



FIREFIGHTER
BLAZE!!

Game Overview

FireFighter BLAZE!! Is a 3D single-player, stylish action game developed using Unreal Engine 4 / UE5.

Focusing on an elite firefighter named Blaze, players will have to traverse hellish landscapes, burnout cities and suffocating smoke to dispel evil fire monsters, rescue civilians and put an end to what kind of vile plot unleashed these beings in the first place.

With high mobility, mind-bending attacks and resourceful use of water, players will have to show their style and get crazy if they want to survive and thrive in this adventure.

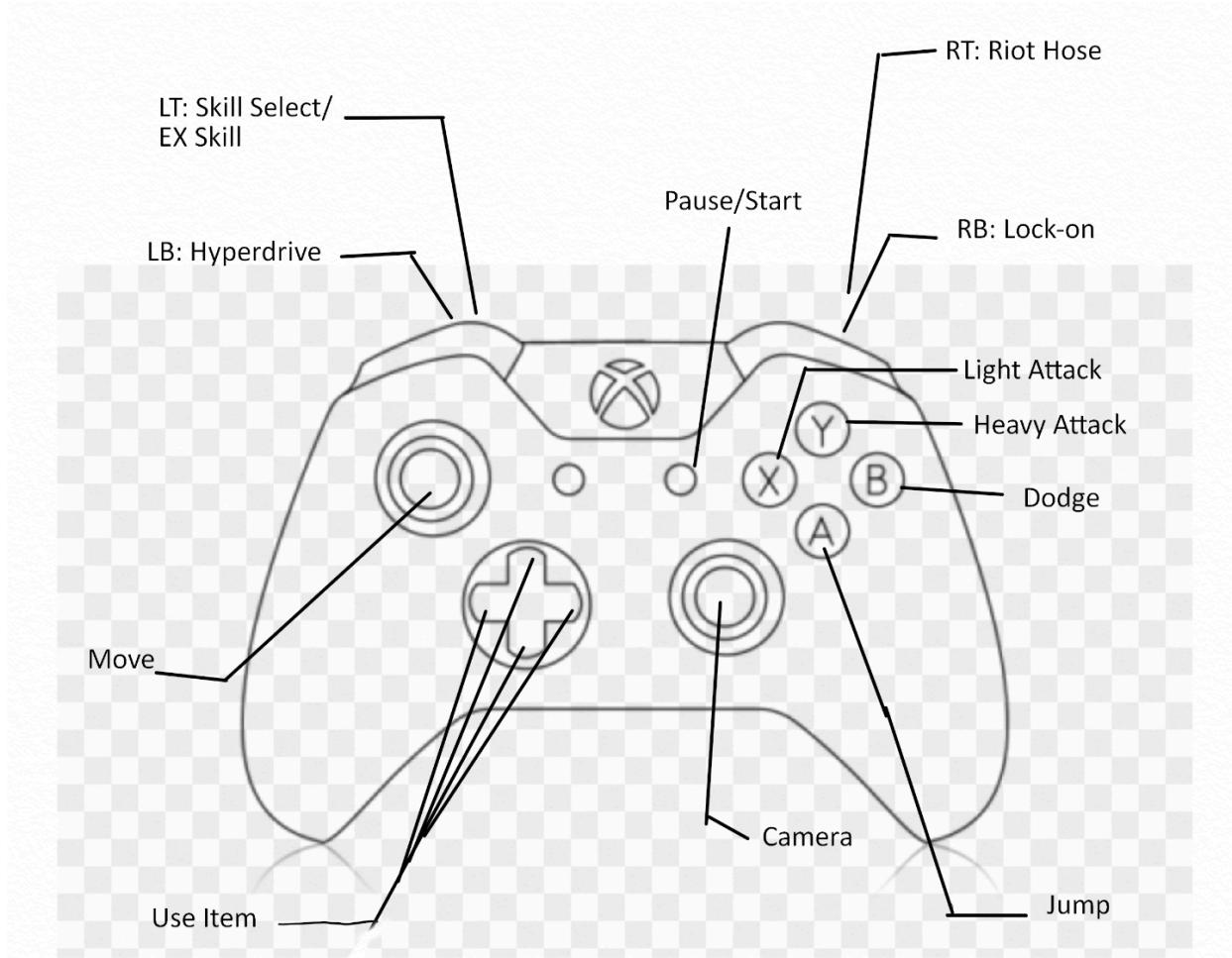
STORY

In the year 2XXX, humanity lives in peace from fires under the care and protection of the Rangers, an elite group of Firefighters striving to ensure public health and safety from any acts of arson. However, one day a terrible outbreak occurred. A swarm of fire monsters known as the Djinn burst out of nowhere and infest onto an unsuspecting populace, setting the whole world ablaze.

