

Team Winged Kuriboh



Area of the Beginners

(working title)

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Description

A mech-based side-scrolling shooter full of stylish, flashy attacks that compose aerial combat.

Game Summary

Feel the full power of controlling the war-machines straight from the finest cinematic experiences ever created: Robot Warfare anime, armed with the most advanced technology in the world. Then blast your way through an army, wielding the same devastating power. The key is to combine your stylish weaponry and skills to make it to the end.

Features:

- Take to the skies: Your mobile frame has unlimited aerial capacity, combining the movement of a scrolling shooter with the freedom-of-direction of an action game.
- On the cutting edge of ostentatious weapons tech: The game encapsulates the beautiful madness of Super Robot anime with scattershot lasers, pattern-based explosive attacks, and homing orbs of devastating electrical energy.
- If we call it a dance in the space between life and death, is that too dramatic? Along with slow-moving death machines, bosses will also include more you-sized foes who must be engaged in a one-on-one in a duel to the death.

Game Overview

- **Concept:** The main concept of “Area of the Beginners (working title)” is to get the players acquainted with the skills needed to defeat the final boss. This will be accomplished by having AI driven opponents cross the player’s path, giving the player no choice but to destroy the enemy with his/her arsenal. The player will be able to control their mech through aerial movement, scrolling from one section of the level to the next, until they reach the final portion of the map. Strategy, and an understanding of the controls will be learned to the point where the player will have the ability to complete their task.
- **Genre:** The game combines elements of arcade-like scrolling shooters like *Space Invaders* or *Touhou Project* with action or beat-em-up games, which are traditionally ground-bound. The player enjoys control over the whole screen, and is also given a variety of tools to defeat enemies, giving the shooter experience more variety.
- Player-motivation:** In order to motivate the player to continue playing, a compelling story with an interesting plot twist will be the main premises of the game. The

attractiveness and entertaining qualities of the mech on mech combat, along with “mano-a-mano” boss battles, will keep the player wanting more and more until they reach the credits.

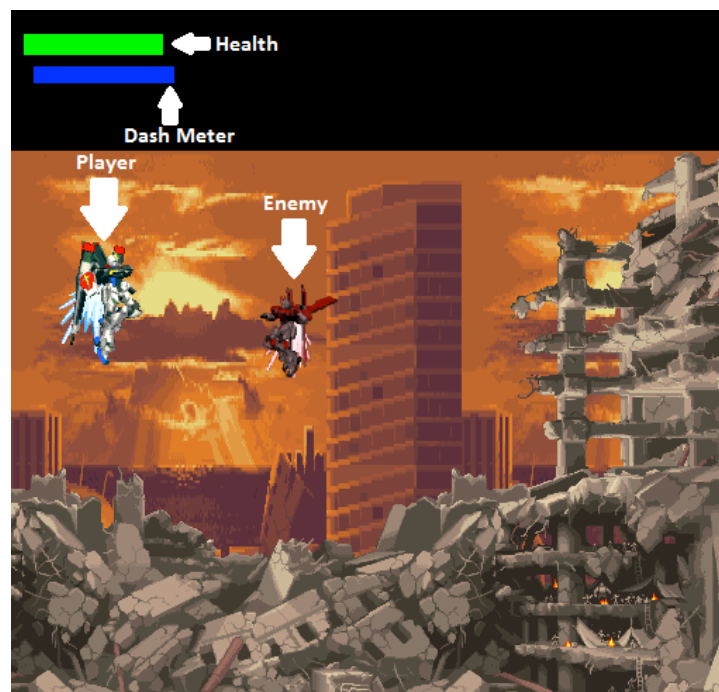
- **Novel-features:** With so many games being created today, “Area of the Beginners(working title)” had to have some novel-features to make it stand out from the crowd. With its unique on-screen movement and attacks, players would choose our game over the rest. With it also being Anime/ Mecha inspired, it would stand out in the American market of games as being one that would appeal to fans of such a popular genre.

- **Target-platform:** Seeing as a vast majority of the population has a computer, the target-platform for our game would be for both Mac’s and PC’s.

- **Target-audience:** With Anime and Mecha quickly gaining popularity in America, “Area of the Beginners(working title)” would appeal to this fan group. Even if the player does not find these two genres of animation to be compelling, shooter fans would be sure to find a liking to the game, as its core gameplay revolves around tactical battles with other robots.

- **High-level design goals:** If we were given the opportunity to put all of our desired aspects into the final game, the high-level design goals would include power-ups, extended gameplay with more levels, highly detailed bosses/boss battles, and a clear view of where Fuyuki is traveling as the Mech pilot and her partner (Natsumi) take separate paths.

