

-SHRED NEBULA-

August 29, 2008 UPDATE: The following document is the original (with minor edits) Pitch Document for Shred Nebula (aka R.I.P. ROCKET).

R.I.P. ROCKET

LEGAL DISCLAIMER:

1.1. Shred Nebula Xbox LIVE Arcade (XBLA). The game was originally named R.I.P. ROCKET (after the main hero), many references throughout this document therefore are old and not updated to the new name. Sections of this document contain information and ideas that are either altered or cut from the final Shred Nebula XBLA release and does not serve as a product sales or specification document. Please download the demo from Xbox LIVE Arcade to see final features or visit www.shrednebula.com for information on the final product.

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Message from the CEO of CrunchTime Games Inc., James Goddard: "The legal disclaimer is a necessary evil, hopefully it will not overshadow the purpose of sharing this with the world- this is something that we are very proud of and hope that aspiring designers/developers out there find to be informative and helpful in their pursuit of one day making their own game. In 1991, I was asked my boss how to do a pitch and he told me there was no specific way... 17 years later this is still true. It is up to you to figure out how to capture your own idea and sell it to others. This just happens to be the way I interpreted that challenge and 17 years later this represents one of the best, to the point pitches I personally have ever had the pleasure of putting together and it took the entire team collaboratively to pull it off. Thanks for looking at this and best of luck in all your creative endeavors!" -DJames Goddard.

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1. HIGH CONCEPT

1.1. The Hollywood One Sentence Pitch: “Asteroids meets the Running Man set in a high def, free-roaming fight for survival through uncharted space.”



Image 001: Untouched Screenshot of Arcade Mode

1.2. The Core Concept: *R.I.P. ROCKET* is a top-down free-roaming space shooter with unparalleled action and depth, featuring ship based space combat, intergalactic exploration and multiplayer dog-fighting.

R.I.P. ROCKET is the main character of the game and is a prototype ship that is the first single man craft capable of intergalactic travel. The ship is loaded with new features that give it unique flight abilities and a constantly upgrading supply of weapons. The game will tell the story (arcade style) of what happens when the player takes *R.I.P. ROCKET* on its maiden voyage through a wormhole to completely uncharted space. The resulting story is one of pure survival, a battle against all odds as one resourceful pilot utilizes the amazing tools of *R.I.P. ROCKET* to make it back home and create the legend of the: *Relentless Intergalactic Personal Rocket...*

Based on this simple premise, the game will take players on a tour-de-force of space combat, traveling to unknown galaxies rendered in exquisite detail, fighting through a vast array of enemies that feature multi-tiered attacks and defenses while searching for critical “jump-coordinates” needed to make each Hyper-Jump closer to home.

The game at its purest core is a shooter, but the games’ structure and key ingredients are set up to give the player choices, constantly shifting to challenge the player to more than just shoot- in fact the highest leader board scores will be held by players that master all three key concepts in the game: *Action, Critical Navigation and Collection.*

The game is powered by CrunchTime Games’ new *R.A.K. Engine* (Roaming Arcade Killer Engine) which has been built from the ground up on DirectX 9.0c with the Xbox 360 and multiplayer combat in mind. Never before has the next-generation console world experienced this genre with fully modern and cutting edge controls, over the top animation, gloriously rendered living sci-fi backgrounds and gameplay that has been hand-crafted with *weapon-to-weapon counters* to create intense dog-fighting in space. Any skill level player will instantly be able to pick up the control and play, the game will ramp the player through challenges designed to turn beginners into strong players ready for online multiplayer battle for endless replay value and weekly evolutions of strategies for years to come.

2. GAMEPLAY OVERVIEW

The following section will outline key concepts that define the gameplay of *R.I.P. ROCKET*.

2.1. Single Player Level Structure Overview: The level structure for single player is designed to allow players to jump right in, then take the player beyond the “standard” (endless waves of shooting) to discover the game is *fast paced and deep*, presenting the player with options on how they can tackle and clear each level. Here are the very simple rules to clear a level in Arcade Adventure Mode:

- **Recharge the Hyper-Drive to 100%**
- **Find Jump-Coordinates to plot the next Hyper-Jump.**
- **Survive long enough to activate the Hyper-Jump to end the level.**

The following is a quick high level look at the elements that support this rule set:



Image 002

Image 003

Level Begin/The GPB: Each level begins with *R.I.P. ROCKET* arriving via Hyper-Jump and a dynamic camera shift to reveal the level below (image 002). *R.I.P. ROCKET* is equipped with an on-board navigation computer program known as the GPB (Galactic Positioning Bot). The GPB provides the player with *non-intrusive* tips, marks the Mini-Map with points of interest and helps guide the player as needed. Image 003 shows sample of a GPB message.

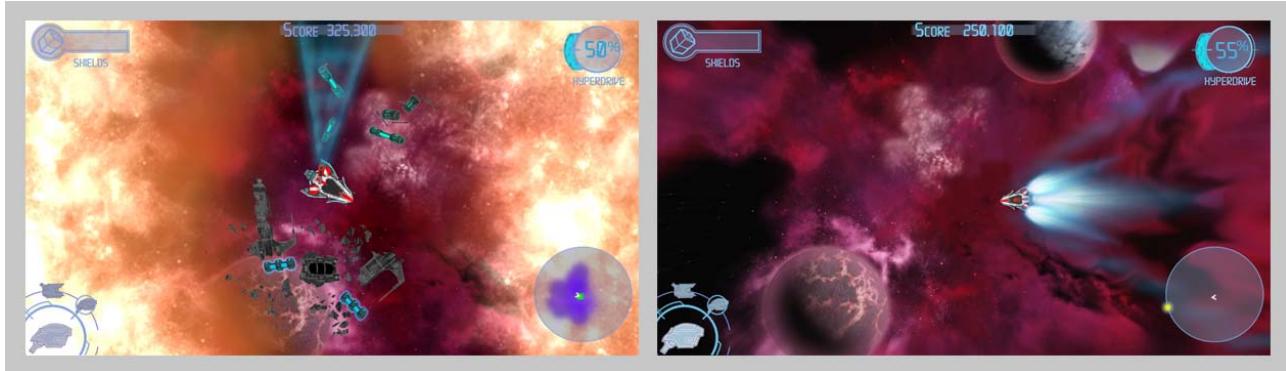


Image 004

Image 005

Hyper-Drive Recharge: When the level starts the Hyper-Drive is completely depleted (image 003 top-right). The GPB gives the player a message the Hyper-Drive is re-charging and the meter slowly increases to 100% over the next 5 minutes (by default). There are special Items that can be collected to make the recharge go faster like Energy Cells (image 004) and there are Special Maneuvers that use drain energy from the Hyper-Drive (delaying the recharge) like Turbo-Boost (image 005)! *This system gives the player choices that directly affect the length of recharge and ultimately how long it takes to clear a level.* The drive maxes out at 150% to give players the ability to stock up on extra Drive Energy to use at their discretion.

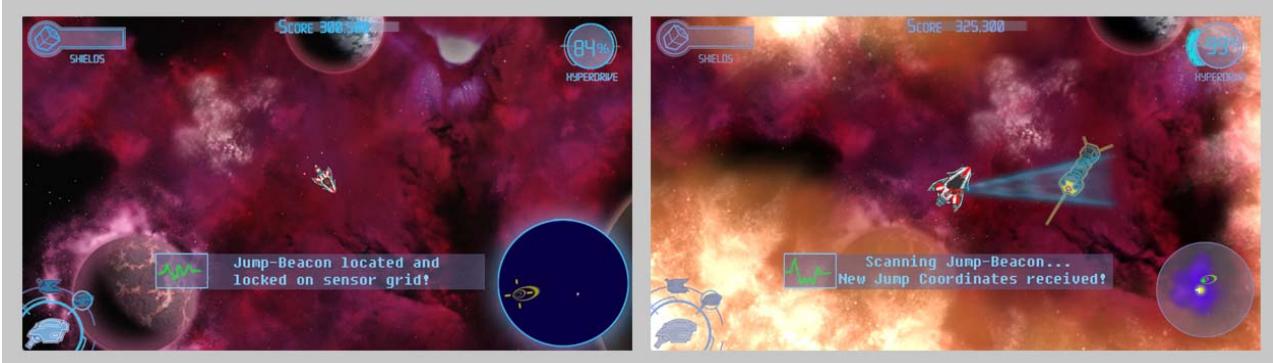


Image 006

Image 007

Finding Jump-Coordinates: The player is in uncharted space and therefore does not have enough Galactic Mapping Data to make a safe Hyper-Jump to a neighboring galaxy! In the beginning of the game, there are Jump-Beacons left behind by other explorers (that never made it home to publish their findings) that will provide the jump-coordinates needed to reach the next level. The GPB performs scans to map the level and will find the Jump-Beacon once the player is in the same sector (roughly 4-6 screens away) and then the Beacon location on the Mini-Map (image 006). Once found, the player will manually scan it to receive the data via the Retrieval Beam (image 007). The GPB will also mark other items of interest like (wrecked ships) to lead players to other locations that are not required but usually lead to fun discoveries. The Jump-Coordinate system is designed to encourage players to explore and immediately learn the game has tons cool things hidden in each level. The system expands over the game to switch up the game play eventually leading players to discover how to construct their own coordinates by collecting destroyed enemy data-cores, thus becoming the explorer that is leaving Jump-Beacons behind for future travelers!



Image 008

Image 009

Making the Jump: Once the Hyper-Drive is fully charged (100% or above) and new Jump-Coordinates are acquired, the player can exit the level. This is done by pressing and holding the Right-Bumper, which will then will lock the ship into a pre-jump state (movement restricted) as a countdown starts and a spatial rift will form in front of the ship (image 008). During this time, the player will be very vulnerable to attack so planning when to do this is important! Once the countdown is complete, *R.I.P. ROCKET* will jump through the rift in space and the level will be completed (image 009). The player has the choice to leave or stay and risk exploring the level more. There are systems in place to ensure “point farming” will not be possible, so the Leader Boards will be ruled by those who truly explore the game and take the largest risks Vs. just racing through the levels... although we will have a fastest clear time score ranking for fun to support players that just like to jam through levels too!

Now the primary level rules have been established, the next few sections will focus on *R.I.P. ROCKET*'s basic abilities, control, special moves and various defenses.

2.2. Basic Control Layout:

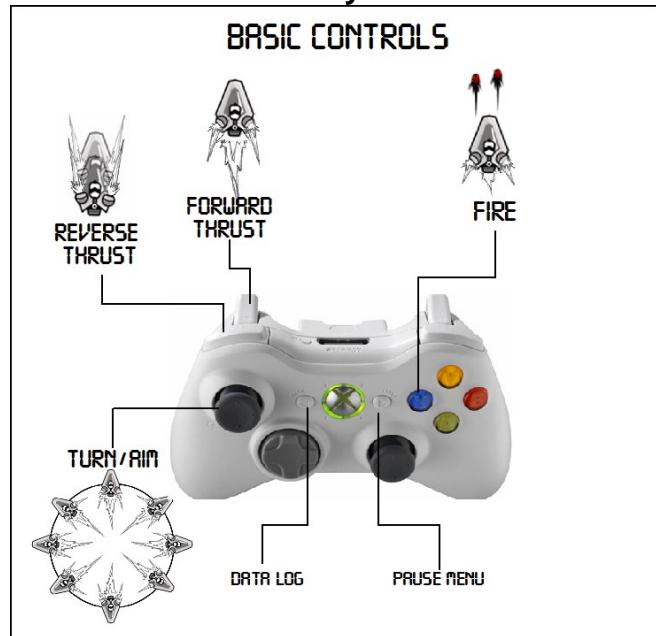


Image 010

The controls in *R.I.P. ROCKET* are completely “pick up and play”. This is a sample of the control map (image 010) that will be included in the game to give players a solid understanding of how the ship works at a glance.

Naturally, there are more advanced uses of the controller beyond this (*covered in the advanced sections 2.5 and 2.6 below*), but at a fundamental level this is all you need to do well in the game. We have built the game with this basic level of play control and skill in mind with everything stacking from here.

2.3. Basic Flight Maneuvers: The basic movement and shooting model for *R.I.P. ROCKET* is deeply rooted in the classic *Top-Down Asteroids* style control and flight theory. The control and physics have been updated to make this style of gaming more accessible for today’s casual players, taking full advantage of the Xbox 360 Controller to revolutionize the feel while keeping the core concepts true to what makes the genre special. Here is a look at the original flight elements from *Asteroids* transformed to *R.I.P. ROCKET* style of control and feel:

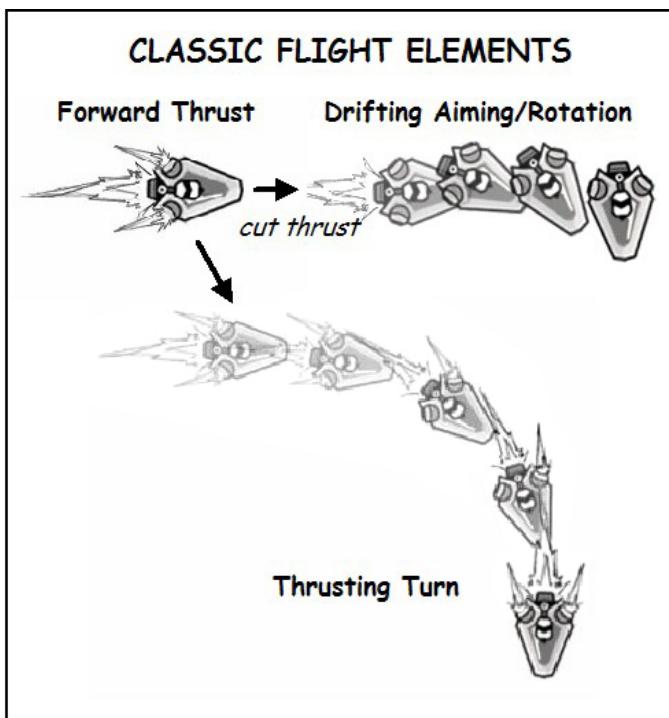


Image 011

Forward Thrust: Classic with the addition of analog scaling for Thrust Power to allow easy control of min to max speed on Left Analog Trigger.

