FDL

Design Document

June, 2011

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EDIT KEY:
EDIT – *Do we want this? Refine and edit*
ADD THIS – *notes only, needs clarification*

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PREFACE-

Timelines:

5-6 weeks to work on "Concept" – Blue Sky development
16-18 weeks to work on "Pre-Production" – Dial in on specifics and flesh out/develop all ideas
32-36 weeks for "Production" time – hammer out the ideas and make them a reality on screen
16-20 weeks of playtest – Does it work? Feedback from outside of the group
12-14 weeks of marketing strategy – Look and Feel of the game before actual gameplay (poster/box/ads)
6-8 weeks of debugging – work through and place into "ALPHA" phase
6-8 weeks of debug/playtest – Work through and place into "BETA" phase

Preliminary Schedule:

TASK	6 weeks	12 weeks	18 weeks	24 weeks	30 weeks	36 weeks	42 weeks	48 weeks	54 weeks
CONCEPT									
PRE-PROD									
PROD									
P. Test									
MKTG									
ALPHA									
BETA									
End Date	3/11/11	4/22/11	6/3/11	7/15/11	8/26/11	10/7/11	11/18/11	12/30/11	2/10/12

Tasks
Chad – scheduling, production manager, concept art
Jake – tackled the beginning phases of the money system
Liam – began work on the battle systems and attack effects / resultants
Ronnie – asked to work on cockpit / HUD layout
Joe – requested to work on different hull ideas
Manny – asked fro external player components / concept art ideas
Earl – wanted to work on weapons and story development

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I. Overview of Game

FdL logo:

Staff-

Chad Fillion	[redacted]	Art Director / Production Manager / Concept Art
Ronnie Connors	[redacted]	HUD (FP)
Manny Rivera	[redacted]	NPC / Creatures / U.I. / Suits / Buildings
Jake Mims	[redacted]	Environments, Menu (Create-a-class), LevelDZn
Liam Quinn	[redacted]	UDK/ Purchase Screen / Weapons
Earl Allen	[redacted]	Traps / Puzzles / Accolades / prizes / Story
Joseph Angueira	[redacted]	Walker I & II, Suits Sub Screen / Concept Art

Objective-

Wage battle in single player mode against a corrupt company known as "Blackburn Universal". As Capt Damon you use an armored fighting machine, or "Fray-Device" to defeat them, upgrading it along the way to increase its strength and capabilities. Team up with friends in multiplayer mode to battle against bots or other players in multiple arenas and tournaments earning scrap points to use toward upgrading your Device's weapons, armor and components.

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Background Story-

Distant future: Earth.
A planet no longer massively populated by humans. The Human race has moved on for the most part, however, the planet is far from dead. It is neither void of life, nor conflict.

Welcome to "The Battle Grounds"—A series of large scale battle areas for the Sport fighting giant "FDL". The Fray Device League purchased (claimed) the mostly unoccupied cities of the Eastern United State and Western Europe, large sections of the Australian Outback, Most of the Jungles of South America and Africa and the Cliffs and canyons located in the Southwestern territories of the USA.

The large scale battles of numerous piloted weaponized systems, or "Fray-devices" against each other has taken over where other mainstream sports left off. Broadcast throughout the galaxy from Earth, the popular combat/destruction "sport" is the revenue, and reward, of a new galactic humanity. Companies, individuals, enemies and teams compete or challenge one another for prestige and honor, as well as to settle disputes and differences. By developing their own Fray-device with their own knowledge of technologies, weapons and systems, each player or "pilot" battles in a demolition challenge until the enemy device(s) fails, or surrenders.

Wagers are placed, favorites are watched, and every year the prodigious 120 hour final round or "The 120" takes place to crown the champion team that is still operational after the 5-day swarm of bots and other players. Last person standing keeps all the "GOLD". If more than one, it is split evenly.

USPs-
Customization of Fray Device and Weapon systems.
Non-linear story (alternate endings)
Ability to play as a Suit or a Walker (2 or 4 legged walker)
Teen Rated game – mild violence, mild language

Target Audience / market -
FPS fan
Mech / Mecha fans
RPG fans
Sci-Fi / Post-apocalyptic fans

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II. FRAY DEVICES -

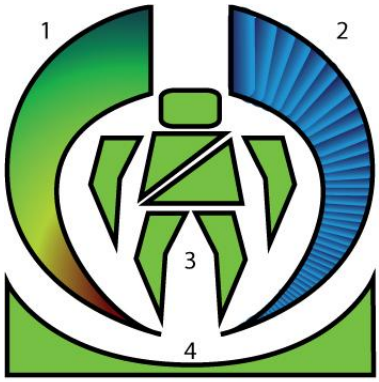
Fray-devices defined

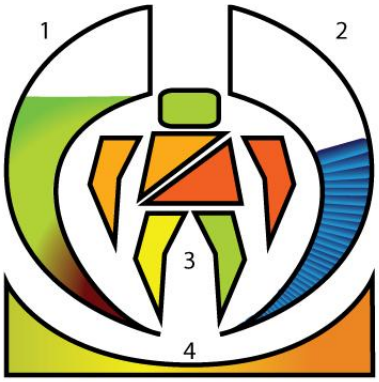
Each Fray-device is powered by a reactor and a computer system. The reactor both creates, and regenerates power on an as needed basis. A constant feed of energy is held in a containment unit and as devices are used/powered that energy is taken from the containment area. Bucket analogy of always full with constant feed - as you take out more less remains, stop taking... will refill. The more systems that use the contained energy the faster it depletes from the containment area. If systems slow down and reduce the load of energy consumed, the containment area will refill at its normal constant rate. The Reactor and it's containment area powers the movement of the Fray-device, all energy based weapons, radar capabilities, shielding and the computer system.

"Energy/Shield/Armor/Heat"

Components of the Fray-device will be monitored by a single icon on the heads up display. The display icon will show the Shielding remaining around the Fray-device (1) The energy level remaining for the Fray-device and it's weapons and components (2), The armor/integrity status of each individual component of the Fray-device (3) and the Heat of the device (4).

Note in the concept art shown, the "initial" settings of the display icon, and the "65-70%" version showing depleted energy and shielding, reduced armor in the Fray-device's components and a heat status indicating moderate level of heat/use.





(Left Icon shows a "full" Fray-device at the outset. Right Icon shows a "damaged" Fray-device.)

"Walker"

A Walker style Fray-device is a piloted device similar to heavy machinery, an airplane or any other vehicle. As the pilot moves different control sticks and uses pedals and buttons the fray-device moves, shoots and maneuvers accordingly. This type of Fray-device has four control points to attach weapons onto; one on each arm and one on each shoulder. A separate hull design allows for the four control points to be positioned on the back so the mech is allowed to walk similar to a dog. As a general rule the Walker style Fray-device is a heavier, sturdier, more customizable machine than its counterpart, the Suit. However, the walker style is limited in movement capabilities. Walker fray devices are 10' wide x 10' deep x 20' tall with most, if not all weapons and attachments falling inside of this area.

"Suit"

Unlike the control stick and pedal manipulation used to pilot the Walker, the Suit style Fray-device is an advanced piece of machinery. Muscle control systems attached to the pilot's body allows for a fluid, fully mimicked motion system. If the pilot moves his arm to swing, the Fray-device does the same. These highly mobile, lightweight machines are faster and more maneuverable than the Walker style Fray-device. The limitations of the Suit however lie in its control points. Though the Suit has five points of attachments, only 3 may be used at any given time. Suit fray devices are 8' wide x 8' deep x 8' tall with most, if not all weapons and attachments falling inside of this area.

Standard starting point:

- **Computer:** Needed to control the mech. Brains. Upgrades allows for better control/speed/weapons
- **Power System:** Needed to maneuver the mech. Engine. Upgrade allows for energy weapons/speed
- **Radar:** Each mech is required to have one to start. 2nd and 3rd level allow for better tracking/capability

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- **Arms:** Hold single weapon each. Interchangeable
- **Legs:** Base Movement. Interchangeable. Multiple terrain type attachments (inversion, submersion)
- **Weapon:** Base weapon to start. Standard III weapons – Rocket, Emitter, Projectile.
- **2x Expansion slots:** Hull upgrades: Holds two additional components: Additional battery, ammo, shielding, generator, greater radar Jump jets fill the expansion slots on the suit. Removable for extra "capacity" slots, but then become grounded.

Dictated through testing:
Recharge Rate - 100% Heat takes away from recharge
"20" - "5" Movement takes away a small amount of recharge
- "12" Energy weapon takes an average amount away
- "16" Shield regeneration takes a heavy amount of the rate

Attachments:
Example of the attachment growth abilities are outlined using two main items. Computer and Power. Some specific upgrades enables other upgrades to be activates, eg. Nuclear power system ("C") is required for the Proton canon, as is the Super Computer ("4") is required for the Jet Pack. The Asterisks preceding an attachment is the shield rating gained for that attachment.

COMPUTER:
Each level of the computer is added onto the existing purchased computer. You cannot skip a phase.

- Default computer allows for basic instructional set up to control the mech and its weaponry.
- Liquid Cooled allows for greater stability with the reactor and additional shielding
- NASA level computing allows for energy weapons to be deployed and 2nd level RADAR is allowed.
- Super computer allows for greater reactor control, additional weapon and option capabilities.
- CRAY computer is the top level computer and allows for 3rd level radar and "Unknown" level weapons

POWER SYSTEM:
Each level of the power system is added onto the existing purchased system. You cannot skip a phase. The power system is akin to the reactor. If power drains too low during game play, movement and energy weapons suffer.

- Default Power allows for basic movement and radar use.
- Power Inverter allows for greater movement rate, electric weapons, and additional shielding
- Nuclear level power units allows for better shielding, energy weapons and jet thrusters to be used.
- Cold Fusion power systems generate ion pulses during critical times & allow for top level shielding.
- Ion Propulsion Allows for best energy efficiency, top level weaponry and movement rates.

