

# MONSTERS

Wii GAME DESIGN DOCUMENT

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A FAMILY ORIENTATED B-MOVIE HORROR  
ADVENTURE

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# MONSTERS

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# MONSTERS

## INNOVATION

### Innovation of Features and Project Goals

The tone of the game is one of parody and light hearted scares – this is a horror game for all players age 5 and up. So while the monsters will look scary, there will be no gore and all ‘killing’ will be presented in a light hearted and fun way (think *Ghostbusters*).

#### **B-Movie Style Camerawork**

*MONSTERS* is a tongue in cheek family orientated B-Movie Horror adventure game; the direction, camerawork, tension and story telling. The visuals will be presented in glorious Technicolor – just like Hammer movies, whereby all of the colours will be heavily saturated.

#### **Audio Atmosphere**

An immersive audio experience as the player's beating heart pounds the closer he is to a monster. Floorboards creak, shutters smash together, metal scrapes into metal – sounds are exaggerated to heighten tension.

#### **Horror Movie Levels**

In a similar fashion to the LucasArts' game *Zombies Ate My Neighbours*, each level is designed around an instantly recognisable and familiar horror setting. Calling on influences from Books, Movies and TV such as *Frankenstein*, *Night of the Living Dead*, *Buffy*, *Killer Klowns*, *The Mummy*, *It Came from Outer Space*, *Mars Attacks*, *War of the Worlds*, *Doctor Who*, *House on Haunted Hill*, *Dracula*. Traverse indoor and outdoor terrain with horror lurking in every dark corner.

#### **Classic Monster Design**

Thirteen horrific monsters - each influenced by a classic horror tale - stalk your every move. The creatures are specific to levels, so with each new level a new set of creatures are unleashed. AI is tailored to the type of creature from stupid slow moving zombies through to clever and very agile vampires.

#### **Story progression**

Non-linear Story Mode gameplay, whereby the player can select which level to play from a central HUB area.

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## **Game control**

Fluid game control allowing the player to target easily and manoeuvre quickly to avoid enemy attacks.

## **Player upgrades and Weapons**

15 amazing weapons with a large array of upgrades allowing for large scale monster destruction and amazing particle lightshows!

## **Player Achievements**

Various player statistics and achievements from both single player and multi-player games are stored, tracking player progress and progression.

## **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 (Arcade Mode only).

## **Multi-player Battles**

Support for up to 4 players on one Wii utilising a Split Screen display technique. Six different customisable battle modes are available; unleash an explosive range of weaponry and see if you can shrink your opponents down to miniature size.

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## Special Effects

We have focused on adding special effects to enhance the gameplay and visual style; to fully realise a believable world and allow the player to interact with the scenery and environment. Special effects include:

### **Light Mapped Environments**

Each game location is mapped with ray traced rendered high resolution light maps, giving the game a visual look that gets as close to a ray-traced render as possible.

### **Special Rendering Effects**

The game objects and landscape objects are environment mapped and illuminated using a specular lighting model. The background hills, mountains and landscape feature multi-pass textures with light/shadow maps and bump maps.

### **Lighting effects**

A wide range of optical effects have been created. These include lens flare, flare outs, light maps, fog, water and light beams.

### **Bloom**

*MONSTERS* features vivid sun-rises and lighting effects, with a bloom filter added to soften the edges and provide a hazy bright light.

### **Fog**

An advanced fog routine allowing variable start and end positions has been developed to enhance the look of certain scenes and build the atmosphere. It should be emphasised that the fogging is used only for atmosphere, not to reduce draw distance.

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## Audio Experience

Our key goal to sound design is to create an immersive audio experience that scares the player just like a good B-Movie. Floorboards creak, shutters smash together, metal scrapes – sounds are exaggerated to heighten tension.

Functionality will also be considered, with extensive use of spot effects to provide audio feedback to the player for all gameplay events, such as receiving damage, running low on energy, etc...

### **Heartbeat SFX**

A heartbeat sound will be played to indicate the current threat level – the more dangerous the situation the louder and faster the heartbeat will sound. When there is no threat, the heartbeat will be very quiet.

### **Ambient SFX**

To provide an immersive experience, each environment features tailored ambient SFX – machines hum as you get close to them, wind blows, trees rustle, wood creaks – each environment sounds different to the last.

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## GAME SCENARIO

*MONSTERS* takes place on a mysterious lost continent called the Land of Terror. Once populated by humans, now home to the most terrifying monsters under the control of the evil Doctor Voorhees.

The player can choose to play as one of four members of a family who crash landed their plane on the island. Mum, Dad, Boy (aged 10) or Girl (aged 12). Once the player selects their family member of choice, the other three head off to explore – with the player meeting up with each of them throughout the game.

