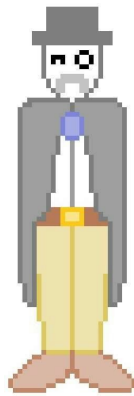# The Zul Heist

A Game Design Document Made By:

*The Gentlemen*
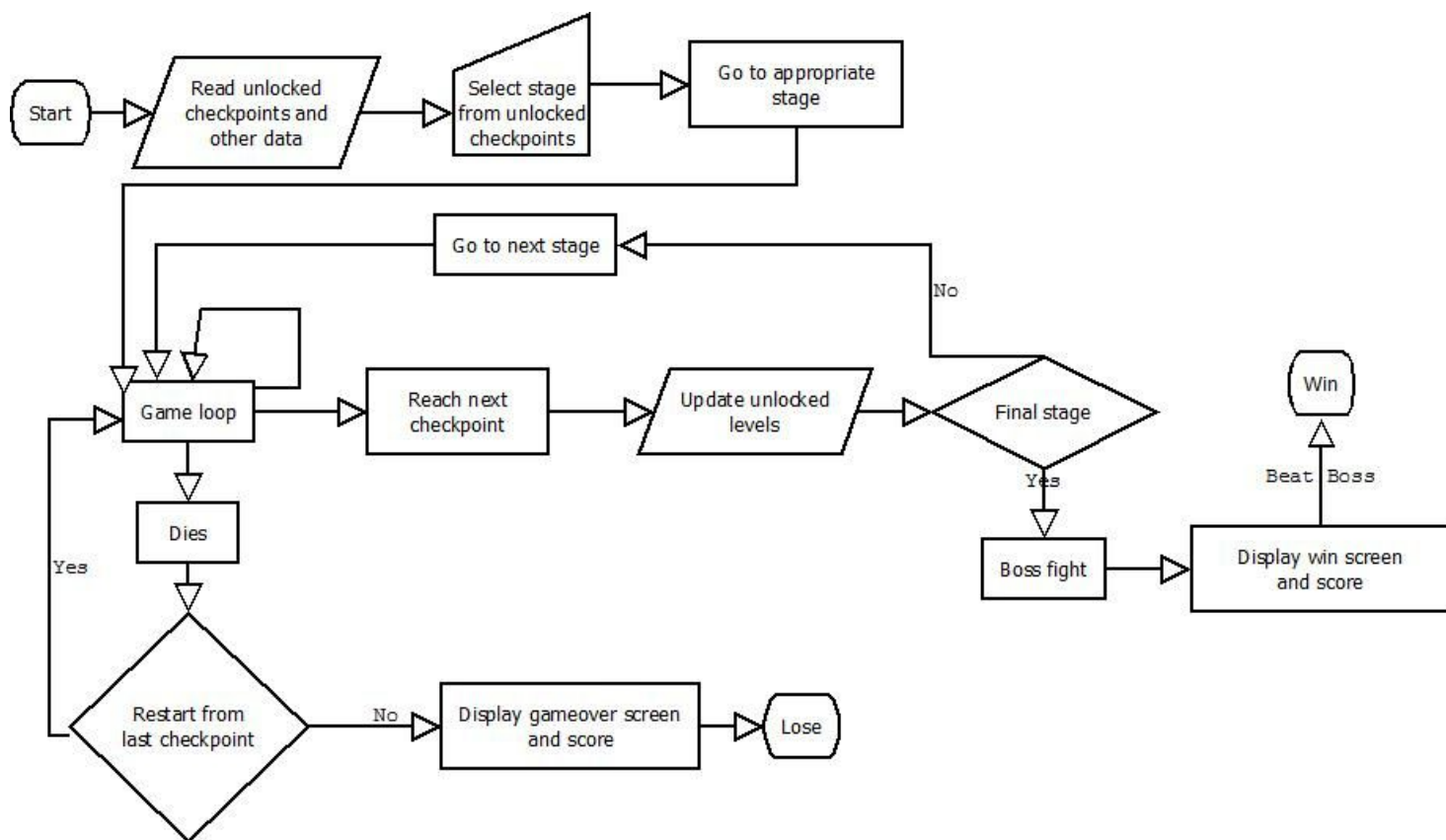
Jed Caychingco

Paolo Merle

Milo Monzon

1. Title Page
   a. Game Name – The Zul Heist

2. Game Overview
   a. Game Concept
      i. The Zul Heist is a futuristic game where the player aims to capture the Liver of God, an artifact that has the capability to detoxify the atmosphere of an entire planet. In order to reach the artifact, the player must defeat the hordes of bots that come along their way, by deflecting the projectiles that are thrown at them and making these projectiles hit the bots, as well as a boss bot that tries to run over the player, and an human assassin at the very end of the game.

