will we group each Match into for Multiplayer?

**6.5 Communication**

What kind of communication will be offered? Manual or automated voice?

**6.6 Experience Score**

What determines how much experience is gathered per match and based on what?

**6.7 Experience Level**

What levels or rank will we use? uF could be standard Coast Guard ranking? Bandits?

**7.0 Other Fundamentals**

**7.1 Artificial Intelligence**

A.I. is based on: \* collecting crates (Bandit) or destroying Bandit boats (uF), \* trying to locate weapons and ammo around the level, \* attacking enemy boats the moment they are able to, \* seeking crates to collect, then bringing them to spawn location, or in uF scenario: destroying enemy boats to collect their cargo, \* basic movement, \* using attack strategies and tactics, \* this is not completed but that is the gist of it.