SHIELD RATING:
Similar to the Reactor rating, shields provide cover from enemy fire. The better the shield's total rating is, the better the defenses against energy weapons, mele weapons, projectiles and rockets. An overall total score is used to calculate a shield rating. The better the attachments and computer are on the Mech, the better the shield rating becomes.

SHEILDING/OVERHEAT:
Typical usage of energy weapons, movements rates, and shielding will draw energy from the system and overheat the reactor. During heavy use the Mech's reactor temperature will increase faster. With better computers and power systems, the strain on the system will be reduced.

Energy weapons fail / System overload / System Critical
Energy weapons fail - Energy dependent weapons ("C" and above) no longer work
Overloaded System – Shield rating drop by 30%, Movement rate drops 30%, 1st level radar only.
Critical System– Shields boost briefly by 50% (Defense mode), Movement rate to 0, Default weapons only.

Ex: Liquid Cooled computer with Nuclear power has an "E.O.C." rating of 65/80/90 which means at a reactor level of 65%, energy weapons begin to fail, at 80% system overload begins and at 90% the system becomes critical and halts to cool down.

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*With Cold Fusion Systems, Critical System Halts generates a 200'Energy Pulse burst.
** With Ion Propulsion systems, Critical System halts generate a 350' Ion Pulse burst.

III. COMPANIES –

Companies

COMPANY Name	LETTER	Focus	Pros
Prime Companies -			
Sisene	A	Ballistic	High dmg, Good Rg
SinEnergy	B	Energy/Components	Energy Weapons
Helios	C	Heat/Components	
Val-TEK	D	Jet Packs	SUITS, Speed/Agility
Kamaitachi	E	Weapons=ENERGY	Rail Gun "3 Weasels"
SWE (Sherwood ent.)	F	Missiles/Radar	
FDL	G	~sanctioned~	Walker focus/Super weapons
Adaia	H	Big boom sticks	Gopher missile
Miller Inc.	I	Mines/Explosives	Damage, Sticky mine Hybrid
"Blackburn Universal"	J	~NON Sanctioned~	Illegalweapons, Sat Uplink

STAT	A	B	C	D	E	F	G	H	I	J
RANGE	A	-	-	-	E	F	G	H	I	J
ROF	A	-	-	-	E	F	G	H	I	J
ACCURACY	A	-	-	-	E	F	G	H	I	J
CAPACITY/DRAIN	A	-	-	-	E	F	G	H	I	J
DAMAGE	A	-	-	-	E	F	G	H	I	J
REACTOR	-	B	C	D	-	-	G	-	-	J
CAPACITY	-	B	C	D	-	-	G	-	-	J
HEAT	-	B	C	D	-	-	G	H	-	J
ARMOR	-	-	-	D	-	-	G	-	I	J
RADAR	-	-	C	-	-	-	G	-	I	J
COMPUTER	-	-	C	-	-	-	G	-	I	J
H.DRIVE	-	-	C	-	-	-	G	-	I	J
J.Pack	-	-	C	D	-	-	G	-	-	J
SPEED	-	B	-	D	-	-	G	-	I	J
AGILITY	-	B	-	D	-	-	G	H	I	J
SHEILD	-	B	C	-	-	-	G	-	I	J
WEIGHT	-	B	-	D	-	-	G	H	-	J

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Weapons

Weapons are developed out of 3 main branches of focus; Energy, Ballistic and Missile. As the player uses a weapon and earns merits and accolades with it, or that type, more refined styles of that weapon are unlocked.

"Energy"
These weapons will cause a drain on the energy containment created by the reactor. Excessive use of the energy system will deplete the energy from the Fray-device causing the system to halt until replenished. Energy weapons are broken down further into two sub categories: Burst and Beam. A Burst is short blast of energy, A Beam is a constant direct beam of energy.

"Ballistic"
This type will require ammunition to be able to continue to fire. Ballistic weapons can be fired even if the energy system is depleted unless the Fray-device is in full shut down mode. The Ballistic weapons are broken down into two sub categories: Light and Heavy. Heavy Ballistics fire single, large destruction rounds at the target, Light Ballistics fire smaller rounds of ammo at a faster rate.

"Missile"
The final style of weapon used in the game is the Missile. The missile is a long range weapon capable of traveling to a distant enemy and delivering a payload for destruction. The Missile weapons are similar to the Ballistic weapon in that they will have ammunition as a major component. The Missile weapons are broken down into two sub categories: Unguided and Guided. Unguided missiles fire at long range causing a large blast radius with little to no targeting capability, Guided missiles use the radar system to target enemies at a distance and seek out the enemy with a smaller, more concentrated blast.

Walker style Fray-devices and Suite style Fray-devices have two separate trees of weapon upgrades. As a general rule, the Walker style tree has more customizable weapons due to the highly customizable nature of the Walker Fray-device. They are cheaper and there are various versions available to get to the more refined variants of hybrids. On the other hand, The Suit weapon tree has a more direct approach; The weapons cost more due to the specialization needed for attaching to the Suit Fray-device, however you have to purchase fewer to get to the hybrid variants of greater customizability. Neither tree has a more "Powerful weapon" rather different versions of similar weapons are available.

If a complete branch of weapons are unlocked in both the Suit tree and the Walker tree, on occasion specialty weapons that are hybrids of both trees are unlocked and available to use on both a Walker and a Suit. A steady balance in power and Scrap cost will be retained so neither tree has a huge advantage over the other when it comes to a "money spent" to "weapon power" ratio. ***Walkers*** have 4 attachment points and can outfit 4 weapons at a time. 2H2L, 4L. ***Suits*** have 5 attachment points, but only 3 at any point can be attached. 2H, 2L1H, 3L. Skill trees work independent with a few specialty weapons unlocked if the skill tree is completed in both suit and walker.

Money expenditures even out by the end of the tree branch, however smaller purchases end up cheaper in each level for the walker. Suits jump faster at a higher price.

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WALKER WEAPONS – BALLISTIC:

CLASS Name	RANGE	ACCURACY	DAMAGE	R.O.F.	AMMO	ENERGY	CALIBUR/SIZE	HEAT
Projectile	AVG	AVG	AVG	AVG	AVG	N/A	Small	N/A
Light	Lower	-	-	Higher		N/A	Small	N/A
Heavy	-	-	Higher	Lower		N/A	High	N/A
Rapid	(light)	Lower	(light)	Higher	Higher	N/A	Small	N/A
Precision	Higher	Higher	(light)	lower	(light)	N/A	Small	N/A
Direct	(heavy)	(heavy)	Higher	lower	lower	N/A	High	N/A
Indirect	(heavy)	Extr low	Higher	lower	lower	N/A	High	N/A
Multi	lower	lower	higher	higher		N/A	small	N/A
Pierce	(rapid) extreme	higher extremely	higher	(rapid)		N/A	small	N/A
Single	high	high	higher	lower		N/A	high	N/A
Concussion	Higher	(precision)	Higher	(precision)		N/A	high	N/A
Blade	higher	higher	higher	lower		N/A	special	N/A
Scatter	lower	lower	Higher	twin shot, low		N/A	High	N/A
High Velocity	(indirect)	(indirect)	(indirect)	Higher		N/A	high	N/A
High Calibur	(indirect)	(indirect)	Higher	(indirect)		N/A	HUGE	N/A
RAIL GUN Projectile II								

WALKER WEAPONS – MISSILE:

CLASS Name	RANGE	ACCURACY	DAMAGE	R.O.F.	AMMO	ENERGY	CALIBUR/SIZE	HEAT
Rocket	AVG	AVG	AVG	AVG	AVG	N/A	Average	Low
Guided	(rocket)	Higher	lower	lower	(rocket)	N/A	Average	Low
Unguided	(rocket)	lower	higher	higher	(rocket)	N/A	Average	Low
Long Range	Longer	(guided)	(guided)	higher	lower	N/A	Long	Medium
Agile	(guided)	Higher	Higher	Lower	(guided)	N/A	Average	Low
Swarm	(unguided)	lower	lower	higher	Higher	N/A	Small	Low
Mine	(unguided)	N/A	higher	Lower	Lower	N/A	Average	Low
Super Sonic		(L. Range)	Lower	higher	(L. Range)	N/A	Long	Medium
High Altitude		Ext low	higher	lower	lower	N/A	Large	Medium
Omni Directional	(agile)	Higher	lower	(agile)	(agile)	N/A	small	Low
Stealth	High	lower	(agile)	lower	(agile)	N/A	Small	Low
Efficiency	High	(swarm)	lower	higher	Higher	N/A	Small	Low
Spread	low	lower	higher	higher	Higher	N/A	Small	Low
Sticky	low - Mele	N/A	higher	lower	(mine)	N/A	Small	Low
Remote	low - Mele	N/A	higher	lower	(mine)	N/A	Small	Low
GOPHER Rocket II								

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WALKER WEAPONS – ENERGY:

CLASS Name	RANGE	ACCURACY	DAMAGE	R.O.F.	AMMO	ENERGY	CALIBUR/SIZE	HEAT
Emitter				N/A	N/A		N/A	
Particle Beam	Longer	High	Higher	N/A	N/A	Higher	N/A	High
Particle Burst	Short	Lower (Particle	Avg C.O.	N/A	N/A	Lower (Particle	N/A	Low
Array	Shorter	Beam) (Particle	effect	N/A	N/A	Beam) (Particle	N/A	Lower
Focus	Longer (Particle	Beam)	Higher	N/A	N/A	Beam)	N/A	Higher
Gaseous	Burst)	Lower	Avg	N/A	N/A	High	N/A	Low
Cohessive Magnetized	Short	Avg	High	N/A	N/A	Lower	N/A	High
Beam	Longer	Poor	lower	N/A	N/A	Higher	N/A	Low
Beam Bank	Short	High	High %	N/A	N/A	High	N/A	High
Sustained	High	Avg	Growth	N/A	N/A	% Growth	N/A	%Growth
Blind	High	AVG	N/A	N/A	N/A	N/A	N/A	N/A
Wave	Avg	Avg	AVG	N/A	N/A	High	N/A	Low
Ion Cloud	Short	AVG	High - D.O.T. %	N/A	N/A	High	N/A	High
Reactive	Short	Avg	Growth	N/A	N/A	High	N/A	Avg
Particle Accelerator	High	Avg	High	N/A	N/A	High	N/A	High
Remote Sticky Mine				N/A	N/A		N/A	
Emitter II				N/A	N/A		N/A	