Drifting Aiming/Rotation: Critical for flying and shooting enemies at angles to lay down classic strafing fire. For classic players, subtle aiming adjustments in this new control scheme will take a few minutes to adjust to, however for beginners this “point at and shoot” control is intuitive and precise.

Thrusting Turn: New control allows player to simply point and *hold* the Left Analog Stick exactly where they want to go and turn towards, the ship makes the turn and then straightens out automatically which is very beneficial to beginner players that missed the *Asteroids* era and do not know to manually rotate/counter rotate via old-school button rotation wizardry. The animation of the side Ev-Nav Thrusters add flare and style as the ship leans into turns resulting in a look and feel that is smooth, responsive and precise at all levels of play

2.4. Enhanced Flight Maneuvers: The game expands the basic control and flight model to include additional enhanced maneuvers that increase responsiveness and depth as follows:

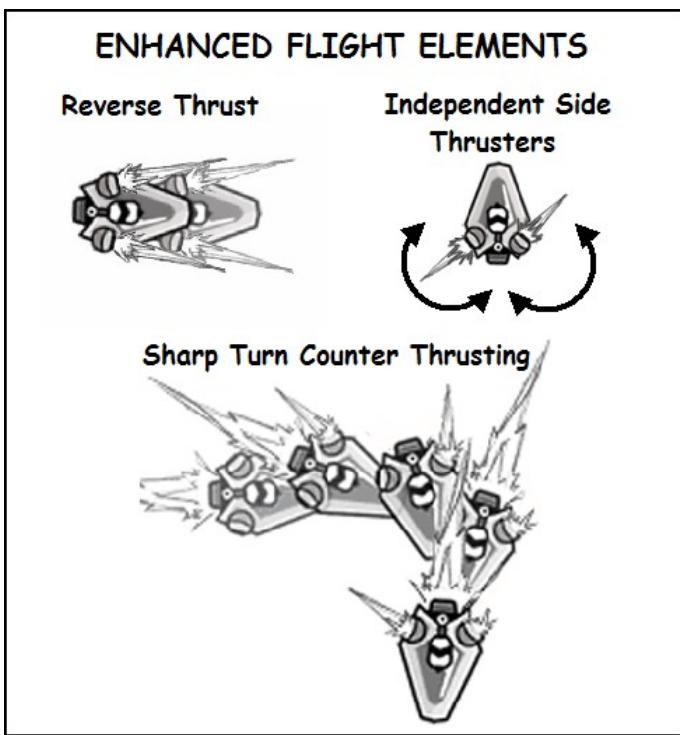


Image 012

Reverse Thrust: Essential addition for dogfighting in space and adds an element of braking during critical navigation through hazards! Speed is limited and cannot be used to easily defeat other players in multiplayer by cheaply flying backwards the whole time.

Independent Side Thrusters: The ships' side thrusters are called Ev-Nav Thrusters, which is short for Evasive Navigation Thrusters. They each have 200° independent rotation and thrusting routines that allow for unique flight movements and fun animations.

Sharp Turning and Auto Counter Thrusting Features: Based on players "intended" actions, special control filters activate custom turning animations that cause power slides when players want to do very sharp turns combined with full forward Thrust. This is where the side Ev-Nav Thrusters really bring fresh feel and movement to the ship as they independently rotate to counter steer to do exactly what the player wants without needing to manage the thrusters (all automatic!).

2.5. Advanced Controls:

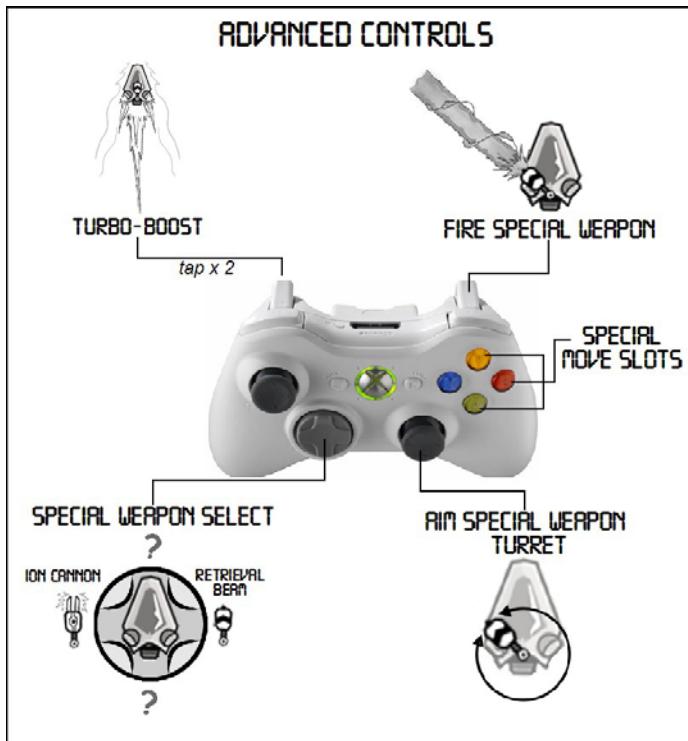


Image 013

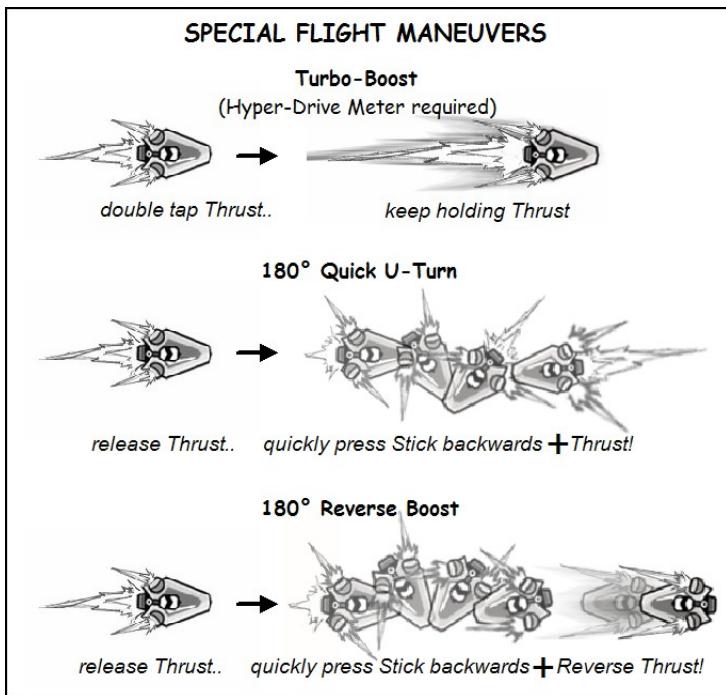
The advanced level of control in the game involves managing and using special weapons and activating special maneuvers.

These concepts are introduced as the game progresses to ensure both beginner and expert players grow with these additions as natural extensions of piloting *R.I.P. ROCKET*. The mapping of the advanced features shown here (image 013) are strategically positioned to stack around the Basic Controls, to be easily reached while considering the following:

- How intuitive the position of the feature is on the controller.
- How often a feature is used and how important it is to survival!
- How powerful, especially in multiplayer a feature will be to keep things fair and challenging.
- How hard the command will be to pull off in the heat of battle considering all above points and weighing it in favor of the casual player.

Image 013 shows a sample of the type of image we will include in the "how to play" section of the game.

2.6. Special Maneuver Examples: The following are examples of special flight maneuvers that showcase R.I.P. ROCKET's thruster routines, enhanced physics and expanded tactical battle options:

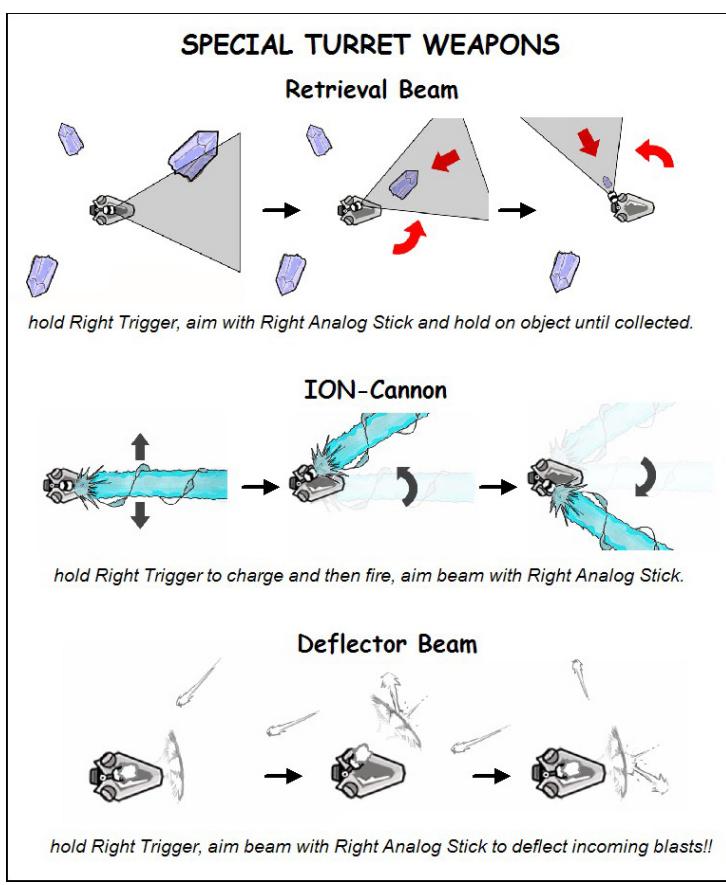


Turbo Boost: Upon activation, the ship gets 3 seconds of increased speed that shreds space, casting waves of distortion and leaves *most* enemies in the dust. Turning is reduced and caution is a must when using this feature! Note: Hyper Drive must be above 55% in single player to activate and costs 5% in all modes.

180° Quick U-Turn: A special Thrust + Left Analog timing technique that flips the ship into a dynamic rolling spin to quickly make a 180° *inline* u-turn. Once mastered, this cuts the time it takes to turn around and achieve full speed in half! This adds a great way to make chasing enemies fly by before they realize what happened!

180° Reverse Boost: Another special control technique that *seamlessly* flips/rolls the ship into a 180° Reverse Thrust with a *temporary* boost of speed (over standard Reverse Thrust). The result is a very important technique to deal with enemies that are chasing without losing speed. Note: Multiplayer balance factored into design.

2.7. Special Turret Weapons: The following are examples of the 360° special weapons system:

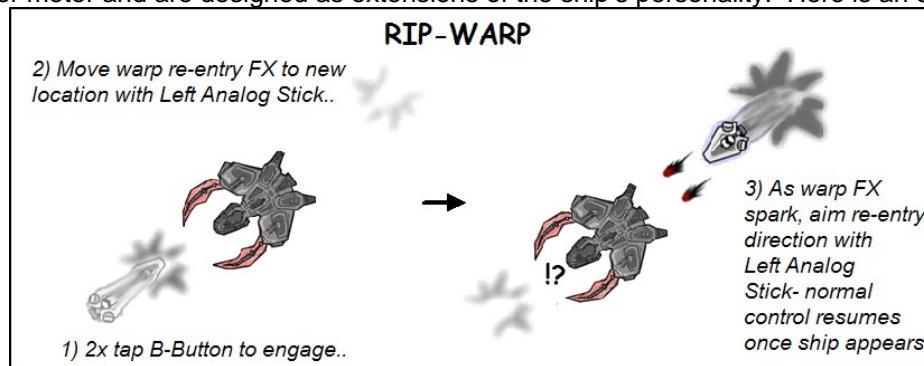


Retrieval Beam: The Retrieval Beam is the original research device installed on the ship to collect objects and convert matter into resources the ship can use for long term intergalactic traveling. In image 015-top, we see an example of collecting crystal asteroid fragments which are then converted to special shield energy! This peaceful system is upgraded to a Weapons Turret platform after R.I.P. ROCKET is attacked.

ION-Cannon: The ION-Cannon beam takes a moment to charge, but once unleashed, it is a continuous ray of death that can be wielded in full 360° to bat down enemies- even vaporize some incoming weapons! The power drains fast and the rotation of the beam is a bit slower requiring some planning before activation. Once mastered, it is one of the ultimate weapons the game.

Deflector Beam: After encountering enemies with "lock-on" missiles, the Deflector Beam upgrade is created! Homing weaponry is dangerous, but at least slower and more predictable. This is an active way for the player to manually neutralize some attacks by deflecting each impact! In multiplayer, this would be unfair once mastered, so enemy players with lock-on weapons can shoot each missile at different angles/timing to make deflection harder creating a skilled system on both sides when two savvy players face-off: No mindless deflecting, no easy homing missile kills (a key game philosophy).