   b. Genre
      i. Action
      ii. Platformer

   c. Target Audience
      i. Ages 14-21

   d. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
      i. The player needs to go through a series of levels in order to complete the game. The game is won upon completion of the final cutscene after the final level.

   e. Look and Feel
      i. Futuristic
      ii. Cyberpunk
      iii. Dark Environment
      iv. Tron-inspired graphics and costumes
      v. Semi-realistic

3. Mechanics
   a. Physics – How does the physical universe work?
      i. The game world makes use of the following physical concepts: Gravity, and Collision
         1. Gravity only applies to the characters in the game, Projectiles are not affected by gravity.
         2. In contrast, collision only applies to the projectiles in game, as well as when the player hits a projectile to deflect it.

b. Movement in the game
   i. The game's up, down, left, and right buttons to move the character and the attack button to deflect projectiles.

c. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

   i. Actions Invoked by Button Press:
      1. There will be buttons provided for the player to touch, the left, right, up, and down buttons, as well as a button for attack, in the game's case, deflecting projectiles.
         a. Left Button - moves the character to the left
         b. Right Button - moves the character to the right
         c. Up Button - make the character jump
         d. Down Button - makes the character go down from a platform.

      2. Object Interaction:
         a. Getting hit by the projectile causes damage.
         b. Deflecting projectiles sends them in the opposite direction, and deals no damage to the one who deflected it. It is still hazardous to others.

d. Combat – If there is combat or even conflict, how is this specifically modeled?
   i. An enemy only will begin to fire its projectile at the player when he is in range. Traps will only be sprung once the player steps on them.
   ii. To defeat the enemies, the player needs to deflect their projectiles with his weapon back to them. Using the weapon on the enemies will not do any damage.

e. Screenflow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

**Flowchart nodes:**

Start → Read unlocked checkpoints and other data → Select stage from unlocked checkpoints → Go to appropriate stage

Go to next stage

Game loop → Reach next checkpoint → Update unlocked levels → Final stage

Game loop → Dies → Restart from last checkpoint

Final stage — No → Go to next stage
Final stage — Yes → Boss fight → Display win screen and score

Beat Boss → Win

Restart from last checkpoint — Yes → Game loop
Restart from last checkpoint — No → Display gameover screen and score → Lose

      f. Game Options
         i. Single player is the only game mode available for this game, therefore the rules and mechanics found on this document would always apply in game.

      g. Replaying and Saving
         i. Since the player only has one life, there are checkpoints in which the player can opt to continue from if he dies.

4. Story, Setting and Character
    a. Story and Narrative
       i. Backstory
          1. An artifact has been extracted in the planet Zul, a far off planet which has been colonized by Terrans in the year 1434 N.G. (which stands for New Galaxy, for the galaxies Andromeda and Milky Way have merged into one huge galaxy).The artifact, nicknamed the "Liver of God", was once part of a machine which has the capability to terraform an entire planet into whatever the user would want the planet to become. The Spleen, in its current state, individual and quite broken, has the capability to detoxify the atmosphere, when charged. The artifact has caused quite a buzz among the stars, gaining the attention of many sovereigns, organizations, intellectuals, and religious

across the stars. The artifact is to be transported to Eden, the home planet of the Terrans, in a span of a few weeks. Many thieves and bounty hunters across the stars have heard of this and plan to take the artifact as their own. One such bounty hunter, Kromme, plans to do so, so before the transport comes and security becomes even tighter on the fringe planet, he travels to Zul and manages to enter its main facility unnoticed. Little did he know what surprises await him there…

ii. Plot Elements

1. Exposition - Kromme arrives upon the planet Zul. Here, he notices that his weapon cannot destroy anything. The materials that make up the planet creates some sort of discharge that stops his weapon in mid action.

2. Rising Action 1 - as he explores the quirkiness of the world, he then is attacked by the bots that safeguard the facility he is in. As an attempt to save himself, he swings his sword at the projectiles shot at him by the bots. To his surprise, he was able to deflect them with his sword. By deflecting the projectile, he has retaliated, and this alarms the other bots that are guarding the facility (this is where the game starts). He begins to make his way through the hordes of bots until he reaches the storage chamber of the Liver. Here he has to do battle with the Juggernaut Bot that stands in his way.