SUIT WEAPONS – BALLISTIC:

CLASS Name	RANGE	ACCURACY	DAMAGE	R.O.F.	AMMO	ENERGY	CALIBUR/SIZE	HEAT
Projectile	AVG	AVG	AVG	AVG	AVG	N/A	Small	N/A
Light	Lower	-	-	Higher		N/A	Small	N/A
Heavy	-	-	Higher	Lower		N/A	High	N/A
multi concussion								
single pierce								
High Velocity blade								
High Calibur scatter								
RAIL GUN								

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SUIT WEAPONS – MISSILE:

CLASS Name	RANGE	ACCURACY	DAMAGE	R.O.F.	AMMO	ENERGY	CALIBUR/SIZE	HEAT
Rocket	AVG	AVG	AVG	AVG	AVG	N/A	Average	Low
Guided	(rocket)	Higher	lower	lower	(rocket)	N/A	Average	Low
Unguided	(rocket)	lower	higher	higher	(rocket)	N/A	Average	Low
Supersonic								
Stealth								
High-Altitude								
omni directional								
Sticky swarm								
Remote spread								
GOPHER								

SUIT WEAPONS – ENERGY:

CLASS Name	RANGE	ACCURACY	DAMAGE	R.O.F.	AMMO	ENERGY	CALIBUR/SIZE	HEAT
Emitter				N/A	N/A		N/A	
Particle Beam	Longer	High	Higher	N/A	N/A	Higher	N/A	High
Particle Burst	Short	Lower	Avg	N/A	N/A	Lower	N/A	Low
Magnetized								
blind beam								
susstained								
beam bank								
Radioactive								
ion cloud								
Particle								
Accellerator								
wave								
Remote								
StickyMine				N/A	N/A		N/A	

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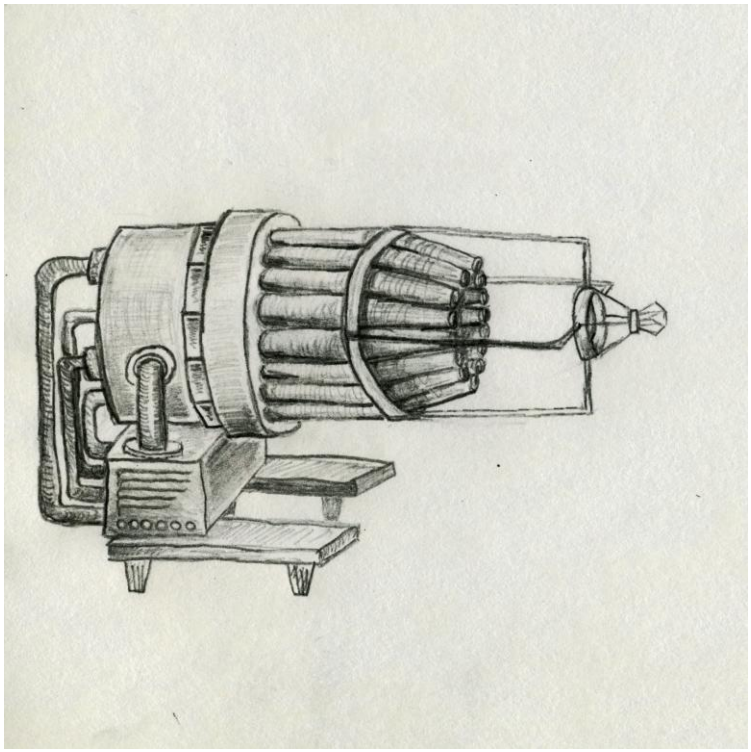
Weapon Concept drawings:

"Focus Beam"



"Blade"

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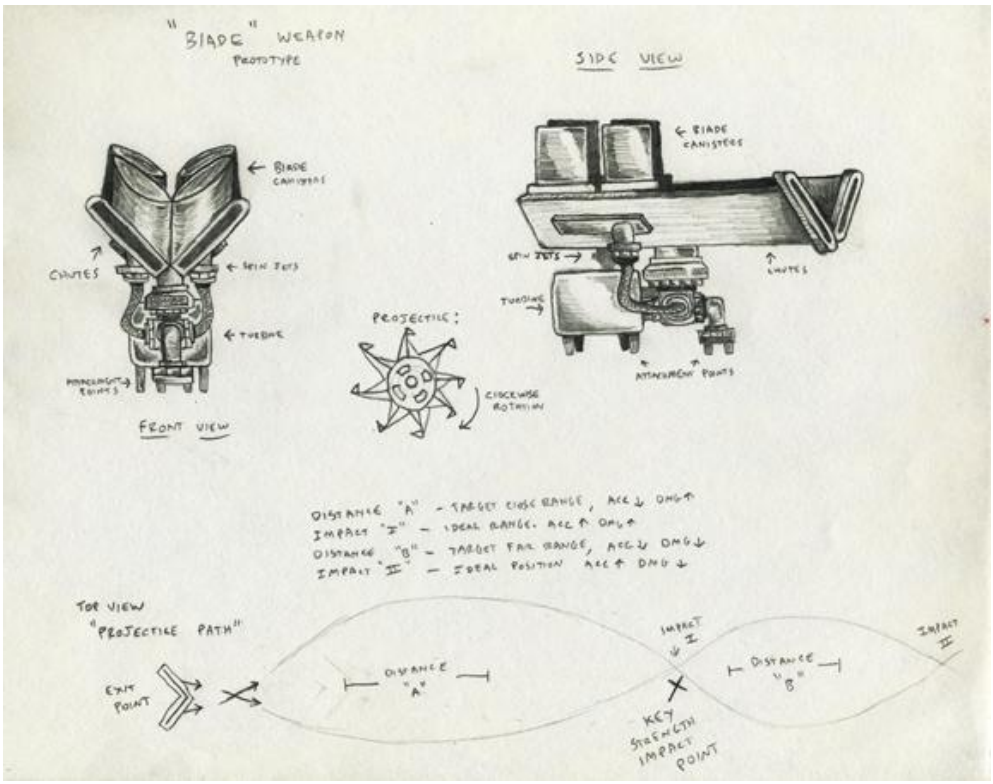
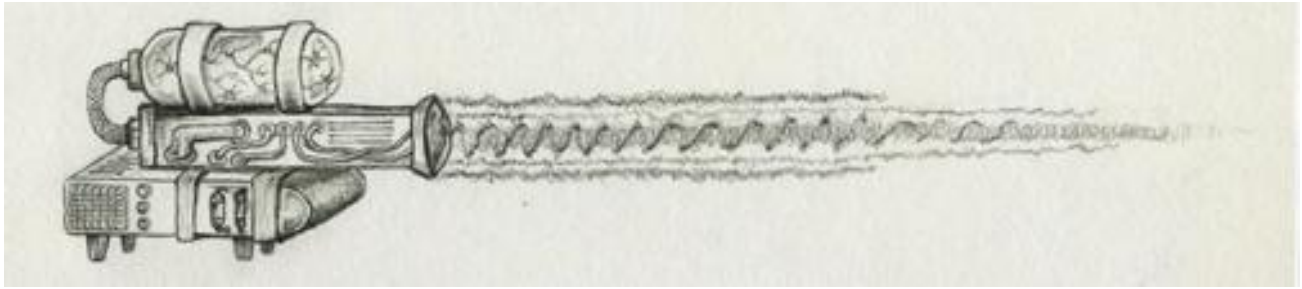


"Sustain"



"Emitter II"

