



QUACKINGTON

Galactic Rebel

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QUACKINGTON GALACTIC REBEL

Beat Hazard meets 1943 and Asteroids.

Quackington Galactic Rebel is a fast paced third person 3D single player arcade space shooter controlled by joystick. Featuring ducks, laser eyed Cats, power ups, asteroids and a secret mission. With a banging 80's graphic style and audio track.

UNIQUE SELLING POINTS

- Alternative universe where Ducks and Cats in a war for galactic domination.
- Easy to pick up and play
- Replayable and enjoyable
- Bright and colourful design aesthetic

SYNOPSIS:

In *Quackington Galactic Rebel*, your goal is to deliver war winning information for the Rebel ducks to the General of the Rebellion in a nearby star system. You, Quackington, are the sole survivor of an attack on the secret R&D base and managed to escape the planet with crucial intel stored in your ships computers. You must jump through seven sectors of space to the General of the Rebel Uprising, fighting off oncoming attacks by Evil Cat Kingdom while the jump drive charges. Enabling you to jump to the next sector and be one step closer to the Rebel base. The player must use their skills of evasion and shooting to blast their way home to victory, picking up power ups and ship augmentations along the way. Throughout the game players will have to keep their ship and themselves alive in order to keep the war winning information falling into the Evil Cat Kingdoms claws.

AUDIENCE:

Quackington Galactic Rebel is a computer game aimed at players who are new to games, between the ages of 12 – 30.

PLATFORMS:

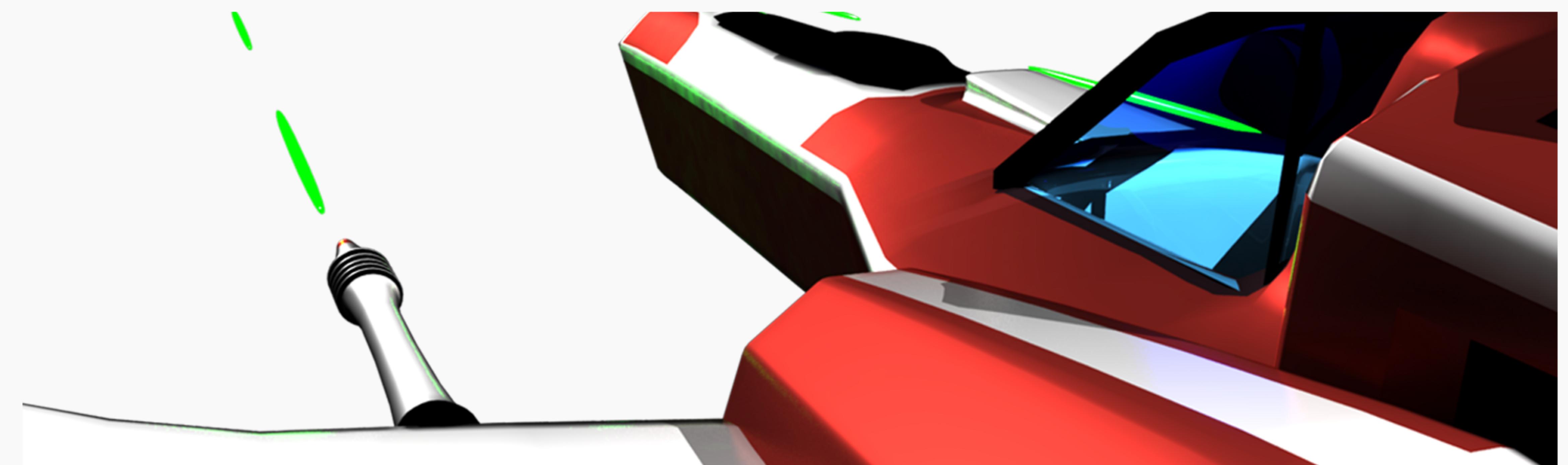
PC/Mac/Linux

INPUT DEVICES:

- Joystick [Primary]
- Mouse and Keyboard [Secondary]

GOALS:

- Stay alive
- Transport war winning research for the rebellion to the rebel General.
- Pick up ship augmentations
- Acquire power-ups
- Free the Galactic Ducks!



