

Advanced Prototyping

Transgression

An Interactive Recreation of Future Mission Alpha

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Christopher Enderle

Mitchell Scott

Instructor: James Lee

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I. Document History

Date:

2/03/06 – Artwork, hook, table of contents added. Minor revisions/clarification to text.

1/27/06 – First draft written.

II. Design/Props/Assets/Programming/Q.A Team

Chris Enderle

Mitchell Scott

III. Game Overview

A. Story Summary

Concept:

Secret agents must infiltrate a clandestine base, gather intelligence, and ultimately, retrieve the enemies new weapon of destruction.

Hook:

Imagine Metal Gear Solid meets Final Fantasy meets GTA. An epic story from the perspective of one hero. Will you save civilization or bring down its fall.

Setting:

The year is 2025. War looms as recent technological breakthroughs have resulted in various nations and organizations rushing to develop new weapons of unimaginable power and destruction. A terrorist group has formed to disrupt the world's course towards total annihilation.

Genre and Scope:

Operation Future is a first person shooter (FPS)
Currently the scope of the game is two levels.

Visual Style:

The style of the game is near futuristic, industrial environment.

Engine:

Unreal Tournament 2004

B. Core Game Play

Single Player:

The majority of the game consists of the player shooting and sneaking throughout the levels as they complete objectives and advance through the game.

Multiplayer:

Based on the double domination game type where teams will have to capture and hold key strategic points on the maps.

Game Features:

Assets include custom characters and environments imported into Unreal Tournament 2004.

C. Project Scope

Currently the two levels of the game that will be playable is the area outside the base, and the inside of the base.

The outside of the base consists of a sniping tower, ground bunkers as well as fortified bunkers on the side of the mountain. The basic objective is to secure the area and gain access to the sewer pipes that will lead into the base itself.

Inside the base has an underground reservoir consisting of dock platforms which lead inside the water processing facility from the which the main area of the base can be accessed.

There are three characters that have been created for the game thus far. The playable hero character "Jan", the "utility robot", and lastly the guards that patrol the outside of the base.

There are several weapons in Operation Future. These include some of the standard guns found in UT2004 such as the sniper rifle, rocket launcher, plasma rifle, spider mine gun, teleporter gun, and lastly a custom gun for the main character Jan.

There are no vehicles

Target Audience

Teen/Adult

Rating: Mature

This game is playable on the PC platform

IV. Story/Setting/Characters

A. Story/Setting

The year is 2025. War looms as recent technological breakthroughs have resulted in various nations and organizations rushing to develop new weapons of unimaginable power and destruction. A terrorist group has formed to disrupt the world's course towards total annihilation.

How the organization was exactly formed is unknown. Members of the terrorist organization are loosely tied together through various contacts. No one knows the exact make up of the organization. Cells are small, consisting of 2 or 3 people at most. All members are skilled in what they do, however, and once a mission is assigned they are able to carry it out quickly, silently, and effectively.

In the mountains is buried a military research and development complex. The complex has been built through the very core of mountain, an underground city. It is self sustained, and the work done there is at the highest level of top secrecy.

The complex gets its water and expels waste through the many underground rivers which flow through the mountain. Reservoirs have also been built to ensure a consistent supply of water. The water is also used in the creation of coolant for the complex's various high powered areas, most notably its computer mainframes and power core.