2.8. Special Moves: All of the mid to upper tier ships in the game will have the concept of "special moves". Much like a fighting game, these techniques will require a special control command, special ammo or meter and are designed as extensions of the ship's personality. Here is an example:



RIP-WARP (image 016): Advanced special evasion/ offensive maneuver that enables R.I.P. ROCKET to do a very risky short range Hyper-Jump! This move costs 20% of Hyper-Drive Meter (not pictured) and executes as follows:

- #1: Double tap B-Button to engage warp, time slows (single player only), a small tear in space forms in front of R.I.P. ROCKET and sucks the ship into it.
- #2: The player has a brief moment (2 seconds) to steer an astral projection/visual effect of the ship to the new re-entry location with the Left Analog Stick. Note: In multiplayer, the enemy will not see the astral projection but a subtle distortion ripple will be cast from where the new entry point is locked at a brief moment before the re-entry occurs!
- #3: When time is up, the tear in space closes and a new tear occurs where the astral projection is located. At this moment the player can press the Left Analog Stick in the direction they want R.I.P. ROCKET to re-enter facing! Shown here the player comes in at the opposite direction the warp was started from to gain significant advantage on the enemy.

This special move is also a great way to warp past certain barriers as a short cut technique. On the flip side, this is a very dangerous technique to use until mastered as the timing is critical- unskilled use could result in the re-entry point being located inside a space hazard or even another ship!

2.9. Special moves can be Countered!?: A key philosophy in R.I.P. ROCKET is the concept that moves, especially powerful ones should have counters to make gameplay dynamic in all modes.

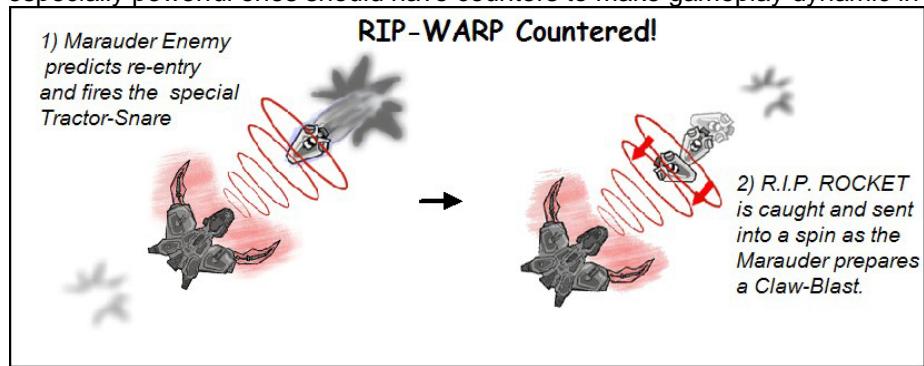


Image 017 is a classic example of the way the game will present players with very powerful techniques that in multiplayer can be a liability when if used in a predictable way, or simply facing a player who really knows how to use the enemy's counter well. Here we see the player of R.I.P. ROCKET facing another player in control of the Marauder (note the same scenario from image 016 above). As the RIP-WARP begins, the Marauder player predicts the other player will go for the standard "*appear from behind tactic*" and quickly turns to unleash the Marauder's special Tractor-Snare, catching the other player upon re-entry! While in trouble, the R.I.P. ROCKET player is not done, as the Tractor-Snare can be countered from here! **Counter- to the counter** and so on is possible in this game and this is where the way the 8 totally unique multiplayer ships will provide extreme longevity via endlessly changing tactics and counter strategies from 1 on 1 tactics up to 8 player dog-fighting madness!

2.10. Critical Navigation and Flight Hazards: The navigation and flight agility of R.I.P. ROCKET has been established as powerful, fast and very over the top- especially at top speeds. In sharp contrast, the game also has a large emphasis on the concept of *Critical Navigation*, where the player will be challenged to rein in R.I.P. ROCKET's power to fly with skill and subtle precision as they learn how to navigate through dangerous space hazards. Critical Navigation is a mode that dynamically changes gameplay as follows:

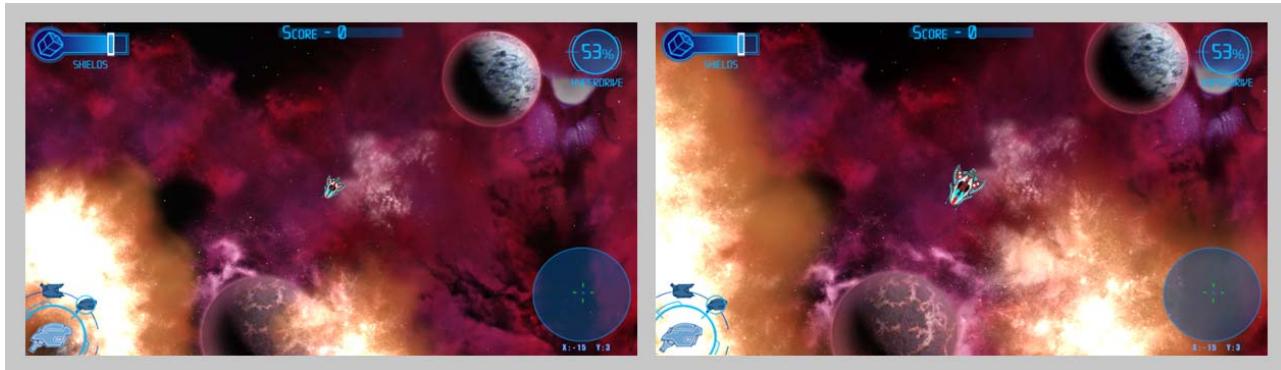


Image 018

Image 019

- **Critical Navigation View:** When entering an area marked as "Critical Navigation" (under the hood), the camera is brought in closer (images 0118 to 019), restricting the view to make the player feel more intimate with the ship while allowing more focus on the immediate area. Pictured is an *Ingnitrous Nebula* that deals massive burn damage!

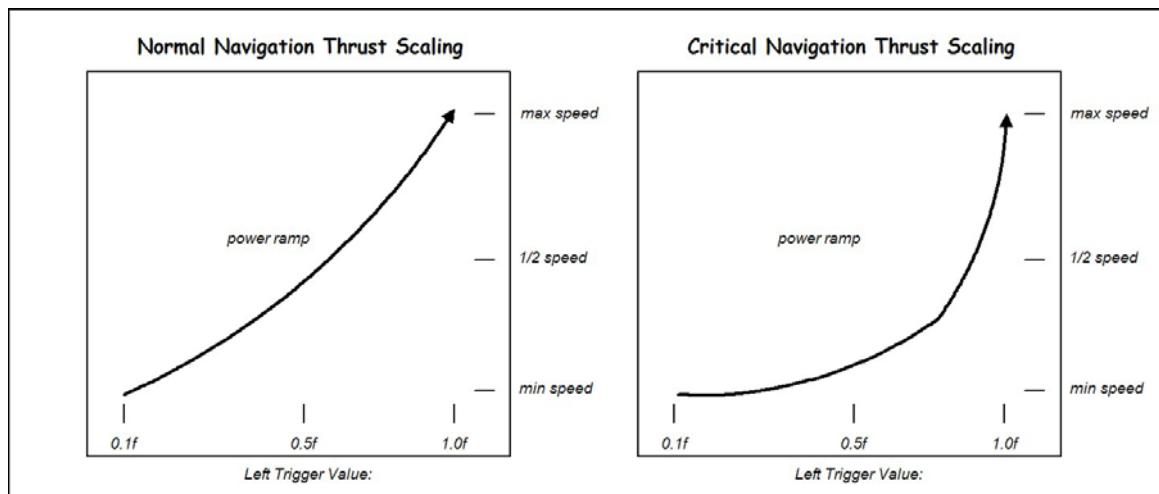


Image 020

- **Control Sensitivity Adjustment:** When in Critical Navigation View, under the hood, the control is dynamically modified to have greater resolution for subtle control maneuvers which are now vitally important. For example top speed is slightly reduced and the Left Trigger analog values are re-scaled to give more control over slow speed thrust. Image 020 shows how much larger the analog access window to lower speed is in Critical Navigation mode Vs. Normal mode. The ratio of power to the side Ev-Nav Thrusters is increased to favor the sides for quicker directional shifts which will make the rocking of the ship will be more pronounced. Note: The sound this mode will be more focused on the thrusters selling their importance. The result is control shift that feels like an extension of the ship's abilities, a refinement that in closer view/dangerous navigation zones makes sense and further establishes the control as intuitive and dynamic.

We will introduce the concept of hazards and Critical Navigation early levels by starting with passive obstacles (not dangerous) that the player will have to fly around to get to items starting with wrecked ships leading up to more dangerous obstacles/hazards that need to be avoided such as space mine fields, toxic spills and other natural space phenomena like dangerous nebulas that can destroy the ship. The remainder of this section will show examples of hazard gameplay planned for both single and multiplayer modes!

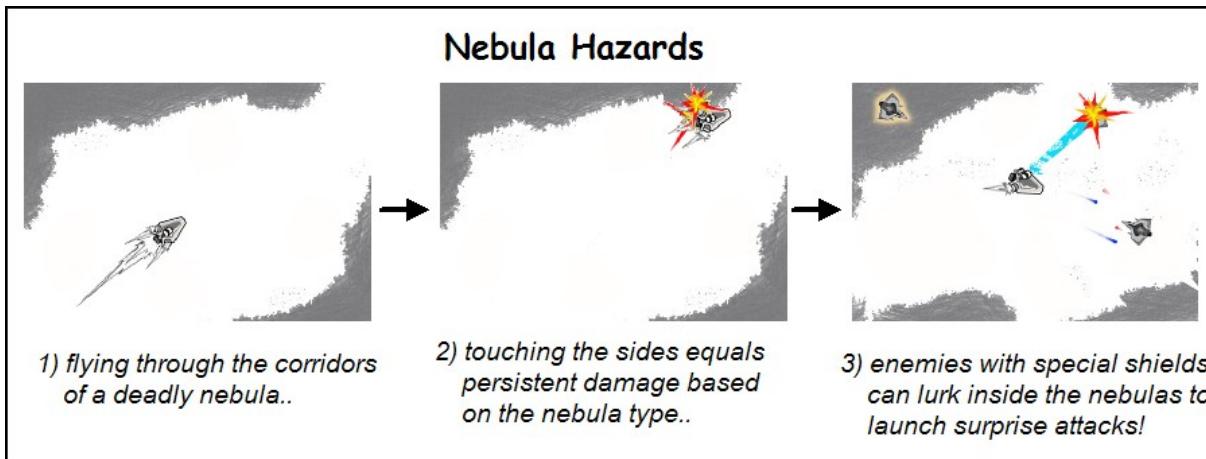


Image 021

- **Nebulas (Image 021):** There will be many types of nebulas in the game, presenting different types of problems for the player to overcome while flying through their tight corridors and sometimes ever shifting canals. Enemies or power-ups may hide within (#3).



Image 022

Image 023

- **Approaching Nebulas:** The GPB will warn the player when sensing nebulas. Images 022 and 023 show the player not reacting in time! Note: Camera changes upon entering nebula.

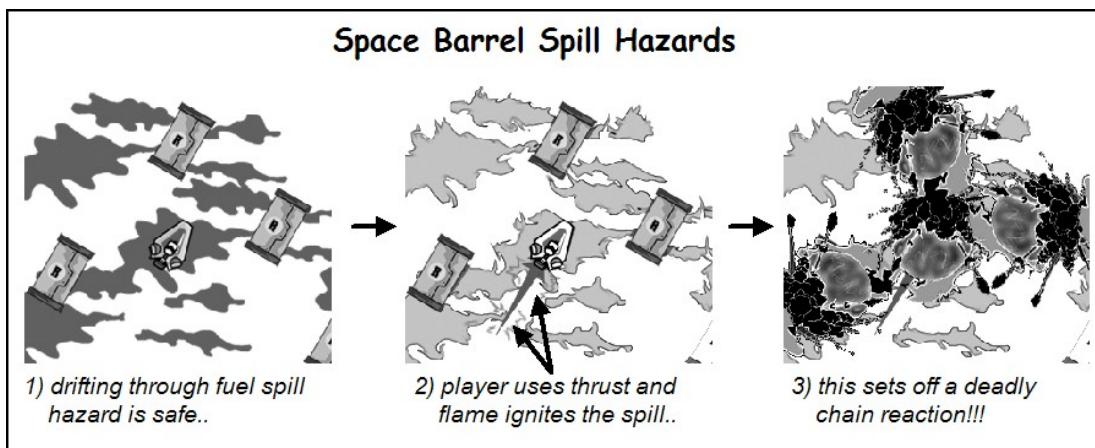


Image 024

- **Spill Hazards (image 024):** There are toxic areas with damaged Propulsion Fuel Barrels that have been left behind to create very dangerous maze like hazards. Example: #1) Here we see a large section that is laid out like a maze with the player drifting safely across. #2) If the player thrusts in any manner while crossing, the spill will ignite. #3) Initiating a huge chain reaction! The player has to drift across sections to reach safe areas, re-adjust and do short thrust bursts to drift to the next section, and so on. This presents a totally original play mechanic that requires flight planning and timing! There are 3 types of spills: Fuel (red: pictured), Toxic Sludge (green: slows, sticky-burns), and E.M.-Plasma (blue: slows, shorts out Special Turret Weapons).

3. ENEMY GAMEPLAY OVERVIEW

The enemy gameplay in *R.I.P. ROCKET* will be very diverse, ranging from ships that are fodder designed to run stupidly into bullets all the way up to bosses possessing full dog-fighting AI routines that attack and defend like a pro player. Seven of the mid level or boss ships will be tuned and balanced in great detail (equivalent to a fighting game) to become the unlockable multiplayer ships! The following section will provide a high level look at samples of enemy attacks and behaviors that will be featured in *R.I.P. ROCKET*.