GAME PILLARS:

Sense of Urgency:

- The game should never feel too easy or too hard. Sense of urgency should make the player concentrate and get more invested in the game. While being mindful of taking hits and damage from enemies' and asteroids.

Exaggerated Power-ups:

- Exciting power-ups in each level that helps to keep the player engaged and amused.

Fast Paced Action and Reaction:

- High amount of responsiveness - fast and exciting scenes and levels.

Solid System Design:

- Each aspect of the game's mechanics; such as power-ups, movements, progressive level difficulty, random drops and ship augmentations - are well thought out to support the gameplay and enjoyment of the player.

Bright and Exaggerated Environments:

- Art and sound to come together to create a cohesive and logical universe in which the game exists; allowing immersion into the game world.

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BULLET POINT BREAK DOWN

❖ Four axis movement

❖ Three variants of attack

- o Lasers have limited ammo
- o Rockets ammo is limited to 20
- o Singularity Cannon ammo is rare limited to 2

❖ Player ship can boost or break, altering speed

- o Breaking cases ships to slow to a halt
- o Boosting speeds up player ship 120% and drains jump drive charge

❖ Player can pick up and use power-ups

- o Power ups are in effect on pickup with the exception of Nanites. These activate when health of player ship is critical
- o Rapid fire - alters rate of fire by 120% for 20 seconds
- o Slow fire - alters fire rate by -150% for 15 seconds
- o Shield - protective bubble around ship taking damage before hull
- o Ghost - creates copy of player for 15 seconds
- o Laser Mouse Bomb - attracts enemy ships and detonates on proximity

❖ Player can pick up random drops

- o Repair Drone – repairs 15 – 25% of hull damage over 10seconds
- o Ammo – refills ammo stocks %5 chance to refill singularity ammo
- o Ship Nanites - +1 full repair [life]

❖ Survive seven sectors of space to win game

- o Jump drive takes time to charge, before being able to jump to next sector
- o Player ship is limited to 3 full repairs [life] before game over

❖ Player can pick up ship augmentations

❖ Player can alter power for each system at start of sector

- o More power to jump drive faster charging
- o More power to weapons faster firing and higher damage output
- o More power to shields better resistance to damage

