Rogue Run

 **“Futuristic driverless cars in a Smart City”**.

Intended Systems (PC)

Intended Age of Players: 13+

 ESRB Rating:

# Contents:

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# Gameplay Mechanics:

Mechanics:

* Enemy Behaviour:

At the start of the game the enemy vehicles will be set to patrol specific paths until the player comes within a certain distance, when this happens the enemy vehicles will follow the player and start attacking them once they get within a set distance.

If the player manages to outrun the enemy vehicles, then they will return to their patrols.

* Scoring:

Throughout each chapter the player can collect score from killing enemies, finding collectables and completing the each level.

The score will be used to record each player’s high score on a leader board.

The player can also lose score by dying and destroying non-hostile vehicles/buildings. This will be introduced later on in the game to increase difficulty.

* Cars give 100 score for each destroyed
* Boss gives 500 Score
* Difficulty Levels:
* Easy
* Player health: 150%
* Enemy Damage: +5hp
* Number of barricades: 3
* Score Multiplier (0.75)
* Number of lives: 5
* Normal
* Player health: 100%
* Enemy Damage: +10hp
* Number of barricades: 6
* Score Multiplier (1.25)
* Number of lives: 3
* Hard
* Player health: 75%
* Enemy Damage: +15hp
* Number of barricades: 10
* Score multiplier (1.75)
* Number of lives: 1

Hazards:

* Barricades/Spikes

Police Barricades will be spawned randomly throughout the map to try and hinder the player’s advancement around the level. Before encountering hazards, the camera triggers a slow-mo phase to let the player dodge the spikes/barricade negating a 25 damage penalty. If the player runs over the spikes, it will also trigger a camera shake to visually show they didn’t dodge them.

The hazards could consist of a police car (barricade), police spike strips and a wooded barricade.

Non-hostile vehicles: Non-hostile vehicles such as taxis or buses will be present throughout the map moving along set paths, these entities will have low health, so if the player runs into them they will be destroyed and cause damage to the player and lose 250 score.

Power ups:

* Rockets

Rockets are a special weapon the player can find throughout the level and as a drop from enemies.

Rockets fired from the player deal 25 damage to enemies.

The player can hold a maximum of 4 rockets at a time but loses them once the player starts a new district (level).

* Repair Kit

The repair kit is a healing power up that the player can find throughout the map or as a drop from enemies.

The repair kit restores 25 health points to the player.

* Boost

The boost is a power up that temporary increases the players speed, and can be found throughout the level and as a drop from enemies.

The boost increases the players speed by 0.3 of normal speed

* EMP bumper

Allows the player to absorb bullets that hit the front and rear of car whilst also negating damage when they ram into enemy cars.

Collectables:

* Silver Coins

Silver Coins are a collectable that are randomly dropped by enemies and increase player score by 200

* Gold Coins

Gold coins are a rare and valuable collectible, with only one to be found. In each chapter in a random district and give 1000 score.

# Game World and Enemies:

* Chapter I  
  - Game World: Situated in the City of Angels – Los Angeles. This Chapter will feature three districts – Beverly Hills, Pasadena and Compton.  
  - Enemies: The enemies are going to be regular polices cars which will deal 5 damage points per hit.
* Chapter II  
  - Game World: Situated in Rome. This chapter will feature two districts – The Vatican and Modern Colosseum.   
  - Enemies: The enemies are going to be ancient-looking police cars but will deal slightly more damage to the player (7.5 damage points).
* Chapter III  
  - Game World: Situated in Madrid. This chapter will feature three districts – La Prosperidad, Salamanca and Cortes.  
  - Enemies: The enemies are going to be Fiat police cars and will be faster than the previous chapter but will deal 5 damage points.
* Chapter IV   
  - Game World: Situated in London. This chapter will feature four districts – City of Westminster, Waterloo, Canary Wharf and Canning Town  
  - Enemies: The enemies are going to be modern police cars which will be fast and will deal 10 damage points per hit.
* Chapter V  
  - Game World: Situated in Moscow. This chapter will feature two districts – The outskirts of Moscow and central Moscow.  
  - Enemies: The enemies are going to be WWII vehicles which will be slow but will deal 15 damage points per hit.
* Chapter VI   
  -Game World: Situated in Tokyo. This chapter will feature four districts – Setagaya-Ku, Meguro-Ku, Shibuya-Ku and Shinjuku-Ku.  
  -Enemies: The enemies are going to be modernised-samurai style police cars. They will be fastest enemies and the game and will deal 17.5 damage points per hit.

