

BRAZUELA



IRON MAN: THE CLONE ATTACK

VERSION 2.0

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VERSION HISTORY

IRON MAN: THE CLONE ATTACK V1.0: FIRST VERSION OF THE DOCUMENT. IT CONTAINS THE PRINCIPAL ASPECTS OF THE GAME AND BASIC CONCEPTS.

IRON MAN: THE CLONE ATTACK V2.0: SECOND VERSION OF THE DOCUMENT. IT CONTAINS NEW ASPECTS AND FEATURES. ALSO, IT EXPANDS AND IMPROVES V1.0 CHARACTERISTICS.

I. GAME OVERVIEW

AFTER A DISASTROUS EXPERIMENT WITH BRUCE BANNER, TONY STARK FINDS HIMSELF IN A FORSAKEN BASEMENT IN HIS OWN MANOR. WHILE THINKING WHO COULD HAVE SABOTAGED HIS ANTI-RADIATION CHAMBER, HE WAS ALREADY SURROUNDED BY COUNTLESS OF CLONED HULKS.

JOIN IRON MAN'S QUEST TO HELP HIS FRIEND BRUCE BANNER AND FIND THE CULPRIT THAT HAS CAUSED SUCH MAYHEM THAT COULD DESTROY IRON MAN AND THE CITY FOR GOOD.

ARE YOU STRONG ENOUGH TO SURVIVE THE WRATH OF AN ARMY OF HULKS? CAN YOU FIND THE MASTERMIND BEHIND THIS DISASTER?

II. GAME PLAY MECHANICS

THE PLAYER CONTROLS TONY STARK IN HIS IRON MAN SUIT. IRON MAN CAN PERFORM THE FOLLOWING ACTIONS:

- **WALK LEFT OR RIGHT**



WALKING ANIMATION

- **FLY UP AND DOWN. WHILE FLYING, IRON MAN CAN AVOID OBSTACLES AND FOES**



FLYING ANIMATION

- **SHOOT PROJECTILES TO KILL HIS ENEMIES**



SHOOTING ANIMATION

III. CAMERA

THE CAMERA FOR THIS GAME IS A SIDE-SCROLLER.

IV. CONTROLS

THE KEYBOARD IS NEEDED IN ORDER TO PLAY THIS GAME.



CONTROLS

V. INTERFACE SKETCH

THE GAME INTERFACE IS REPRESENTED IN THE IMAGE BELOW:-



FIRST LEVEL OF THE GAME

VI. MENU AND SCREEN DESCRIPTIONS



MAIN MENU IN WHICH YOU CAN CHOOSE TO PLAY THE GAME OR LOOK AT THE CONTROLS

VII. GAME WORLD

THE GAME WORLD CONTEMPLATES TONY STARK'S MANOR. IRON MAN HAS TO MAKE HIS WAY UP TO THE LAB PASSING THROUGH 3 DIFFERENT LEVELS: BASEMENT, STORAGE ROOM, AND LABORATORY.

VIII. LEVELS

- **LEVEL 1:**

THIS LEVEL IS A SECRET BASEMENT THAT CONTAINS ABANDONED PROJECTS CREATED BY TONY STARK. THIS LEVEL IS INFESTED WITH HULKS AND CONTAINS PLATFORMS.



FIRST LEVEL OF THE GAME

- **LEVEL 2:**

THIS LEVEL IS A STORAGE ROOM ABOVE THE BASEMENT; IT CONTAINS TONY STARK'S FIRST PROTOTYPES OF MACHINES AND EXPERIEMNTS. IN THIS LEVEL, THE CLONED HULKS DO MORE DAMAGE THANKS TO A PROTEIN THAT THEY FOUND

IN THIS STAGE; THEREFORE THEY ARE BIGGER THAN THE ONES IN THE FIRST LEVEL.



SECOND LEVEL OF THE GAME

IX. GAME PROGRESSION

IN ORDER TO COMPLETE A LEVEL, THE PLAYER NEEDS TO REACH THE EXIT TO THE NEXT STAGE WHILE FIGHTING OR EVADING HULK'S CLONES. THERE ARE 3 LEVELS IN TOTAL; THEY HAVE DIFFERENT LAYOUTS AND OBSTACLES THAT THE PLAYER NEEDS TO OVERCOME. WHEN THE PLAYER COMPLETES ALL THE 3 LEVELS, THE PLAYER WINS, AND THE GAME IS OVER.

X. CHARACTERS

THE AVATAR OF THE GAME IS IRON MAN. BEHIND THAT HEAVY ARMOR STANDS THE MULTI-BILLIONAIRE AND THE GENIUS WHO CREATED SEVERAL IRON MAN SUITS WHOSE NAME IS TONY STARK. EVEN THOUGH HE HAS ALCOHOLIC PROBLEMS, HE HAS OVERCOME HIS DIFFICULTIES AND USED HIS POWERS TO BECOME ONE OF THE GREATEST MARVEL'S SUPER HEROES.