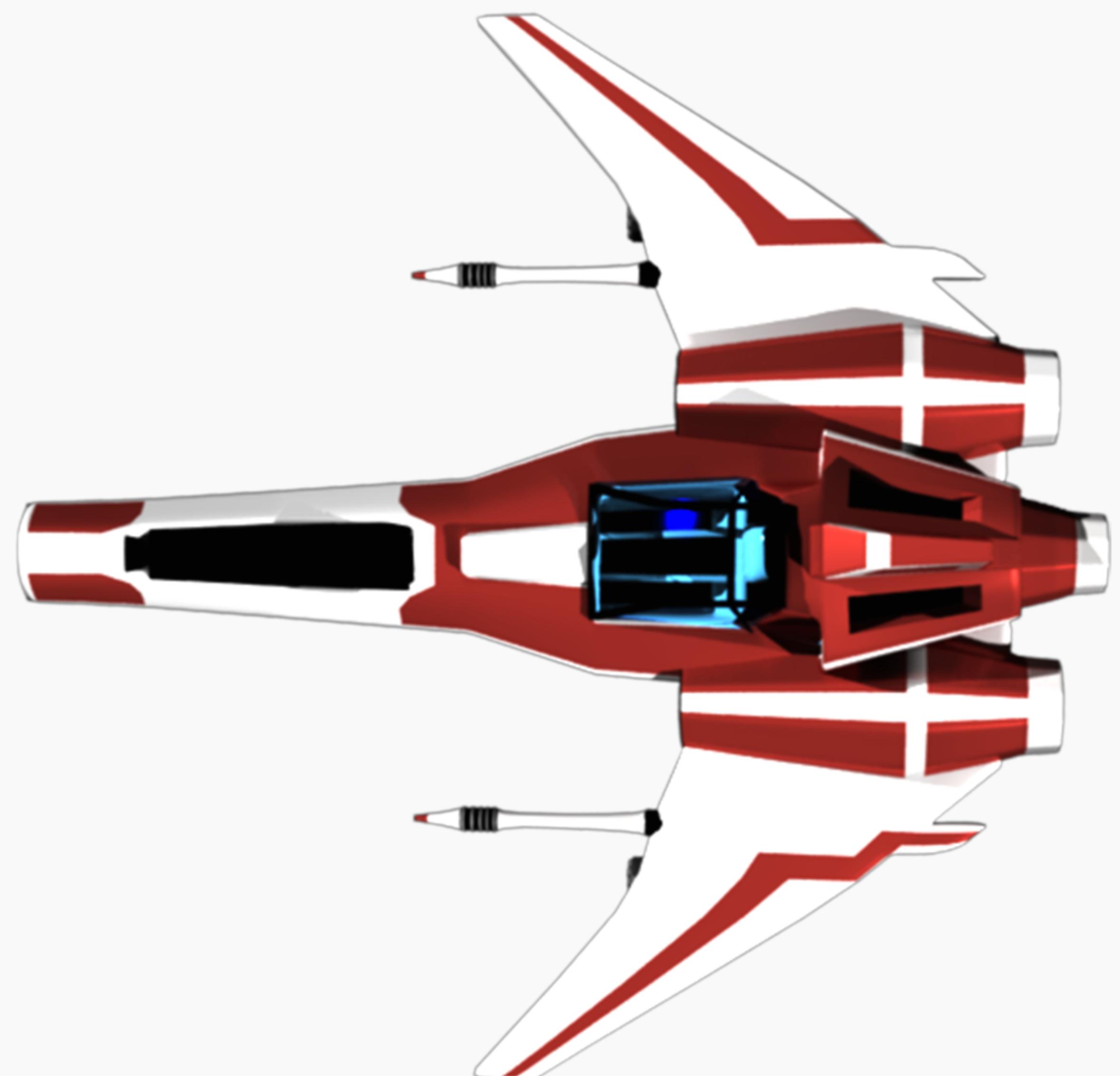
❖ Enemies can't pick up power-ups

- o Get progressively harder with each sector
- o Last level have weak shields

❖ A player or enemy takes damage when hit by asteroids.

CORE MECHANICS:

- Shooting
- Dodging



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GAME ECONOMY:

Life:

- Life is limited to 3 full repairs by the ships Nanites, allowing repair on extensive damage. Once the player runs out of repair Nanites and hull of ship reaches 0 the game is over and the rebels loose.

Power:

- Power is limited this effects the shields and fire rate of lasers, the more power the more protection or offensive firepower the player has.

Time:

- Time structures the games sectors, takes time to charge jump drive to proceed to the next sector. Need to survive long enough for the jump drive to charge in order to jump, longer in one sector of space harder and longer it gets.

POWER-UPS:

Rapid fire:

- Speeds up fire rate of any weapon by 120% for 20 seconds

Slow fire:

- Slows down fire rate but damage is increased by 150% for 15 seconds

Shield:

- Creates a protective shield around player, takes damage before hull until the energy of shield is depleted.

Ghost:

- Creates a copy of player that the enemy's will attack before the player 15 seconds

Laser Mouse Bomb:

- Creates mouse shaped laser bombs that enemies are attracted to and blow up on proximity to bomb destroying any ships nearby.

STRUCTURE:

PLAYER SHIP FEATURES:

Boost:

- Speeds up the player ship for 10 seconds, adds danger of making it harder to avoid asteroids and to shoot enemies.

Break:

- Slows the ship down to a stop, can prevent crashes and but can make players sitting ducks.

Jump Drive:

- Jumps ship to the next sector after it has been fully charged.

Power Management:

- Ability to distribute power though out the ship depending on the sector.

COMBAT:



LASER:

Starting weapon. Deals the least damage but fires fast and consistently until overheated. Received at start of mission.



ROCKETS:

Second tier weapon. Deals much more damage than lasers but limited in fire rate and ammo. Explodes on impact with enemy ships and asteroids. Found as a ship augmentation in sector 2.



SINGULARITY:

Third tier weapon. Deals the most damage, creating a black hole that sucks any game objects in range into the newly formed black hole. Are very rare ammo count is limited to 2 for the entire game. Black hole creates an alternative universe and changes colours of the game temporarily. Found as a ship augmentation half way though sector 4.