The player starts the game next to their plane wreckage on a deserted airfield on the outskirts of a desolate city. The objective to the game is to defeat Doctor Voorhees and find a way off the island.

### Game Environments

A key element of the game is the variety of level environments; with each one tied to a specific theme and unique creature set.

Each level is presented as a movie within itself, with a short intro sequence and monster movie style title credits and suitably eerie opening music.

#### **City of the Zombies**

A dark and desolate city of mystery and terror. The human inhabitants long since zombified, roaming the streets looking for humans to turn into zombies.

- Creatures: Zombies.

#### **Asylum of Fear**

Fear and terror in the labyrinth corridors of an old abandoned hospital. The atmosphere is dark and sinister and not a place for the faint of heart.

- Creatures: Krug, Freaks.

#### **Desert of the Mummy**

A mysterious desert town with many ruins and ancient temples and an army of howling mummies.

- Creatures: Mummies.

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## **Toxic Horror**

An old waste plant and the site of a horrific accident where all of the workers were transformed into monsters after a breach of the main waste container.

- Creatures: Zombies, Toxic Spiders.

## **Fairground of Doom**

A twisted fairground of the macabre. Long abandoned stalls and rides constructed by the mind of Doctor Voorhees.

- Creatures: Clowns, Freaks, Twins of Evil.

## **Night of the Aliens**

A crashed alien ship with deadly inhabitants. Dark metallic corridors, research labs & experiment labs constructed from unknown alien alloys.

- Creatures: Aliens.

## **Suburban Terror**

A once peaceful suburb with pretty houses, tree lined streets and a pretty cemetery. Now overrun by vampires looking for new victims.

- Creatures: Vampires, Werewolves.

## **The Creatures in the Caverns**

An underground cavern network full of sinister carvings, tortured soul paintings and temples of worship to Doctor Voorhees.

- Creatures: Demons, Freaks, Krug, Twins of Evil.

## **The Forsaken Village**

Once a beautiful village, now a fog shrouded village of mystery. The tortured souls of the villagers roam the streets and haunt the houses, their only purpose to capture anyone that passes through the village.

- Creatures: Phantoms.

## **The Castle of Doctor Voorhees**

A decrepit castle and surrounding forest – home to Doctor Voorhees and his monsters.

- Creatures: Zombies, Freaks, Twins of Evil, Krug, Werewolves, Voorhees's Monster.



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## CREATURES

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

### **Zombies**

Slow moving, unintelligent usually found in large numbers.

### **Krug**

Mask wearing monster doing the bidding of Doctor Voorhees. Can move very fast and will usually try to circle around the player and attack from behind.

### **Vampires**

Powerful creatures that generally attack in packs. Will try to avoid shots and retreat when badly injured.

### **Demons**

Fireball spewing monsters that can teleport from one point to another at will.

### **Phantoms**

Sinister faceless phantoms in white who attack with psychic powers and can move large distances in the blink of an eye.

### **Werewolves**

Very powerful, deadly hunters who can move very quickly and cause massive damage to the player.

### **Toxic Spiders**

Huge deadly toxic venom spitting spiders that attack in great numbers.

### **Clowns**

Horrible clowns who once terrified children.

### **Twins of Evil**

A hulking brute and his unfortunate sibling. Wailing and moaning the Twins are out to capture anyone who disturbs them.

### **Mummies**

Mummified long forgotten creatures looking for new human servants. Similar to zombies with the extra ability of projecting beams of dark light from their eyes.

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## Voorhees's Monster

The first creation of Doctor Voorhees's experiments. Now uncontrollable and almost unstoppable in its power.

## Alien Tripods

Enormous powerful alien machines equipped with devastating ray guns.

## CREATURE AI

- Set paths - these creatures follow a pre-determined path
- Random paths - these creatures follow a random path – different each time you encounter them

Creatures either appear singularly, or in groups. The set path and random creatures will only break off from their patrol path if they spot the player, they will then attack the player and also alert any nearby creatures who will join the attack.

Should the player elude the attack, the creatures will then resume their path following.

Enemy shots fire in the direction the player is facing, home in on the player's current position (but don't follow the player), or lock onto the player and track him.

## AI Traits

**Ranged attacks** – long distance attacks which don't require the creature's whole body to be out from cover for the player to get hit. If an enemy's hand can get line of sight on the player, he will throw that projectile.

**Group attacks** – grouped enemies invade the player's area and try to attack from all sides.

**Self preservation** – more intelligent enemies will try to move around the player rather than attack from the front, and will try to avoid player fire. Additionally they will retreat to a safe area out of the player's line of sight if they take heavy damage.

**Homing attack** – the less intelligent creatures will move into the player as soon as they gain line of sight.

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## WEAPONARY

The following is a list of weapons featured in all game modes. Weapons can be used against the enemy creatures, other players and certain scenery objects.