IRON MAN AVATAR

XI. ENEMIES

THE ENEMIES ARE THE CLONED HULKS CAUSED BY THE ACCIDENT IN THE LAB. THEY ATTACK IRON MAN IF THEY ARE CLOSE TO HIM. EACH ATTACK WILL DECREASE IRON MAN'S HEALTH



HULK ENEMY



IRON MAN HEALTH BAR

XII. WEAPONS

IRON MAN HAS A LASER THAT HE SHOOTS THROUGH HIS HANDS. IT IS A POWERFUL PROJECTILE THAT CAN NEUTRALIZE HIS ENEMIES WITH ONE BLOW; HOWEVER, HE SPENDS ENERGY WHEN HE USES THIS ATTACK.



IRON MAN SHOOTING LASER PROJECTILE

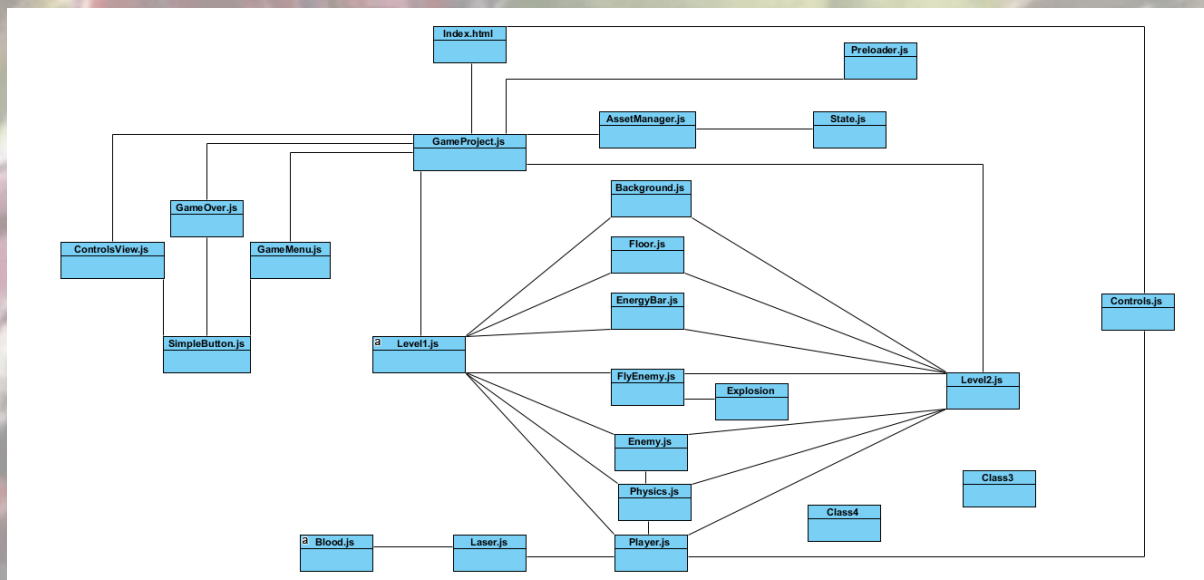
ENERGY METER

XIII. ABILITIES

THANKS TO HIS SUPER SUIT, IRON MAN IS ABLE TO FLY; HOWEVER, HE SPENDS ENERGY WHEN PERFORMS THIS ACTION.

**IRON MAN FLYING ABILITY****ENERGY METER**

XIV. SCRIPT



KU. SCORING

EACH TIME THAT IRON MAN KILLS A CLONED HULK, THE PLAYER WILL GET TEN POINTS



IRON MAN SCORING POINTS

XVI. SOUND INDEX

- **INTRO – PLAYS WHEN THE MAIN MENU IS SHOWN**
- **LEVEL 1 – PLAYS WHEN THE PLAYER CLICKS ON THE “PLAY GAME” BUTTON IN THE GAME MENU, WHICH STARTS LEVEL 1**
- **LEVEL 2 – PLAYS WHEN THE PLAYER STARTS LEVEL 2**
- **JET – PLAYS WHEN IRON MAN FLIES**
- **LASER – PLAYS WHEN IRON MAN SHOOTS PROJECTILES**
- **PUNCH – PLAYS WHEN IRON MAN GETS HIT BY A HULK PUNCH**
- **DEATH – PLAYS WHEN IRON MAN LOSES ALL HIS HITPOINTS**
- **GAME OVER MUSIC – PLAYS A MUSIC WHEN THE GAMER OVER SCREEN IS PROMPTED**
- **GAME OVER VOICE – PLAYS A VOICE WHEN THE GAME OVER SCREEN IS PROMPTED**

XVII. STORY INDEX

TONY STARK WAS WORKING IN HIS LABORATORY TRYING TO FIND A CURE FOR BRUCE BANNER’S RADIATION THAT DRIVES HIM TO BECOME THE HULK. AFTER LONG DAYS AND NIGHTS, HE FINALLY CREATED AN ANTI-RADIATION CHAMBER FULLY CAPABLE OF DOING THE JOB. BRUCE BANNER ARRIVED AT TONY’S LABORATORY WITH HIGH EXPECTATIONS AND READY TO BE RELEASED FROM HIS TORMENT. HE ENTERED THE CHAMBER, AND TONY STARTED THE MACHINE. IT SEEMED LIKE BRUCE BANNER WAS GOING TO BE A COMMON HUMAN BEING AGAIN, BUT SOMETHING WENT DEADLY WRONG.

