OmegaStorm Productions

Design Documentation for:

Codename Freak

In order to destroy something, you have to become it

Written by Brandon Ivey

Version 0.13

April 30, 2009

Change Log

April 16, 2009
High concept
Premise / Story Synopsis
Player Characters

April 21, 2009
4 Character Stats: *Mutant Strength, Fortitude, Recovery, Frenzy*
3 Items: *Health Pack*, *Upgrade Kits*, and *Mutagen*
2 Features: *Transformation* and *Upgrading*
1 Game Mechanic: *Mutant Power*
Various Controls

April 30, 2009
6 Weapons / Attacks: *Pump Action Shotgun, Machine Gun, Rocket Propelled Grenade, Frenzy Claws, Axe Arm, Acid Spray*
2 Gadgets: *Grappling Hook, Remote Controlled Drones*
2 Mutant Abilities: *Sticky Membrane, Berserker Rage*
Changed
Reworded High Concept
Began rewriting the Premise / Story Synopsis
"Game Slogan"

May 1, 2009
4 Environments: *The Abandoned Military Base, The Destroyed City, The Junkyard, The Crash Site*
2 Character Stats: *Determination, Reflexes*
Mutant Form now slowly regenerates hitpoints
Changed
Rewrote Jack's description to be inline with the new backstory
Added extra text to The Freak's description
More wordiness to existing Character Stats

High Concept

Mutant hordes have overrun the earth as the last humans band together in order to survive this world they created for themselves. One man must rise and defend his people using any method necessary, becoming a hybrid of that which he seeks to destroy and taking the fight to them and ultimately saving the human race from extinction.

Premise / Story Synopsis

It is the year 2109. The countries of the world are united under a single banner, the United Earth Coalition, as the human race begins to take its first steps toward colonizing Mars. The first manned vessels have just landed on the rusty red planet. Their mission is to construct a living quarters under the planet's surface for the first wave of civilians in 5 years time.

Two years have passed and the construction of the colony is proceeding as planned. The team has successfully constructed 10 out of 20 floors of the facility and moral is high; the future of the human race bright. Drilling has been constant as the team worked their way through Mars' rusted iron crust, but one day the drilling suddenly stopped. Used to hearing the drilling, the team members found the silence eerie. Why had the drilling stopped? The team's commanding officer tried to reach the operators down below, but received no response. A small squad of marines was dispatched to find out what happened to the miners.

The marines opened the door to the mine shaft and fanned out. There was no sign of the drill operators. Deeper and deeper they went until they found the main drill. It was not malfunctioning, merely turned off. The drill had been pulled away from the wall it was facing, revealing a small opening, large enough for a man to fit through, into a large natural cavern. The marines radioed back about the cavern that had been discovered. The miners should have reported finding this as soon as they uncovered it. Ordered to investigate further, the marines went through the opening, one by one.

The cavern was completely dark, save for the lights that the marines had on their weapons. They advanced slowly, watching for signs of the whereabouts of the missing miners. Then they heard them: footsteps in the distance; running towards them. Cautiously, they raised their weapons and the squad leader called out, but there was no response, only the footsteps, quicker now. As the steps grew nearer, the marines could hear the breathing of whatever was coming their way. A low gurgling sound. It couldn't possibly be human, could it? The squad leader called out once more, but this time he received a response, but it wasn't what he wanted to hear.

A screeching howl that could wake the dead rang out through the cavern and echoed off every wall. The men flinched. It was nothing they had ever heard before. Pointing their weapons in the direction of the howl, the room grew deathly silent. It seemed like an eternity passed. The footsteps resumed. This time they were everywhere. Knowing not what was heading their way, the squad leader ordered the men to fall back through the opening in the wall. As they hastily retreated, the footsteps grew nearer. Another howl echoed through the cavern, this time from the direction of the mineshaft. The marines were surrounded.