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RANDOM DROPS:

Repair Drone:

- Repairs 15 – 25% of hull damage to player's ship over 10 seconds.

Ammo Drop:

- Refills all ammo 5% chance to refill singularity cannon ammo.

Upgraded shield:

- Increases the vitality of the shields by 15% permanently

Ship Nanites:

- Grants +1 full repair of ship to the player

STORYLINE:

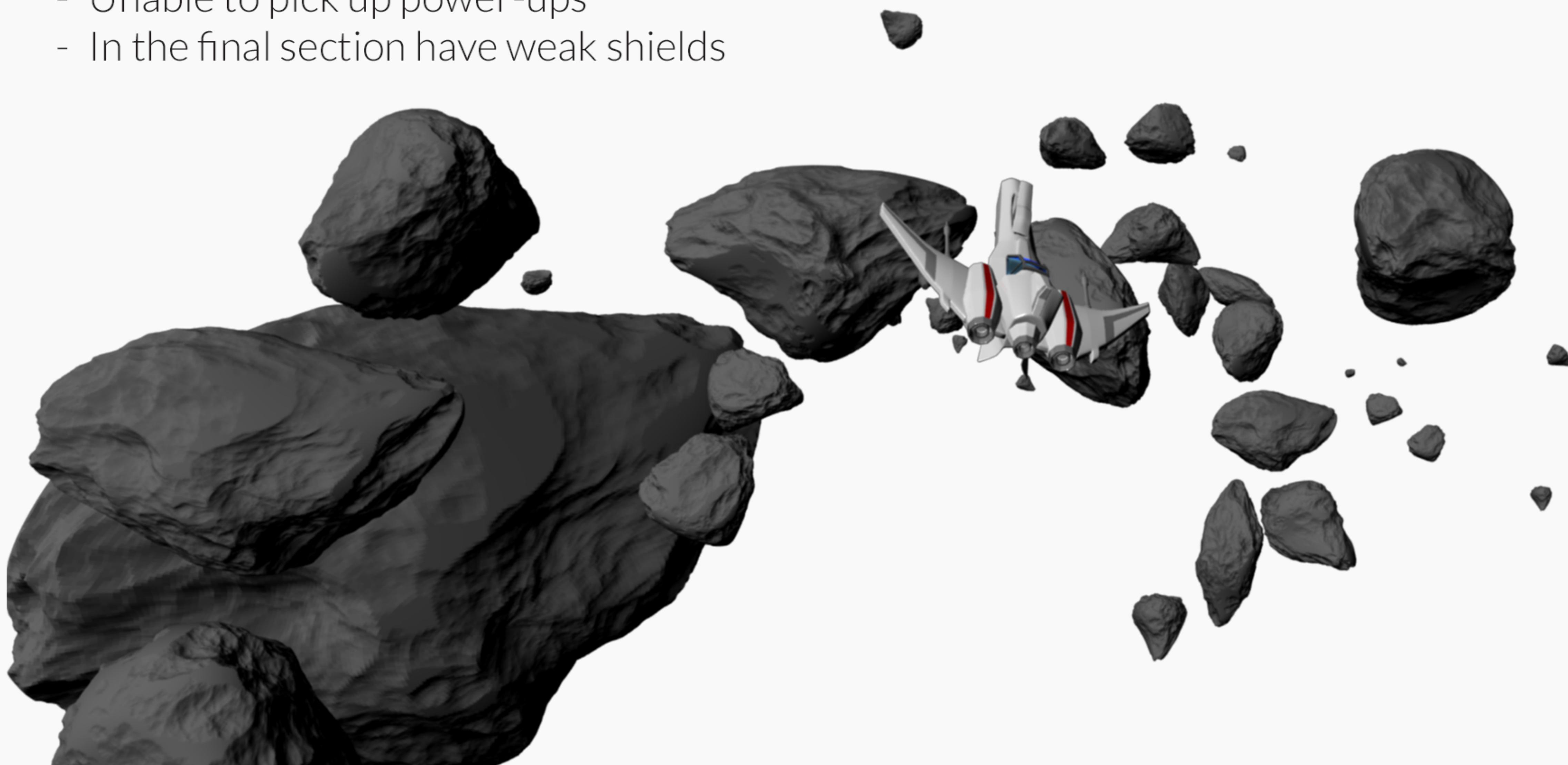
In an alternative universe, a war between Rebel Ducks and the Evil Cat Kingdom is raging.