Enter 5-Star Ranger, Blaze, packed with an atomic vapor riot hose and his trusty axe, the BurnEdge, he ventures forth to save the day and extinguish these fiery freaks.... While looking as cool as possible.

Alongside his robodog, Bone, his rival Ranger, Crystal, medical professional and data analysis, Dr. Corvus, and support navigator, Lily and her father, Chief Brodrick; Blaze will venture into 5 distinct areas to save lives, beat up baddies and solve the mystery of these elusive entities, in this light-hearted, comedic adventure that will set your heart ablaze!

CONTROLS



PROGRESSION

FireFighter BLAZE!! is mission-based, meaning players will start at the first mission automatically at the start of a new or be given the option to select a level to start from with the ultimate goal of getting to the end of the level and eventually lighting the boss, usually as its own mission. Within each level are a series of fights the player must clear in order to progress.

In these fights players will be ranked on their performance and given Money as a reward for their efforts. The better they do, the more money they earn. Their performance is rated from D to S based on a few factors: how well their combo score is, how quickly they beat the fight and how much damage they've taken. If the player takes too much damage, uses items or dies, they will lose A LOT of points. Remember; using items, getting hit and dying isn't cool. In between fights, the player will have to navigate the level and do some light platforming to progress. Additionally, numerous civilians can be found in the area and rescuing them will permanently save them for future playthroughs. Also props and enemies will sometimes drop free money, health or water packs for the player to use.

And at the end of the level, the player is given a final tally based on their performance in earlier fights and the average sum of their efforts, as well as the civilians you saved, into a final ranking:

From worst to best: D, C, B, A and S. However, there is a secret SSS rank you can achieve by getting S ranks in all the fights during a mission. This is to encourage replayability, having short levels, 5 to 8 mins each, that can be done in one run to help players master the game and truly be stylish and to go for those SSS ranks.

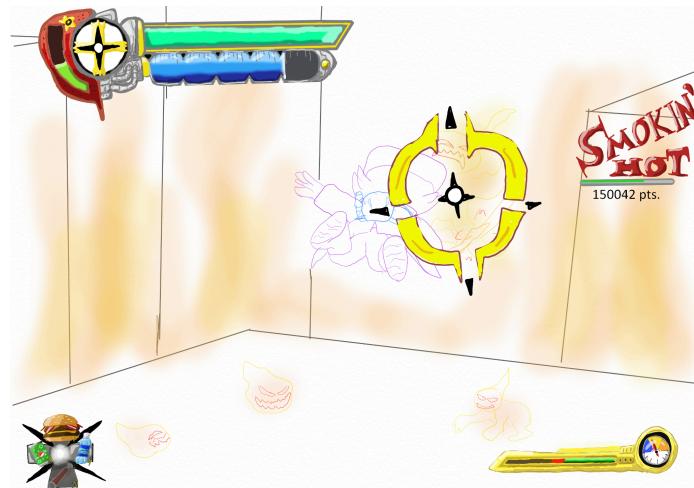
In between missions, players can visit Bone in the shop to use the money earned in missions to buy permanent upgrades such as more health and water containers, new moves and upgrades to old ones. They can also buy consumable items to use in combat.

After the player finishes a mission, the next one will unlock, and so on and so forth until they reach the end. Rewards for beating the game are small but useful, including harder difficulty levels, new moves to buy and a gallery. Regardless, it's meant to keep players coming back for more, especially with that combat.