Forming a circle, the men faced outward, ready to take on this approaching menace. The footsteps drew closer. They were almost on top of them now. The squad leader reached into belt and pulled out a flare gun, quickly firing it upward. As the flame flew higher and higher, the horror that awaited the men revealed its ugly face. Dozens of hideous creatures that vaguely resembled humans lept from the shadows, ready to bear their claws against them. "Open fire!" the squad leader shouted. A rain of fire shot out in all directions, reaching out to touch its victims. Dozens of the creatures fell to the onslaught, but for every one that fell, two more took its place.

<Work in Progress>

The human race is on the brink of extinction now. Is there any hope? Will a hero rise to usher in a brighter future? As the remains of the world's most powerful species huddles together in despair, only one man can give them the salvation they desire.

The Game Design Document

Environment

The Abandoned Military Base - Jack and his ragtag group of mercenaries call this base their home. Under their watchful eye are hundreds of survivors of the incident.

- The base comes under attack by a horde of mutants led by a terrifying new foe. Before now, the mutants lacked any form of real coordination. Striking in great numbers without warning, the mercenaries began to slowly lose ground and are forced to retreat into the base. Regrouping inside, they organized a counter-offensive with the goal of taking out their leader. With the leader, the mutants would surely disperse. The mercenaries split up, with some of them escorting the survivors out a special escape tunnel dug just for this occasion, the rest on the offensive. Just then, the mutants burst through the doors...
- *Gameplay begins!* Defeat the attacking mutants inside the base. Fight your way back out of the base, find the leader, and attempt to defeat him.
- The mutant that is leading the charge against the humans is far too powerful for Jack to defeat. After a short battle, the leader unleashes an attack that cannot be avoided, forcing the player to lose the fight. Weakened for the fight, the mutant leader picks Jack up and injects him with a mutagen to begin the process of turning him into one of them. Throwing Jack on the ground, the mutant leader continues further into the base.
- The base is uttered devastated by the mutant attack, but Jack and the others gave the survivors enough time to escape. Once the mutant had left the area, some of the surviving mercenaries returned to the base to look for anyone that may still be alive. There they find Jack, barely holding on to his humanity, and evacuate him.

The Destroyed City - This city is not far from the abandoned military base that Jack and his mercenaries call home. It was one of the initial victims of the conflict that arose when people began to mutant. Much of the city has been destroyed and the rest left to ruin. The city has been infested with mutants and it is a prime hunting grounds for those looking for a little revenge.

- Fight your way through the mutant hordes as you traverse the remains of this once great city. Work your way down the streets and enter a partial collapsed building, fighting from "floor to floor" until you reach a hole leading down into the basement parking garage. Once in the basement, square off against the boss of the mutants in this area.
- <What will this boss be?>

The Junkyard - Not a junkyard in the usual sense, as it was not used for dumping. It was actually a battlefield. Destroyed vehicles and the like are scattered everywhere. There was no one to clean up after the battle, at least not anyone who cared. There are only mutants here now, but there is something uniquely strange about them. They have mutated in a way that allows them to fuse with the destroyed hulks littering the area.

- As you fight your way through the junkyard, the environment will be working against you, changing shape to block your path as best it can.
- The mutants here can fuse with the trash littering the area to make themselves stronger, by

creating weapons and armor for themselves.
- The mutant boss of the junkyard will be fused together with a large amount of scrap, creating a massive humanoid Junk Monster. This Junk Monster uses the Axe Arm mutant ability and defeating him allows the player to use Axe Arm. This boss is weak against Acid Spray.

<Level Placeholder>

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The Crash Site - This is ground zero. The object that crashed here started the downfall of Earth. It was an escape pod from Mars. As the mutants on Mars slowly took over the colony that was under construction, frightened survivors escaped the horror, but it was too late. They had already been infected, but didn't know it yet. They turned during the journey back to Earth and could no longer control the ship, thus the ship crashed at full speed, burying deep into the ground.