3. Climax 1 and Short Decline - Kromme defeats the Juggernaut Bot and finds a way into the storage chamber.

4. Rising Action 2 - Kromme fights through the last wave of bots before accessing the artifact. He reaches the artifact, and here is where he encounters Melanie. The two duel to the death for the fate of the artifact

5. Climax 2- Kromme defeats Melanie, but spares her, as a part of his gloating. Kromme hastily makes his way out of the facility.

6. Falling Action - Kromme reaches his ship, and makes his way out of Zul

7. Resolution - The capture of the artifact at Zul sparks media outrage throughout the galaxy. People are on high

alert for the bounty hunter that stole the artifact. Kromme succeeds in his gloating, and goes on to bid the artifact to the highest bidder.

    iii.    Game Progression
1. The difficulty gradually increases with conjunction with the number of enemies and its number of varieties. In order to reach the next stage, the player only needs to activate and step on the transporter platform. Defeating the enemies present there is not necessary with the exception of the boss.

    iv.    Cutscenes
1. Scene I: Landfall
   a. Actors: Kromme
   b. Setting: Outskirts of the Main Facility
   c. Storyboard/Script

   Kromme: I tried warming up by breaking one of the crates here, why did my blade stop before hitting the crate?

   Adjutant: The composition of this planet and the majority of the constructs found here are made of a special metal called Chionite, which prevents Eden-type weaponry from damaging any material here. This is why the Liver is sent to this place, technically no Eden weapon could lay damage onto it.

   Kromme: What am I to do on this planet then?

   Adjutant: See what other things you can do in the environment

2. Scene 2: Attacked by bots
   a. Actors: Kromme
   b. Setting: In one of the roads going towards the facility
   c. Storyboard/Script

   Kromme: They've started shooting at me, I can't even fight back, what should I do?

Adjutant: Try swinging your sword at it, something seems odd

Kromme: It deflected it completely! HAHAHAH! It's game time.

3. Scene 3: First Boss Encounter
   a. Actors: Kromme, Juggernaut Bot
   b. Setting: Behind the door of the Artifact's Chamber
   c. Storyboard/Script

   Juggernaut Bot (or J.B.): It's highly unlikely that you will get past me

   Kromme: Huh, really? Do you know who I am?

   J.B.: No.

   Kromme: It doesn't matter, 'cuz you'll be scraps after I'm done.

4. Scene 4: Final Boss Encounter: Melanie
   a. Actors: Kromme, Melanie
   b. Setting: The Artifact Chamber
   c. Storyboard/Script

   Melanie: Honey, this area is off limits.

   Kromme: and who might I have the pleasure of meeting?

   Melanie (While on the offense): My name's Melanie, nice to meet you!

   Kromme (Bewildered): What kind of assassin name is that!?

5. Scene 5: Defeat of Melanie
   a. Actors: Kromme
   b. Setting: The Artifact Chamber
   c. Storyboard/Script

   Kromme: Since you're such a sweetheart, I'll let you live Melanie. See ya!

b. Game World
   i.  The game world is quite dark and cloudy, its atmosphere covered with dark clouds and a bit of green haze, and the landscape is filled with steel and buildings. The facilities in the area are futuristic, and are inspired by the Cyberpunk theme and Tron, however, they have rusted and faded a bit through the years of low maintenance. The game world is currently being watched over by bots who were set by the Terrans to watch over the world.

   ii. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)

      1. Kromme's Landing Area and the road to the Facility - the landing area is in one of the open lands on Zul, close to the Main Facility of the immediate city Kromme lands on. It is an elevated ground which oversees the city, as well as the Main Facility. The earth is quite dark, as if stained by oil, and has metal fences and crates scattered here and there. The area leads to a road which Kromme will pass through in order to reach the Main facility. The road is a simple asphalt road which leads from the landing area, to a deserted part of the city which is in ruins, and thereafter, the Facility. These areas are used in the first stage of the game, which is the fighting with bots.

      2. The City's Main Facility - this is where the Liver of God is stored in. This facility on the outside looks a bit ruined by the years, but is still functional. Lights pass through the side of the building's architecture (think Tron), both inside and out. It's interior is well kept, undamaged by the atmosphere of Zul. It's hallways are well lit and one of those lead to the main chamber of the artifact. This area is used in the second stage of the game, which is still fighting with bots, and the first boss battle.

