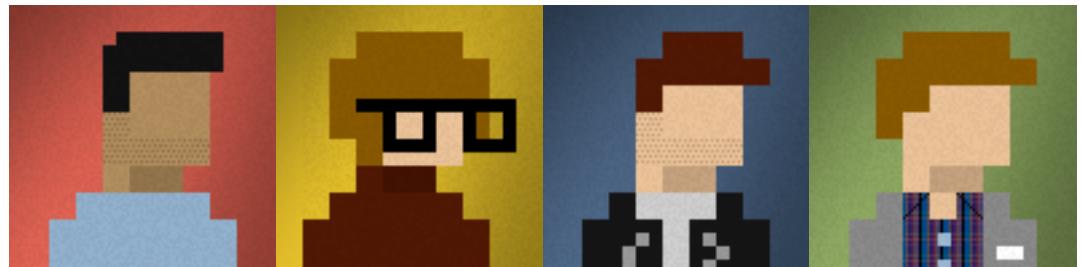




Project Bitman TeamLab



Concept

Project bitman is a video game with 8-bit stylization that still retains the feel of a current generation game. It is a side-scrolling story driven action game combining elements of *The Legend of Zelda*, *Mario Bros.*, & many of the projects by *Bioware* & *Valve*.

Think *Star Wars* meets the legend of Atlantis with a sprinkling of Arthuriana for good measure.

Research Images

Character design, colouring and graphical quality:

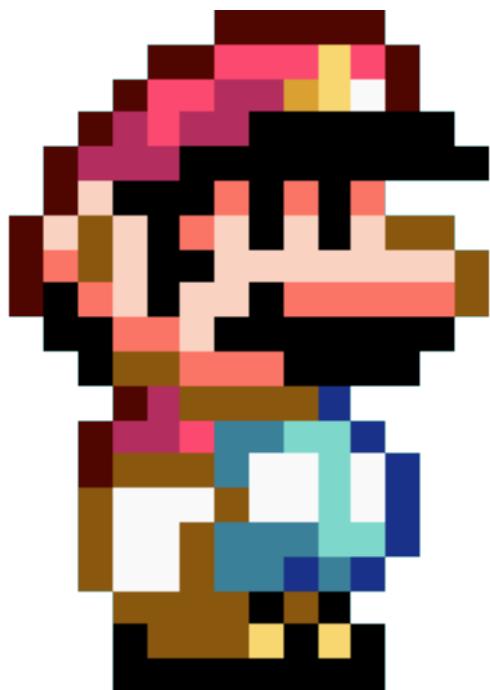


This Zelda game (*Link to the Past*) is the perfect example of quality 8-bit retro design. It is very high quality, the colours are vivid and each section and terrain is well defined. I also like the sizing of the character in the world around him. Obviously this is a different perspective to what we are going for but it does capture the essence of design quality.





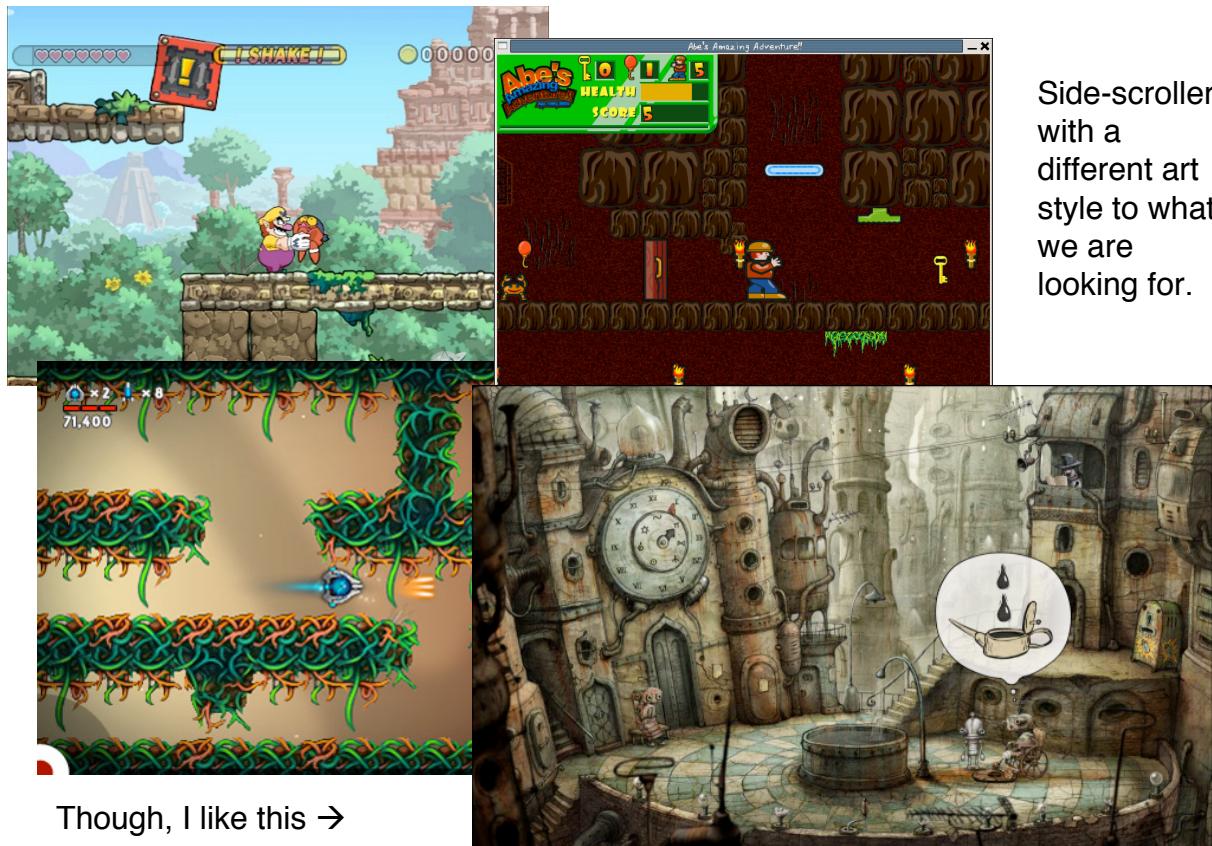
This is a screenshot from *Scott Pilgrim* and although it looks again very high quality it is not 8-bit. So although I think we should take inspiration from this game we should take less from the character and scene design side.