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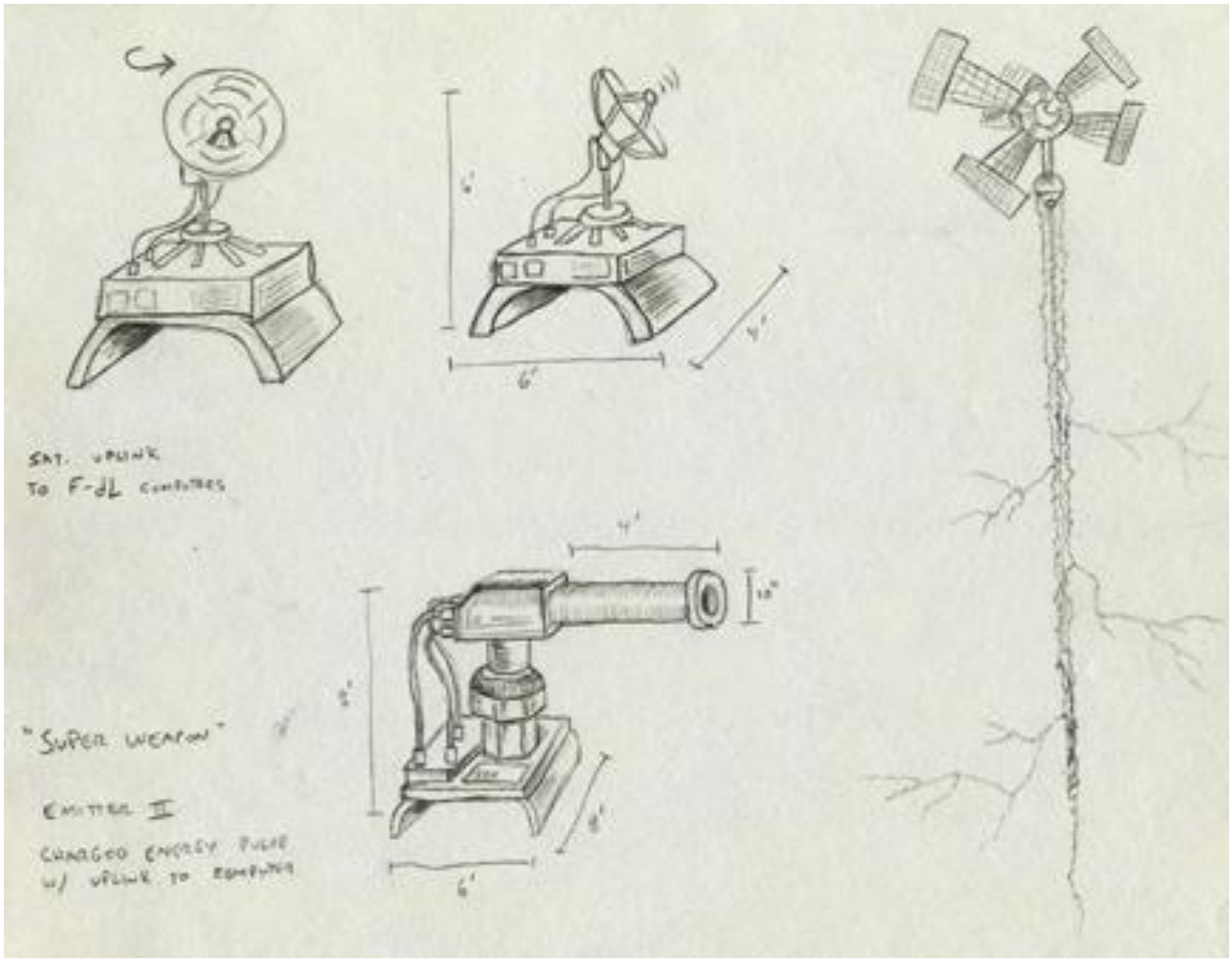

Weapon Wheel: "Purchase interface"

The Weapon upgrade wheel is separated into 3 parts. Buttons are either grey (unavailable), white (available) or colored (purchased). As the weapon "tree" is unlocked, more Energy, Ballistic, and Missile weapons will become illuminated and available for purchase. Most weapons will be available for upgrade as well, depending on the parent company of the base weapon.

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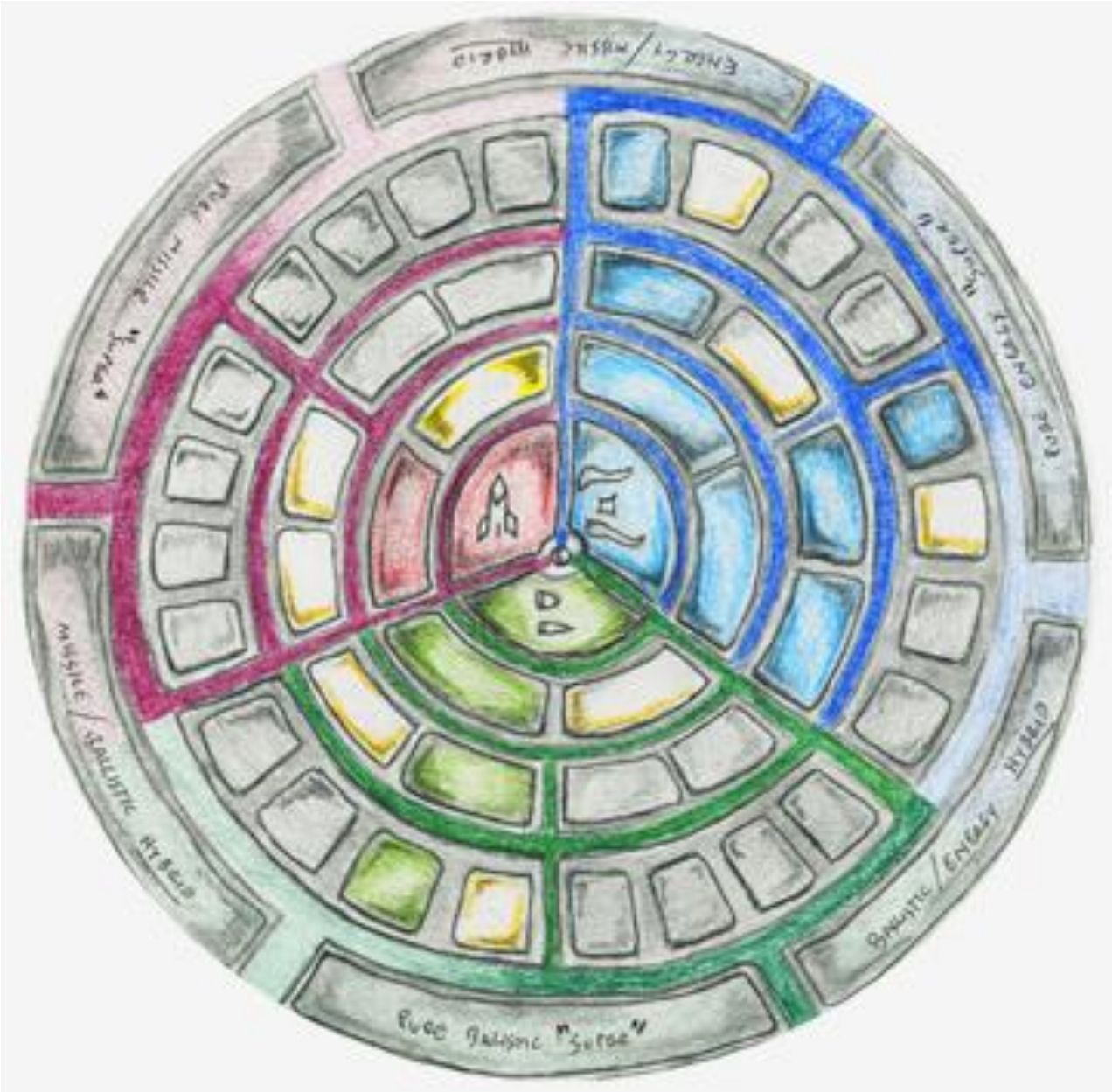

IV. GAME PLAY –

Game play

"The Game" is both a multiplayer FPS combat system as well as a single player FPS action/adventure title heavily rooted in Machine based combat. As the player advances in ability in multiplayer mode the Fray-device may be upgraded and tuned to their specific style of play.

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In single-player "campaign" mode the player character begins within a fire fight and must escape with an ally to safety. Once in a safe area the story begins. The player has been transported to the battle arena by his superiors and knows little about his own "Superiors" or other "Powers that be" within the game. Also, being a foot soldier and combat vet in the past, he knows little about his Fray-device or being a "pilot". His mentor teaches him about the Fray-devices, their numerous abilities and slowly provides information about the FDL, the companies involved and the major antagonist(s).

The player character must battle through a series of seemingly linear events to reach the final stage and defeat the ultimate antagonist within the game. As the player travels through and completes different levels along the way, they unlock components and weapons within the game to help the player's Fray-device grown in strength and ability..

The final act, or last 4-5 levels of the game, however, is one of four different endings based questions asked of the player during the first act. Questions such as "would you prefer the red Fray-device, or the white one for this training portion?" or "Let's go grab a drink... do you want a water, soda, beer, or liquor?" The different questions that are asked seem trivial in the beginning of the game, but help to chart a course in the later levels. This allows for multiple game play elements only available in a replay setting. To experience all of the endings a player must play the game multiple times, tracking the questions and how they are answered.

In multi-player mode players earn monetary units known as "Scrap" by winning battles, striking critical and accurate blows, as well as collecting salvageable parts within the battle arena area. Those scrap units are then used to upgrade weapons, Fray-device parts, systems and specialties. As the player advances through the game their Fray-device becomes more tuned to their specific play style. Competing in new arena areas against increasingly more difficult and adverse opponents (both bots and other players) the Fray-device is faced with numerous replay possibilities.

HUD/User Interface:

Rate elements to be included as part of the hud from one to 10. (1 is best)
Items "7 – 10" should be included as a display on the windshield, where as higher importance items 1-6 are constant on the hud and/or console of the FD.
Add bullseyes and spider cracks to windshield as damage on "head" gets greater.
Digital display on the HUD that morphs into the thermal, magnetic, heat, and night vision tech.
Design for K/M first, then joystick for Slice – Flight sim joystick capability ???? ☺
Hula girl for slice

BATTLES/TOURNAMENTS/CAMPAIGNS:

Tournaments allow players to enter their mech into a series of 3, 5 or 7 matches and try to compete in a 1-on-1, 1-on-2, or 1-on-3, death match in each round. As the players progress through the tournament they gain scrap, if the player wins the tournament he may then upgrade the mech and make repairs as needed. An entrance fee will be required to begin the tournament, but the purse won will far outweigh the entrance fee.

A campaign will allow a player to start a series of mini missions and tournaments to take their mech through a circuit and defeat a final boss mech. Different from the VS and Tournament battles, the weapons will be acquired through completion of levels and will differ from those purchased in game. Should the player complete the campaign and wish to use the mech in the tournament, the option will be given as an unlocked feature for completing the campaign.

Every player can enter into single battle mode with a choice of three types of matches: VS, Capture, Conquer

VS – Battle mechs in an arena style fight to try and defeat all mechs.
Capture – Traditional "Capture the Flag" scenario
Conquer – Infiltrate and defeat the enemy compound destroying as much in your path as you can.

ECONOMY/GAMBLING SYSTEM –

The unit of purchasing in the game is known as "Scrap". Compared to Gold in today's terms, Scrap is used as both an element to be melted down and refined into new weapons, or fixed and rigged to a Fray Device as

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an existing weapon or component.