Most weapons feature recoil of varying amount, and accurate shots can only be achieved if the player is stationary. The more the player moves, the less accurate the shots.

### **PK Pistol**

Fast firing ectoplasm gun.

### **Zapper**

Very powerful crackling ectoplasm bolts – low power but fast firing.

### **Ecto-Shotgun**

Limited range – fires very damaging ectoplasm bursts at close quarters.

### **Shrink Ray**

Super shrink ray gun that zaps monsters down to a tiny size.

### **Hunter**

Disintegrator rifle with additional high power 'sniper' zoom feature.

### **Rocket Launcher**

Fires a single high velocity disintegrator rocket forward. They have no seeking capabilities but may be fired in rapid succession. Vaporises on contact.

### **Guided Ectoplasm Rockets**

Slightly less powerful than standard rockets, these have the advantage in that the player can guide them until they hit a target.

### **Redeemer Electro-Stake Gun**

Fast action weapon which fires volleys of electro-charged stakes.

### **Grenades**

Standard ectoplasm grenades which explode a few seconds after they are thrown.

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## **Mines**

Land mines which explode a few seconds after dropping them, or on contact with an enemy.

## **Radio controlled mines**

Enhanced ectoplasm mines which are manually triggered to explode and have a much larger blast radius.

## Upgrades

The following is a list of upgrades featured in all game modes. Upgrades either aid the player directly, or enhance the damage of their current weapon.

## **Health Replenish**

Restores 25% of power. Health pickups are different in each environment.

## **Health Restore**

Restores all power. Health pickups are different in each environment.

## **Double Damage**

Shot multiplier – doubles the power of every player shot. The Double Damage effect lasts for 40 seconds.

## **Torch**

Allows the player to see in low light areas

## **Keys, Talismans & Security Passes**

Used to access locked sections of a level

## **Auto Save Point**

Auto saves the current game; the player will be regenerated at this point if they have any lives left.

## **Score Multipliers**

Increases points for every shot/hit by 3 times, 5 times or 10 times (x3, x5, x10) – for a limited time.

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## Ammunition

The following ammunition is available:

- **Ectoplasm ammo** – for the PK Pistol and the Zapper. Boxes of 8, 24 and 50 available.
- **Ectoplasm shells** – for the Ecto-Shotgun. Boxes of 5 and 10 available.
- **Shrink Ray power pack** – power pack to charge the shrink ray
- **Hunter ammo** – for the Hunter. Boxes of 4 and 10 available.
- **Ectoplasm Rockets** – single or boxes of 3.
- **Guided Rockets** – single or boxes of 3.
- **Electro-Stakes** – for the Redeemer Electro-Stake Gun. Boxes of 10 and 25 available.
- **Grenades** – boxes of 3 and 8.
- **Mines** – boxes of 4 and 10.
- **Enhanced Mines** – boxes of 3 and 8.

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## GAME MODES

Game modes available from the Main Menu are:

- Story Mode
- Arcade Mode
- Multi-player
- Game Options
- Credits

### Story Mode

Starts with a game intro sequence – setting the scene for the game and background story. In addition to the main story, each environment has its own background story which the player must piece together from notes, newspaper cuttings and personal logs scattered throughout each level.

Once the player passes through the initial city level he reaches a HUB area – from here any of the unlocked areas can be accessed at will in any order.

### Arcade Mode

Arcade Mode is a linear game mode where all game levels are must be cleared of enemies in turn, in a set order. After clearing a sector a boss moves in and must also be defeated. The aim of this mode is to rack up high-scores and place on the score table, which can then be merged between friends.

### Game Options

The various settings for configuring the game.

### Credits

Scrolling list of credits.

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## GAME DYNAMICS

The game is played from a first person perspective (similar to games such as *Metroid Prime*, *Timesplitters*, *Doom* and *Serious Sam*). The player's current weapon is the only visual on-screen representation of the player.

Player control is similar in style to traditional FPS games – the analogue stick moves the player's laser sight (and also turns the player if moving). Momentum is controlled by the Forward (move forward) and Back-pedal (step backward) buttons.

The current weapon will fire in the current direction of the laser sight. For accurate targeting and shooting it is essential for the player to remain stationary and line up his shots.

Each weapon has a clip – which holds the current weapon ammo – once the clip is emptied, the clip must be reloaded from the ammo reserves. If there are no reserves the weapon is empty and can no longer be fired. The reload process takes valuable seconds so must be timed carefully.

## Game Physics

*MONSTERS* uses the Open Dynamics Engine "ODE". ODE is good for simulating articulated rigid body structures. It is particularly good for simulating moving objects in changeable virtual reality environments. This is because it is fast, robust and stable, and the user has complete freedom to change the structure of the system even while the simulation is running.

