



DEVELOPMENT PROPOSAL

ICON GAMES LTD

Platform:

PS2, Xbox, PC, PSP

Genre:

Arcade Action FPS

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TABLE OF CONTENTS

DEVELOPMENT PROPOSAL.....	1
TABLE OF CONTENTS	2
CONTACT DETAILS.....	Error! Bookmark not defined.
AN OVERVIEW	3
KEY FEATURES.....	4
THE GAME	5
GAME SCENARIO	7
GAMEPLAY	8
ENEMIES.....	9
PLAYER ADD-ONS.....	10
FRONT END	12
SCHEDULE	Error! Bookmark not defined.



AN OVERVIEW

Media Details

Single CD-R

City Defender is a game of epic combat set in the future with the player defending his home city from ravaging incursions and enslavement by an invading alien horde.

The player has been hired by the Mayor to save the city. The aim of the game is for the player to defend the various sectors of the city, with his success being rewarded with better equipment until ultimately he is able to drive off the alien attackers.

Presented from a first person viewpoint within a 3d world populated by detailed and sophisticated enemies. With fast action blasting combined with thoughtful strategic play, City Defender will provide an enjoyable and rewarding gameplay experience. The emphasis will be on killing everything that moves and earning the biggest scores, City Defender will be an out and out blaster!

Art Style

The front-end menu system and game characters will be created in a colourful cartoon style with Manga influences.

The in-game environments will be created to be photo realistic real-world settings, with battle scared land and scenery and gleaming mechanical foes.

Audio

The soundtrack will be along the lines of an epic film score – with pounding war like marches, melodic victory tunes, dramatic angst ridden pieces when you are losing, etc.

In-game ambient sound effects will feature heavily within the city and spot effects will be used throughout both the front end and in-game.



KEY FEATURES

Game progression

Non-linear gameplay whereby the player can select which sectors of the city he will defend, in the order he chooses.

Game control

Fluid game control allowing the player to perform a wide range of manoeuvres and attacks.

Player upgrades and Weapons

The stronger the player performs so more and better weaponry will be made available allowing for large scale destruction.

Game characters

Throughout the game various characters will be on hand to both help and hinder the player – there will often be someone appearing to speak to or to set missions for the player to do.

Night Missions

Certain missions will be set at night, with the player having to make good use of night sight equipment.

Sophisticated AI

The enemy AI will be developed to allow for both patrol based enemies (those that follow pre-set paths) and reaction based enemies (those that move when an event such as gunfire triggers them), and a combination of the two. Player tracking routines will be key to ensure the AI does not get stuck behind scenery.

Innovative Weapon System

Primary and secondary weapons can be used together - primary for rapid fire lower damage attacks, and the more powerful secondary weapons which require charging time after each round.

Massive High Score Table

With a retro arcade action feel and an emphasis on building up big scores, a large saveable high score table will be essential, with at least 100 places.



THE GAME

Inspiration

City Defender draws inspiration from games and films such as *Timesplitters (PS2)*, *Terminator (Movie and PS2)*, *Star Wars (Movies)*, *Heavy Gear (PC)*, *Mercenary (C=64)*, *Commando (Arcade)*.

Key Moments

Swarming enemies attacking

Enemies won't just attack in the singular – entire swarms of enemies will attack the player at once.

Interaction with the other characters in the game

Just when you need it your colleagues will provide help and advice to help you liberate the city.

Different player add-ons and weapons

A wide range of player add-ons with high power weapons producing dramatic effects and big explosions.

The first battle you win

And a sector of the City is saved.

Driving vehicles

When you first steal a tank from the enemy and let rip with the heavy duty firepower.

Encountering the key enemies

Exploring tactics to defeat the more deadly boss aliens.

Destroying scenery

You know you shouldn't, but... it's fun. Watch out for the Mayor though (see Key Characters below); he doesn't take kindly to you blowing chunks out of his city and will issue on the spot fines.

Key Characters

Throughout the game various characters are encountered. These NPC characters are listed below (all characters are hand drawn anime/cartoon style each having a few animation sequences).

Susan



A young woman who sets the missions for the player. She will provide as much information as she can find to help the player complete the mission successfully

General Stolkovich



A 70 year old career soldier brought out of retirement to help save the City. He advises you on tactics to help defeat the enemy and appears occasionally to congratulate or shout at the player depending on his performance. Old fashioned and disciplined.

Fat Barry



Barry is the oil covered chief mechanic who runs the Weapons Shop. He doesn't take kindly to bartering, but he only sells good quality, working machinery. You can rely on Fat Barry.

Mayor Damerson

A basic nuisance who crops up now and again to fine the player (takes away credits). He fines the players if he destroys too many things in a sector (such as trees and scenery).

The Alien Leader and his 2 Lackeys

Appear occasionally to jeer you when you lose or shout and rant if you beat their attacks off.



GAME SCENARIO

The game is set within a futuristic city which is divided up into a number of sectors. These sectors are used for reference purposes to help the player move around and to identify areas of enemy activity. A diverse range of area types include Industrial, Commercial, Housing, Parks, Business and Leisure Parks.