Scrap can be earned through finding it in game as "prizes" or looting caches, winning battles/tournaments, completing missions/levels or winning wagers based on coliseum/forum style battles.

Money is used to level up/purchase/improve the various attachments for the player's mech.

Gambling in game allows for players to "bet" on other Fray-devices during matches to earn additional scrap. Series of matches listed and you can select based on odds. No names listed. If you are in a tournament you cannot bet on that round/match

NPC/Wildlife/Environments

Plants:

petrol pods - flammable liquid producing plants. destructible (large aoe bomb)
sap vines - dangle from trees and suck energy from mech - variants help to feed the reactor (jungle)
acid weeping willow - if touched damage to hull... timed damage.
gas pocket/spore pockets - explode-able spores that corrode metal
Venus fly trap - bear trap type plants that attach and slow movement
ivy leaves - secrete feramone type corrosive - attracts swarm sucker insects
sap secreting leaves - leaves that gum up the system and slow down movement and rate of fire
ADD ADD ADD...

Animals:

lizard dragon - fire breathing animal... drinks from petrol pods
rock bears - tough skin bear like creatures. hard to kill. suits out maneuver. 2 legged have tough time
sap insects - similar to sap vines. swarm insect. vision impairment. Take a bit of the energy but reduce line of sight
swarm suckers - attracted to ivy leaf feramone and eat the metal
ADD ADD ADD...

V. LEVEL WALK THROUGH –

Basic level ideas

The basics premise of the story is that the Earth is a mostly uninhabited overgrown wasteland with abandoned cities and forests left alone to the elements for hundreds of years. The FDL has purchased, stolen or acquired many of these areas and developed them into battle grounds for the Fray-devices. Each battle

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arena can range in size from a small to medium scale combat area of 50-200 square miles, or a huge "Continent-based" arena such as the Island continent/countries of Australia or Greenland encompassing up to 1000 square miles.

These are 2 major concept ideas for level design with multiple iterations of their type. Additional support levels will be added, and individual elements may be moved from one setting to another. These are just two major types of levels. Concept ideas for specific levels are below.

"Urban levels"
These level concepts will be set in vast (50-100mi^2) urban area similar to the East Coast (Boston to DC is the "range" of 150 square miles, centered on Manhattan). The urban area is in ruins with a huge grid system of streets weaving through towering, dilapidated building structures. Most of the area is destructible (cars, bridges, buildings, gas pockets, subway) and the player can utilize the subway system (limited) to navigate to opposite sides of the map in a relatively stealth-like manner.

The environment has a lot of natural elements that adds a degree of difficulty to the area. Multiple open chasms and a wide range of geothermic activity in the urban areas adds to a heat element which can reduce the effectiveness (or increase the ninja factor) of a Fray-device's targeting and radar system. Gas pockets producing explosive hydrogen and methane leaks can be ignited in a tactical manner and be used as screening or a heat based weapon.

The urban area does not allow for entry into the buildings as a general rule, however, some foyers and warehouse structures may be passable as stealth position locations to help add to the difficulty of the crowded/cluttered environment.

"Official Arenas"
The official FDL sanctioned "Arenas". The FDL has taken a lot of pride and a huge level of scrutiny to design and maintain these large multileveled complexes. Broadcasting sanctioned events on a weekly basis, the complexes are the epicenter of Fray-device battles.

Consisting of miles of indestructible walls, caverns, passageways and open areas, the Arena is designed with one thing in mind: Fray-device destruction. People travel to the arena to witness the mayhem first hand in exclusive seating areas scattered around the arena. Advertisements of sponsor companies and products are shown around the arena as well as labels and stickers are affixed to the Fray-devices. Sponsorships to fight in the Arena are given much like Nascar racers acquire sponsorships. The better the sponsor, the more money to spend on research and development.

As these are official Arena harkening back to the Coliseum and the Gladiators, the other Fray-devices aren't the only things a player needs to be concerned with. All of the complexes are filled with traps and deadfalls everywhere. Magnetic areas which hinder the movement (and use of weapons) of the Fray-device, Flame spurts which will overheat any Fray-device to close to it, open pits, liquefied sand traps and spiked pits are just some of the obstacles that need to be navigated through. In addition to the mechanical traps and hindrances, wildlife from around the arena has been brought in to "feast" on the energy, metal and human pilots of the Fray-devices.

On occasion other arena areas (Urban, Forest, Desert) may be used for team competitions. Never will an unsanctioned battle occur within an Arena. Have a dispute? Solve it at The Arena. Corporate takeover? Decide terms using an Arena. Want to claim a moon as your own? Battle for it at an Arena. All battles that occur here are part of the FDL, though not all FDL battles happen here.
Additional level ideas:

"The Hephaestus Scrap yard"
This location is named after the Greek God Hephaestus; God of forged metals, craftsmanship and technology. It is a "Fort Knox" style scrap yard – nothing like what we envision as a scrap yard. It is very organized, well guarded, and heavily fortified. Since scrap is the new gold, and the components are highly sought after,

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Entering Hephaestus without permission is pure suicide.

- *Night Watch - Nighttime level. sensors are key. dark. some spotlights.*
- *Spotlights/search lights. Stealth is big portion. Salvage yard. Cranes. Piles of busted Mechs /parts hanger building with health/ammo. circular maps.*

"The Jungle"
After years of overgrowth, neglect, and a touch of radioactivity, the "Jungles" of earth have grown to a new level... and life of their own. Huge genetically altered plants, Darwin examples of metal eating monsters roam free – and fight to eat all things mechanical. Beware of the creatures and vegetation that are scattered throughout the area.

- *Overgrown forest / nuke reactor - lush forest with old, abandoned reactor.*
- *"Tower of Power" king of the hill area because of the height/energy advantage.*
- *Toxic pits - melts mech. Lush hard to navigate area.*
- *Want to be in because of the advantage, but not for long because of the load on the heat/hull with radiation.*

"The River's Dam"
The quintessential "Castle Fortress". The River dam level is a heavily armored, highly secure location that challenges even the toughest competitors. Energy based weapons are located across the river electrifying those that take the water route. Turrets and guard houses are located across the walls of the canyon to attack on land approaches. Attack if you dare. Infiltrate if you can.

- *Canyon/Dam - Blood gulch. Assault/Defend*
- *3-5 bases from the "offensive team" to attack against the "defender"*
- *Assault team storms in from beach. each spawn point is the next check point.*
- *Deeper into the canyon/dam the defense structures are tougher.*
- *Hidden caches, heath/ammo/energy.*
- *Final base is the dam and you have to destroy the dam - depletes the power from the defender.*

Story Summary:
Color/Highlight Key:

Damon Good
Damon Evil
Cynthia Good

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Cynthia Evil
Player Input (Choice Driven)
Player Input (Heavy Choice Driven)
Player Input (Not Choice Driven)

No Fray-Device

Prologue:
White or Red?
Two-legged Walker or Four-legged Walker?

Warning sirens are buzzing, the screen slowly fades in, turned on its side. Screen slowly uprights itself, the player character, Damon, asking himself what happened? A large machine walks into view, the opposite of the choice made above. The pilot, a female, tells him to get his act together. The machine walks off and gameplay begins.

After about three minutes, a large missile strikes Damon, knocking them down. The same machine from before runs up and fires at enemy units, then tells Damon to follow her.

Tutorial officially begins with machine's pilot, Amara, introducing herself. She then asks for Damon's first name. Fray-Devices are explained in detail, including the FDL and the history of the sport. Gameplay begins with Amara introducing Emitter weaponry. She orders Damon to go around the area and blow up five vehicles. Once the fifth vehicle is exploded, she introduces Ballistic weaponry. She finds a building nearby and orders Damon to shoot out all the windows on one side of the building. Once the final window breaks, Missile weaponry is introduced. Amara finds a bridge and orders Damon to blow it up. This task takes about five to seven missiles, depending on where they hit the bridge.

After the bridge is destroyed, Amara calls in for a Suit to be dropped in. She then gives Damon infinite time to get used to the controls, allowing them to switch out at any time by talking to her. Once Damon is satisfied with the controls, the Suit is taken back to wherever it came from, and Amara gives Damon a choice: Two-legged Walker or Four-legged Walker?

QUESTIONS FOR STORY LINE DEVELOPMENT:

Choice Made:	Damon Good	Cynthia Good	Damon Evil	Cynthia Evil
Color?	White	White	Red	Red
Mech Style?	2-legged	4-legged	2-legged	4-legged

