The Artifact

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CarJack - Concept Document

Description: A cargo ship carrying a valuable alien artifact is besieged by space pirates. The ship's pilot must secure the artifact and survive.

Genre: FPS, Platformer, Sci-fi

Target Audience: Teen +

Compelling Features: Space, Zero-gravity/Low-gravity

Market Information: People like guns and space.

Time/Costs for Development: 3+ weeks for demo development. Costs are none.

Game Plot: The player is a pilot on a cargo ship. Their ship is attacked by pirates and they must escape. Along the way; the player needs to collect a space suit so they can traverse the ship as well as a special alien artifact. The artifact is stored far within the ship's cargo hold and to reach it the player must traverse a set of obstacles and pathways. Once the artifact is in hand; the player must reach the escape pod and jettison themselves from the ship. However, the pirates have begun boarding the vessel and the player must fight through them to reach safety. Once reaching the escape pod; the player will jettison from the ship and reach "safety".

Gameplay: The player can move around the environment, jump, and shoot a weapon at their opponents. The game features 3D, pseudo realistic graphics and the player is controlled in first person view. Jumping will feel "floaty" as the lower gravity takes effect. Map design consists of the interior of a spaceship: a cockpit, living area where the player can find their spacesuit, cargo room where the artifact is held, and pathway to the escape pod filled with enemies.

Technical Development: Game is to be developed on Unity and utilize assets from Blender 3D. Looking at making roughly 5 different scenes for the project.

Risk Analysis: Low to no risk involved. Game development will be a short period of 4-5 weeks. Only potential loss is the developer's' time.

Design Document

Executive Summary: A cargo ship carrying a valuable alien artifact is besieged by space pirates. The ship's pilot must secure the artifact and survive.

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Game Plot: The player is a pilot on a cargo ship. Their ship is attacked by pirates and they must escape. Along the way; the player needs to collect a space suit so they can traverse the ship as well as a special alien artifact. Once collected, the player must escape the ship with their cargo.

Gameplay: The player can move around the environment, jump, and shoot a weapon at their opponents. The game features 3D, pseudo realistic graphics and the player is controlled in first person view.

Technical Development: Game is to be developed on Unity and utilize assets from Blender 3D. Looking at making roughly 5 different scenes for the project.

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Product Specification:
- Production Team:
  - Kevin Kuhlman – Project Manager
  - Royce Chang – Designer
  - Jaye Laguardia – Sound
  - Christine Nguyen – Art
  - Alfredo Cebellos – Art
  - Aryan Sanihkatam – QA Testing
- Target Audience: Teen +
- Time:
  - Gameplay: 20-30 minutes
  - Shelf life: N/A
- Target Platform: PC
- Production Tools: Unity and Blender 3D

Schedule:
There are roughly 3 weeks for development. After each week, there would be a progress report about how the game was doing so far and what needed to done for the upcoming week. Our planned schedule was to complete the core gameplay (movement, platforming, and enemies) by the second week. After that, we would work on aesthetics and debugging. See the daily and weekly logs section for specifics.

Art Specification:
There are some separate page scans of how a general design of the game should look. The first picture an example of the HUD. The middle picture is a design of the Start Menu. The bottom picture on the first page is a general layout of the first level with some notable landmarks. The first picture on the second page is a general layout of the second level in a top-down view with the positions of the player, the alien artifact, and various ordered cargo containers. The middle picture is a side view of the ship as we thought of it with the level designs in mind. The last picture is a general layout of the third level with the positions of enemies (circles), disorganized crates, the player, and where the co-pilot (Billy) will die.

Game Manual

Hello new recruit! Welcome to the Intergalactic Trade Federation! Study this manual well as one day it may save your life! As traders we carry a lot of cargo that sell for quite the pretty penny. As such you may find yourself in a troubling predicament from time to time. When entering different sectors you'll sometime be boarded by police to ensure that the cargo aboard your ship is legal. Not to worry though as a simple call to headquarters will resolve this. The real trouble to watch out for is Space Pirates! Those who will force their way onto the ship and steal anything they can! You might think that it is your duty to protect the cargo at any cost, but here at the Intergalactic Trade Federation we value our staff like precious cargo and equipped the ship with escape pods and placed a few firearms in the ship in case you find that you most fight to survive! We only wish to save the cargo that is of extreme value. Artifacts, AI, vinyl records, etc.

Protocol for if the ship is under attack proceeds as follows: Arm yourself, retrieve high value cargo, and escape! Move towards the closest firearm using "W" to move forward, "S" to move backward, "A" to move left and "D" to move right. If you find that debris or containers are in your way, you can press the SPACEBAR to jump over the obstacles. Once you have armed yourself simply press the left mouse button to fire your gun. Make sure that you are aiming at the enemy and don't stop until they stop breathing! It's a matter of life and death out there and you've got an escape pod to get to!