Game Control

Menus

<u>BUTTON</u>	<u>ACTION</u>
D-pad Up/Down	Move between menu items
D-pad Left/Right	Cycle between options
Cross button	Primary select
Triangle button	Back to previous menu

Ingame

<u>BUTTON</u>	<u>ACTION</u>
D-pad or Left analogue stick	Move player
Right analogue stick	Look around/aim weapon
L1 & R1	Strafe Left/Right
L2	Change weapon - previous
R2	Change weapon - next
Cross button	Fire current weapon
Triangle button	Display full screen map overlay
Circle Button	Fire secondary weapon
Square button	Turn player run on/off
START options	PAUSE game and in-game



GAMEPLAY

City Map

The game city is split up into sectors – with each sector featuring one of 3 difficulty levels (denoted by its colour):

- White – cleared (no enemies)
- Green – low enemy activity (Easy)
- Yellow – medium enemy activity (Medium)
- Red – high enemy activity (Hard)

If you leave a city sector for a while, and it has other connecting alien occupied sectors it will progress from Green status through to Red as more aliens invade the sector.

The game code will be developed to ensure not too many sectors turn to red at once – it will be a gradual process, with some sectors taking longer than others to become fully populated by the aliens.

The harder the sector difficulty, the more Credits the player is awarded for clearing it.

The player can move around the city at will, visiting different sectors whenever he wishes. However, this will not stop the attacks, so the more the player wanders; the more sectors will be invaded. It will be essential for the player to commandeer a vehicle to move around the city swiftly.

Sectors

There will be 20 individual sectors (each sector is in effect a game level). The various sector types are detailed below:

- Industrial - heavily built up with factories and warehouses
- Commercial - shops, cafes and restaurants
- Residential - tree lined streets full of houses
- Parks - woodland areas, water features, children's play areas
- Business - commercial districts, from small offices to office blocks



ENEMIES

The following is a full list of all enemies encountered throughout the game:

Gun Turrets

Stationary gun turrets, which track and fire on the player [4 damage points per shot]
15 Hit Points

Mine Turrets

Stationary turrets which fire exploding mines towards the player – the mines can be shot down (in First Person mode only)
25 Hit Points

Air Mines

The mines themselves (see above) [4 damage points per impact]
4 Hit Points

Scout Tanks

Low armour tanks, medium power single shot weapons [8 damage points per shot]
20 Hit Points

Battle Tanks

Heavy armour, high weapon single shot power [12 damage points per shot]
40 Hit Points

Scout Droids

Fast firing, fast moving [4 damage points per shot]
15 Hit Points

Battle Droids

Slower moving but far more fire power (multi-shot) [8 damage points per shot]
50 Hit Points

Mobile Armour Units

Two types – rocket firing and machine gun firing [25 damage points per shot (rockets), 8 damage points per shot (machine gun)]
150 Hit Points

Bosses

Various types, larger and more deadly than standard enemies.

Note: The player has 100 damage points.



PLAYER ADD-ONS

A variety of weapons and upgrades are available to the player:

Weapons Shop

For each wave of enemies or major enemy that the player defeats and for clearing sectors of the enemy invasion force, the Mayor will award Credits (money), which can be used in the weapons shop to buy new and better weapons or upgrades.

Weapons

Type one (primary weapons)

- Rifle – low power single shot [bullet - 5 damage points per shot]
- Snipe-shot – medium power single shot [bullet - 8 damage points per shot]
- Cannon - high power single shot [bullet - 15 damage points per shot]
- Mini Gun – fast firing machine gun [bullet - 4 damage points per shot]
- Homing Rockets – lock-on to an enemy and track its movement [rocket - 25 damage points per shot]

Type two (secondary weapons)

- Plasma Cannon – fast firing, low power [projectile - 2 damage points per shot]
- Electro-blaster – high powered, needs to recharge between bursts [projectile - 8 damage points per shot]
- Rocket Unit – very high power, single shot [rocket - 20 damage points per shot]
- Mega Blast Unit – the highest power weapon, long recharge time between shots [projectile - 40 damage points per shot]



Upgrades

- Power Replenish – restores 25% of power
- Full Repair – restores all power
- Night Vision – enables player to see in night levels
- Shield Unit – absorbs 50% of hit damage, limited lifespan
- Mobile Repair Unit – automatically repairs as damage is taken (repair is gradual)
- Mapper Unit Upgrade – provides a more detailed map of the area showing the location of all enemies

The Shop

This is the screen where the player buys new upgrades and weapons, Fat Barry appears to provide information on each of the weapons. Shop access points are positioned throughout the city, similar to hole on the wall cash machines.

Additionally, weapons and upgrades can be found when enemy strongholds are destroyed.



FRONT END

- **Screen 1** - Legal text
- **Screen 2** - Publisher logo
- **Screen 3** - Icon Games logo
- **Screen 4** - Title screen
- **Screen 5** - Main menu
Options – New Game, Game Options, Credits
- **Screen 6** – Options
Options – Music on/off, Sound FX on/off, Screen centring, Control configuration
- **Screen 7** – Credits
A full list of game credits

New Game

Starts with a game intro screen, then moves onto the **Map Screen** – from where you select which sector to defend.

Before the game begins, and at certain times during gameplay a briefing sequence appears with both Susan and General Stolkovich appearing to provide information and tactics.