3.1. Advanced Single/Multiplayer Special Attacks: The Marauder is a mid-level enemy and the first available multiplayer ship. Therefore its special attacks need to be carefully created to be scary in single player while fair and offer unique multiplayer twists to ensure the players have more options and strategies to learn. Here is a key example of how the unlockable ships have this forethought and depth:

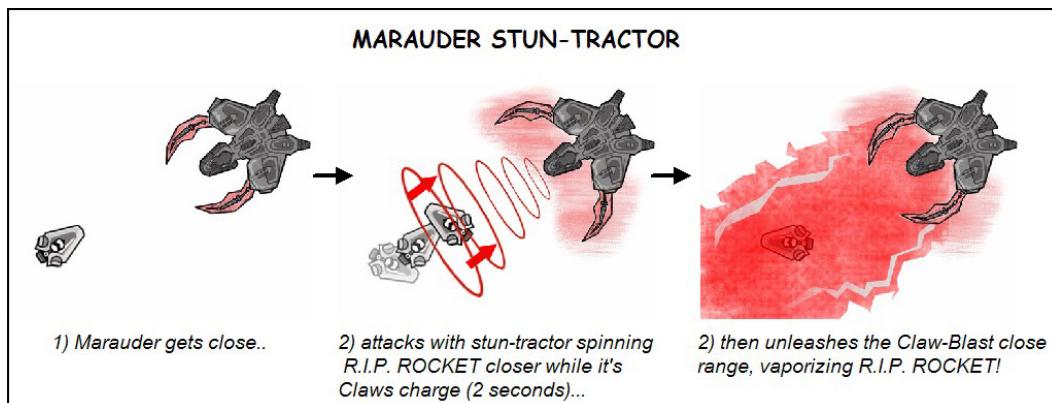


Image 025

- Marauder Attacks:** The Marauder has many attacks, a standard set of guns, phase-cloaking and the 2 special attacks (as shown in image 025) that can combo together for extreme devastation! Both moves take energy from the special meter (name TBD by ship) and require skill to pull off in multiplayer as the Stun-Tractor requires flight skill to get close enough to land and has a weakness that could be countered before the Claw Blast can be unleashed!

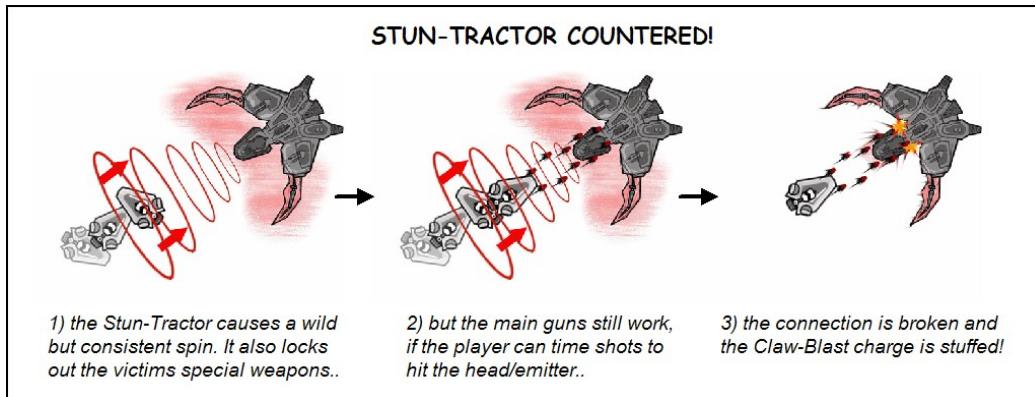


Image 026

- Special Attack Counter Example (Image 026):** The victim can counter the Stun-Tractor by timing the standard gun shots to hit the cockpit of the Marauder as the ship spins to essentially break the Marauder's hold. The move is designed to really scare the victim (camera, controller and sound FX) so the player is likely to try shaking the sticks or pressing buttons to break the beam which will lead to finding this counter. In single player, the Marauder will have 3 different levels of AI shown (via color variations), each will have a harder more erratic spin to make breaking free harder. In multiplayer the Marauder player can do this move and by default it will use the easiest spin which is easy to counter, but it also auto-charges the Claw-Blast quickly. The Marauder player also has the option to manually change the victim's spin by tapping the B-Button faster/slower to make it harder for the other player to counter- but the trade off is the Claw-Blast takes slightly longer to give the victim more time to counter during the manual spin!

3.2. Lock-On Special Attacks and Defense: The following is an example of how we blend all the planned systems to seamlessly bring flight skills, environment hazards and offensive/defense choices into dealing with an enemy's very powerful Lock-On style attack:

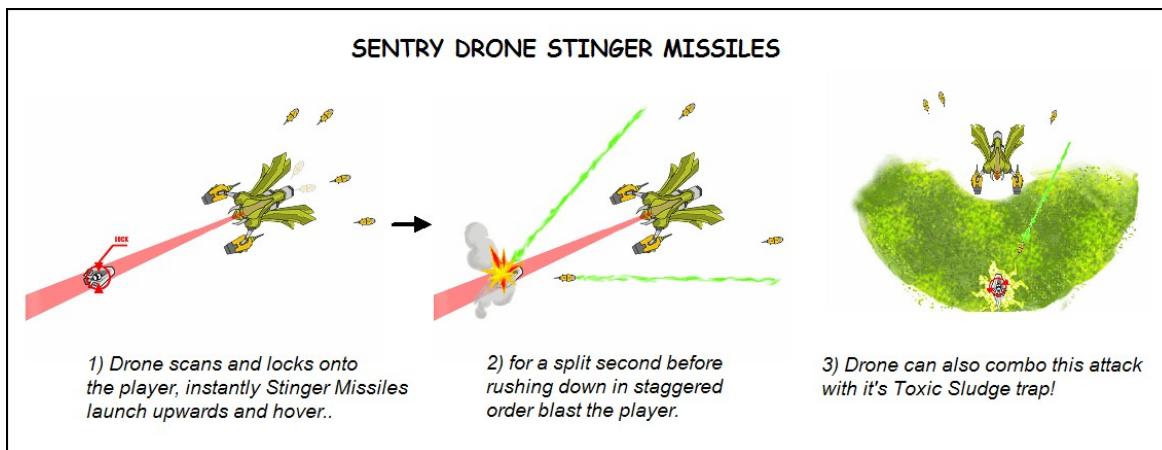


Image 027

- Sentry Drone Special Attacks (image 027):** The Sentry Drone has multiple attacks, can travel unaffected through Toxic Spills and has 2 specials as shown here. #1 and 2: When the enemy has missile lock, the Stinger Missiles will impact about 2-3 seconds later in a sweeping pattern from one side to the other. The player can potentially counter these by: A) Get distance backwards and then shoot them down with normal guns (very difficult), B) use the Deflector Beam (page 8, section 2.7, image 15-bottom) and manually block each shot (medium). There are 3 levels of Sentry Drone AI (color themed) and each level has a different firing pattern that has harder timing to counter. #3: Shows what happens when the player gets stuck in the Drone's Toxic Sludge Trap (or a Toxic Spill), the player is slowed down and is taking sticky-burn damage while the Drone locks on and fires the Stinger Missiles! The Deflector Beam is critical here. This enemy is being considered for multiplayer with the option to manually create a lock-firing pattern!

3.3. AI Team Special Attacks: Some AI ships will team up to create Team Special Attacks! Here is an example of taking the weakest ship in the game and changing the odds with a team behavior:

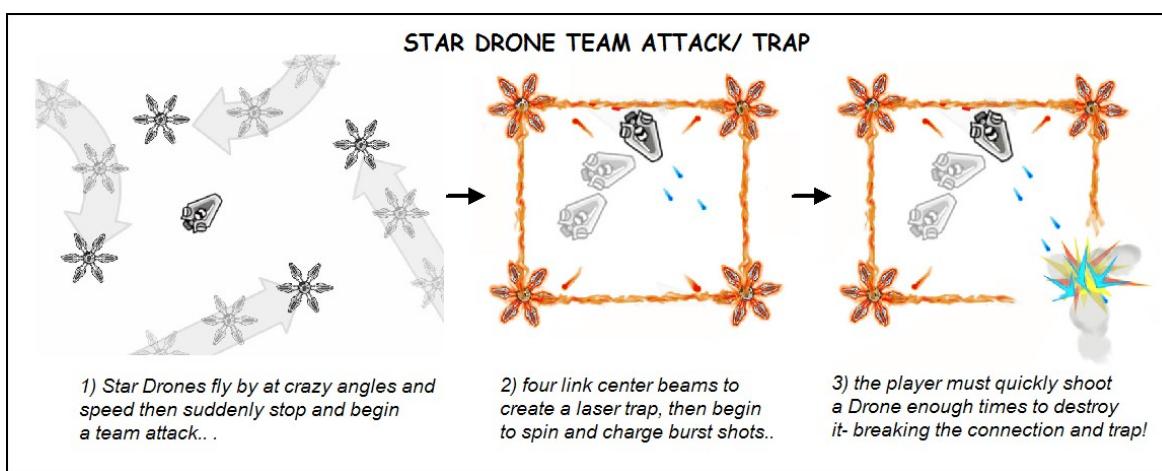


Image 028

- Star Drone Team Attack (image 028):** The Star Drone only has 2 regular weapons, it is also capable of performing *Team Special Attack* that suddenly make it a very dangerous enemy in a swarm. #1: Shows the crazy Star Drone movement until suddenly they begin the team attack and all 4 stay on screen. #2: They link a beam creating a Laser Trap and the camera will pull out farther (not shown to scale here). #3: The Star Drones will begin firing and the player will have to quickly aim and break the trap by taking one out- but when linked, their shields are stronger! The trap will lightly zap the player's ship and rebound the players missed shots to create more havoc, so the player must use caution when trying to break the link!

4. THE ART OF VISUAL DOMINANCE IN SPACE

The Art Department at CrunchTime Games is committed to the goal of presenting DVD quality assets in the 50meg footprint of the Live Arcade platform. The following section will showcase elements that firmly establish the visual bar we have not only set, *but achieved in our R.I.P. ROCKET prototype!*

4.1. Enemy Ship Art and Design:

The design of our enemies is firmly rooted in the idea our ships are characters with strong persona's that are projected through the way they look, move, attack and sound. Usually the enemies in this genre are mostly fodder and few bosses resulting in minor emotional impact on the player. We hope to drastically change this and exploit this giant opportunity by creating a well balanced cast of memorable enemy ships, ones that are more than just dumb fodder and instead provide a constant, ever changing ramping of challenge as the game progresses! We want the players to fear these ships and simultaneously, through their design, become fond of them, connect with them and desire to play as them in multiplayer.

The following enemy presentation shots are created from the **actual in-game assets** (ship/levels), **with only the FX being conceptual placeholders**. These are not only presentation shots, they are exact blueprints for future cut-scene introductions of these key enemies down to the engine lighting!



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Image 029

The Marauder: The enforcer of the Drarg Pirates. Its signature glowing red claws extend and animate as the ship broadcasts its bloodcurdling scream to strike fear into even seasoned captains. Its signature attacks the Stun-Tractor and Claw-Blast make this a serious threat, but its ability to hide in dangerous nebula mists unscathed make it a devious and deadly foe. This is the first enemy multiplayer ship available for the player to jump right in and get a taste of the dark side.



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Image 030

The Drarg Scout: The reconnaissance and fodder ship of scout of the Drarg Pirates. It is fast, maneuverable and good at its job: Find victims to pillage, call in reinforcements, keep them busy until the big-guns arrive. Any time the player sees a Scout, more trouble is sure to follow!



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Image 031

Sentry Drone: A Mechanized overseer and protector of the huge fuel plants run by a mysterious industrial race of creatures. In the Toxic Sector, the player will come across the first of many plants with automated crafts mining asteroids and other resources converting them into fuel. Intrusion into these operations result in the attention of the Sentry Drones, which is not a good thing. The Drone yells robotic threats and flies with special attack movement that can take it in/out of the depth of the playfield!



Image 032

Speed Gunner: The complex and fast fighter craft of the Tycorion Army, designed to get to battles quick then and make blazing strafing fire runs on larger battle ships, then detach into two pieces to double the odds against smaller fighters ships. Once in dual mode, the front ship is automated to do fast distraction attacks while the pilot circles in the rear section to line up and unload its Particle Guns.



Image 033

Zarron Juggernaut: The war ship battle cruiser assassin of the Tycorion Army. Equipped with the Obliterator Wing, a weapon so powerful, it must be fired away from the ship to avoid flooding the crew with Ion Radiation it charges during its use, the Juggernaut is almost unstoppable head on! The only hope a small ship has it to keep it turning and chasing while trying to find a weakness to exploit.