Main Gameplay Concept:

* The game will feature 6 chapters. Every chapter will be a different city which will have 2 - 4 parts (districts) and will either be set during the day/night. When the player kills all the enemies they’ll be prompted to move onto the next mission/district.
* The player will travel through the world and every chapter will have its own distinctive theme.
* The difficulty of the game increases as the player progresses through districts and chapters. Enemies become more powerful and have more health points, alongside having upgraded weapons.
* At the end of each chapter the player will encounter a boss (e.g. tank) which will be using different weapons and will have unique perks and abilities.
* Different types of weapons will be presented in the game. The player can choose which weapons or power-ups to use depending on the enemies they encounter.
* Different enemies will have different behaviour and the player will need to incorporate different tactics in order to overcome them.

# Cut scenes:

* The game will feature cut scenes before and after every chapter.  
  - First one is going to play before chapter one. It will feature two mysterious people who will briefly tell the story.  
  - The second cut scene will be played in the end of each chapter and it will show the transitions from city A to city B.   
  - From then on every chapters cut scene will progress the story, introducing new characters and gameplay.

# Story/Narrative:

Setting, it’s the year 2144

After Climate change became too hard to handle, Countries split themselves off into massive domes, segregating themselves off from each other in order for survival. You play a detective who has uncovered the truth and has found that the outside is perfectly harmless, but why has the government kept this a secret? Armed with your trusty vehicle, Val, you must shoot your way past Self Driving Cars that have discovered you know the secrets.

Story

In the Year 2093 the climate shifted dramatically and resulted in countries around the world to block themselves off in massive Domes, or that’s what the government tells you. They covered up everything about the project and sheltered the populace from the truth. In reality, the Climate hasn’t shifted that much and the government is using more of Earth’s Resources in order to gain more wealth for their projects, which includes Weapons of Mass Destruction. Anyone who speaks out, immediately disappears from existence. A rugged detective known as Charles Reeden uncovers something from a suspected crime scene and a body has been uncovered, which is one of the scientists who spoke out about the project. In his coat a set of keys can be found, He then searches the house of the deceased, the locked garage door peaks his interest. Then he realises that maybe one of the keys can unlock it, It works in which a full black room and only a car remains, just like a garage would. However, this car seem to be calling out to him, like it was talking. He then goes into the car and instantly he’s locked and Val introduces herself. She tells him that her creator was murdered because of him wanting to reveal the truth to the population. So he invented ways to arm his car to fight past the government but was killed before he had the chance to fight.

Immediately you are thrown into the deep end and now you have to help the Highly Intelligent Val fighting against the forces who are trying to supress you. Although Val mentions that she wants to help the population, her true goal is to crush the men who has killed her creator.

With each chapter, more opportunities arise. Each chapter you travel to different countries/domes, which give a different perspective every time you change dome.

# Characters and Controls:

Name: Charles Reeden

Age: 32

Occupation: Detective

General Description: “Protagonist” of the game. A tall slender man, usually seen wearing a long khaki trench coat & blacked out but worn fedora.

Always armed with his trusty Hyperion 2-11 pulse revolver.

Name: Valkyrie (Val)

Age: Is but a number

Occupation: Charles’ Car & right hand woman

General Description: A highly intelligent car with a shady past. In this day Cars themselves too have personalities and this one likes to show it. Having recently lost its previous owner (Dr Regis), Val choses to take a leap of faith and partner with Charles to take down those who murdered her creator and help uncover the mystery surrounding the Animus Corp.

Heavy muscle car, disguised as a cop car to blend in.

Name: Dr M. Regis

Age: Deceased

Occupation: [Classified] former lead mechanical engineer for Animus AI.

General Description: Not much is known about Dr Regis to most people. As the creator of Val, his most prized work, he made to keep her secret as she was far more intelligent than the AI cars he was forced to make for the Animus Corp. After Animus finding out about his little project they sent a hit order to wipe him out and steal Val. However unfortunately for them Charles was involved.