After many generations of cruel and harsh rule by their cat overlords, a rebellion by the Ducks has begun. The war is not going well for the rebellion - outnumbered and out-gunned they have been forced into hiding, waiting for the right time to strike due.

The free Rebel Ducks have begun a fierce guerrilla war, chipping away at the overlords attacking when numbers favour them. The rebellion has had success attacking supply lines and liberating small settlements and back water moons and planets, slowly gaining a foothold.

ENEMY SHIPS FEATURES:

- Lasers
- Rockets
- Unable to pick up power-ups
- In the final section have weak shields



Our story begins after a rebel spy and research and development base after was betrayed by one of their own, resulting in a devastating attack on the base. The Evil Cat Kingdom arrives in their galactic juggernaut class destroyers and obliterates the underpowered free Rebel Ducks stationed there. All except for one, with plans for a secret gunship more powerful than that of the Cat Kingdoms juggernaut class ships.

In a small cloaked ship Quackington escapes the attack, but a small asteroid disables the cloaking tech. The player must travel though star systems dodging asteroids and fighters of the Evil Cat Kingdom. To bring the vital war winning information to the rebel General with utmost haste.

The fate of the rebellion is in your wings, hold on to your feathers!

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CONTROL SCHEME:

MOVEMENT:

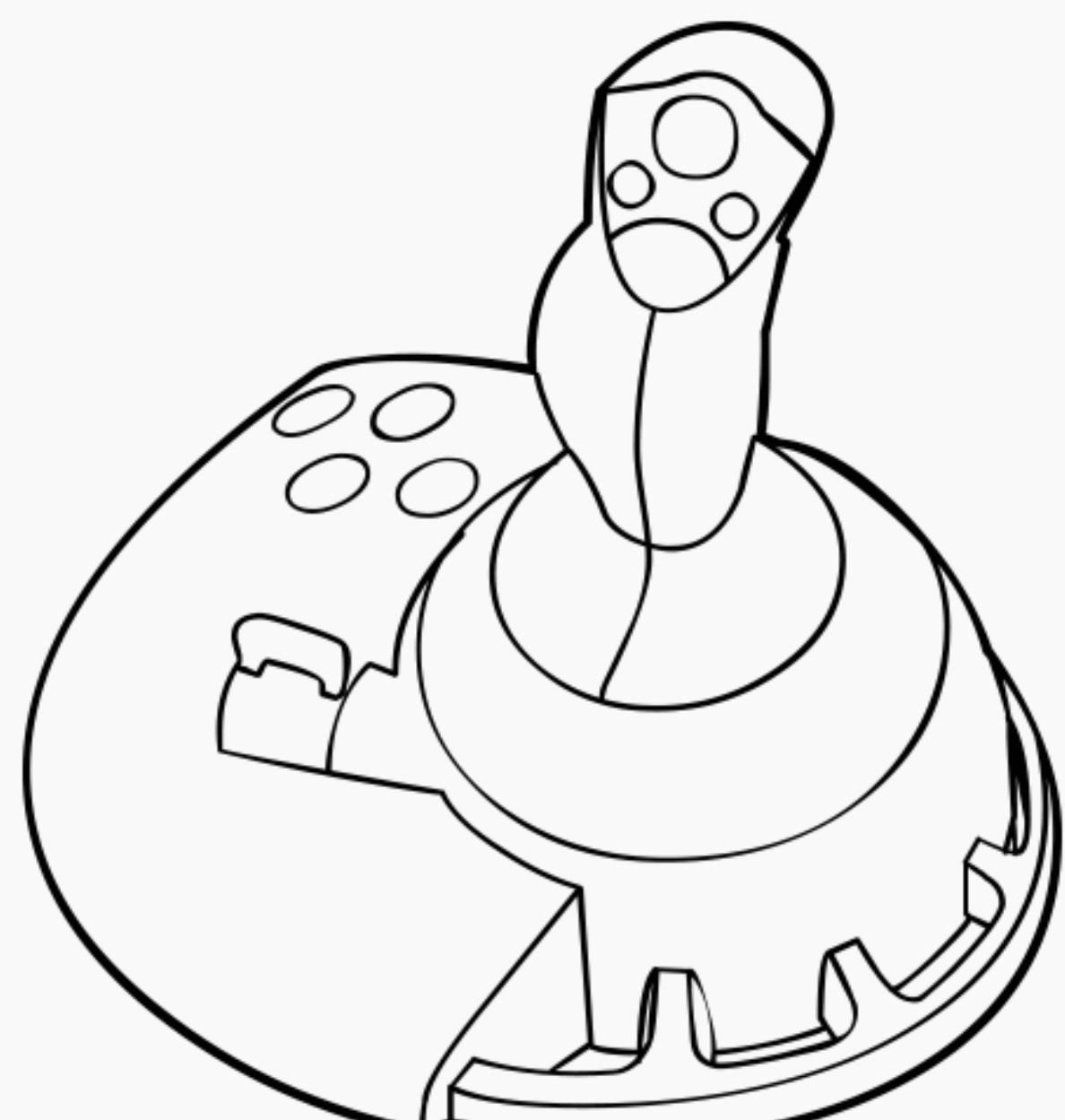
	Joystick	Mouse/Keyboard
UP	Joystick X axis	Mouse X axis
DOWN	Joystick Y axis	Mouse Y axis
LEFT	Joystick Left	Mouse Left
RIGHT	Joystick Right	Mouse Right