Getting Hit and Losing all your Health:

Getting hit will do a few things, aside from decreasing the player's health after their defense negates some of the incoming damage, it will cause a hit reaction, will lower the Rank Gauge and will fill the player's water gauge, proportional to the amount of damage taken. If another enemy attack comes their way when in a hit reaction, the player must expertly time a dodge or a counter to avoid getting stun-locked. If the player loses all their health, they will be at death's door. From here, if the player has a Revive Pen, it can be used to bring them back to full life. If the player runs out of Revive Pen, they will have no choice but to give up and be forced to start the mission over again.

GAMEPLAY



FireFighter BLAZE!! will be familiar for anyone who has played stylish action games prior. Upon entering a mission, players will soon get a feel for the controls and movement of the character.

The game is hard, fast and over-the-top, emphasizing mastery over the combat system rather than just doing good enough to get by. Combat uses a ranking system that progressively gets higher and higher the better the player performs in combat.

These ranks are affectionately dubbed; ‘Ice Cold’, ‘Lukewarm’, ‘Gettin’ Warmer’, ‘Heatin’ Up!’, ‘Blazing!!’, ‘ATOMIC!!!’ and ‘SMOKING HOT!!!!’

The higher the rank, the more points they’ll accumulate during a battle and the more points you earn, the bigger the payout will be.

As a result of this, a lot of emphasis will be placed on the player characters’ moveset, abilities and options and how enemies will interact with these tools. So let’s go over the basics.

Movement:

Moving the player is handled via the left analogue stick. Push the stick slightly to walk, or push the stick fully to run. Holding the Lock-On Button will cause the player to lock their orientation to the direction the character is facing or to the target they are locked to. Moving the left stick at the point will cause the character to slowly strafe while keeping they are facing towards a single direction. To stop strafing, just release the Lock-On button.

The standard for this game is that Blaze has 2 different jump heights, both of which can be executed vertically or directed via the left analogue stick.

Tap the Jump button briefly for a low jump or press and hold for a higher jump. Pressing the button again while in midair will execute a double jump, which has similar properties to a normal jump; however you cannot execute it again until you’ve touched the floor. Pressing any attack button or the dodge button will immediately halt your upward ascent, allowing you to execute midair attacks instantly.

Dodging is an extremely good tool for mobility. With the left analogue stick in a neutral position, the player character will automatically dash backwards from where they are facing. Holding a direction on the left analogue stick while pressing the dodge button will cause the player to dodge in that direction. The player can also dodge and dash in midair, allowing the player to cross a large horizontal distance without losing any verticality, though it can only be used once before landing. Dodging is crucial as it grants complete invulnerability while active and can replenish water quickly when done at the last second (More on that later.)

One important mechanic to mobility is Jump Canceling, by pressing the jump button during an attack; you can cancel the attack by jumping into the air, allowing you to instantly begin a new attack sequence. Additionally, the player has the ability Enemy Step, which allows them to jump

off enemies in mid-air so long as they are touching them. This will allow players to rapidly execute midair attacks and will reset their midair options like their double jump and air-dash. Lastly, there is a brief window on invincibility when a jump begins. If you jump before an enemy attack connects, it will sail straight past you, use this when trying to control the battlefield.

Targeting:

There are two forms of Lock-On the game will use, the Soft Lock and the Hard Lock. With Soft Lock, the player character will automatically orient themselves to the closest enemy once they begin attacking, assuming the left stick remains neutral. With the left stick tilted, the player can easily turn their attacks away from the enemy and towards a new target instead. Hard-Lock is performed by holding down the Lock-On Button, which will automatically target the nearest enemy, causing the player to always have their orientation set towards the enemy and will work at a much greater distance than the Soft Lock. To switch targets, simply release the Lock-On button and face a new target before holding again. In addition, holding the Lock-On Button will allow the player to execute certain Command Attacks that would otherwise be impossible with Soft Lock, keep this in mind when trying to execute certain attacks.

Combo Attacks, Charge Attacks and Command Attacks:

There are three different primary attack buttons; a Light attack, a Heavy attack and a Water Attack. Light attacks are fast, deal minimal damage and can utilize combo attacks either by pressing the button rapidly or pausing briefly in between presses.

Heavy attacks are slow to start but deal heavy damage to enemies. They can also be charged to deal more damage and knockback to enemies.