I think this Mario design is what we should be looking for in terms of quality of character design. This Mario is of the same quality as Zelda from the previous screens. It is not too rendered like Scott Pilgrim but verging on the 8-bit feel. This means that the character design will have the retro feel we are looking for while still being able to be rendered for the HD display of the iPhone.



Scene design and perspective:



If we have the ability etc. it might be nice to look into having scene designs as good quality as *Street Fighter 2*. But we would still be sticking to the 8-bit man.





Megaman is quintessential 8-bit retro style gaming. If our game looked like that I would be happy if I'm honest. I think all the shots need is widescreen and HD and they are pretty nice. Then Final Fantasy also has a similar feel in its older games. I'm mainly looking at the lead character designs and how they appear. Although

what I don't like is how disconnected they look and feel from their environment; whereas *Megaman* looks and feels more at home. Continuity in quality is what we should aim for. All of it needs to look good not just the characters.



Game Features:

If this is just another game then it will get buried in the market. The key thing is to be appealing through nostalgia, gameplay & story. The problem is that the market for games is split broadly between serious and casual; the key for us is to bridge this gap as much as possible. As gamers we are inclined to make a game which is very pretty and appealing while getting a good bit of story down and great features that we like from other games. But often when you mash all this together things can get complicated for the casual gamer who just likes a bit of *Angry Birds*. We need to do what Mario did and say ‘this is a game with levels and bad guys etc and even a bit of a story (albeit the same everytime) but you can just pick up and play it’. I still think it is important, however, for us to keep to what we enjoy and if that is a story then the story needs to be clever, funny, serious & charming all at once. And if it is gameplay, then it needs to be simple but really effective, and never make someone think that this game is going to be taxing. Complex in the simple is the key.

Story:

The story has many inspirations but the underlining genre of the story is a loose form of steampunk:

Steampunk is a sub-genre of science fiction, alternate history, and speculative fiction that came into prominence during the 1980s and early 1990s. Specifically, steampunk involves an era or world where steam power is still widely used—usually the 19th century and often Victorian era Britain—that incorporates prominent elements of either science fiction or fantasy. Works of steampunk often feature anachronistic technology or futuristic innovations as Victorians may have envisioned them; in other words, based on a Victorian perspective on fashion, culture, architectural style, art, etc. This technology may include such fictional machines as those found in the works of H. G. Wells and Jules Verne or real technologies like the computer but developed earlier in an alternate history.

The story, however, will focus less on Victorian Britain but more on the panache that Steampunk encapsulates in terms of artwork, style & tone. It is the anachronistic and alternate history elements that are of most intrigue.



Active Choices:

This is an idea that has been a part of games for many years now, usually in the



RPG genre. It is the idea of being able to make moral choices throughout the game that affect the ending. Due to the complex nature of this system in most games this is not going to be a heavy feature of ProjectBitman but it is to be included to a simplistic degree with perhaps 3/4 alternative endings. However, the choices will have little bearing on the most of the game, just toward the end.

Character Progression:

This is not character progression in the RPG sense but the player needs to feel that continuing with the story is actually having an affect on development. This means the player has the ability to find new items throughout the game that will help and upgrade the character. There won't be experience points or levelling up just a clean and simple progression akin to the Zelda games.

Puzzles:

Puzzles are such a large feature of modern games now from the more subtle in *Dead Space* to the focused puzzler *Portal*. This is not a puzzle game, but due to the nature of a touchscreen it would be quite intuitive to add some kind of puzzling element. This could be using the touchscreen to move objects around for the character to move freely. Alternatively there could be a minigame element included. But nothing is decided yet.