WHILE INSIDE THE CHAMBER, BRUCE BANNER STARTED CLONING HIMSELF COUNTLESS TIMES. TONY STRUGGLED TO STOP IT, BUT IN HIS EFFORT, HE CAUSED AN EXPLOSION THAT BLEW UP THE ENTIRE LABORATORY. TONY AND COUNTLESS CLONES OF BRUCE FELL DOWN TO A SECRET BASEMENT IN THE STARK’S MANOR. AS SOON AS TONY REGAINED CONSCIOUSNESS, HE SAW 10 HULKS SURROUNDING HIM

READY TO DESTROY HIM. LUCKILY, HIS IRON MAN SUIT TOOK HIM AWAY FROM THEM.

TONY WAS SURE THAT THE CHAMBER WAS PERFECT, SO HE KNEW THAT SOMEONE HAD SABOTAGED IT, BUT WHO?

JOIN IRON MAN IN HIS EPIC BATTLE AGAINST AN ARMY OF HULKS IN ORDER TO SAVE HIS FRIEND BRUCE BANNER. CAN YOU STAND THE FURY OF THOUSANDS OF HULKS? CAN YOU FIND THE VILLAIN BEHIND THIS CHAOS?

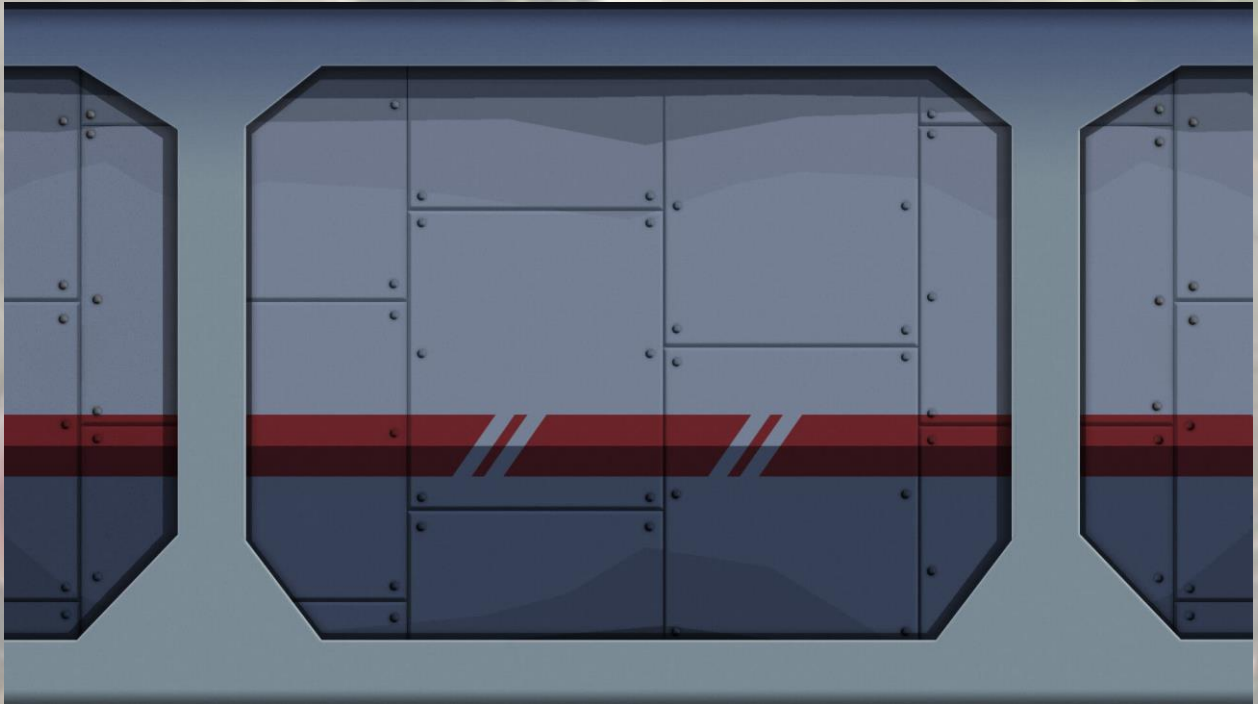
XVIII. ART / MULTIMEDIA INDEX



GAME BACKGROUND



BLOOD SPRITE



LEVEL 1: BASEMENT



LEVEL 2: STORAGE ROOM



ENERGY BAR SPRITE



HEALTH BAR



IRON MAN PORTRAIT



Sprites ripped by Belial
(A.K.A. Scorcher)

THE HULK SPRITE





GAME OVER BACKGROUND

XIX. FUTURE FEATURES

- **FINAL BOSS**
- **NEW ENEMIES**
- **LEVEL 3 DESIGN**
- **POWERUPS**
- **EXITS TO NEXT LEVELS**
- **PUNCH ACTION FOR IRON MAN**
- **JUMP ACTION FOR IRON MAN**