. Additionally, the player can combine certain directional inputs, either towards or away from the enemy, along with either of the attack buttons and the Lock-on button to perform techniques that can affect an enemy differently, these are called Command Attacks. How they are performed and what each one does is entirely unique to the character, but the input to perform them remains consistent. By the way, when I say forwards or backwards, it refers to the direction in which the player character is facing, so 'Backwards' means to hold the analogue stick in the opposite direction the character is facing.

Enemy Design

Given the player's wide array of moves and options for combat, enemies need to provide a significant threat in order to push the player to their limits and use all the tools at their disposal. As such, enemies need to be aggressive, not passive: If 2 enemies are in frame, they'll both have a go. To ensure the player isn't unfairly hit though, there needs to be some

clear telegraphing on attacks with both a distinct audio cue and visual cue like a flash of light. However, aside from basic melee attacks, enemies need options to deal with all scenarios. This can include long-ranged projectiles, moves that close the distance between them and the player, the ability to guard and counter the player's aggression, etc. That said, enemies can't just attack off-screen, they need to be in-frame before they can start up an attack sequence, so their first priority will be to at least be in frame before throwing out an attack.

There is one element we need to discuss though:

Enemy Temperature

Enemies are fire-based and therefore have varying temperatures. In order of coldest to hottest, there is; Cold, Warm, Hot, Red Hot and White Hot. Most enemies will sit at the warm and hot temperatures while most bosses sit at around Red to White Hot temperatures. Not all enemies will have access to all temperatures but the most important aspect is how temperature affects combat. The higher the opponent's temperature, the more damage they'll inflict and if an enemy is above a warm temperature, they will not react to a player's normal attacks. They'll still take damage, but they won't stagger or get launched. However, an enemy's temperature can be lowered via certain attacks to make things more manageable. Once they reach a Cold temperature, not only can they be attacked normally, they are stunned and cannot attack for a brief period until their temperature goes back up to default. Additionally, enemies will visually change based on their current temperature.



The Water Mechanic

To counteract this pressure, player's have access to a water gauge just below their health bar which measures how much water a player will have at their disposal. Water attacks are important because they lower enemy temperatures and can be used in a variety of ways.

By default, pressing and holding RT will fire a continuous stream of water using the Riot Hose, which will automatically aim at an enemy whether locked on or not. It doesn't do much damage and will only stagger if the enemy is already airborne, and will slowly drain water upon use.

As you progress through the game, players will unlock Water Skills and can be accessed by holding LT and pressing any of the face buttons and RT. These skills eat up a good chunk of the water gauge but are much more powerful, will lower temperature even more and are much more versatile.

However, pressing LT during the startup of a Charge or Command Move will trigger an EX Skill. These also consume a good chunk of water, but are more powerful and most importantly, will force a hit reaction, regardless of enemy temperature. While Red Hot and White Hot enemies won't be launched though, they'll still be staggered, giving the player some breathing room.

Water can be regained passively over time, but will regain faster through constant attacks and even more so through perfect dodges. It can also be restored via water packs.

HyperDrive

By utilizing water attacks efficiently, players will slowly fill up the HyperDrive Gauge, which when filled past a certain amount, will allow you to initiate HyperDrive, a special super mode that will increase a player's power and speed, increase water attack effectiveness, decrease water costs for all skills, grants a triple jump and double air dash, unlocks a special super attack and will rapidly regenerate health and water.

This form will turn off once the gauge runs out or the player manually turns it off. Also, picking up water packs with a full water gauge will add to the HyperDrive Gauge instead.

Difficulty levels

There are 3 main difficulty levels in the main game with 3 unlockable.

Easy: Enemies have low health and aren't very aggressive.

Normal: Standard Difficulty.

Hard: Enemies are much more aggressive.

Inferno: Enemy types are rearranged and they all have a higher default temperature.

Extra Spicy: Everything dies in one hit, including you!*

BLAZE OF GLORY!!: Enemies operate just like Inferno, but you die in 1 hit*

*Increases depending how many Revive Pens you have.