Drop-in Coop:

For this video game to seriously stand out it needs coop, and it needs the ability to just drop into someone's game. This would be an Ad-hoc connection via Bluetooth. Although it is difficult to set up and integrate it will make the game more appealing, accessible & fun. (Later development could include online 4-player coop).



Cutscenes:

We do not need many cutscenes since the game will mainly be told through small text boxes but a cutscene will help to move the story along when necessary. However, they will only include a closer camera angle but using the same engine etc. just an extension of the game itself.

Other Ideas:

- Boss battles? – Active sequences to accompany them:

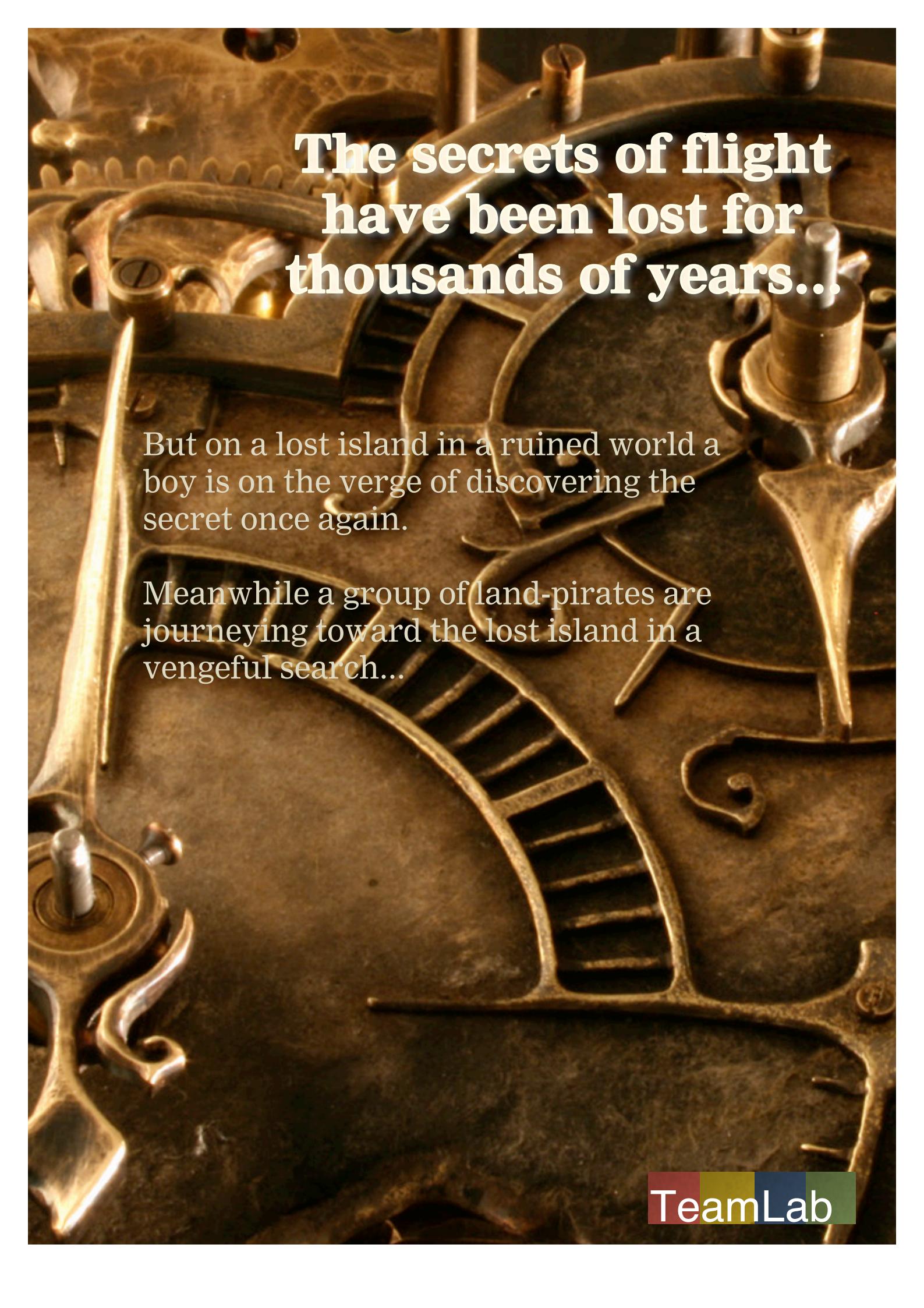


Check out these sites for research especially for music research:

<http://www.8bit.com/>

<http://www.nitrome.com/>





The secrets of flight have been lost for thousands of years...

But on a lost island in a ruined world a boy is on the verge of discovering the secret once again.

Meanwhile a group of land-pirates are journeying toward the lost island in a vengeful search...



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