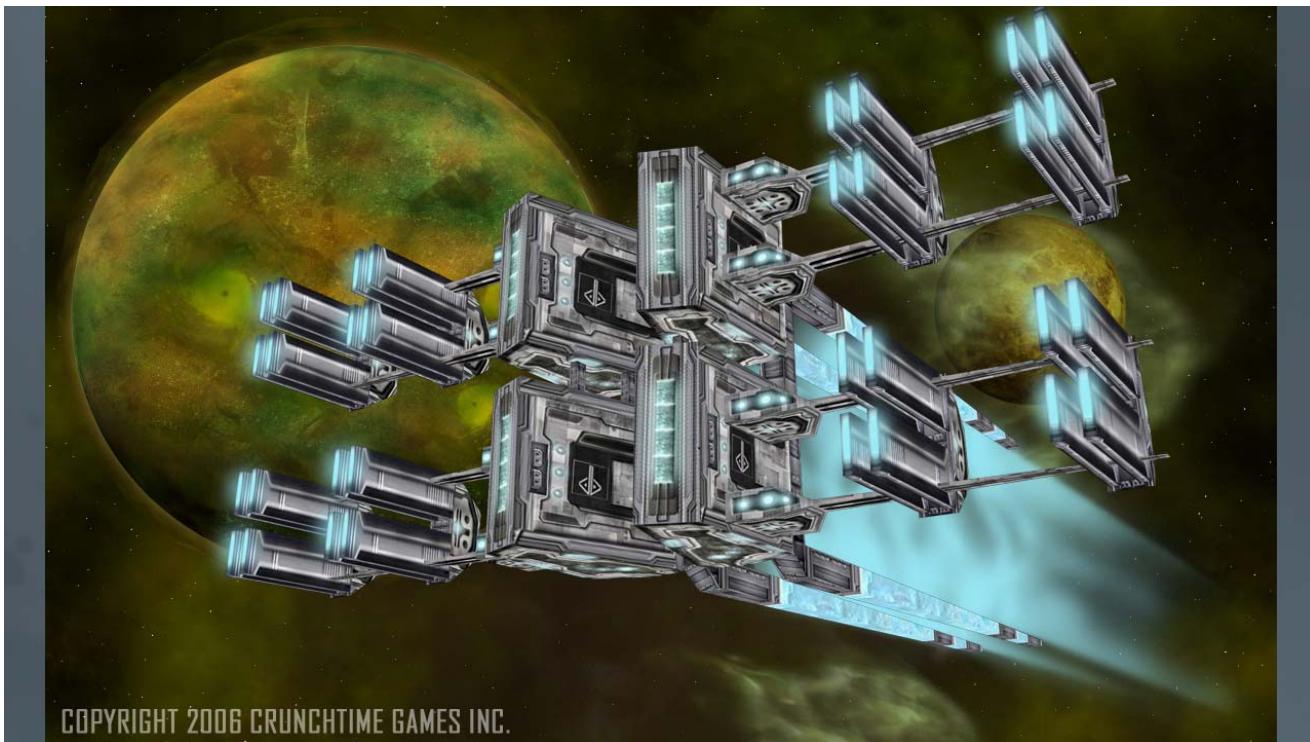


Image 034

Rail Stinger: A literal flying gunship, the Rail Stinger gets its name from the way it charges and fires its Sonic Particle Rails. The back half of the ships spins to gather a large charge of sonic particles, and then fires them through the 8 Rail Guns in rapid succession! It is rumored that two Rail Stingers can link charges to create a huge moving Sonic Beam that can vaporize anything it touches.



Image 035

Star Drones: The Star Drone is an automated sentry device created by beings that harvest the Crystal Asteroids fields to protect what they feel is their crop. Unknowingly, the player will begin mining these special asteroids and be attacked by these weak but fast drones that are capable of dangerous team trap attacks. They have limited detection range and should be avoided if possible, as they also transmit a distress call which summons more trouble from the home world, such as Rail Stingers!



Image 036

The Dark Optica: An energy creature from another dimension that is capable of tearing new rifts in space to bring more over more energy creatures! The Space Eye has shield plating from wrecked ships orbiting it in constant motion as its ever-revolving Eye searches for targets to blast! The Space Eye is a very desirable multiplayer ship (unlock) with its unique ability to spawn creatures as special weapons!

4.2. Environment Art and Design: The environments in *R.I.P. ROCKET* are designed to make the player feel as if they are truly making their way through uncharted space and discovering new galaxies and sub-systems. Here is a look at some of our Galaxy Class Environments:



Image 037

Blue Star System: Endlessly deep, with nebula backdrops in subtle motion, this is one of the most gorgeous galaxies discovered on the player's travels.



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Image 038

The Crimson Zone: The home system to the Drarg Pirates, the Crimson Zone is dangerous place to explore. This is the first level and Galaxy the player will discover and therefore sets the tone with its moody and memorable use of environmental animation and shader FX to show just how impressive an Xbox 360 Arcade game can be!



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Image 039

Fog Space: This is a "Secret Level" which in nature is not quite as complex as a galaxy but presents the player with a totally unique look that brings a whole new level of mood and mystery to the game. All secret levels will be full of power-ups and other goodies along with many surprise attacks to make sure the player never gets too complacent! This environment is composed of a startlingly low amount of assets that have been meticulously created to emulate deep space haze saving lots of memory space for the more complex Galaxies.

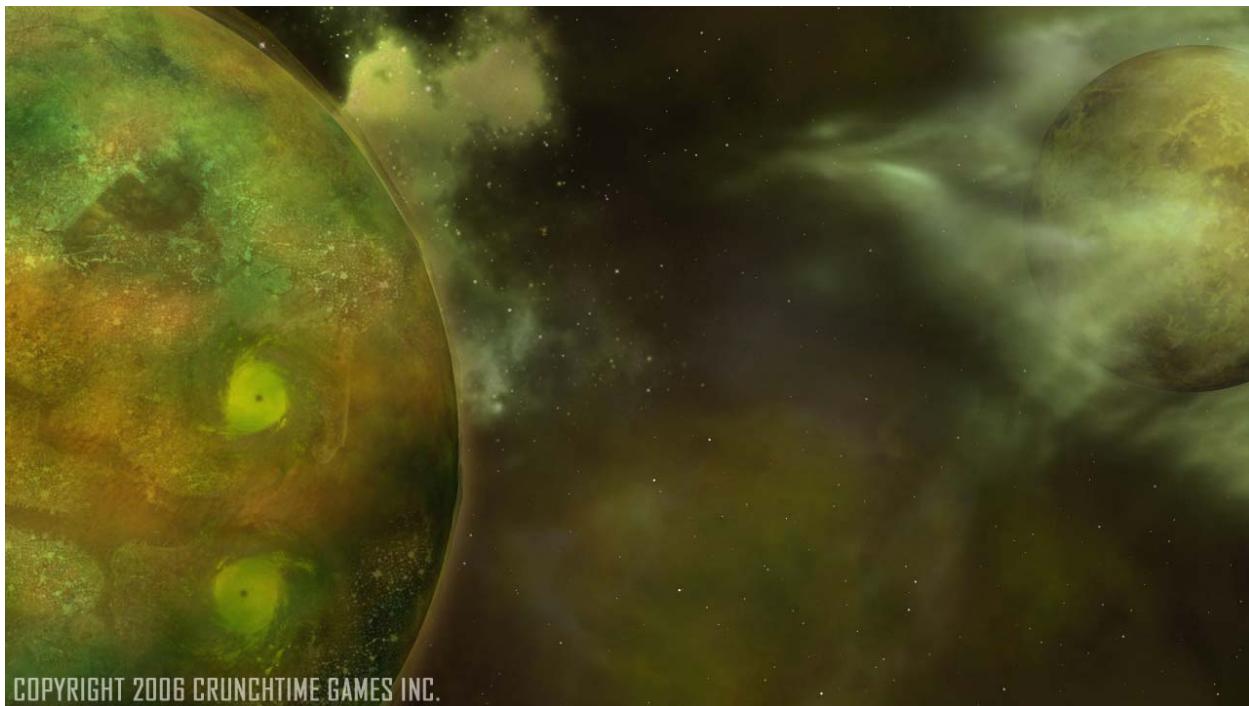


Image 040

Toxic Sector: Home to an Industrious Race, the Toxic Sector is where the player first discovers the dangerous Toxic Spill hazards and complex fuel plants serviced and guarded by hordes of worker drones. The level is designed to appear rancid and corrosive making space look and feel "dirty". We are accomplishing this by using many sprite layers combined with 3D mesh techniques and texture blending. For example, the storms on the surface of the planet are actually slowly rotating sprites that move in tandem with the 3D atmosphere mesh by being parented to its source point. While ugly by design, this is one of the most memorable galaxies in the game.

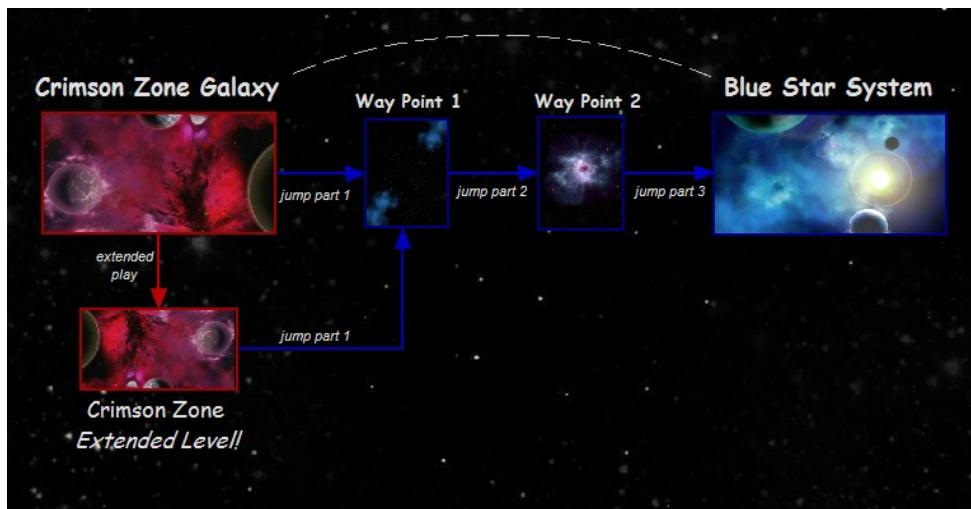


Image 041

Galactic Trek: The trek will take the player across many levels, which are broken down into a flow that is punctuated by major "Galaxy systems" and in-between "Way Point" levels. When the player gets new Galaxy coordinates and Hyper-Jumps, the path will actually look like this (image 041), where we see the player's destination to the Blue Star System is through two "Way Point" jump levels. Also there is an "extended" version of the Crimson Zone. This gives the production team a level complexity rating to allow asset requirements to vary as follows: Galaxy (max), Way Point (min), Secret (med, not shown) and Extended (recycled). This flow maximizes our opportunity to vary the gameplay challenges the player across the three key themes (action, critical navigation and collection) based on the mood of the environment! There will be 9 Galaxy Levels, 20 Way point Levels, 7 Secret Levels, 10 Extended Levels and 3 Secret Galaxies totaling 49 levels in Arcade Adventure mode!

4.3. Visual FX: The special effects in *R.I.P. ROCKET* will raise the bar for space shooters not only for downloadable games, but next generation DVD games as well. The *R.A.K. Engine* features robust particle support and complex procedural techniques that allow the FX Artists to push the limits of animated effects with minimal footprint. The direction of our game is to bring FX with a cinematic mood to game, make them natural extensions of ships or weapons to further sell the onscreen action- while still embracing the concept: **Special FX** is the “**candy of arcade games**”. This quality and over the top eye-blazing detail will push *R.I.P. ROCKET* beyond all other space games! Here are some examples:



Image 042

Massive Explosions: Image 042 is an untouched screen shot from the prototype. The player has used the Ion-Cannon weapon to blow up space mines (left and right) and then swept it across to blow up an enemy ship in front. The result is a chain of explosions that light up the screen and dramatically fade.

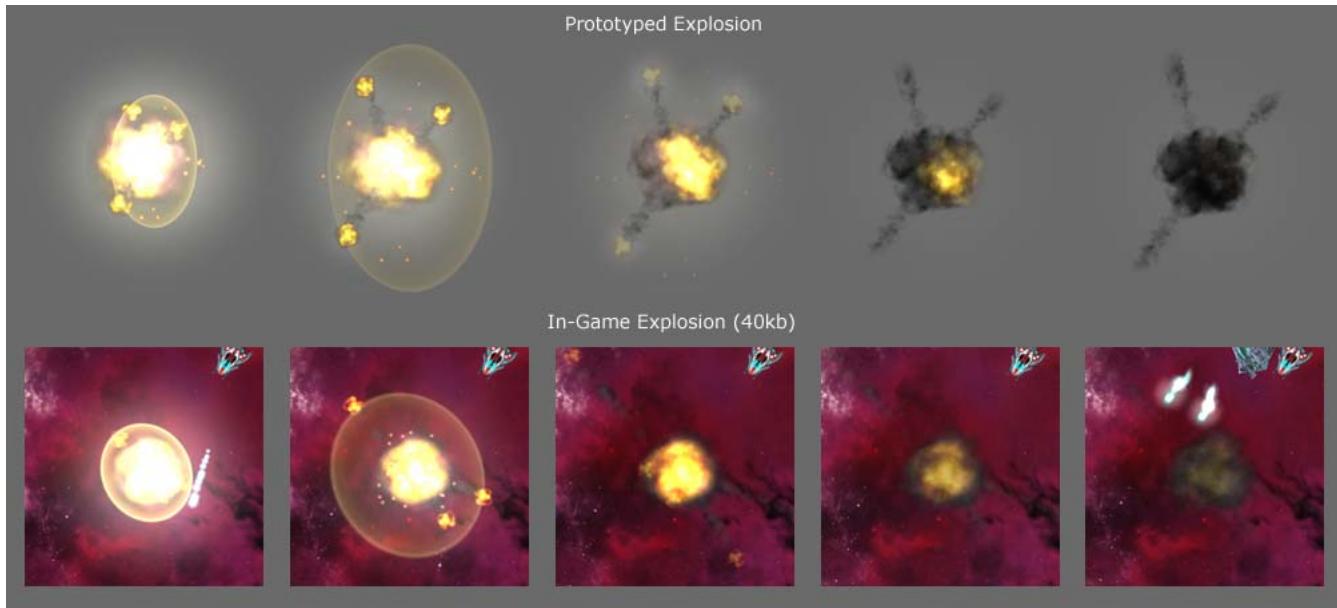


Image 043

Production Example 1 (image 043): This basic explosion was prototyped in 3DS Max 8 as shown in the top strip. You can see the dark and hot contrasts between the fire and resulting smoke trails. In-game, the explosion is identical, only more dramatic with the addition of random burning chunk paths, smoke trail variations, etc. The exported in-game footprint is only 40kb (large by our standards) and can be dynamically color hued and reused to be played back differently to create many ship explosion types!