- 1.) Player Character and the Riot Hose
- 2.) The enemies the player will be fighting
- 3.) The Lock-On Reticle
- 4.) The Style Meter
- 5.) Enemy Health Bar (Visible when locked on)

- 6.) Enemy temperature (This one goes from Cool to Warm to Hot)
- 7.) Item select (Max Inventory)
- 8.) Player Health bar
- 9.) Player Water Tank
10. Player HyperDrive Gauge

Limitations

This IS an indie-game. We are working with a limited budget and resources. As such, we likely can't have an expansive story world or a deep character kit available, we might have to make an expansion for this later on to include more stuff. We likely won't have any bonuses aside from extra colors and only 1 character playable at first, extra difficulty modes might also get scrapped. Also to save on resources, character animations will likely be reused for some enemies and vice versa for characters added to the future. There will be limited animated cutscenes and most will be exposition told in a visual novel-style and the use of still-images to save on budget.

Character Kit



Name: Blaze

Age: 25

Gender: Male

Occupation: FireFighter Ranger

Likes: Double Bacon Cheeseburgers, his robodog, Bone and being cool

Dislikes: Wildfires, Reading, and people who %*#& with his friends.

Movelist

**Note: X= Light Attack Y = Heavy Attack B = Dodge LT= Water Skill/EX Skill
_ = Pause -> = Forward <- = Backwards**

Attack Name	Attack Input	Description	Price at the shop
BurnEdge Combo A	XXX	A quick two hit combo followed by a spiral of swings to send foes away	N/A
BurnEdge Combo B	X_XX	A quick hit combo followed a revolving slash that hits all around and dispels nearby enemies	\$ 3000
Dust Devil	X_X_X	A quick hit combo followed a revolving slash and then two slashing projectiles and do massive damage and snuff out enemy temperature	\$ 5000
BurnEdge Combo C	XX_XX	A quick two hit combo followed by a fierce twirl of the ax in front of you and then a tremendous swing to send enemies skyward	\$ 3000
Twister	XX_X_X	A quick two hit combo followed by a fierce twirl of the ax in front of you and then a ending by spinning out into a massive tornado that drops the temperature	\$ 8000
BurnEdge Air Combo	XXX (in air)	A quick three hit combo in mid air to send enemies flying	N/A
Stove Burner	XX_X (in air)	A quick two hit mid air combo followed by a fierce twirl of the ax	\$ 4500

		in front of you and then a tremendous swing to send enemies reeling	
Sunrise - Sunstroke	(Hold) X - Press LT at the start of the move	Launch enemies skyward after nearly any light attack - Can be upgraded for bigger range and multi-hit -Jump up and unleash a multi-hitting arc that send your enemies heavenwards	\$ 2500 - \$3000 - N/A
Sunset - Aerial Sunstroke	(Hold) X (in air) - Press LT at the start of the move	Launch enemies back to Earth after nearly any light attack - Can be upgraded for bigger range and multi-hit -Jump up and unleash a multi-hitting arc that send your enemies heavenwards	\$ 1500 - \$3000 - N/A
Seismic Split - Ice Breaker	Y (Can be charged) - Press LT at the start of the move	A fierce swing that will shake and split the earth and send enemies sprawling. Can be held from greater range and power - Summon a huge glacier of ice around you to send enemies up while dropping their temperatures	N/A - N/A
Blazing Smash	YY (Can be charged)	Slam the pummel into the earth and snuff out any fires close to you. Can be held from greater range and power	\$10500

- Crazy Winds	- Press LT at the start of the move	- Summon a huge whirlwind around you as you swing your ax to send enemies flying	- N/A
Helmet Splitter	Y (in Air)	Crash down from the sky and split your enemies apart	N/A
- Arctic Split	- Press LT at the start of the move	- Come crashing down even faster and generate ice crystals to pop enemies back up	- N/A
Hot Streak	Lock-on + > + X	Charge forth and split your enemies in half with this brutal attack - Can be upgraded to travel further - Barrel forward and rapidly slice apart your enemies in a mad torrent	\$9500 - \$11000 - N/A
Guillotine	Lock-on + > + X (in air)	Fall to the ground as you spiral in the air in an arcing motion, dragging foes down with you - Can be upgraded to build more water and do more damage - Rapidly spin and saw enemies in half before quickly dropping to the ground.	\$10500 - \$12000 - N/A
Wood Chipper	Lock-on + < + X	Stylish spin the ax and send enemies up and ready for combos - Can be upgraded to hit more	\$7500 - \$9000