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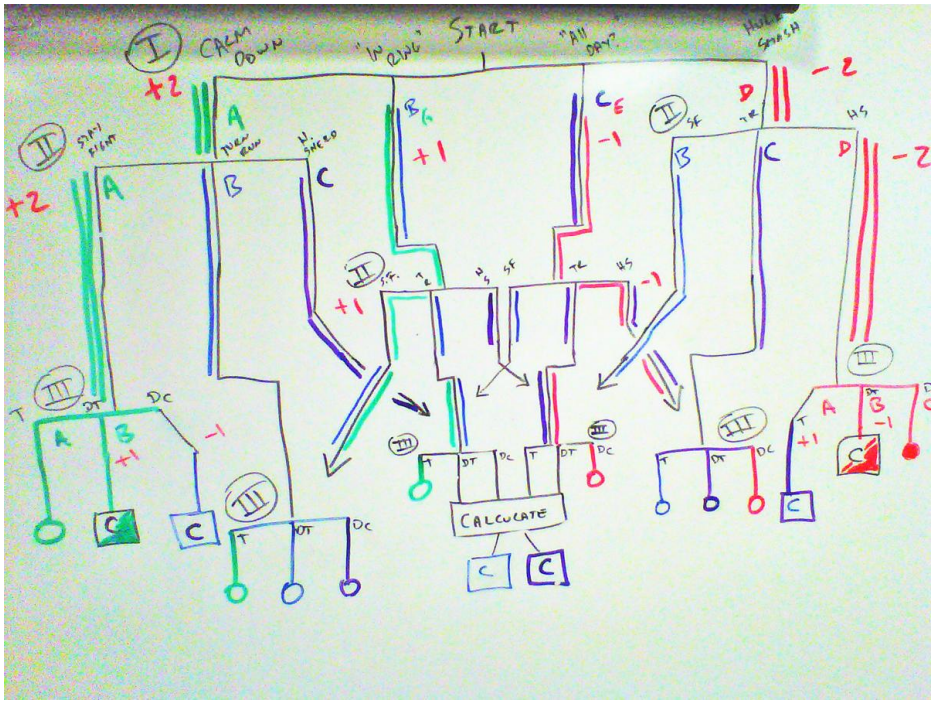
Confront Cht 1	"Calm down. Not the place or time"	"Are we going to do this all day?"	"Let's go settle this in the ring, Bitch"	"I'm going to punch your teeth down your throat"
Bar choice	Water	Soda	Beer	Liquor
"Radar blip"	Rail Gun	Gopher	Sticky Mine	Gold
Weapon/Component:	Radar	Hull	Power	Weapon
Blackburn /Scrapyard	Damon fight, others go	Betty holds, u run	Betty holds, u run	stay and fight using alies as cover
Position (creature)	Hold post	strafe Left to evade	strafe Right to evade	Abandon post and attack
Cindy arrives - betty distrusts	"no, I trust her"	"I agree, keep an eye on her."	"I agree, keep an eye on her."	"As long as she helps, just don't get in my way"
Data Before Corruption	Blackburn wishes to overthrow FDL	Cynthia's medical report – Psycho!	Damon Works For Blackburn	Cynthia is Blackburn's daughter

Choice Tree:



Prologue-
Day 1- sunny
Drop into the Arena I
Set up of the tutorial
play tutorial - Urban I

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try out the suit. choose Mech 2 leg or 4 leg walker
betty uses opposite of your choice (all 3 are in play)

==========

Chapter 1:
Damon and Amara return to the Arena to finish the fight from the beginning of the game. All enemy units have the Blackburn Universal logo on their Fray-Devices. Damon sees the logo as a familiar design, thinking back to when he saw it. The enemy units taunt Damon, prompting a response. Gameplay then begins. If Damon gets into critical status during the fight, it abruptly ends and, in a cutscene, Amara finishes off the enemy units solo. If Damon wins the fight without getting into critical status, a cutscene will occur where a High-Altitude Missile strikes Damon, putting him into critical.

Amara says she knows a way to repair Damon's Fray-Device, but it won't be easy. She suggests that they hit the local bar where she has to meet someone.

Chapter 1-
Day 1 / Evening - Clear
Tutorial Finish/Interrupt
Playing as 2 or 4 leg walker
Battle enemies ("X" logo) in the Arena II
Win battle with Critical status remaining
Travel to scrap yard to infiltrate for new parts

Chapter 1-2 Intermission:
At the bar, Amara goes to meet with her contact, leaving Damon to sit at the bar. The barkeep asks him what he wants: Beer, Soda, Water, or Hard Liquor. Amara returns after the decision is made and Damon asks her about Blackburn Universal. Not much is said, and they leave for the scrapyard. On the way out, Damon bumps into Blackburn and apologizes, not knowing who he is.

-CUT SCENE-
Bar? 1st Discussion of X? Explain FDL?

Chapter 2:
Amara talks about the scrapyard, and how scrap is used as currency in this day and age. Thus, it's guarded heavily and they can only get in at midnight. Once inside, Damon searches for five parts that can help with repairs. In addition to the five parts, there are numerous other parts that can be used on Suits, but only one can be taken: a weapon, a radar unit, a hull upgrade, and a power unit. There are also four blips on the radar in each compass direction. Once the fifth part is found, two agents from Blackburn Universal attack, and Damon and Amara are left with how to deal with the situation.

Chapter 2-
Day 1 / Night - Clear
STEALTH
Hephaestus scrap yard for parts
No sensors, low ammo, 1-2 weapons only
Must find 4-5 special parts for repair.
FIND SPECIAL SUIT PART
Find last part and 2 "X" agents arrive to destroy you.
Fight only to escape... brand new parts don't want to mess it up now.

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Chapter 2-3 Intermission:

Damon meets up with Amara outside and tells her of the agents. Amara finds two routes of escape, but one of them is on the other side of the scrapyard. Against her better judgment, Amara suggests taking the other route, knowing the dangers that lie within. As Damon and Amara escape, the agents pursue them, but stop short once they realize that they're heading into a death trap.

In a dense forest, a large nuclear reactor stands. Since it isn't functional, Amara deems it safe to wait there until dawn. A growl is heard and Amara curses herself for what she's done. Mutated creatures begin to invade the reactor, heading towards Damon and Amara's position.

-CUT SCENE-
Flee into jungle
Creatures start attacking.
Slow at first, then starting to cause damage

Chapter 3:

Various creatures begin converging on the starting point, forcing Damon to fire at them and kill them, making a path to get outside and in the open for an easier fight.

Once outside, a cutscene occurs where Amara mentions rumors of mutated plants, and Damon has to choose where to go: Left, Right, Forward, or Hold Position. Going left has more Ivy Leaves and Swarm Suckers but less Petrol Pods and Lizard Dragons. Going right has more Venus Fly Traps and Rock Bears but less Ivy Leaves and Swarm Suckers. Going forward has more Petrol Pods and Lizard Dragons but less Venus Fly Traps and Rock Bears. Holding your position has no advantage or disadvantage, just all creatures are evenly fought. Gameplay occurs once the choice is made and the fight against the creatures continue. After fighting for # minutes, a Suit drops down and helps out, the pilot introducing herself as Cynthia. If the Suit part from Chapter 2 was found, it is given to her to make the battle easier.

Once finished, she talks about Blackburn Universal, and how she has classified data on them, but can't get past the encryptions. Damon wants to know more about BU, so he agrees to assist Cynthia in getting to the supercomputer. She brings Damon and Amara to her workshop and lets them use spare Suits for the mission. She then gives Damon a choice: Train or Go on the Mission.

Chapter 3-
Day 2 / Dawn - Foggy
Jungle
Meet creatures for first time - right into the creature fight
Find Reactor (offline/inactive)
Battle creatures for length of time.
Cindy arrives to assist. - Spy?
Give special part for suit to Cindy (she is in suit)
Cindy has data info about X - corroborates the X logo and X agents and their conversations overheard.
Try out Suit

Chapter 3-B – Training:

Cynthia opens up a training room which can produce augmented reality battlefields, and you can choose one of them: Urban 1, Scrapyard, or Jungle. Choosing Urban 1 leads to basic training, blowing up anything and everything. Choosing Scrapyard leads to fighting NPC enemies. Choosing Jungle leads to fighting creatures. Ammo is bottomless, enemies/explosive objects respawn endlessly, and there's no time limit. To end the training session, you can either choose to do so in the pause menu, or reach critical status (Scrapyard/Jungle

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only). This is completely optional and only serves as an extra training point to assist the player in getting used to suits. Choosing to train or not, however, will affect the outcome of the ending.

Chapter 4:
Cynthia mentions of a building in Urban 2 that has a supercomputer that can read the encrypted file she has on Blackburn. However, it's heavily guarded and they have to fight their way in. Turrets are installed on random rooftops and shoot at anything in their range. Enemies spawn endlessly to thwart efforts to reach the building.

Once outside the building, Cynthia suggests setting up defenses inside to make it easier to keep enemies at bay while on the computer. This includes blocking off certain hallways to make a maze-like area with certain choke points etc. Cynthia is taken out of the battle to work the computer. Once the position is held for # minutes, the computer finishes analyzing the data, however it's about to go corrupt. Only one file can be chosen before the entire data is destroyed and lost forever.

Chapter 4-
Day 2 / Afternoon - Cloudy
Urban II
Playing in the suit
Travel to secure all of the data to a safe house.
Set up a maze of defenses to hold down the position.
Read all of the data... In data is the name of Adam's superior... loose ends being tied up.
Who do I work FOR?
You are out of the suit... You can choose any of the three available.
Chapter 4-B:
Amara asks Cynthia where she got the data, causing Cynthia to hesitate. Amara claims that she's a spy working for Blackburn. Cynthia pulls her weapon on Amara and grabs Damon, taking him hostage.

Amara pulls her weapon on Damon, claiming that she'd never had helped him if she knew he was working for Blackburn. Damon protests he knew nothing. Cynthia tells Damon of a fortress built into the dam and Amara captures Damon.

Amara asks Cynthia where she got the data, causing Cynthia to run.

Amara pulls her weapon on Cynthia, then points to a part of the screen showing Cynthia's profile and her connection to Blackburn. Cynthia tells Damon of a fortress built into the dam and Amara captures Cynthia, leaving Damon to chase after them, only to lose them.

"ADAM PURE GOOD"
Chapt 4 Cont -
Cindy is ousted as a spy
Enemies infiltrate base and Cindy captures Adam.
Betty keeps data?????

"ADAM PURE EVIL"
Betty is a spy
Adam gets captured - before capture Cindy tells of the dam fortress
Cindy gives chase

"CINDY PURE GOOD"
Cindy gets captured (snapped)
Adam is evil
Betty is evil

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"CINDY PURE EVIL"
Betty is a spy
Cindy tells Adam of the dam fortress suit base
Cindy gets captured
Adam chasses, but loses the chase.

Chapter 5:

Amara chases after Cynthia, ending up in a large urban area. She ends up losing Cynthia, who's escaped towards an undisclosed location. Amara is left to fight countless Blackburn agents who impede her progress.

Amara escapes to a large urban area, where resistance members chase her down. Cynthia catches up and frees Damon from Amara's clutches, causing her to flee.