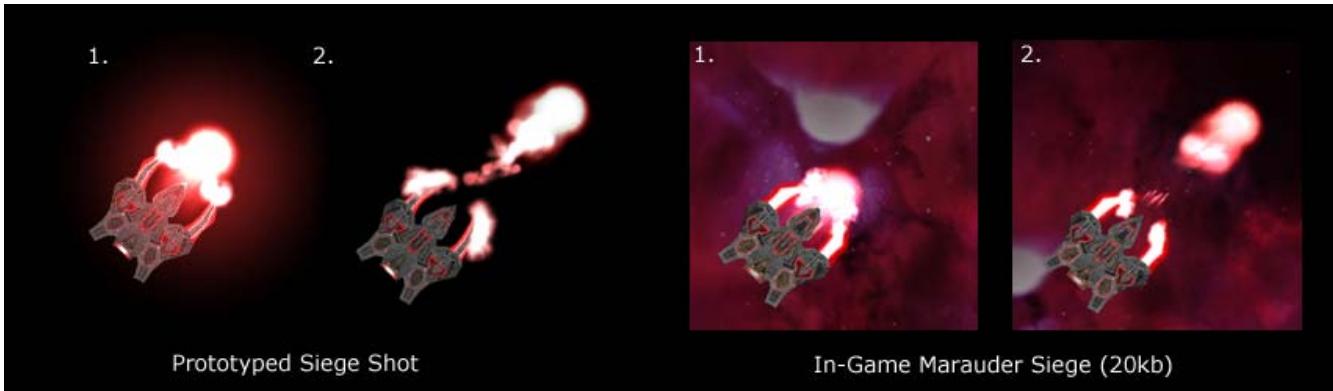


Image 044

Production Example 2 (image 044): Marauder's Claw Blast prototyped and the in-game reality. As it travels the blast rolls and undulates in a mass of energy with a hot center and darker burning edges.



Image 045

Production Example 3 (image 045): *R.I.P. ROCKET*'s standard blaster prototyped and the in-game version. It was important the main weapon of the ship feel heroic, powerful and unique. The shots are fired in staggered bursts and graphically are designed with blue blazing trails that help the player track the angle of each shot while more importantly selling the ship is laying down a serious spread of firepower!

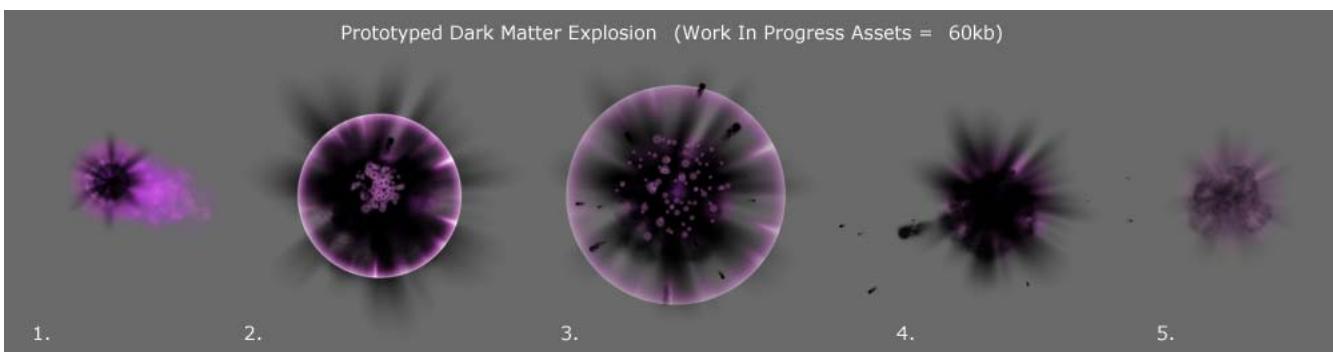


Image 046

Future Effect Example (image 046): This is a "dark matter" special weapon that travels in a ball of energy and then explodes and casting a huge negative matter damage radius. Once implemented in-game, this effect will be far more dramatic and varied than the prototype and much like the explosions, the source components of this will be re-hued and recycled and combined with other existing FX to make even more over the top effects for no additional memory cost!

5. KEY ART TECHNOLOGY AND ENGINE FEATURES

CrunchTime Game's proprietary *R.A.K. Engine* (Roaming Arcade Killer) has been created from the ground up to make *R.I.P. ROCKET* a revolutionary downloadable title, featuring industrial strength collision, fun *playable* physics, cutting edge control and every major next-generation art technique to blow the doors off the genre all within **50megs** and running at rock-solid **60FPS!** We have a fully functioning prototype that showcases the majority of the features listed in this section as proof of concept and ability to deliver exactly what we set out to do. The following are examples of key art technology and engine features.

5.1. Rendering:

Our rendering engine supports the following technical art features:



Image 047

Shaders: CrunchTime Games as a company believes in using shaders where they will make the game more exciting. With this in mind we have created shaders to enhance not only our visuals (such as lighting) but parts of gameplay as well. These shaders are written using HLSL and include both vertex and pixel shaders. The types of shaders have a wide range of uses, including simple vertex translations to more complex changes in colors per pixel. Key Shaders are as follows:

- **Normal Maps (Image 047):** There will be an extensive us of normal mapping to bring out the incredible detail of key ships in-game and during cut scenes. The Hammerhead is a bug class ship with carapace style plating that would be impractical to attempt with traditional modeling, the normal maps make this low poly model look anything but low poly! See *next*.
- **Specular Maps:** Critical to bring sheen and gloss to elements of the ships, specular maps will be used to bring features out we want highlighted by the lighting system and believability to the various materials the ship is comprised of. Image 047 shows how the specular map complements the normal map to make the Hammer Head's carapace plating look wet and slimy. Image 048 shows how the specular setting on *R.I.P. ROCKET*'s cockpit makes it look like black glass.
- **Self Illumination Maps (image 049):** This map type is one of the keys to the signature look of our product. They are utilized in a variety of ways, such as to dynamically altering their values to make a ship lurking in the dark suddenly light up just before it pounces like the Marauder shown here. The goal is to use all our shaders in harmony to make the elements standout, look cutting edge while fitting naturally together in a sophisticated manner that challenges even large budget full DVD games!



Image 048



Image 049

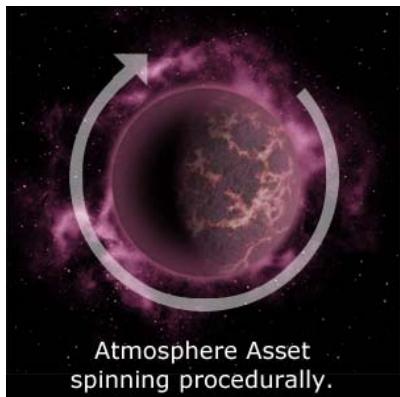


Image 050

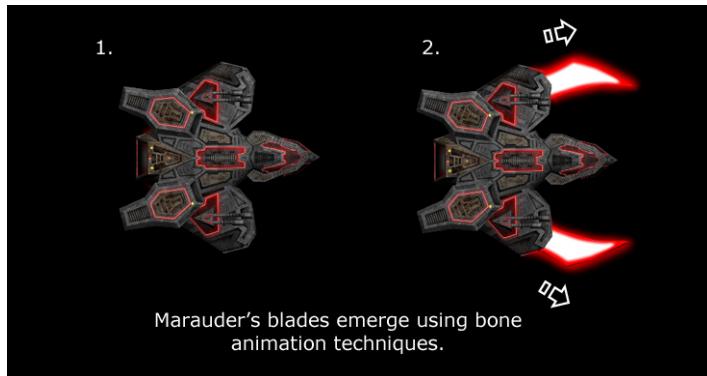


Image 051



Image 052

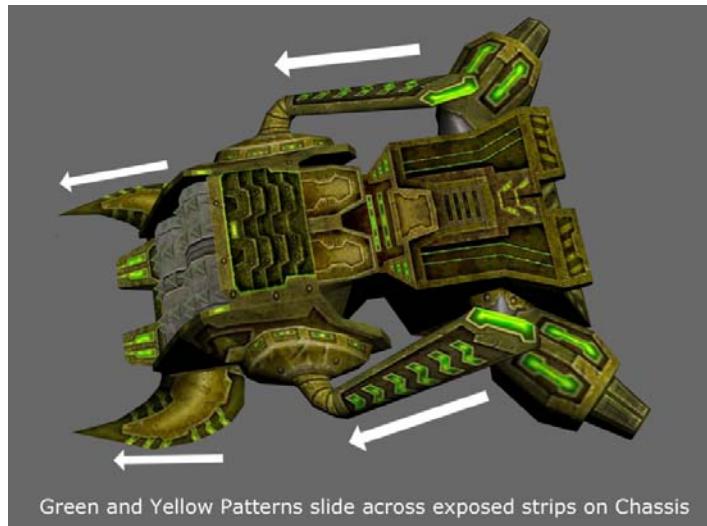


Image 053

Animation: Our 3D model system allows for animations to be created and played back within the engine. These animations can be stopped, looped, and reversed on a frame by frame level. The following types of animation are featured:

- **Procedural Point Rotation/Translation (image 050):** We are placing an emphasis on creating models with separated parts so that we can create animations by rotating and translating mesh pieces in engine procedurally so there is almost no memory cost. This is how we are doing the rotation of the turret and thrusters on our main ship and many of our environment animations.
- **Bone Animation (Image 051):** Certain ships in *R.I.P. ROCKET* have been designed to alter their shapes while preparing to attack. These ships use bone animation and simple rigging techniques found normally on characters. These are rare as they cost more for memory, but are worth the results.
- **Shader Animation (image 052):** We are using Shaders not only to make things look pretty, but to perform complex animations procedurally and create complicated visual effects that are not feasible by hand. Our Shaders can perform various useful tasks ranging from texture manipulation to object deformation. Our Ignitrous Nebula for example uses a shader that does rotation, varies self illumination and deforms the quads to give it a motion that is constant, mysterious and threatening.
- **Advanced Texture Animations (image 053):** Our textures can be set to blend with other textures additively, they can be dynamically hued to change colors on the fly and the engine allows the manipulation of the imbedded mapping coordinates of any asset to achieve all manner of unique animations. Here the Mangler (a toxic plant ship) does several techniques at once: The lights and stripes on the sides hue slowly in rhythm from green to a yellowish green while simultaneously the stripes scroll along the chassis to animate and look like they are processing and busy.
- **Particle Animation:** the key to creating the visual FX covered in section 4.3 above.

5.2. Gameplay Technology: The gameplay defined in *R.I.P. ROCKET* goes far beyond a standard arcade style shooter, requiring powerful, precise gameplay tools and pipelines to allow our designers to rapidly develop the caliber gameplay we are targeting. The following are samples of CrunchTime Games' proprietary tools and gameplay technology:

- **Character Scripting System:** C++ based system that allows **designers** to “script program” every aspect of ship maneuvers, physics, animation playback, player control and related events (collision, FX, etc.). This system allows 1 designer to literally do 98% of the ship programming thus empowering the designer while streamlining the production process and saving significant time/money. This form of character based scripting system was once the secret method used to create top fighting games before our President James Goddard expanded the concept to create meticulous character gameplay in fully 3D adventure/fighting games like Buffy The Vampire Slayer1 for Xbox and created The Collective’s very successful Slayer Engine Character Scripting Pipeline (as an employee). The *R.A.K. Engine*’s gameplay and scripting system will mark the 4th evolution of James’ passion for character scripting and gameplay technology development. While the ships are not characters, they will be treated like they are and every aspect of their behavior will be hand crafted with the most powerful and fast scripting system James has created to date. While this sounds hardcore, the systems deep level of control on a frame by frame basis at 60FPS ensures ease of play by adding complex control filters and rules that greatly benefit the casual player and expert alike.
- **Input System and AI:** The input system for our internal engine was developed with multiplayer and AI in mind. It runs at a constant 60FPS independent of render frame rate to provide the Scripting system with unwavering hooks and guaranteed results! The system allows for AI and the player to use the same control logic and hooks to ensure the AI can play exactly the same as a human player so we can play as a specific ship and see what strategies a player takes then design the AI to be more liquid, cunning and have personality. The AI built heavily on this principle and combined with the Scripting System, the will make the dog-fighting for multiplayer ships particularly deep and surprising.
- **Collision System:** The *R.A.K. Engine*’s collision system is based on the same principles that power fighting games! Our collision volumes are built on the actual models and are oriented and sized to maximize the ships strengths and weaknesses. The system also allows the designer to simply flag specific volumes to create different types of collision, such as armor, shields or critical weak points. The collision system handles all collisions between level bounds, enemies, and environmental objects. The collision system works independently or hand in hand with the Scripting System as desired and also is guaranteed at 60FPS to ensure nothing is missed. This is the most accurate system possible for this or any character based game providing a great feel and critical weak point system that is consistent and tightly defined!
- **Tuning System:** The majority of tuning all the ships’: weapons, hit points, attack values, FX reactions, etc. will be handled through very simple and defined Excel tables that export to .csv format. The Scripting System also handles aspects of tuning and combined this is another tried and true production method that will be essential once final tuning and multiplayer balance testing results start pouring in.
- **Level Editor:** The level editor is another ground up technology that CrunchTime Games has spent time and careful thought on how to make the gameplay pipeline powerful, fast and cater to both artists and designers. Artistically, the level editor can rapidly create levels that include 2D environment objects, 3D models with extensive animation flags to set values such as rotation, movement, etc. The gameplay tools include AI attached to objects, extensive trigger rule constructors, territory definers, spawn point generators for enemies or other objects, AI patrol nodes, movers, hazard drawing tools and custom creation of libraries for complex combinations that work to save time in the future. The information is then saved out and loaded into the engine, being displayed just as it was in the tool. The prototype level provided in this pitch was created on the tool and showcases the ability to create full artistic levels. Complex gameplay features are currently being finalized in both the engine and level tool.