- Splash	- Press LT at the start of the move	- Homerun a ball of water to spray a whole group of enemies before you	- N/A
Whirlwind	Lock-on + <- + X (in air)	Spin around quickly to hit enemies at all angles and keep aloft -Can be upgraded to hit more	\$7500 - \$9000
- Splash	- Press LT at the start of the move	- Homerun a ball of water to spray a whole group of enemies before you	- N/A
Stamp Out	Lock-on + -> + Y	Unleash a quick series of kicks that don't do much damage but drastically lower enemy temperature -Can be upgraded to come out faster	\$11500 -\$12000
- Torrent	- Press LT at the start of the move	-Unleash a spinning blade of water that keeps enemies at bay as you go about your business	- N/A
Dropkick	Lock-on + -> + Y	Unleash a quick dropkick that doesn't do much damage but drastically lower enemy temperature -Can be upgraded to come out faster and travel further	\$9500 -\$12000
- Torrent	- Press LT at the start of the move	-Unleash a spinning blade of water that keeps enemies at bay as you go about your business	- N/A
Trailblazer	Lock-on + <- + Y (Air Ok)	Send out a powerful gust of air to split enemies apart	\$15000

		regardless of direction -Can be upgraded to come out faster and hit multiple times	-\$30000
- Maelstrom	- Press LT at the start of the move	- Unleash a powerful tornado to sweep enemies off their feet	- N/A
Riot Hose	(Hold) RT	Fire a continuous stream of water using the Riot Hose, which will automatically aim at an enemy whether locked on or not. It doesn't do much damage and will only stagger if the enemy is already airborne, and will slowly drain water upon use. -Can be upgraded 3 time to improve efficiency and power	N/A - \$5000, \$10000 \$30000
Bubble Bomb	LT + Y	Throw a huge bubble of water that explodes and soaks everything in range. -Can be upgraded to increase size, damage and create mini bubbles that will also explode	N/A - \$ 6000 \$12000 \$35000
Frost Shield	LT + Jump	Creates a shield that can stop incoming attacks -Can be upgraded to explode on contact, reflect projectiles and last longer.	\$1000 - \$ 2000 \$4000 \$6000
Extinguisher	LT +X	A long range blast of fire-extinguishing	\$3000

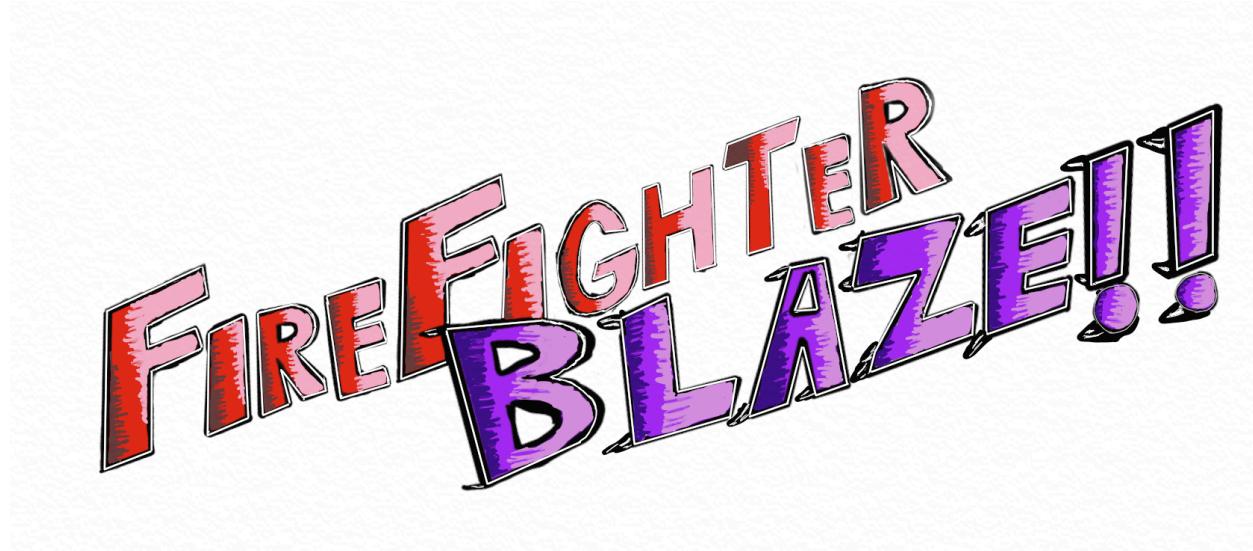
		foam -Can be upgraded to increase size, damage and launch enemies	- \$ 8000 \$16000 \$25000
Rain Check	LT + B	Summon a rain storm to drown the immediate area -Can be upgraded to increase size, duration and damage	\$9000 - \$14500 \$30000 \$45000
Ultra Riot Cannon -Hyper Soaker Omega Splash Cannon	LT + RT - LT + RT in HyperDrive	Uses all available water to fire a hyper-pressurized blast of water that can tear through buildings -Only in Hyperdrive, uses all available water to fire a hyper-pressurized blast of water that can tear through the planet	\$50000 -N/A (if hyperdrive is available)
Air Dodge	B (in the air)	Allows for mid-air dodges	\$1000
SmokeScreen	Lock-on + -> + B	Vanish and teleport directly to an enemy at the cost of water	\$40000
Hyper Engine	Passive	Increases duration and gains from the HyperDrive	\$60000
Water Boost	Passive	Increase the regeneration and cooling power of water attacks	\$60000
Deep Pockets	Passive	Increase inventory space	\$30000
Deeper Pockets	Passive	Increase inventory space even more	\$70000
Taunt	Select Button	Taunt you enemies	\$1200