Other than that, you can sit back, relax, and make any of the necessary repairs you need to on the ship as the ship's on board AI will handle most of the piloting. REMINDER: THE AI MUST LEAVE THE SHIP WITH A CREW MEMBER!

Game Specification

Summary of Story:

"The Intergalactic Trade Federation has tasked you with carrying cargo for them. It was supposed to go to a research facility on the Centeurion moon Base Gamma Fi. You had just passed a checkpoint roughly 220 light-years from Jupiter, when Ophelia (the ship's AI) noticed a rogue ship approaching. You and your co-pilot try to hail them when they started firing at you. The ship takes a beating in the process and you pass out. You wake up with a new mission: Secure the research cargo and escape. Good luck!" – a bit of info about our lore of the game.

Detailed Flow of Levels:

The game would start off with a beginning cut-scene where the player would see a situation unfold. A ship would be attacked by space pirates and then it would go to the protagonist (the pilot). A small introduction would happen and we meet our ship's AI Ophelia and our co-pilot. This level would be a starting level to teach the player the controls for movement and going to the next level. The next level would introduce the concept of platforming and navigating through a room to get to the next level. The final level would finally introduce enemies and a weapon to fight them off. At the end, there would be ending credit scene where the player escapes from the pirates and toward space ominously.

First Level:

Objective of this level: Get your spacesuit. Download Ophelia. Head to the cargo bay. The first level will start off in the cockpit of the ship. Ophelia explains the situation and tells the player to get his space suit. After going to his room and getting the space suit, the player will then go back to the cockpit and upload Ophelia into the suit. The co-pilot explains that he needs to take care of the power on the ship and tells you to go protect the cargo from the pirates. Afterwards, the next level doors will be unlocked and the player can proceed to the second level.

Second Level:

Objective of this level: Get to the alien artifact.
The second level will start at the cargo bay of the ship. The player must now retrieve the alien artifact in the topmost part of the room by jumping on the cargo crates. The cargo crates are neatly and orderly arranged to provide intuitive platforming. After the player reaches the alien artifact, a cut-scene will play where the ship shakes and the crates fall to the ground, which will proceed to the final level.

Third (Final) Level:

Objective of this level: Escape the ship (Optional: Shooting the enemies).
The player wakes up on the ground and the co-pilot tells him that pirates have boarded the ship. He explains a basic tutorial of using a weapon by asking you to shoot one of the crates blocking the way out. Afterwards, the player follows the co-pilot towards the exit. The co-pilot gets shot around the corner and dies, now the player must fight against the onboard pirates and get to the exit. After the player reaches the exit, a final cut-scene will play and have the player drift off into space. The enemies have AI in which they sense if the player is within sight and either shoot him or go toward him.

Character Profiles:

The protagonist: The pilot of the cargo ship that the player controls. He is named Diaz.
Ophelia: The cargo ship's onboard Artificial Intelligence who helps the player through tutorials and explaining the objectives. She is voiced by Jaye Laguardia.

Billy: The co-pilot of the cargo ship that interacts with the protagonist. He is killed in the third level when the enemies board the ship.

The enemy: The enemies of the game are generic space pirates that trying to steal the alien artifact onboard.

Script:

This was the basic script for Ophelia's lines.

Ophelia's Lines for the Tutorial (Level 1):
After the opening
"Captain! The situation is not looking good. The ship is running on backup power which is a miracle that the small piece of 10-year-old technology even worked. While the ship does not appear to be damaged, the enemy ship appears to be getting closer, possibly to board."
A series of beeps/warnings
"Well good news and bad news. The bad news is that the life support systems and the backup power are failing. The good news is that I was right about the backup power! Also, there is a space suit in your personal room, so I'd get to that before you suffocate. Oh, and I found this file that says: 'Put on screen after sending the captain to his room,' so there's that."
Puts the key bindings for movement on display
After getting the space suit
"Great! You got the suit! Now come back and download me into the suit. There aren't any speakers in the cargo hold..."
A warning beep
"or air for that matter since the life support system just gave out."
After downloading Ophelia

"Thanks! I thought I was gonna die out there... All alone... in space... ... Sorry, I lost myself for a minute there. Anyway, Billy radioed me and said that we need to secure the cargo meant for the research facility so we'd best get down there."

Cargo Hold (Level 2):
As player walks in
"I forgot how big this place was... The cargo is at the top of the containers. You can't miss it, because its glowing and spinning... and looks important."
After player gets the object
A series of warning beeps
"Brace yourself! Things are about to get bumpy!"
Cut-scene with falling containers and stuff plays
Wakes up with Billy next to you
"Looks like you're alright. Enemy pirates have boarded the ship and seem to be looking for something.
Follow Billy to the escape pod and shoot anything that shoots at you."

There were also plans to have Ophelia say random things during various kinds of situations (getting hit, walking around, etc.).