      3. The Artifact Chamber - this is a hollow chamber within the Facility. It is the cleanest area in the facility, and is mostly comprised with metal. At the center, is a circular area made of golden steel, and a few mirrors below it. On this circular area is a pedestal where the Liver of God is. The chamber leads to an exit which is used by large vehicles. This area is used in the third stage of the game, fighting

with more bots, and the final stage, which is the final boss fight with Melanie.

    c.   Characters.  Each character should include the backstory, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

        i.   Kromme - an intergalactic bounty hunter. Not really known for much like the other famous bounty hunters, but he's on his way up to notoriety. He's not really into the fame, but a little boasting is alright every now and then. His next attempt at gaining notoriety is stealing an artifact in a far off Terran colony. This artifact is to be transported in a few weeks, and he thinks that he should be the one who delivers it… to the highest bidder. Security has been getting tighter in this far off world, but that is of no matter. A challenge to getting the shinier things in life is always welcome to Krömmé

            1.   Personality - Ambitious, Laid Back, Loves His Job, Likes to Boast in Moderation

        ii.   Melanie - not really her real name, but it's a nice enough name to throw off opponents into confusion, wondering where is the connection between this nice-sounding name, and the assassin in front of them. A highly renowned assassin working for a Terran dominion that currently reigns over the New Milky Way, the fusion of the Andromeda and Milky Way galaxies. The Intergalactic Intelligence Agency (or The Agency for short) was tipped off to the possibility that the artifact coming from planet Zul might get stolen right before it gets transported from the fringe world to the Terran homeworld of Eden. She is tasked to investigate if there are any attempts in stealing away the artifact. As she heads for Zul, she notices a ruckus happening in the planet's main facility. With a smile, she hastily goes to meet the person foolish enough to attempt to steal the artifact.

            1.   Personality - Cool, Calculating, Sweet, Sadistic, Does not Speak too Much

  5.  Stages
    a.   Levels.  Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level.  Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
        i.   Tutorial area

1. Messages show information regarding the controls and basic battle structure
2. The objective is get a feel of the controls and battle system.
3. Skippable
  ii. Stages
1. Enemies come out and attack the player
2. Eventually, they increase in number and different enemies come out
3. Your objective is to reach the end of the level. There lies the transport platform that you must first activate in order to be able to use. Stepping on the activated platform will allow you to advance to the next level. The enemies, with the exception of the boss, need not be defeated in order to reach the end of the level.
  iii. Juggernaut (Boss Battle)
1. You need to defeat the boss in order to continue
  iv. Final Stage (Boss battle)
1. Your objective is to defeat the boss and retrieve her necklace.

6. Interface
  a. Visual System.  If you have a HUD, what is on it?  What menus are you displaying? What is the camera model?
    i. HUD shows the score as well as the player's progress to get to the next checkpoint. If there is a boss battle, it also shows the life of the boss.

  b. Control System – How does the game player control the game?   What are the specific commands?
    i. The player controls Kromme by using the buttons in the screen

  c. Audio, music, sound effects
    i. Music
1. Has a futuristic feel to it. Changes depending on the status of the game (Cutscenes, boss battles, etc.) .
    ii. Sound effects
1. There is a sound effect played upon, the firing of a projectile, the projectile's deflection, the death of an enemy or player, and the activation and use of the transport pad.

  d. Help System (Menu button)
    i. Review the controls
    ii. Adjust volume settings (Louder sound effects than music)
    iii. Go to main menu

7. Artificial Intelligence
    a. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making
        i. There are 3 types of enemies:
            1. The first is the basic enemy (droid), it fires a projectile at the player once he gets into range. If not, it walks forward then back once it hits a wall or dead end. It only takes two hits to defeat this type of enemy.

            2. The second one is the Juggernaut Bot. It fires four projectiles at the player, aimed at where the player currently is. It also runs at the player from time to time if they are both on the same platform, squishing them in the process if caught. The Juggernaut Bot requires 10 projectiles to kill.

            3. The third opponent is a trap. It does not move nor damages the player. It simply traps the player, preventing movement, when the the player steps on it. Similar to the droid, it takes only one hit to destroy this. The player can opt to simply mash the controls in order to get free, though this method does not destroy the trap.

            4. The fifth, and last opponent is Melanie, the last boss. Melanie fires as much projectiles as the Juggernaut bot does. The difference is, Melanie can move up and down platforms, and she can deflect projectiles as well. She also sometimes jumps to the player's location and tries to hit them, if the player gets hit, they lose. She takes 8 projectiles to kill.

    b. Non-combat and Friendly Characters
        i. The adjutant. The mission's information giving guide. It is an AI which assists the bounty hunter.
        ii. Otherwise, use the menu button to review the controls.

    c. Support AI -- Player and Collision Detection, Pathfinding
        i. The projectiles collide with both the player and enemy, causing damage. The projectile can also collide with the wall in which it simply bounces.