		for style at the cost of water	
Unlimited Water	Passive (Toggelable)	Grants infinite water to use but severely hampers score. Only unlocked after beating Inferno mode	\$99999
Unlimited Drive	Passive (Toggelable)	Grants infinite HyperDrive to use but severely hampers score. Only unlocked after beating BLAZE of GLORY!! mode	\$999999

ITEMS

Name	Limit	Description	Costs
Health Up	10 (Permanent)	Permanently increase health by 100. Each one cost more than the last.	\$100 \$500 \$1000 \$2000 \$5000 \$10000 \$12000 \$15000 \$20000 \$50000
Water Up	10 (Permanent)	Permanently increase the water tank by 100. Each one cost more than the last.	\$100 \$500 \$1000 \$2000 \$5000 \$10000 \$12000 \$15000 \$20000 \$50000
Double Bacon Cheeseburger	3(at start) 9 (at max)	Restores 500 health when consumed.	\$4500
Water Bottle	3 (at start) 9 (at max)	Restores 500 water when consumed	\$2500

Soda	3 (at start) 9 (at max)	Restores 50% of HyperDrive when consumed.	\$7500
Revive Pen	1 (at start) 3 (at max)	Brings you back to full health upon death (used automatically)	\$10000



Hit Data Storage

The screenshots show the Hit Data settings for three different animation clips in the Unreal Engine 4 Details panel:

- Fighter_Hitstun_Air_Hard1:**
 - Notify:** Location (X: 0.5, Y: 0.5, Z: 0.0), Radius (3.0), Attach Name (root).
 - Hit Data:** DirectionType (1), LaunchVector (X: 200.0, Y: 0.0, Z: 200.0), Damage (5.0), LaunchType (2), HitStop (0.08), ShakeScale (0.3), MeterGain (20.0), Water (0.0), Cooling (9.0).
- Fighter_Hitstun_Air_Hard1:**
 - Notify:** Location (X: 0.0, Y: 0.0, Z: 35.0), Radius (200.0), Attach Name (None).
 - Hit Data:** DirectionType (0), LaunchVector (X: 0.0, Y: 0.0, Z: 500.0), Damage (20.0), LaunchType (2), HitStop (0.2), ShakeScale (0.8), MeterGain (20.0), Water (0.0), Cooling (3.0).
- Fighter_Hitstun_Air_Hard1:**
 - Notify:** Location (X: 0.0, Y: 75.0, Z: 35.0), Radius (150.0), Attach Name (None).
 - Hit Data:** DirectionType (1), LaunchVector (X: 2000.0, Y: 0.0, Z: 100.0), Damage (25.0), LaunchType (2), HitStop (0.2), ShakeScale (0.8), MeterGain (20.0), Water (0.0), Cooling (3.0).

