High Concept

"Kill him again...but this time *with feeling.*"

**Short Description**    What makes the Future Proficient Solider Academy such a unique place to learn? Is it our status as the first and only armed combat and entertainment school? Is it our ground-breaking work in the fields of Spawn Camping and Performing With Extreme Blood Loss? Or is it our close ties to bleeding edge R&D labs and hospitals? Maybe it's our industry-trained faculty with real-world experience in a variety of forms including: real weapon historical reenactment, 1 vs. 1000 blood bowls, and customer-designed combat scenarios? All of these things make FPSA a world-class university, but what really makes it unique is its students and their dedication to each other spawn after spawn. Because as we say here at the academy: it takes both 'u' and 'i' to spell "multi-kill."  
  
    Spots are filling fast for our third freshman class. Apply now and receive a free health pack (clones may apply).  
  
**Tone Words:***strategy, action, traps, comical, teamwork*  
 **Game High Concept**  
*Trigger Happy* is a 3D first-person shooter (FPS) game that utilizes modifiers to affect the enemy's perception of the world around them. The action will take place in a small series of self-contained areas designed to allow plenty of beneficial locations to lay down modifiers in order to both benefit the player and deter opponents. *Trigger Happy* is team-based, and players will find themselves combining their different abilities together in order to determine the best team makeup. Team sizes can vary depending on player activity at a given time. In addition, players will have the amount of control necessary to find and define their own playstyles and play with the weapons they feel comfortable with.  
The player's goal in *Trigger Happy* is to help his team win a multiplayer match. Objectives will change based upon which style of match the player chooses. If the match is a king of the hill style, the team's goal will be to enter a region and maintain it by killing all enemies who enter for a set period of time. If the match is an assault style, the assaulting team's goal is to bring a flag to a predefined set of checkpoints and the defending team's goal is to prevent them from bringing the flag to the final checkpoint for a certain amount of time.  
 **Development Scope**  
    The development scope for *Trigger Happy* will be fairly detailed. The scope will directly reflect how our milestones will be laid out and it is because of this scope that our development process will be laid out using an iterative approach. With a development team of five people and about six months of design/development time, the project will focus on the first-person shooter genre as well as the player's use of traps within the game world to alter the enemy's perception of the world around them. These two concepts will need to be combined together fluidly to create a dynamic game experience. The development scope and the timeline of milestones will need to reflect that integration of mechanics. The target platform for development will be Microsoft Windows on a PC rather than a console release.  
  
    A three month design cycle with a three month development cycle is planned. Engine and core systems will be developed in parallel with the design cycle due to their independence from the game idea.  
  
**Business Case**  
  
*Trigger Happy* is targeted toward a casual first person shooter audience, which tends to be made up of males aged 18-34. These players have typically played other first person shooters, and many of them are constantly looking around for a new first person shooter experience. *Trigger Happy* will suit their needs by adding unique modifiers, which are remotely triggered game objects a player can throw. The player is given a base set of different modifiers, which they can upgrade to create varying combinations that suit different play styles.  
  
    As the audience is likely familiar with FPSes, they already know what they are getting themselves into with this genre of game. This demographic is also more likely to buy a game in the first person shooter genre, as it is a familiar style of play. *Trigger Happy* particularly appeals to players of games like *Counterstrike* who are looking for a change of pace, as the teamwork aspect will be similar and comfortable.  
  
    Games in this genre tend to perform particularly well. However, numbers are often difficult to find, as players of these games tend to purchase on the PC rather than consoles, which are watched much more closely in sales. Games in the genre tend to perform better if they are part of a franchise or series, but original IP and unique ideas certainly can succeed. After all, *Doom*, a seminal game and the title that launched the series, was an original IP. On the other hand, *Wolfenstein 3D*, *Doom's* predecessor, was a spinoff of another genre but did not perform nearly as well.  
  
    *Trigger Happy* will be developed by five graduate students in the Rochester Institute of Technology's Game Design & Development program. Each has his or her own particular specialty, and each of these is uniquely suited toward the game. These specialties include important topics such as engine development, 3D modeling and texturing, audio content development, particle systems, and game world design and development. This will help to team to develop a compelling, rich game that will provide many hours of fun.