Cynthia quickly goes back to her base to get into a more powerful Fray-Device, the Alpha Mech. Amara catches up to her, and she escapes to a large dam fortress that's about to flood over due to the heavy downpour. As the dam floods over, Cynthia must fly over the large flood to reach the other side. Once there, Amara appears and the two fight.

Damon needs to gather more info on Cynthia, and decides to go to the nearest arena to do so. The arena is owned by Blackburn, not to his knowledge, and has to win five fights in a row to get enough respect if he wants the information. Before the battle, he's approached by Blackburn, who offers him a prototype weapon. After the five rounds, the FDL drop in, claiming that Damon used an unsanctioned weapon. Not knowing what to do, Damon flees without the information he was looking for.

Chapter 5 -
Day 2 / Evening - Cloudy

"ADAM PURE GOOD"
Urban III
Chase Cindy who has Adam
Cindy flees with Adam to the Dam
Betty left alone
Maze style urban with enemies holding you back.

"ADAM PURE EVIL"
Urban III
Resistance slows Betty
Cindy catches up to them
Cindy frees Adam
Betty Flees

"CINDY PURE GOOD"
Dam I
Cindy breaks free from captivity
Runs toward her dam/base
Gets her alpha Mech
Flooding of the dam idea (from the rains) eliminates half of the defenses.
If in suit – you must fly from debris pile to debris pile.
If in walker – must avoid the defenses submerged.

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Fight Betty (who followed) In alpha Mech

"CINDY PURE EVIL"
Arena III
5 Fights -> get info to find Cindy
FDL chases for rule breaking in arena fight
Adam flees

Chapter 6:

Amara returns to the resistance base to rally the troops in saving Damon. To prove her worth, she heads to the arena to fight through five battles in a row. With every win, an ally will join her side in the attack on the dam fortress.

Cynthia claims that Damon needs to get stronger, and the best way to do so is to fight at the arena. Damon goes through a gauntlet of five battles. After the fifth battle, Amara drops in and fights Damon. After the fight, Amara explains that Cynthia is a spy sent by Blackburn.

Cynthia decides to test the Alpha Mech's abilities to their furthest, and takes it to the nearest arena. She goes through five fights to test the Fray-Device's power.

Damon arrives at the dam fortress, which is close to flooding over due to the heavy downpour. The FDL officials arrive and attack, leaving Damon to fend for himself. If enough time passes, the dam overflows and takes out over half of the enemy units. Adam must then face the remaining enemies underwater, along with the mutated marine-life that the dam was built to contain. After the fight, Damon's Fray-Device is destroyed beyond repair, and he flees into the dam itself.

Chapter 6-
Day 3 / Morning - Drizzle

"ADAM PURE GOOD"
Arena III
Rally troops to fight against X
Betty organizes attack on Dam to save Adam
Must battle 5 battles in arena to "earn respect"
Each win earns an ally to fight
You can choose to accept or deny the ally
No allies/fight alone earns special untold accolade/achievement

"ADAM PURE EVIL"
Arena III
Adam fights 5 battles -> To face Betty
(Cindy is a spy)

"CINDY PURE GOOD"
Arena III
Cindy uses prototype Mech (full flight)
Fight 5 Battles to get info

"CINDY PURE EVIL"
Dam II
Flee to dam for safety

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FDL attacks dam
Adam defends dam (times attack)
Flooding of the dam idea (from the rains) eliminates half of the defenses.
If in suit – you must fly from debris pile to debris pile.
If in walker – must avoid the defenses submerged.
Mech breaks down... flee to inside

Chapter 7:

Amara attacks the dam fortress, which is close to overflowing due to the heavy downpour. Blackburn agents defend the long canyon to the dam, which gets flooded after enough time passes. Submerged, Amara fights the Blackburn agents along with the mutated marine-life that the dam used to contain. After the battle, Amara rushes into the dam.

Damon arrives at the dam fortress, which has flooded over due to the heavy downpour. As he fights his way through the mutated marine-life, he reaches Cynthia at the end, who explains what Blackburn's true intentions are, and how Amara shouldn't be trusted.

Cynthia, having received a tip that Damon is at the Scrapyard, goes to face him, convinced that both he and Amara are evil. As she fights her way through resistance members, she reaches Damon who's surprised to see her. The two fight and both Fray-Devices are totaled.

Damon runs through the dam, taking out Blackburn agents along the way. Once he reaches the central control room, he sets the dam to self-destruct mode. Upon leaving, he finds a prototype Suit that is stronger than any other Suit. He hops in the cockpit and flies it out of the dam as it explodes.

Chapter 7-
Day 3 / Afternoon - Rainy/Stormy

"ADAM PURE GOOD"
Dam
Run the canyon gauntlet of death
Attack on X fortress to save Adam.
Series of battles/checkpoints in the rain
Flooding of the dam idea (from the rains) eliminates half of the defenses.
If in suit – you must fly from debris pile to debris pile.
If in walker – must avoid the defenses submerged.
As you approach dam the clouds part to reveal a tougher stronghold than expected.
Defeat fortress to continue

"ADAM PURE EVIL"
Dam
Adam infiltrates
Finds Cindy
Flooding of the dam idea (from the rains) eliminates half of the defenses.
If in suit – you must fly from debris pile to debris pile.
If in walker – must avoid the defenses submerged.
Same fortress attack as "Pure Good"

"CINDY PURE GOOD"
Scrap yard II
Find Adam as head guard at Scrap yard
Defeat Adam

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"CINDY PURE EVIL"
Fortress/Lab I
(NO MECH... ON FOOT)
Find prototype suit (full flight)
End of level, blow up dam.

Chapter 8:

Amara runs through the dam, looking for Damon and Cynthia. In the central control room, Damon is tied up as the self-destruct sequence ticks down. Amara stops the explosion from happening and frees Damon. As the two leave, they come across a prototype Suit. As they enter it, Cynthia arrives in the Alpha Mech and the final confrontation with her begins, ending in her death.

Damon runs through the dam, chasing Cynthia into the central control room. She initiates the self-destruct mode, leaving Damon to flee, but not before finding a prototype Suit while he steals and flies out of the exploding base. While in the air, Cynthia attacks in her Alpha Mech and the two fight in mid-flight.

Cynthia chases down Damon while fighting him.

Damon ends up in a Scrapyard, where Cynthia is being held. Once freed, Amara appears and fights Damon, resulting in her death.

Chapter 8 -
Day 3 / Evening - Cloudy

"ADAM PURE GOOD"
Inside of dam
(NO MECH... ON FOOT)
-REPLAY of the "PRISON BREAK" level
Find data cards, prototype Mech and Adam. Use prototype Mech to defeat alpha Mech
Kill Cindy

"ADAM PURE EVIL"
Lab/Fortress
(NO MECH... ON FOOT)
Adam finds suit
Same as prison level (Adam pure good)
Faces Cindy as a mini boss (better alpha suit)

"CINDY PURE GOOD"
Inside Scrap yard
(NO MECH... ON FOOT)
"Big Bang Stick"
Find and defeat Adam

"CINDY PURE EVIL"
Scrap yard
Free Cindy
Kill Betty

Chapter 9:

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Damon and Amara head back to the jungle, learning that the reactor is now operational. Damon decides to go in alone, fighting Blackburn agents and mutated creatures along the way towards the reactor.

Cynthia tells Damon that the reactor in the jungle is operational, and he flies in alone to investigate. Both Blackburn agents and mutated creatures attack as he heads to the reactor.

Damon tells Cynthia that the reactor in the jungle is operational, and she heads in alone to check it out. Blackburn agents and mutated creatures attack as she heads to the reactor.

Cynthia and Damon learn that the reactor in the jungle is operational, and they head in to check it out. Blackburn agents and mutated creatures attack as they head to the reactor.

Chapter 9 -
Day 4 / Dawn - Clear

"ADAM PURE GOOD"
Jungle
Revisit reactor... now ONLINE and operational
Adam goes alone in prototype Mech
find entrance to reactor lair
enemy agents everywhere as are creatures
Must get inside to safety.
betty stays behind

"ADAM PURE EVIL"
Same as above.
Adam goes alone

"CINDY PURE GOOD"
Same as above
Cindy goes alone

"CINDY PURE EVIL"
Same as above
Cindy and Adam go together

-CUT SCENE-
Fills in the gaps to help reveal more story

Chapter 9-10 Intermission:
Blackburn introduces himself formally to Damon, and tells him about Damon's contract with him, and how Cynthia was, in fact, a spy sent by him. He also activates his Super Fray-Device, the *Viraqocha*.

Blackburn introduces himself formally to Damon, and tells him his plot to overthrow the FDL and rule the cosmos. He also activates his Super Fray-Device, the *Viraqocha*.

Blackburn congratulates Cynthia in reaching him. He tells her of Damon's contract with him, and how he plans to overthrow the FDL and rule the cosmos. Damon and Amara, however, come in and kill him. They attempt to tell Cynthia the truth, but she begins firing at them both.
Blackburn introduces himself formally to Damon, explaining that Cynthia is, in fact, his daughter. He also activates his Super Fray-Device, the *Viraqocha*.

Chapter 10:

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Damon fights the gargantuan *Viraqocha* Super Fray-Device, which is being fed power by numerous Sap Vines. Damon must cut the power to the *Viraqocha* by destroying the Sap Vines, but mutated creatures stand in his way. After all Sap Vines are destroyed, the *Viraqocha* becomes a rotating turret, firing at Damon as he flies up to its weakpoint to fire at it, the cockpit.

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Cynthia fights off both Damon and Amara, who are both killed in the battle.

Damon and Cynthia fight the gargantuan *Viraqocha* Super Fray-Device, which is being fed power by numerous Sap Vines. They must cut the power to the *Viraqocha* by destroying the Sap Vines, but mutated creatures stand in their way. After all Sap Vines are destroyed, the *Viraqocha* becomes a rotating turret, firing at them as they fly up to its weakpoint to fire at it, the cockpit.