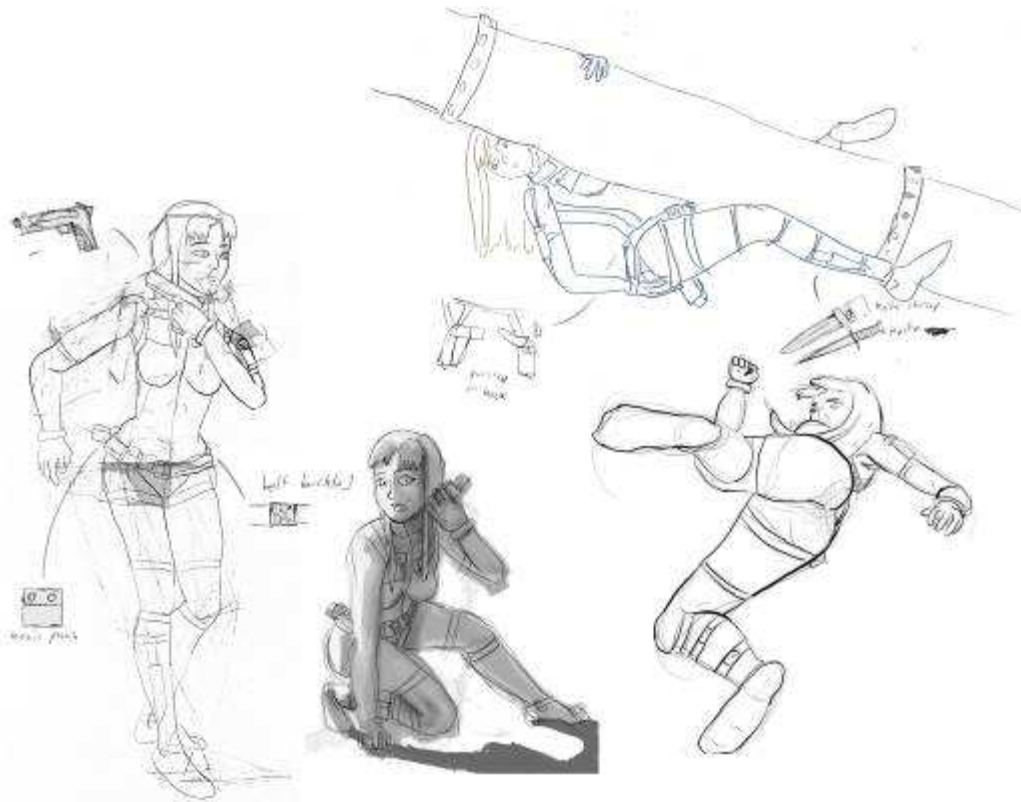
The terrorist organization has called on their most elite cell to infiltrate this base and steal a prototype war machine being built there. The plan of attack is to infiltrate the base through the underground waterways. Emergency support will be provided through secure communications from members situated outside the base.

After securing the reservoir area the agent will proceed deeper into the facility and secure a route to access the main body of the military base.

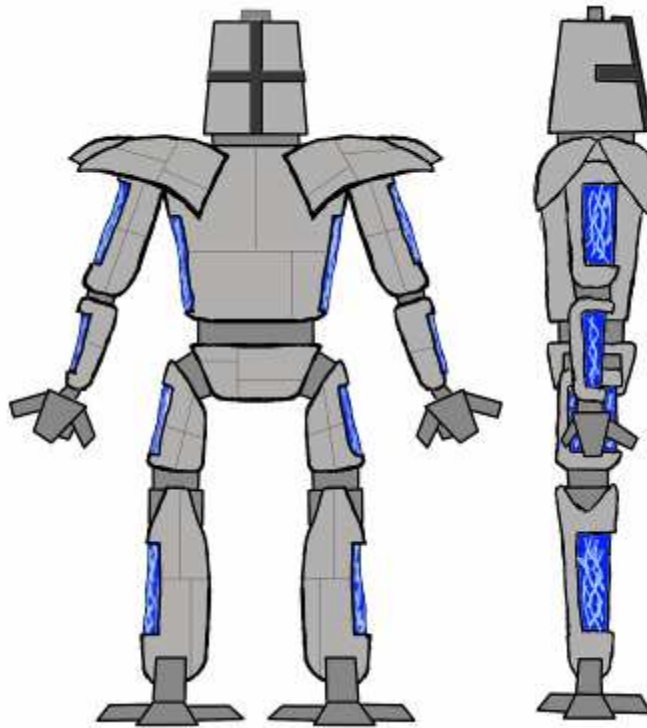
B. Characters

Jan:

Decisive, Quick, Aware. She's the most combat oriented member of the group, but skilled well enough in other areas to be able to get along with minor guidance. Her exact age is unknown, though she appears to be in her twenties. Very light blonde hair. Blue eyes.



Utility Robot:



The utility robot was created to take care of many of the basic chores, every day tasks, and when required to eliminate any disruptions or distractions on the base. The robot itself has gone through many upgrades and changes as technology has advanced and as more and more tasks were delegated for the robot itself. This is the third version of the robot, and specific changes to this version were a more durable exterior, improved combat artificial intelligence, and of course a more modern design. A large army of these robots is kept on hand so replacing broken units is fast, and to help protect the base if the need should arise.

Guard:

The guards are used mainly to patrol and keep an eye out for trespassers and hoodlums who managed to gain access to the island. The guards aren't the smartest of people and have a hard time staying on task and alert as they watch their post.

V. Controls and Interface

A. Controls:

Typical Keyboard and mouse controls found on most FPS – see Unreal Docs.