6. MEMORY FOOTPRINT

All the hype and promises of a game concept do not mean a thing if a developer cannot truly make a game fit within the Live Arcade budget of 50Megs. From day one, we have taken the approach 50megs is huge if done right- 16 x bigger then the last Super Nintendo game one of our members worked on- and proceeded to pull every memory saving trick out of the 16bit to next-generation books and created some new ones! The result will be a game that players just think is awesome and we hope will leave other developers wondering how the heck we did it!? Here is a no BS look at our exact memory budget, allocations by category and examples of actual footprints in the prototype!

6.1. Memory Budget: The game will be 49megs allocated as follows:

- **Art Assets:** 34 megs total.
 - Ship Models: 8mb
 - Ship Textures: 4mb
 - Environment: 19mb
 - Visual FX: 3mb
- **Audio:** 10megs total.
 - Music: 7.5mb
 - Sound FX: 2.5mb
- **Executable:** 2 megs total.
 - Engine: 1mb
 - Script/Level Script: 0.5mb
 - Shaders: 0.5mb
- **Pending Xbox 360 Review:** 3 megs total:
 - To be determined: 3mb

6.2. Memory Footprint Samples: Here is a quick look at the exported memory footprint of two ships that are vastly different levels of complexity and detail.



Image 054

Drarg Scout: Class 1 Production Ship Asset (image 054): Fodder ship- low in complexity and having only one additional shader map. **Total footprint: 55.3KB**



Image 055

Zarron Juggernaut: Class 3 Production Ship Asset (image 055): Heavy Combat ship-Higher in complexity carrying more than one additional shader map and one or more animated shaders. **Total footprint: 124KB**

The total budget for ships is 10megs. Our total ship cast count is roughly 30 unique crafts. We could actually do 50 ships at varying production classes, but are being conservative in our planning to ensure a focus on quality and leaving extra space in our budget to go crazy with a few ships and still have room in case we discover we need it for the many unexpected twists that can arise during development.

Note: There are more memory footprint samples in section 4.3: Visual FX above.

7. PRODUCT SUMMARY AND XBOX LIVE FEATURES

The following section covers sales and marketing summaries of all product modes, details, Xbox Arcade features, etc.

7.1. Game Modes and Category:

7.1.1. Game Specifications and Budget:

- **Genre:** Action Arcade- Top-Down Free Roaming Space Shooter
- **Estimated Size:** 49 MB
- **Resolution Support:** *R.I.P. ROCKET* will default at 720p in a 16:9 aspect ratio output which will be automatically letterboxed on 4:3 televisions. 720p will be scaled up to a 1080i resolution by the Xbox 360's built-in hardware scaler. The resolution will also be scaled down to 480p or 480i by the Xbox 360's built-in hardware scaler.
- **Graphical Enhancements:** *R.I.P. ROCKET* will feature full anti-aliasing and mip-mapping support.
- **Estimated Completion Date:** May 2007
- **Estimated Sales Price:** 800 Microsoft Points
- **Budget:** \$400,000. Privately funded and fully secured.
- **Published, Developed and Owned by:** CrunchTime Games Inc.
- **All Licensing:** R.I.P. Rocket Productions LLC, co-owned by CTG and our private investor.

7.1.2. Save System: *R.I.P. ROCKET*'s save system is tailored to allow players to get a quick fix, beat any level or micro level (way point) and quit. They can pick up exactly where they left off. If a player is in the middle of a level and suddenly has to quit, they will only be abandoning that short progress as the levels in the game are not very long and the player will always be just minutes away from where they left off. The game will auto save after a player completes any level. "High Score Farming" has been considered in this system and we will ensure there are no exploits to keep the leader boards pure. This applies to all single player modes.

7.1.3. Single Player:

- **Arcade Adventure:** This is the main single player mode in *R.I.P. ROCKET*. The adventure will span 33 levels of uncharted space plus 16 secret levels! During play in this mode players will unlock new ships that will be able to be used in multiplayer section of the game. Players will be ranked on the leader boards as follows:
 - **Individual Level Score:** Each level cleared will have it's own ranking, this helps players two ways: A) For players that casually play, they can see how they are doing compared to the community based on just playing a level here and there with no pressure. B) Gives players a clue as to how much is possible on any given level they just beat and give them more incentive to try again.
 - **Total Arcade Mode Clear:** The overall total completion score or *score accumulated so far while still beating the game*. This gives players a long term and goal and global ranking for those who desire to eventually beat the game. For other players, this gives them a global ranking while in the progress of beating the game as incentive to keep playing to eventually beat the game and move up the ladder with a final completion score. Total clear scores will have an icon mark to further add to the bragging rights!
- **Score Attack:** In this mode players will come face to face with endless waves of enemies as they try to stay alive as long as they can. Players will have a limited amount of lives to begin with, but can gain more lives they reach score thresholds. This mode has the Jump Coordinates and Hyper Drive already locked in (drive cannot drop below 100%) and focuses on racking up as many points as possible before clearing the 10th attack wave at which time, the Hyper-Jump occurs and the next galaxy/level is loaded. If the player runs out of lives in the middle of a set (of 10 attack waves), they can restart at the beginning of the set. Game saves are executed on Hyper-Jump to the next level. We will throw in bonus collection and critical navigation challenges as well, but this mode is a really an old school presentation of the rules arcade style, to give the players a different twist on the same game. Leader boards for this mode are all about the final score!

7.1.4. Multiplayer - Offline:

- **Single System Split Screen:**

- **Dual Score Attack:** This mode follows the same rules as the single player Score Attack mode, except you now are able to compete with a friend to attempt to get combined high score for leader boards as a team (gamertag + guest)! Slight rules changes are:
 - Players will share a limited amount of lives including extra lives earned.
 - Players cannot attack each other.
 - After a level (set of 10 attack waves) is cleared, the player with the highest score for that level will be deemed the level leader and the status added to their level leader tally. This is designed to promote a friendly rivalry to keep track of who is doing well and not part of the leader boards.
 - The leader board for this mode will reflect the team's total score! Note: The main account holder will be listed with a generic guest marker to indicate the team, only one entry for the gamertag will be listed.
- **Player Dog-Fight Death Match:** Split screen dog-fighting as players can duel it out against each other in a huge assortment of multiplayer levels and select from up to 8 unique ships crafts (based on unlock status). Various tactics can be deployed on different levels, which make for an interesting and long lasting death match mode. This mode is not ranked on the leader boards.

7.1.5. Multiplayer - Online:

- **Dog-Fight Death Match:** The core of the online play will be the dog-fight death match mode. Will feature up to 8 players in ranked and player matches in the following modes:

- **Single Ranked:** Up to 8 players, 1 person per Xbox 360 console, will be able to join in an all out dog-fight to the death. Players will pick one of 8 ships (based on unlock status) and duel in a plethora of uncharted space levels, which will be chosen at random for this mode. Win rules are based on number of kills required to win. We feel that ranking scoring system is critical to the games longevity and legitimacy on XBLA as a true multiplayer game. Therefore we are researching options to make sure the ranking system for this mode truly reflects the best players and does not have loopholes to allow players with a handful of games and no losses to be ranked number 1. A final system will be locked in once we have full access to the development kits and discuss the best options with Microsoft product management.
- **Team Ranked:** Same as Single Ranked mode with 2 players per team and up to 4 teams total. This is single console per player only option. The leader board for this mode ranks a team with both players gamertags listed (alphabetically) side by side to comprise the team name. Example: Rank #1: CRUNCHED + SUPERZANG. We will allow and encourage teams to be friends of any rank to play together to create a team, the stats will track that union as its own entity for a team ranking. There are some additional considerations how this affects leader boards and we will design a team ranking structure that makes sure the same player cannot be listed multiple times by having different partners! The ranking score rules are pending our decision on the Single Ranked rules along with additional rules to be determined for penalizing team members that drop mid game and leave their partner hanging- although this is less likely to happen allowing friends to make teams. This will take some careful design to make work, but we are determined to bring team play to this genre at a ranked level!
- **Player:** This mode is very similar to the Ranked mode except that the results from the dog-fights will not be ranked on the online leader board. Up to 8 players can pick from up to 8 ships (based on unlock status), pick the level they wish to battle in and adjust win conditions, etc. This mode will fully support single console and **2 player split screen console** where the primary account holder can bring a guest! This will allow players to invite their online friends to play a casual or serious game. The option to play split screen online with a guest provides great opportunity to get other players hooked on the game (even the hardware if they do not own a 360 yet) generating more sales!!

- **Team Player:** Same as Ream Ranked only presented in the Player format, where players can have up to 4 teams of 2 on single console, 2 player split screen, etc. and the results are not ranked.
- **Spectator Option:** Enter an online “Player” or “Team Player” game and watch players duke it out in online death match mode. This is a key feature to allow new players to just check out online play or help players to learn new strategies, improve skills and have incentive to get more into the multiplayer gameplay! Based on final online testing, we will determine the final number of spectator slots we will allow. Currently we are estimating 2 per game match plus the 8 player slots. When players browse games available, they will see how many player slots and spectator slots are available and have the option to join as either. Once a spectator, if there is a player slot open, a spectator can simply change to join in as a player at the start of the next round. If all the player slots are full, a spectator can reserve the next available player slot, making it fun to watch (or take a break) and then join in when the next slot is available!
- **Co-Operative Score Attack:** This mode follows the same rules as the Split Screen Dual Score Attack Mode, however now you can play with friends over Xbox Live to get an amazing team score! This is a separate team leader board for on-line teams and ranking is based on their total team score! The leader board will display the team with both players gamertags listed (alphabetically) side by side to comprise the team name as we will do in Team Death Match. Rules to avoid same player domination of the boards with different team members are currently being reviewed.

7.2. Xbox Live Market Place:

7.2.1. Purchasable Content:

- **Theme Packs** (100 Microsoft Points Each)
 - **R.I.P. ROCKET Theme Pack:** Featuring *R.I.P. ROCKET* in various mind blowing high resolution environments.
 - **Enemy Theme Pack:** Various enemies in high resolution action packed shots set in their home Galaxies (environments)!
 - **Environment Theme Pack:** High resolution shots of all of our most beautiful captivating environments featured in *R.I.P. ROCKET*.
 - **Concept Art Theme Pack:** Features a behind the scenes look at the development of *R.I.P. ROCKET*, featuring beautiful concept art of the game.
- **Gamer Pictures** (10 Pictures Per Pack, 100 Microsoft Points Per Pack)
 - **R.I.P. ROCKET Picture Pack:** *R.I.P. ROCKET* at different angles showcasing the beauty of the craft and its many cool weapons.
 - **Enemy Picture Pack:** Featuring 10 of the meanest enemy ships ever scene in space.

7.2.2. Free Downloadable Content: There will be a few select free items such as a 1 gamer picture available immediately to give the player a chance to bond with the game and promote the game via other players seeing the player's new *R.I.P. ROCKET* gamer picture. Additional free content will be given out through player incentives tied into achievements, which is where we will reward the player for playing our game! See section 7.3.5: Achievement Incentives

7.3. Xbox 360 Achievements and Gamerscore:

7.3.1. Achievement Philosophy: The game will incorporate some of the best examples seen in current games, adopt key advice from the “white papers” and embrace what the team feels best promotes fun gameplay in *R.I.P. ROCKET*. The following are some of the key factors we have built our current achievement plan based on:

- **Learning:** Encouraging players to grow with the game and be encouraged to learn techniques to be used in the game offline and online. For example the achievement “Reverse Thrusters” requires the player to fly backwards for 30 seconds in Score Attack mode without dying. This will teach the player how to correctly use reverse thrusters in

- combat, how to navigate backwards, and takes some skill to complete it- plus it might lead a player to try Score Attack who might not have otherwise tried it.
- **Exploration:** Encouraging players to explore and see more of the exploration and collecting part of the game. For example the achievement "Crystal Power" requires mining 500 crystal units to complete. This will lead players off the beaten path to find the Crystal Asteroids and then use the Retrieval Beam to collect them, there are about 150-250 crystal units max on a level, so this is a goal that will lead the player to explore several of the beautiful levels and learn even more about the **game!**
 - **Weapon Mastery:** Encouraging players to learn their weapons and defenses. For example the achievement "Deflector" challenges the player to block 30 weapon impacts, which is a medium skill that will greatly change their play options once mastered in off and online gameplay!
 - **Skill Progression:** Reward players of all skill levels with points scaled to the difficulty and "saneness" of the task entails. Even the tough achievements will be within a novice players reach based on the progression the easier achievements will lead them through.

7.3.2. In Game Achievement Integration: On certain achievements, in-game encouragements will be placed strategically throughout the game to push the player to go forward toward harder achievements. For example the achievement "Data Preservationist" requires a player to collect 5 hidden data-cores, the GPB (in game computer assistant) will give a subtle hint in the beginning of the stage that there is strange signal disturbance that cannot be locked onto coming from somewhere on the level. This will elude the player that something important is around and they may want to explore the map to find it. This way we are able to give tips to the player for harder achievements without breaking character and taking them out of the game.

7.3.3. In Game Achievement Data Log: When you receive an achievement a new data entry will be entered into your data log (Back-Button). At the end of a level where a player has received an achievement they will be notified in-game that they have received it (in addition to the system level auto notification). Players will be able to check their data log at any time throughout the game to see important information and to check on their achievements *without being taken out of the game* and how close they are to completing certain ones like collection based achievements (350/500 Crystals Needed)!

7.3.4. Exit Achievement Promotion: When a player exits the game and is close to receiving certain achievements they will be notified with a progress update on the achievements in question. This screen will also show a summary of all achievements that the player has earned during this play session. This exit promotion may encourage the player to quickly restart the game and keep going to get the achievement they are close to gaining, as another way to bring the player back into the game right away, or leave them eagerly waiting their next play session!

