

Title:

Remnants

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Premise/High Concept:

This is combat. Be the best. In this post-earth life, none remain but those who can make something out of nothing. You play the role of a mechanic, who operates one of the many combat suits. You are on a quest of personal growth. Feed up with the world you lash out in an attempt to finally find greatness. The universe is filled with uncertainty but your quest for greatness possess none of this. You will mow down the competition as you build allies and make your own claim to being the best of the rest.

Features:

One of the biggest features of this game is the wide variety of weapons. While the type of weapons is limited only to three, melee, ranged and defensive, the variety within that will be wide. For melee you can go from power fist, hammers, swords, axes, spears, laser swords, weaponized shields, rapiers, broadswords, giant swords, twin axes, and combo ranged/melee weapons. Each weapon will feature distinct play styles with different strengths, speeds, and attacks from each class. Not all will be available early on. They have to be unlocked through different missions.

The fast paced of this action makes it unstoppable to put down. The combat will frantic gains strategic elements as you advance and face smarter, stronger and larger amounts of forces in the form of assistance that you can develop strategies for.

Player Motivation:

Dominance. This is a classic beat'em up style game. You will mow down hordes and hordes of enemies. All in the pursuit of personal gain, to prove yourself as the best and not the lost soul the world has made you. There is no world saving, there is only making yourself better equip to survive in a tragic world.

Gameplay Highlights:

The most stand out feature of this game is the constant action. Classic insanity with a slight mix of tactical maneuvers. The game can be approached in a smash mouth kind of way. Running into waves and waves of enemies, or baiting more high powered leader units into much smaller controlled skirmishes. The focus here is mostly on the skirmishes and the fast pace. The fast pace however can be slowed a bit and combined with tactical elements. The large mix of weapons makes each gameplay quite unique. Using a sword instead of an axe will open the door to a whole new variety of play. The player is offered the choice to choose between 12 distinct melee weapons, 7 styles of ranged weapons, and 4 shield styles all of which function differently on which type of weapons the player equips.

Technology Highlights:

The highlight is the loot customizing sequence. Though a wide variety of weapons exists it all also depends on your journeys what you will end up coming across. Even with two similar swords they can be worlds apart.

Backstory and Game World:

Long after the world was able to produce enough resources for sustainable human life, and long after we discovered space travel humans found themselves with another issue, survival. The human race has nearly become extinct. The remnants float through space traveling from place to place with hopes they will be able to find enough to make it to the next planet. Looking for scavenges of anything huge value is put on even basic components for building. Maintain enough fuel to travel freely and you have reached the class of elite. Even then without typical missions it will likely end with nothing. The humans not being able to actually traverse many of the worlds they visit instead use robotic devices they pilot remotely. Using this technology enables the humans to at least extend their chances on this planet. While it is not terribly uncommon to see other humans be very cautious many being aware of the dire situation will take the opportunity to gain at your expense if presented.

Gameplay and Mechanics:

The gameplay will be rather simple. Focusing on quantity along with quality. There will be plenty of fights in this game with AI that levels up as you do. Wait until you level up to launch an attack and they likely will prepare for you. As you build and get stronger they do to. Expect the enemy to always be a couple levels ahead. Making them very defeatable but also not doormats. You won't be able to just rush through opponents you will actually need your allies. A Couple of which you will acquire to work directly with you but for the most part soldiers for your cause.

It will also be simple to play. It has three different attack buttons, and two ways to transform those attacks(ranged, evasive). The variety comes in chaining these moves and the diversity of play styles depending on the weapon selected. Combos will involve all the moves mixed together and change with weapon style. The weapons can be built up until the player is able to find better equipment

Mission and Story Progression:

The story and the progression will linear allows the player to traverse and accomplish them at their own pace. Between working with the three factions off the world you can find success by working against a specific faction working for a specific faction opposing all of the factions or not

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every really choosing your side. The missions come largely in passing. An in-alert player might end up helping a mission go off without realizing it. Stealing the reward but returning it to the faction of their choosing. The story is large part happening regardless of the player but because each action has some impact on the world around you. Any gain the player has is at the expense of at least a faction, while it is possible to conceal it eventually they will find out. The more upset they are with you the more vicious they are and more likely to attack

Character Descriptions:

The main visible character is Letty. She is your accomplice and sends you all the support you might need. While she doesn't typically operate a suit as well she functions largely as your head of transport and operations. She gathers most of your intel and plays a major role in planning. Listen to her and you will likely be more successful. She fly the ship you will fly around in.

The main antagonist is called Ant. He is the head of one of the biggest fleets. He leads the known universe in scrap and items. He has an unattainable amount of wealth. Though he hardly directly is connected to the star by the time you are competing with him in a way he will notice you are nearly through the bulk of the game.

Orion is a contact of yours through one of the factions. Not near the head of the company she is the personality that is in charge of recruitment and working with outsiders with faction 1 she will be the one who reaches out to you if they wish to contact you.

Chyanne is the contact for faction 2, they are typically not interested in outside help but if you desire to contact her you are more than welcome to reach out.

Roxanne is largely a double agent for faction 3. Her main desire is her on status. She will be as much an ally as an adversary largely dependent on her factions feelings for you. While the other liaisons will tend to be neutral, this faction is more likely to be adversarial.

Tron is a friend of yours. He constantly will make appearances and tends to make irrational decisions largely based on gains. He will be an ally through and through but joining and endorsing everyone of his missions will likely end with the player in difficult positions. Large risks and rewards he will be your original and first on the field ally.

User Interface:

The user interface will happen in real-time for the game. If you need to do something while on the planet you will have to either make a quick escape, or either make adjustments while the game is happening. If attacking an enemy camp and you need to double check the map it is largely possible a sentry will run into you while you are still figuring out locations. The ideal is to plan ahead, as during the raids the other factions will move business as usual. If you take too long precious cargo will be removed. So the menu and interactions happen with your player as you do them. The pause will essentially make your character hide, though still visible.

Platform:

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Playstation4

Team, Budget, and Schedule:

The team will consist of me an artist and a programmer. This will largely be independent as project. I will function as designer and a low level programmer. The budget is inexpensive and is meant to serve as a project to build on and is set to be near completion in a year.