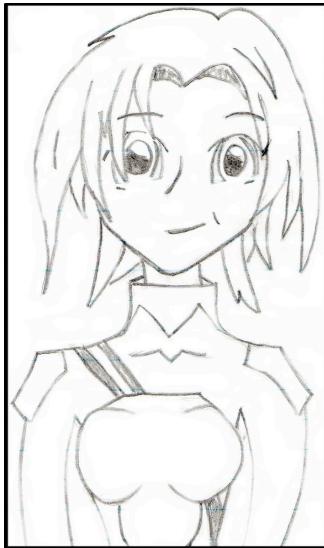
- **How the game will play:** As a single-player game, the player will control Natsumi, the main character, through various levels using simple movement controls (W, A, S, and D keys). As the player advances, he/she will encounter enemies trying to stop them in their path through the use of weaponry. The player will have a full arsenal at their disposal to destroy the roadblocks. These attacks will be controlled by using the I,J,K, and L keys. (Detailed descriptions of how the movements and attacks operate can be found in the “Gameplay Walkthrough” section)



Game World/Setting

On one of the Earth's space colonies, civil war has erupted. The rebel faction is close to defeat, but still has one chance for victory. By sending two brilliant mobile frame pilots through a slight gap in the enemy's defenses, they may be able to punch through all the way to the enemy capital and seize victory. The two pilots, Natsumi and Fuyuki, take divergent paths to their goal. But by the time they reunite at the other side, what will have changed?

Characters



Natsumi: The main character, and pilot of the mobile frame *Avalon*. She is part of the faction in rebellion against the Colonial Government, and, along with her partner Fuyuki, has volunteered for this all-important, high-risk mission. Due to her clear-headed manner and exceptional piloting skills, she is considered one of the finest soldiers fighting for the rebels.



Fuyuki: Natsumi's partner, and pilot of the mobile frame *Babel*. She takes a potentially shorter but less well-known route to reach the capital. More impulsive and emotional than Natsumi, she is never the less at least equal in skill to her partner. She has not revealed it to anyone, but her brother is also in the war...fighting for the other side.



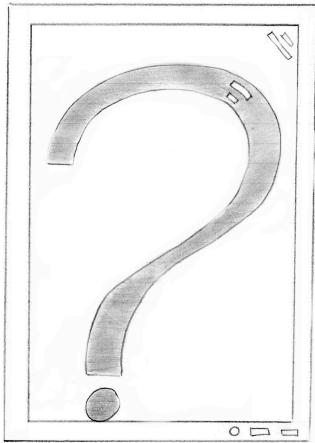
Colonel Kojima: Natsumi's superior. He assists her in picking the most ideal route through enemy territory and feeds her tactical information where necessary. He was meant to assist Fuyuki as well, but due to the scant intelligence available on her route, she entered a region jammed by the enemy, and contact was lost for the time.



Haru: Fuyuki's younger brother. When she left to join the rebellion, he remained behind and became part of the Colonial Government's air force, and is currently deployed on the front lines.

"Big Guy": One of the main lines of defense for the Colonial Government, "Big Guy" earned his nickname based on his enormous stature as well as the colossal war machinery he prefers to employ. He has gone all but undefeated over the course of the war, and is known for completely vaporizing his enemies.





President James Hilton: The president of the Colonial Government. Due to his secretive nature, the Rebellion has little information on him and not even his appearance is known. All the rebellion has is his location: the capital. Will Natsumi and Fuyuki be able to end his tyrannical reign?

Terms

Mobile Frame: An advanced weapon of war, mobile frames are humanoid machines piloted solo. Well-armed and armored, they combine offense, defense, and maneuverability into one devastating package.

Colonial Government: The legitimate government of the space colony, at war with the rebellious faction. Their superior resources allow them to field much larger numbers of mobile frames than the rebels. They are led by James Hilton, their third president.

Gameplay Walkthrough

A typical gameplay session would probably last between fifteen minutes and an hour, and the game itself could probably be finished in one sitting. In each of stage of play, the player is put on a point on the path to the capital city. Each area differs in appearance, and in the shape of the terrain, which limits the player in various ways. In each stage, the player must fight and defeat whatever enemies are in the area, and then progress to battle a more powerful boss at the end of the stage.

Controls:

[W],[A],[S],[D] Movement

[V]: Dash. Used to avoid enemy attacks, though could also be used to quickly move to an advantageous position. As the player dashes, their dash meter decreases, and once it empties, they are no longer able to perform a dash. The meter refills slowly.

[I],[J],[K],[L]: Attack. Each key performs a different type of attack.



[L]: A laser which is briefly charged and then fired straight horizontally. (This attack is best used when fighting against one enemy.)



[I]: Launches a pair of missiles that move in an arcing pattern. The advantage is that they can hit multiple targets and those not on the horizontal, but on the flip side it can be tricky to aim. (This attack is best used if enemy fire keeps you from reaching the enemy with the laser.)



[J]: An orb of energy that targets an enemy and goes after it. It moves slowly and dissipates after a brief period of time. (This attack is best used if the enemy is in an awkward location or if they get too close.)

[K]: Currently unused. Options include another attack-type, a shield, or an empty slot that can be filled with a collectible power-up.

Production Details

David Bartlett - Lead player and level programmer.

Chris Gillis - Lead enemy and AI programmer.

Dan Driggs - Lead concept and in-game artist.

Production Schedule:

09/17/12 - Asset List Finished

09/24/12 - First Playable Finished

09/28/12 - Status Report 1 Finished

10/04/12 - Status Report 2 Finished

10/08/12 - Prototype Polished and Ready to be Presented

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