

Spy Vs Spy multiplayer*

(*Imagination pending)

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Summary:

A simple way to explain this would be an (Mostly) non-violent multiplayer, objective based spy game. With the main setting be the 1950-60's but having no real time frame so we can pick and choose the best of everything from 1930 till now. One player has objectives to complete in the level, once they have been done they have to get to an escape zone to win. The other player has to stop the player, by stunning and then hand cuffing them. The game will have many maps in a range of places and time zones. Each player has Traps to help with their goal, The player doing the objects gets traps to confuse and distract the player finding the, whereas the other has ones to stun and find them.

Team:

As this is a large scale project i have decided to get help with a few things to speed up development. I Remain in control and do most of the work, while only Animation, Textures and audio is being done by other people:

Charlotte Grant (Falmouth University)	-	Animation, Textures
Jon B Davidson (Plymouth University)	-	Audio

Planned features:

- 1) Map maker

I plan to add the ability to create levels inside the game, As its top down i'm building assets in a grid based way so each object will only be able to move in 4 directions in set increments and only 4 rotations. There will also be options to set up the game options, Such as round time but Warm Up and End time will always be locked. There will be multiple

asset types in the game such as Office types, Basement types and many more while allowing people to upload more through the other ways, See Greenlight.

2) Android integration (AINT209)

I am also integrating android into the game, This will be used for details such as objective distance, map or store while idle allowing quick visual access. But will have greater integration with objectives, When a player uses an objective item a minigame related to the object. An example would be when you have to steal something from a safe, a lockpicking mini Game will appear, These will be fast paced and relatively simple as players don't have much time to be idle as they might get caught. These will use the touch screen, Gyroscope or other android hardware.

This will include controller fallback

3) Player customization

We plan to allow players to customize their player model and loadouts once a user account system is integrated.

Steam Greenlight Concepts:

We am also planning to start a Green Light Concepts for this project as we would love to integrate steam and its features into the game, such as steam based scoreboards using profiles, Steam workshop for level creation and steam server browsing. Aswell as being able to get out to larger player base for feedback while in development.

Development and Player attitude:

As we plan to get this out on Greenlight early, we want to go for an open development where we regularly update a blog on the process and what's happening and then i listen to what potential players have to say and this gives them the ability to influence the development so we can provide a game that players want to play. We will also have ways for people to contact me at any time, such as a specific email, Twitter and steam.

Target platforms:

· PC,

- Steam,
- Android

Development Software:

1) Engine software:

- a) Unity 4.3 Pro

2) Programming software:

- a) Visual studio 2012

3) Artwork software:

- a) Photoshop CS6,
- b) Fireworks CS5,
- c) Nvidia Developer tools

4) 3D modelling software:

- a) Autodesk 3DS Max 2014

5) Audio software:

- a) Audacity

Title Screen:

Options:

- Create game
 - Create a game server
- Join Game
 - Join game server (Found by matchmaking)
- Options
 - Game options
- Level Editor
 - Launch the level editor once complete
- Customization
 - Player customization menu

- Patch notes
 - Display patch news and updates
- Exit
 - Quit the game

1. Create / Join game

This launches you into a game lobby with a few options from the top level menu as well as a Leave game button and a Ready button to declare yourself ready in the lobby. Displayed in here also is the Code required to pair an android device to yourself. Once everyone is ready you will be sent into the game after a 10 sec countdown.

2. Options

This has 3 sub menus:

Audio, Which gives all audio settings.
Video, which gives all video and graphics settings.
Game, includes input settings such as controller.

3. Level editor

4. Patch notes

5. Quit

This button simply exits the game, no questions asked.

Gameplay:

The gameplay is just like most Third Person games, But we are heading more of a mass Effect close shoulder camera view. The player movement is quite slow and never goes faster than a fast run type speed, with other control for sneak speed.

We are also going to include a number of interactable objects within each levels, Such as fuse box's in buildings allowing you to turn off the power and lighting for that building, forcing players to use torches which in turn makes them easier to find.

Art style:

We are going for a hyper realistic cartoon style, based on the TV series 'Archer' (FX network). With other influences of The Darkness 2 and borderlands, We are also using post effects for outlining to add to the cartoony style.

Android mingames: (AINT209)

This is a highly contextual add on, With this each minigame has to be designed for a game piece. Presently we have one planned, a lock picking mini game using android gyroscope and touchscreen.

Levels:

We have one map in development at the moment, A run down industrial and residential area of new york on the river side. This will feature random weather, random objectives and escape zones so players can experience something new for a long time while not letting a level be learnt so easily to give unfair advantages.

HUD:

Weapons and items:

Sound effects:

Music:

Original music by a plymouth music student, Unfortunately at the time of writing this hasn't been delivered.

Game over:

When a player has one you will go back to the main menu while being giving XP gained in the match.

Data storage:

Local storage only, Planning to add online user account based storage.

At the moment all data is stored in .ini files in the game assets folder.

Supported hardware:

- Mouse
- Keyboard
- Xbox 360 controller
- Android devices

Controls:

- Mouse - Look
- CTRL - Sneak
- Shift - Run
- WASD - movement
- right click - change camera
- F5 - (Debug) Reload .ini config changes
- P - (debug) add 2000xp
- Numpad 1 - (AINT209 debug) Start minigame 1 on android device

Controller : (Set on by default, change in Options > game, for keyboard gameplay)

- analog sticks - move and look
- left stick down - run
- R1 - sneak

credits:

1. Freesounds.org
 - a. Julien Nicolas
 - b. Dheming