8. Technical
    a. Target Hardware

      i.     Android 4.4+.

   b.  Development hardware and software, including Game Engine
      i.     Unity
      ii.    Visual Studio 2015

   c.  Network requirements
      i.     None

9.   Game Art – Key assets, how they are being developed.  Intended style.
   a.  Semi realistic
   b.  Futuristic, Tron-like feel
   c.  References
      i.     Krömmé
          1.  Avatar:
             a.  http://static.comicvine.com/uploads/original/5/55774/1786624-tron_legacy_promo_pic_2.jpg
             b.  http://static.giantbomb.com/uploads/scale_small/15/155745/2199976-abraxas_700x393_____.jpg
             c.  https://www.pinterest.com/pin/533395149592971895/
          2.  Gun:
             a.  http://media-titanium.cursecdn.com/attachments/67/910/lucianprojectmv.jpg
          3.  Blade:
             a.  https://i.ytimg.com/vi/YjrL3WjaSN0/maxresdefault.jpg
          4.  Helmet:
             a.  http://rhubarbes.com/post/45029034288/senseorsensuality-oscuro-by-jtonatiuh
      ii.    Enemy droids
          1.  Avatar
             a.  https://i.ytimg.com/vi/YjrL3WjaSN0/maxresdefault.jpg
      iii.   Juggernaut
          1.  Avatar
             a.  https://www.artstation.com/artwork/juggernaut-acc233a1-97f8-444d-933e-7817e570c8a7
             b.  http://www.inspirefirst.com/wp-content/uploads/2013/07/014-concept-art-geoffroythoorens.jpg
      iv.   Enemy traps
          1.  Avatar

        a. [http://static.squarespace.com/static/5227cd84e4b02515a5badc7f/522e7089e4b0ae98001e1da2/522e7114e4b0ae98001e522f/1342902006000/MM2DrW4_23.png?format=original](http://static.squarespace.com/static/5227cd84e4b02515a5badc7f/522e7089e4b0ae98001e1da2/522e7114e4b0ae98001e522f/1342902006000/MM2DrW4_23.png?format=original)

        b. [http://vignette2.wikia.nocookie.net/megaman/images/1/12/MM2Boobeam.png/revision/latest/scale-to-width-down/270?cb=20100506033740](http://vignette2.wikia.nocookie.net/megaman/images/1/12/MM2Boobeam.png/revision/latest/scale-to-width-down/270?cb=20100506033740)

    v. Melanie

      1. Avatar

        a. [https://www.pinterest.com/pin/466333736392975317/](https://www.pinterest.com/pin/466333736392975317/)

        b. [http://tr1gg3r117.deviantart.com/art/Female-Assassin-1st-stage-255655617](http://tr1gg3r117.deviantart.com/art/Female-Assassin-1st-stage-255655617)

        c. [https://www.pinterest.com/pin/535365474430037263/](https://www.pinterest.com/pin/535365474430037263/)

        d. [https://www.pinterest.com/pin/398850110719429898/](https://www.pinterest.com/pin/398850110719429898/)

        e. [http://leagueoflegends.wikia.com/wiki/Master_Yi/SkinsTrivia](http://leagueoflegends.wikia.com/wiki/Master_Yi/SkinsTrivia)

    vi. Mood board

      1. [https://mobile.twitter.com/ianmcque/status/359358109841502209](https://mobile.twitter.com/ianmcque/status/359358109841502209)

      2. [http://cdn4.dreamstale.com/wp-content/uploads/2014/04/9b.jpg?5f8181](http://cdn4.dreamstale.com/wp-content/uploads/2014/04/9b.jpg?5f8181)

      3. [http://i.kinja-img.com/gawker-media/image/upload/s--Q3lLSqWz--/c_scale,fl_progressive,q_80,w_800/jq52edsr82nyraz1vido.jpg](http://i.kinja-img.com/gawker-media/image/upload/s--Q3lLSqWz--/c_scale,fl_progressive,q_80,w_800/jq52edsr82nyraz1vido.jpg)

    [http://gregmks.deviantart.com/art/Solaris-Cover-2-181276040](http://gregmks.deviantart.com/art/Solaris-Cover-2-181276040)

    [http://pixelobsession.deviantart.com/art/City-of-Darkness-177980035](http://pixelobsession.deviantart.com/art/City-of-Darkness-177980035)

      4. [http://hangttonrum.tumblr.com/image/30862202641](http://hangttonrum.tumblr.com/image/30862202641)