Its usage in *MONSTERS* is to provide an accurate physics system for the player's interaction with both static and moving objects, and for all collisions to be accurate, believable and impressive to the player. Ragdoll body animation will also be supported.

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## MULTIPLAYER

Multiplayer games will be an integral aspect of the product. These modes allow battles between 2-4 players.

The following multiplayer modes will be implemented:

### **Versus Match**

2 to 4 players' standard 'Death Match' style mode – the aim of this mode is to earn the highest number of individual hits.

### **Team Versus Match**

4 player Versus Match mode – as normal Versus Match mode but with two teams of two players.

### **Capture the Flag**

2 or 4 players (2 teams of 2 players) – the aim of this mode is to capture your opponent's flag, and return it to your own flag. If the flag carrier is hit, the flag drops to the ground for anyone to pick up. If a team flag is taken, it must be returned before that team can take the opposing team's flag.

### **King of the Hill**

2 to 4 players – the aim of this mode is for each player to try and enter a certain point on the map and then defend that position. The opposing players will try to remove whoever is currently king of the hill and take over the hill for themselves. Points are accrued as soon as a player has been King of the Hill for more than 5 seconds.

### **Team King of the Hill**

4 players only – as normal King of the Hill mode but with two teams of two players.

### **Last Man Standing**

4 players only – the aim of this mode is for each player to survive longer than any of the other players. Also, if you stand in one place for too long you get called out for camping and your location shows up on everyone else's map.



## Multiplayer Options

In all multiplayer modes the following parameters can be set:

- Arena within which to play (new ones unlocked in one player mode)
- Time limit
- Hit limit
- Amount of energy at start (can be used as a handicap for weaker players)
- Friendly fire (team games only, switch on to allow damage to team-mates)

# MONSTERS

## CONTROL DETAILS

### Functionality

As with most games the default settings for actions are set and they can be modified as required by the player in the options. The proposed default actions and input associations are listed below:

### Control Method

### Menus

<u>BUTTON</u>	<u>ACTION</u>
Analogue or D-pad U/D	Move between menu items
Analogue or D-pad L/R	Cycle between options
Cross button	Primary select
Triangle button	Back to previous menu

### Ingame

<u>BUTTON</u>	<u>ACTION</u>
Analogue	Aim/Turn/Look
Left Shoulder	Jump
Right Shoulder	Fire weapon
D-pad L/R	Switch weapons
D-pad Down	Reload
D-pad Up	Triggering remote weapons
Cross Button	Backward
Triangle Button	Forward
Circle Button	Strafe Right
Square Button	Strafe Left
SELECT	Inventory
START	PAUSE game

### Ergonomics

The controller interface has been designed so that buttons perform single specific operations throughout the game, and that there is consistency throughout the entire interface and game.

For example, the CROSS button is always the menu accept button, and the TRIANGLE button always takes you back.

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## THE GAME SCREEN

### Game Display

#### **Score**

The score information varies depending on game type:

- Arcade Mode score
- Multi-player hits

#### **Game Messages**

Displays important game information (flag status, hits, etc...).

#### **Timer**

Displayed in time limited games – shows remaining time left.

#### **Weapon Type/Clip Ammo**

Weapon icons display the currently selected weapon as well as ammo available in the current clip.

#### **Reserve Ammo**

The amount of additional ammo carried for the current weapon (reload required).

#### **Health Level**

Indicates how much health the player has remaining.

#### **Armour Status**

Indicates the current armour level remaining.

#### **Rank**

Multiplayer only – shows ranking in the current battle.

#### **Laser Sight**

Used to assist in aiming, the laser sight shows exactly where the shot will hit.

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## REWARDS AND REPLAYABILITY

### **Doctor Voorhees Creature Study Journal**

An interactive journal of creatures encountered by the player – each enemy is unlocked when the player defeats one of its kind. The data includes background information, technical data and a fully interactive 3D model of the enemy the player can move, rotate and zoom into.

### **Magic Voodoo Dolls**

As each monster is defeated they release a magic doll effigy of themselves with which Doctor Voorhees used to create them. It is possible to collect all of the voodoo dolls for each of the different monsters with a rolling totals of dolls collected stored within the game achievements. The collection of the dolls will be tied in with unlocks.

### **Unlockable Outfits**

Each of the 4 family members can find new outfits to wear from regular clothing to the wacky special costumes.

### **Unlockable Extra Artwork**

Extras to include character art and concept artwork galleries.

### **Game Achievements**

Numerous game stats are recorded and saved with the current player profile. All achievements are stored by game type:

- **Score**
- **Monsters Defeated**
- **Magic Voodoo Dolls collected**
- **Matches Played**
- **Game Hours**