**Minimum Viable**

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**1.0 The Concept**

“Minimum Viable” is a PC boating game that pits two teams against each other. One team is called “The Bandits” (tentative title), whose quest for guns and money is on the rim of borderline madness. 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 weapons into their cities and towns. With 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 from happening. Their goal is to do whatever it takes in an effort to prevent the Bandits from successfully running the crates they collect to a secured location, where a truck picks up the crates and disappears. If that means an entire shootout between the two groups, then so be it! The Bandits will fire back…

**1.2 Game Background**

Originally designed 2 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”.

**2.0 The Fundamentals**

**2.1 The Camera**

The camera is at an isometric view, much like “Diablo” but a bit further up. This will allow the player to simply use the mouse to click on a location to move to. When an enemy boat is clicked on, the boat will fire using whichever weapon is assigned using the 1, 2, and 3 keys. Speed boosts and other enhancements can be assigned to a number via the inventory. The camera changes sides to prevent objects in front of it.

**2.2 The Controls**

Pointing and clicking on a location moves the boat to that location. When near a boat tapping on the crate (or pressing the E button) begins the loading process. To steer, player simply clicks around the water-based areas of the level to move the boat. To fire a weapon, player can activate between 3-4 weapons using the 1, 2, 3, and 4 key board buttons, and whichever is currently active will be the one that fires. Clicking on an enemy boat, as an example, while a mini gun is activated, causes the player to shoot the mini gun at the enemy boat. This can be interchangeable with future ideas.

**2.3 Crate Pickup**

The user can collect a crate by getting close enough to it, and pressing and holding E (a loading bar appears) until it fades from the water (it goes into the inventory, or the Q button). Each crate contains guns, money, and other random loot. To unload a crate at a truck’s location (there will be two on each map), pressing E and holding it for 3 seconds per crate collected, will successfully drop off all crates. If a boat is interrupted while collecting or dropping off a crate, the crate does not go with them.

**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 the truck. Each crate is worth $500, with a total of 50 crates in a given 10 minute period. If all crates are collected in that time period, the Bandits win the round or game. The goal of the uF is not to kill the Bandits, but rather to catch them. For every caught Bandit boat, the uF receives $500 (the Bandit boat is replaced by the same player 5 seconds later). Killing a Bandit boat only rewards a special “point count” that is statistic-based and not monetary (same for Bandits). The goal is not to kill, but to capture or escape.

**2.6 Catching Bandit**

To catch a Bandit boat, a uF boat must be in contact with it for 3-5 seconds. If this is successful, they throw a net over the boat and it disappears. The boat spawns on the other end of the map 5 seconds later. The uF gets $500 per caught Bandit boat, with an extra $100 per crate within the Bandit boat that they catch. This adds a level of strategy required on catching Bandit boats only after they have collected a bounty.

**3.0 Assets, Weapons**

**3.1 Weapon Variations**

We will begin with 4 weapons for the Bandits and 4 weapons for the uF. We will most likely use rocket launchers, flamethrowers, and mini-guns for the Bandits, and more mainstream weapons for the uF, including machine guns, and a variety of droppable weapons such as mines and booby traps to catch the Bandits (due to the cause of not wanting to kill the Bandits but rather, to capture them and interrogate them). We can always implement additional weapons later. Mounts to top & sides of boats.

**3.2 Asset Requirements**

We will require each boat to be between 20,000-30,000 polygons with proper maps that are usable as Unity3D materials, with a minimum of 4-6 texture “variants” per boat for customization purposes. We will also need a terrain covered in palm trees, rocks, and textured according to a beach-like principle. Our skybox currently in use is acceptable for this initial beta. Weapons will be at around 5,000 polygons each. We need to try and keep the FPS count to 30-40 prior to testing, and will need to be able to test each time a new asset is implemented as to prevent a lagging game.

**3.3 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.

**3.4 Fuel Drainage**

Fuel drains by 3 percent for every move the boat makes. This can be replaced later if beta testing proves that this is far too little or far too much. Perhaps distance is also a factor, but we will figure this out after beta testing. In other words, we will not be able to decide how much fuel is drained during a trip until we play the actual game in the actual level, and then place the amount of fuel drained in the middle of difficulty.

**3.5 Option For Crew**

We may decide to include crewmembers that can be purchased at the player’s home port. This would lower load times for crates, and perhaps allow an additional spotting radius so the player can see further. This may be accomplished by placing Spotters (crew that stand around the level) that allow the mini map to show enemy locations.

**4.0 Multiplayer**

**4.1 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.

**4.2 Game Ends**

Upon completion of a match, both teams receive Points based on their score (for the Bandits, it will be based on how many crates were dropped off, and for the uF it will be for how many Bandits were captured (2x points) versus destroyed (still counted). A 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).

**4.3 Scoring System**

Bandits and uF run on two different scoring systems per round or match. For Bandits the score is determined by how many crates are collected overall (100 points) and how many crates are dropped off successfully overall (500 points each). We will have to beta test to adjust these point counts so that the max per round is 5,000 points. If a Bandit destroys a uF boat, they receive 300 points. For uF, destroying Bandit boats earn 200 points, whereas capturing Bandit boats earn 500 points. There are varying other factors, such as how many crates were on a destroyed Bandit, how much was in the Bandit boat upon capture, and how many crates are dropped off by Bandits.

**4.4 Match Genre**

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

**4.5 Communication**

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

**5.0 Ranking System**

**5.1 Experience Score**

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

**5.2 Experience Level**

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