Chapter 10 -
Day 4 / Afternoon - Stormy/Windy

"ADAM PURE GOOD"
Kill Mech by defeating series of 3-4 "umbilical cords" of power attached to the reactor
The Mech is a large turret style Mech (not fully functioning yet)
Defeat X
Rejoin betty outside for credits.

"ADAM PURE EVIL"
Same as above
X tells Adam he was his employee
Adam Kills X...but likes the idea of running the empire
Betty was never evil... part of the mind game X played on Adam.

"CINDY PURE GOOD"
Same as above
X tells Cindy of the mind play.
Adam and betty were never bad.
Cindy snapped... killed allies.
X lives on
Cindy mental break and in institution

"CINDY PURE EVIL"
X is told his daughter; CINDY will take over for him
Adam kills X for Cindy
Adam and Cindy run X as evil empire lords

Epilogue:

Blackburn is killed in the explosion and the *Viraqocha* is destroyed. Damon retreats out of the jungle and reunites with Amara, who head back to the resistance as heroes.
Flashbacks of choices made with voice over of the decisions and still of the repercussions of the choices

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Blackburn is killed in the explosion and the *Viraqocha* is damaged, but repairable. Seeing this as an opportunity to rise to power, Damon takes control of Blackburn Universal and succeeds in ruling the cosmos with the *Viraqocha*.
Fond memories (replays of choices made) of Adam's evil choices that got him to his reign of power as evil empire lord.

Cynthia looks at the computer screen, which mentions her being brainwashed to thinking Damon and Amara are evil. After realizing that she killed her friends, who were trying to help her, she breaks down mentally. Flash forward to her being served breakfast in a padded room.
"What was I thinking" regret as Cindy sits in a padded cell. Flashes of choices made.

Blackburn escapes from the explosion in a pod and the *Viraqocha* is destroyed. Damon flies after the pod and destroys it, killing Blackburn. Cynthia decides to take control of Blackburn Universal with Damon at her side. Flash forward to Amara's funeral, where every resistance member mourns for her death aside Damon and Cynthia. The two then pull out weapons as the screen fades to black, gunshots riddling the air.
Adam and Cindy attend Betty's funeral and with resistance all around draw guns and fades to black as you hear gun fire.
Adam and Cindy destroy resistance (so we think)

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APENDIX A. – SLICE SPECIFIC ELEMENTS:

For the player demo:

- Select Suit or Walker (2 legged only) = = Start with 3 weapons by default – Emitter I, Rocket I, Projectile I
- Enough scrap available to buy a 1st tier weapon = = 1st tier - Heavy, Guided or Particle Burst.
- Play Urban I as the tutorial level against targets. = = Finish with scrap to buy more weapons/parts:
  2nd tier – Direct, Long Range, Cohesive (cold component added for "free")
- Play Arena I with ½ content against bots. = = Finish with scrap to buy more weapons/parts:
  3rd tier – Scatter, High Altitude, Particle Accelerator
- Play Scrap yard with ½ content. Evade search spotlights and alarms.
  - Finish scrap yard and unlock replays of all levels in multiplayer. **-NIGHT VISION -**
    Continue to earn scrap for unlocks and replay in multiplayer games
    Multiplayer challenges are: survival, capture flag, time attack.

NOTE: Suits have no 3rd tier, and the second tier are as follows:
High Caliber Scatter, High Altitude Omni, Particle Wave Accelerator

(SLICE) URBAN Tutorial Walkthrough:

3 waves of tasks that take place in the urban level.

Wave I - Navigation

Charting a course through one section of the urban map you will proceed through a series of obstacles and be taught how to bypass them effectively.

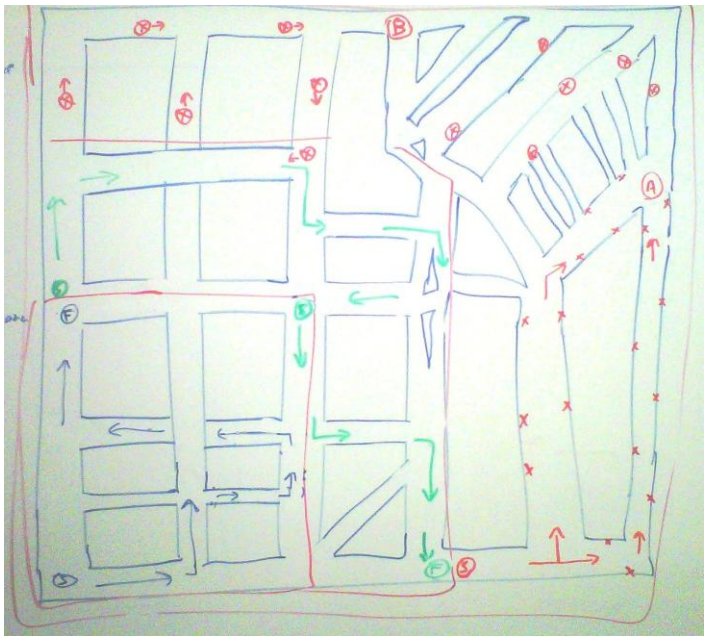
* Duck - maneuver under obstacles (electric poles, fallen buildings, debris
* Dodge - gas pockets and fireballs along with electrical wires try to damage the mech. Avoid contact.
* Jump - sink holes in the street try to slow you down
* Evade - large mech eating rats. Don't get spotted.
* Run - A Rat spotted you. Run! Sprint around obstacles in the street to get to the finish line fast.

Wave II - Targeting

Specialized wall markings enable you to target specific areas on buildings and signs to help you gain proficiency with targeting with your different weapons (Energy, ballistic, missile) No shots fired, but targeting is still crucial to hitting. Target all 10 sensors (4 are in IR) Part "A" = normal sensors. Part "B" = infrared sensors.

Wave III - Timed Attack

Locate, lock on and fire upon all of the targets in the three rounds to pass this phase. The better the time, the better the reward. Time stops and accumulates with each round.



Round 1 - Color coded targets for each weapon. Must hit at least 2 of each color to pass. 3 of each on the map.
Round 2 - Same color codes, this time the targets are hidden (try IR). Must hit 1 of each color to pass. 3 of each on the map.
Round 3 - Same color codes, but this time the targets are moving. Must hit 3 of each color to pass. 5 of each on the map.

Tutorial "BASIC" map which outlines how the three waves are all part of the same urban map.

Starting with the lower left section and growing up and to the right are the three areas of the urban map sketch.

Blue arrows chart out Wave I – navigation.
Green arrows path out Wave II – targeting

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Red Arrows show Wave III – Firing weapons.

==========

Scrap Bonuses for:
Wave 1=
No damage (dodge)
Not "trapped" (jump)
Not spotted (evade)
Not caught (run)

Wave 3 =
All targets hit- rd1, rd2, rd3
Perfect accuracy - rd1, rd2, rd3 (no miss, all targets)
Finish under Y each round
Finish under X each round
Total time under Y
Total time under X
3 Perfect rounds
3 Perfect Accuracies

TRAINING - PHASE I LEVEL:
Scenario #1 -
Urban City- In ruins. geothermic activity/smoke adds to the subterfuge and heat signatures.
Destructible environments that add to the chaos/destruction of the level/environment
- Fictions area
- Grid system for environment
- Destructible environment
  - cars, buildings, gas stations
  - gas pockets, bridges, streets
- Subway System
- Explore-able structures
- Lava/pitfalls
- painted walls/bulls eyes

ARENA - PHASE II LEVEL:
Scenario #4 -
"Official combat arena" - built from the ground up to accommodate Mech. audience/cameras/spectator areas
magnetic traps, flame, deadfalls, sand/goo. Advertisements everywhere... Red Vs blue
loud crowds, free-for-all, team matches. tournaments
Pits with Mech eating monsters.

(SLICE) SCRAPYARD Walkthrough:

Start with a Key Card for entrance to the gate and Control room and "5" mini EMP bumps.

Objective- Navigate to the center control house and capture the hidden part for the Fray Device. Avoid detection from other FDs and spotlights.

I. Disarm laser gate
   a. Hack light box on spotlight to the right
   b. As guards transition to the light, you stealth to the gate
   c. Use keycard to enter gate and enter scrapyard

II.

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MISSION - PHASE III LEVEL:
Scenario #5 -
Night Watch - Nighttime level. sensors are key. dark. some spotlights.
Spotlights/search lights. Stealth is big portion. Salvage yard. Cranes. Piles of busted Mechs/parts hanger building with health/ammo. circular maps.

AFTER MISSION:
Unlock New Urban area - Add in the heat/smoke difficulty.
Unlock New Arena area with different layout/different traps/hang-ups
Add multiplayer capability game-wide.

Ability to upgrade Weapons, radar, capacitor.

Concept art for weapons:

Manny	Joe	Sidney	Chad
Emitter I	Projectile I	Rocket I	Part. Wave Acc.
Cohesive	Part. Burst	High Alt.	High Cal. Scatter
Direct	Long Range	Heavy	High Alt. Omni
Particle Accelerator	Scatter	Guided	

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APENDIX B. - ASSETS NEEDED

Mech Designs
- Concept Art
- Weight
- Speed
- Attachment Points
- Sets/ Perks

Weapons Designs
- Hit Specs
- Energy drain
- Weight
- Price
- Concept Art
- Sets?
- Perks?

Gui Designs
- Splash
- HUD
- In game sub screen
- Menu system
- Start up

Enemies
- Mech enemies
- Creatures
  Metal/energy/electronic feasting creatures
- Immobile ballistic
- Immobile energy
- Human

Levels -
- Training Area
- Arena Area
- Mission Area
- Revisit of Arena - MULTIPLAYER
- Revisit of training/mission
- 2nd / 3rd versions of maps
- Day/night versions of the maps

Logo/Title/Naming
- Design the logo

Story
- Flesh out final plot points

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