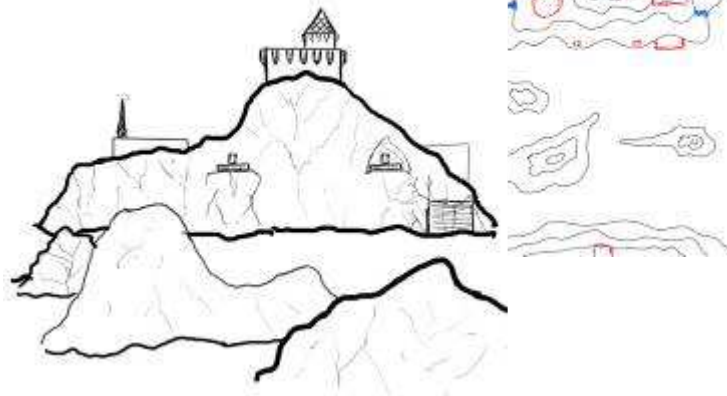
B. Interface:

HUD elements:

The HUD has been changed from the standard HUD found in UT2004 to a more streamlined and simple appearance, more in line with the presentation of the general game, and one that takes out any unnecessary information, while still leaving what is essential to the player.

VI. Level Descriptions

A. Island Exterior/Base Entrance:



In this level the player will start on a mountain ridge sniper tower far away from the entrance of the base itself. There are many obstacles that the player has to overcome in order to meet their objectives and enter the base. The player begins by sniping enemies at the mountain bases. From there he will proceed down the mountain and work his way towards where they will enter the base. Crossing the area before the base will be tough, as there are two encampments the player will run into and must eliminate all of the opposing force. As the player is doing so he will take over two strategic points which will allow him to fully take control of the area he has covered. As they advance on the mountain itself they must find which sewer entrance will allow them to enter the base. The players must beware of the hangars, helipad and garage entrance to the base as to not attract any attention to themselves.

Prop List:

- Sandbags
- Chairs
- Table
- Barrels
- Sniper Tower
- Camouflage Tents

B. Reservoir:



Accessed through traveling down the cave routes. This underground reservoir is part of the facilities main water processing network. It is arguably the most accessible part of the base, and thus was chosen as the infiltration point. This is a peripheral facility to the main military complex and thus not as guarded.

A large pipe runs suspended across the ceiling of the cavern. This is one of the main water channels. On the cement landing is a pumping station with several pipes coming into it from the water. It connects to the overhead pipe and also to the main complex. The complex can be accessed through the large main cargo door, two smaller doors on its side, and also by a ventilation door accessed by climbing the ladder up to the second level.

Inside the complex are several water processing/pumping vats and control panels. The centerpiece of the area is a large cargo elevator which goes deep within the base. There are two notable buildings in the area: A small storage space with a control panel, and a two story meeting room with a control panel at the end of the hall on the second floor. The meeting room also has a small utility elevator that can bring personal from the main part of the base directly to the building. At the back of the complex is a lake and dock area.

Prop List:

- Pipes

- Construction/Maintenance/Computer hardware and circuitry

- Automated defenses and security equipment

- Cargo and equipment to transport it

Maintenance is constantly being done to keep up with the wear and tear of the water processing systems and to deal with the corrosiveness of the chemicals and waste being expelled and process. New piping routes are always being established through the core of the mountain to further streamline the process. Cargo is also often transported here to be brought into the main part of the base.

VII. Cheats and Bonuses

VIII. Asset List

A. Characters:

- Jan

- Utility Robot

B. Weapons

- Sniper Rifle

- Plasma Gun

- Rocket Launcher

- Redeemer

- Spider Mine layer

- Custom Gun

C. Props

- Sandbags

- Chairs

- Table

- Barrels

- Sniper Tower

- Camouflage Tents

- Pipes

- Construction/Maintenance/Computer hardware and circuitry

- Automated defenses and security equipment

- Cargo and equipment to transport it

D. Animation List

- See Unreal Docs.

E. Effects

See Unreal Docs.

F. Interface

See Unreal Docs.

G. Sound

See Unreal Docs.

IX. Technical Summary

A. Personal Computer

Windows 98/ME/2000/XP
Pentium III 1.0 GHZ or AMD Athlon 1.0 GHZ or greater
128 MB Ram minimum (256 recommended)
5.5 GB free HD space
8x Cd-Rom (DVD-Rom drive required for Special Edition)
32 MB Windows 98/ME/2000/XP compatible video card (164
recommend)
Direct X ver. 9.0 or higher

X. Reference

A. Games

Unreal Tournament
Metal Gear Solid
Splinter Cell
Ghost Recon

B. Art

Unreal Tournament 2004
Various Concept art designs from online

C. Documentation

Buccaneers G.D.D