7.3.5. Achievement Incentives: To give players the incentive to keep playing to unlock all of the achievements in the game we will reward the player with different incentives. These incentives will be given out when a player has been rewarded certain achievements. The incentives can range from different skins for multiplayer ships, concept art galleries, or a free gamer picture. Having them only on certain achievements makes the player want to unlock as many achievements as possible to see what they might get. They incentives will be given out throughout all difficulties of play so not to exclude anyone from receiving incentives and will they will not give anyone advantages when playing any other mode of the game.

7.3.6. Demo Achievement Carry Over: Since a player who has only downloaded the demo of a game can not actually receive any achievements that they may have potentially unlocked we have developed an achievement carry over incentive. At the end of play of the demo, the player will be presented with achievements that he or she would have unlocked if they had the full game, and any achievements that they are close to unlocking. If they choose to purchase the full game at that time, they will be able to carry over their "achievement" progress in the game, and any achievements that they have unlocked during demo play. This will be a huge incentive for people to buy the game as soon as they finish playing the demo.

7.3.7. The 12 Achievements and Gamerscore Points: Note: These are currently planned, final achievement design will be based on play testing and feedback:

- **Galactic Pilot (5 points):** Awarded for playing and beating the 1st 2 levels of the game. This achievement is designed for players that might only have a little bit of time to get into the game. They have instant gratification that they received an achievement and will want to come back and play. This achievement is also a Demo Achievement Carry Over.
- **Nebula Surfer (10 points):** Awarded for flying into the canals of 3 nebulas without dying. This will teach the player how to fly through nebulas without dying and will encourage players to take risks and reap the rewards.
- **Crystal Power (10 points):** Awarded for collecting 500 crystals units throughout the adventure mode. Encourages use of the Retrieval collection beam and will lead beginner and advanced players to explore the levels in search of crystals asteroids.
- **Reverse Thrusters (15 points):** Awarded for flying backward for 30 seconds in Score Attack Mode without dying. This teaches players how to use their reverse thrusters to their advantage and encourages playing Score Attack Mode.
- **Secret Explorer (20 points):** Awarded for finding 3 secret levels in Arcade Adventure mode. Encourages players to seek out additional secret jump-coordinate data to access these levels. Note: The first secret level is really easy to find, so players will understand what they need to find more secret levels! There are 16 secret levels in Arcade Adventure mode.
- **Marauder Destroyer (15 points):** Awarded for destroying 100 Marauders in Score Attack mode.
- **Data Preservationist (20 points):** Awarded for collecting 5 data-cores left behind by enemies. These carried by special ships that are a bit harder to kill and generally lurk in the levels somewhere. Challenges the player to seek out and take on harder ships.
- **Raider (20 points):** Awarded for collecting 1 "item-x" (TBD) hidden in the middle of a dangerous mine field or nebulas. This will require critical navigation in this area which is a good example of a goal that will vastly improve a player's flight skill in the game.
- **Master Deflector (20 points):** Awarded for using the deflector beam to block 30 impacts of any kind in Arcade Adventure Mode.
- **Cosmic Scourge (25 points):** Awarded when a player achieves his or her 1000th frag in online multiplayer Death Match. A reward to encourage online death match play.
- **Sonic Speed (15 points):** Awarded for beating the Arcade Mode in under "X Time".
- **Galaxy Crusher (25 points):** Awarded for beating the Single Player Arcade Mode and finding all of the secret levels and secret galaxies. Encouraging total play of the game.

7.4. Xbox Live Leader Boards: R.I.P. ROCKET will support the following Leader Board formats:

- **Time Frames per Leader Board:**
 - All Time
 - Monthly
 - Weekly
- **Types of Leader Boards:**
 - Arcade Mode Top Score and In-Progress Play Score (noted by icon for total clear)
 - Arcade Mode Level Specific Clear Scores
 - Offline Score Attack
 - Offline Dual Score Attack
 - Online Dual Score Attack
 - Online Ranked Death Match
 - Online Team Ranked Death Match
- **Searchable By:**
 - Overall
 - My Friends
 - My Score

7.5. Xbox Live Arcade Free Demo: The free downloadable demo of *R.I.P. ROCKET* will offer:

- **The first two levels of the Arcade Adventure mode:** The levels included will be Crimson Zone (Section 4.2, page 19, image 38) and Way Point 1 (page 20, image 40) on the Hyper Jump to Blue Star System. This will also include the special extended level of the Crimson Zone for players to discover. These levels will give the player a feel for the casual appeal of the game and will give advanced players a feel for the expert precision and depth that the game offers. Any achievements that they player earns in the demo may be carried over if they choose to purchase the game immediately after finishing the demo. Please refer to the document included in this submission: RIP_ROCKET_60 seconds of gameplay_v1.1.doc for an in-depth look at the first level/demo level 1 (the Crimson Zone).
- **Offline Split Screen Dog-Fight Death Match:** Players will also be able to play a single screen death match game on one select level. They will be able to choose to control *R.I.P. ROCKET* or the Marauder. This will give the player a feel for the different type of playable ships there are in the game and their different abilities that they each have. The level will also showcase features like environmental hazards and obstacles to use in battle that will further sell the player on the unique and appealing features of the game!

8. STUDIO AND TEAM BIO

CrunchTime Games Inc. was founded in May 2003 in Chandler Arizona by James Goddard, a veteran fighting and action game developer who is credited as a key designer on 2 of the most successful versions of Street Fighter II along with developing other critically acclaimed hits like Buffy The Vampire Slayer for the Xbox. The company's first 2.5 years was focused on providing contract design, programming and management consulting for major clients like Blizzard Entertainment, Atari and The Collective/Foundation 9. As a result, CrunchTime Games Inc. (CTG) is credited on StarCraft Ghost (now in limbo), World of WarCraft, Marc Ecko's Getting Up, The Da Vinci Code and an Xbox 360 project in development. This work has involved the dedicated use of Development Kits for Xbox and Xbox 360. In January 2006, CTG shifted gears and self funded its own original IP: *R.I.P. ROCKET*, which has now been in development for 10 months and has a full time staff. In October, CTG secured a private investor, to further push the quality level of the project beyond expectations to allow for completion in Summer 2007.

Development Studio Experience:

CrunchTime Games Inc. has successfully completed contract development services on the following high profile titles:

- **World of WarCraft:** Special Navigation/Combat Camera Design, Control Design for "Click to Move", Implementation/Tuning on-site at Blizzard. *Blizzard Entertainment has provided CrunchTime Games Inc. with a "Letter of Service" for the work performed, which is available upon request.*
- **StarCraft Ghost Xbox, PS2, Game Cube (now on hold):** Character gameplay and control design, console expert consultant. Worked 3 years with the 2 different developers to help the teams achieve the dynamic main character control and gameplay desired by Blizzard Entertainment. *Blizzard Entertainment has provided CrunchTime Games Inc. with a "Letter of Service" for the work performed, which is available upon request.*
- **Marc Ecko's Getting Up Xbox, PS2, PC:** Character gameplay design, character gameplay and control programming, fighting animation direction, fighting chorography and Slayer Engine consulting/support (note James Goddard's credits as lead designer of the Slayer Engine). CrunchTime Games Inc. re-designed, directed and implemented the Main Character Trane's hand-to-hand combat for the final product.
- **The Da Vinci Code Xbox, PS2, PC:** Character gameplay and control programming for main characters navigation and grappling.

Key Staff Members and Credits:

- **James Goddard - President, Game Director/ Lead Designer, Lead Control/ Ship Gameplay Programmer:** James is a 16 year veteran of video game development with special emphasis on gameplay, game control and dynamic character actions covering 1991 arcade games to 2006 released Xbox/console games. His mastery of "AAA" control that covers both beginners and expert alike was noticed by Blizzard Entertainment from his work on Buffy the Vampire Slayer for the Xbox, leading to CrunchTime Games Inc. being contracted for 3 years to provide content and design for StarCraft Ghost and control/camera work on World of WarCraft. While always being in the trenches, James has been the Team Leader, Producer/Lead Designer or Game Direction/Project Director for the majority of his career. Some of his personal credits (excluding the studio credits listed above) include the following games and technology:
 - **Turbo Street Fighter II Hyper Fighting (Coin-Op, re-released on Xbox 360 Live Arcade):** Version Concept Creator, Co-Designer, Master Fighting Balancer. Other Street Fighter credits include creating the version concept for SFII: Champion Edition and design/balance, and creating the character Dee-Jay in Super SFII.
 - **Buffy the Vampire Slayer Xbox:** Project Lead, Co-Lead Designer, Lead Character Gameplay Programmer, Motion Capture Director, Animation Direction/Fight Choreographer and *Slayer Engine Lead Designer*-see next.
 - **The Collective's/Foundation 9's Slayer Engine:** Lead Designer and Character Programmer of the Character Gameplay portion of the powerful "**Slayer Engine**". The "**Slayer Engine**" powers 6 games on Xbox (Buffy, Indiana Jones, Wrath, Multi-million selling Star Wars Episode III, Marc Ecko's Getting Up and The Da Vinci Code), all of which use the extensive work programmed by James Goddard to run their main and sub characters, player control and gameplay collision routines.
 - **Indiana Jones Xbox, PS2, PC:** Additional Character Gameplay Programming, Slayer Engine Design/Support.
 - **6+ coin-op games and 2+ other console games not listed**, full credits can be viewed at www.djamesgoddard.com/bio.html
 - Currently James' work in the industry has touched many projects that combined have sold over 15+ million units world wide.
- **Christopher Rakowsky - Tech Lead/ Lead Engine Programmer:** Christopher graduated from University of Advancing Technology with a Bachelor's of Science in Software Engineering in October 2005. He immediately joined CrunchTime Games to provide programming for on-going contracts. While new to the business, his performance demonstrated by his skills has been extemporary and in February 2006, he was placed in charge of creating CrunchTime Games' proprietary engine for our original IP. His games credits to date include The Da Vinci Code and our original IP. The engine is also named after Chris in appreciation of his hard work and engineering (R.A.K. aka Rakowsky).
- **Ben Ruiz – 3D Artist/ FX Artist/ Environment Artist, Art R&D:** Ben graduated from the Art Institute of Phoenix with a Bachelor's Degree of Arts in a Game Art and Design in December 2005 and was hired by CrunchTime Games prior to graduation.

Full Production Staff Breakdown:

- 1 Game Director/ Lead Designer/ Ship Gameplay Script Programmer
- 1 Technical Lead/ Engine/ Gameplay Programmer.
- 1 AI Systems/Gameplay/ Tool Programmer.
- 1 3D Modeler/ FX / Environment/ R&D Artist.
- 1 FX/ Gameplay Programmer.

Supporting Staff Breakdown:

- 2 Contract 3D Modeler/Texture Artists.
- 1 Contract Audio Engineer.
- Contract Audio Musicians.
- 2 Contract QA/Testers.

9. CLOSING COMMENTS

This document represents a **factual accounting of our game currently in progress** and concrete planning for future features. This is more than an "idea", this is something that is in motion being created by a small pro-developer that is on a quest to make something really fun. To make this game as an independent developer with private funds has taken extreme commitment and sacrifice by the team and the private investor involved. While financially scary, our approach in the creation of this game has been to make sure we are having fun, doing something different and most importantly **nailing exactly what the game is via production vs. being "pie in the sky"** before pitching it.

We now come to you with a game and plan that we feel is truly inspired, something we know how to develop, we have the funds to complete and can actually show proof that this game will *rock* and *needs* to be on Xbox 360 Arcade Live this summer! While it has taken some time since our initial meeting in April 2006 to get to this submission, we have achieved and surpassed our goals and embraced the challenges Ross Erickson set for us back in that meeting!

Included in this submission are the following supporting materials:

- **RIP_ROCKET_Trailer_v1.0.wmv:** Our hype video and future template for a pro-cut marketing video to be released prior to game launch (we understand all PR and Marketing needs approval). This was captured on the PC using FRAPS software, as a result this is not as high-res and runs under 60FPS- future video for marketing will be taken at a studio specializing in High-Def capture.
- **RIP_ROCKET_60 seconds of gameplay_v1.0.doc:** 60 seconds of gameplay sub-document showcasing the first level of single player: Arcade Adventure.

We hope you like our game! We would absolutely love to see *R.I.P. ROCKET* on your brilliant Arcade Live Platform.

- TEAM *R.I.P. ROCKET*,
CrunchTime Games Inc.

August 29, 2008 UPDATE: The following document is the original (with minor edits) Pitch Document for Shred Nebula (aka R.I.P. ROCKET).

LEGAL DISCLAIMER:

- 1.1. Shred Nebula Xbox LIVE Arcade (XLBA). The game was originally named R.I.P. ROCKET (after the main hero), many references throughout this document therefore are old and not updated to the new name. Sections of this document contain information and ideas that are either altered or cut from the final Shred Nebula XBLA release and does not serve as a product sales or specification document. Please download the demo from Xbox LIVE Arcade to see final features or visit www.shrednebula.com for information on the final product.
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Message from the CEO of CrunchTime Games Inc., James Goddard: "The above legal disclaimer is a necessary evil, hopefully it will not overshadow the purpose of sharing this with the world- this is something that we are very proud of and hope that aspiring designers/developers out there find to be informative and helpful in their pursuit of one day making their own game. In 1991, I was asked my boss how to do a pitch and he told me there way no specific way... 17 years later this is still true. It is up to you to figure out how to capture your own idea and sell it to others. This just happens to be the way I interpreted that challenge and 17 years later this represents one of the best, to the point pitches I personally have ever had the pleasure of putting together and it took the entire team collaboratively to pull it off. Thanks for looking at this and best of luck in all your creative endeavors! -DJJames Goddard.