COMBAT:

	Joystick	Mouse/Keyboard
LASERS	Joystick trigger	Left click
ROCKETS	Joystick trigger 2	Right click
SINGULARITY	Joystick trigger 3	Middle mouse

MOVEMENT SPECIAL:

	Joystick	Mouse/Keyboard
BOOST	Joystick button 7	Shifts
BREAK	Joystick button 6	Control



SOUNDTRACK:

Star Citizen Unofficial Soundtrack

Selected Tracks

- 'StarDisc' by Fernando Pepe
- 'Decadent' by Lethe River and Nick D.
- 'Into the void' by Yuchen Tian
- 'To War' by Caden L Welborn
- Nick Fitzgerald: <https://soundcloud.com/njfmusic>
- Yuchen Tian: <https://soundcloud.com/mopbop>
- Fernando Pepe: <https://soundcloud.com/ferpepe>
- Nick D: <http://soundcloud.com/lethe-river>
- Caden L Welborn: <http://cadenlwelborn.com> ,
<https://soundcloud.com/caden-l-welborn>



Usage Rights:

"Want to use this music in your youtube video/whatever

The complete unofficial Star Citizen soundtrack is always free to use anywhere and anyway you like.

All that's asked is that you properly credit any artist whose work you use by way of displaying their name.

Additionally, a link to their soundcloud/web-site is appreciated, but not mandatory."

(Welborn, 2013)

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REFERENCES:

STYLE 80'S RETRO FUTURISTIC:



(Spooner, Chris, 2013)

OTHERS:

Fonts:

- Quackington
- Avenir LT Std (Frutiger, 2016)

Galactic Rebel

- Mistral (Excoffon, 2016)

Images:

- Nebula (NASA, 2016)
- Saturn (Ciclops, 2008)
- Dirty Lens Effect (Ruben, 2009)

3D Model:

- Asteroids (rOEN911, 2014)

Game References:

- Beat Hazard (Cold Beam Games, 2010)
- 1942 Arcade Game (Capcom, 1984)
- Asteroids Arcade Game (Atari Inc, 1979)

Style References:

- 80's Retro Futuristic Neon Artwork Tutorial (Spooner, 2013)
- 80's Inspired Neon Artwork (Spooner, Chris, 2013)
- Retrowave (Renner, 2015)
- 80's Retro Futuristic Graphic Motion (Salado, 2015)

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Welborn, C. L. (2013, May). Star Citizen An Unofficial Soundtrack. Retrieved from robertsspaceindustries: - <https://forums.robertsspaceindustries.com/discussion/20364/star-citizen-an-unofficial-soundtrack-28-tracks-pro-quality-download-now-6-18-14-more-music>