- This level cannot be accessed until all other levels have been completed.
- Fight your way down into the crater created by the crashed ship. Your objective is to find and destroy the mutant that has become the leader of all the other mutants, directing them to destroy the remains of the human race. This mutant is the one responsible for the attack on the abandoned military base.
- The Mutant Boss will be fought more than once during the course of the level, changing form after each defeat.

Script

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Non-Interactive Sequences

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Player Character

Cpt. Jack "The Freak" Fowler

He was a marine in the United Earth Coalition and one of the few surviving humans after the incident. He and a few other marines formed a small mercenary force and made it their mission to find and protect as many people as they could. They traveled around looking for survivors and as more and more were recovered, it became harder to protect them all. The found an abandoned military base and began turning it into safehaven for the survivors.
Big and burly, Jack isn't exactly the fastest guy you've ever met, but he can certainly pack a punch once he gets running. He has a preference for all weapons that tear things to shreds or make them go boom from a distance. His adeptness at using various forms of equipment allows him to use just about

any gadget he comes across.

- Able to use ranged weapons
- Able to use gadgets
- Able to use health items

The Freak

Cpt. Jack's codename in the military was "The Freak" and thus he thought it appropriate to use this name when in his mutant hybrid form. When assuming this form, Jack has use of many of the same abilities that various mutants possess. This form is partial to melee attacks and other unique abilities that Jack cannot perform when in human form. This form requires Mutant Power.

- Able to use mutant melee attacks
- Gains mutant abilities
- Moves faster and jumps higher
- Health slowly regens in mutant form

Progression

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Character Stats

Each character stat has 5 levels and can be advanced using mutagen found from defeating enemies. Training level 1 requires 100 mutagen, each level thereafter is doubled.

- **Determination**: Sheer determination allows Jack to take more damage before falling in combat. Increases overall hitpoints by 25 per level.
- **Reflexes**: Allows Jack to move and fire weapons faster. Increases movement speed and weapon rate of fire by 5% per level.
- **Mutant Strength**: Increases damage dealt while in mutant form by 3% per level. Also increase hitpoint regeneration in mutant form by 2% per level.
- **Mutant Fortitude**: Hardens Jack's mutant skin, making him resistence to damage. Reduces damage taken while in mutant form by 4% per level.
- **Mutant Recovery**: Increases the speed at which *Mutant Power* regenerates when in human form by 10% per level. Also increases hitpoint regeneration in mutant form by 2% per level.
- **Mutant Frenzy**: Allows Jack to stay in mutant form for longer periods of time. Decreases the speed at which *Mutant Power* is used by 8% per level.

Inventory

Weapons / Attacks

Jack

- **Pump Action Shotgun** - This weapon has an extremely low range and a slow rate of fire, but is quite powerful.
    - Range: 5 meters (for max damage), 10 meters (for minimum damage)
    - Rate of Fire: 1 shot per second
    - Damage: 5-25 damage
    - Knockback: Some
- **Machine Gun** - This weapon has an extremely quick rate of fire and a decent range, but does little damage.
    - Range: 20-30 meters (damage begins to falloff after 20 meters)
    - Rate of Fire: 20 shots per second
    - Damage: 1-2 damage
    - Knockback: None
- **Rocket Propelled Grenade** - This weapon has a long range and does extremely high damage, but has an extremely low rate of fire.
    - Range: 10-50 meters (can damage you if within 10 meters)
    - Rate of Fire: 0.2 shots per second (1 shot per 5 seconds)
    - Damage: 40-50 (can hit multiple enemies, and yourself - Not recommended for close range)
    - Explosive Range: 10 meters
    - Knockback: Great

Freak

- **Frenzy Claws** - The standard mutant attack, swipe quickly with both arms doing moderate amounts of damage with each attack.
    - Range: Melee
    - Attack Speed: 4 attacks per second
    - Damage: 10 damage
    - Enemies flinch from the attacks, making them unable to retaliate
- **Axe Arm** - Mutate your arm into a giant blade to crush enemies. This attack takes time to complete and prevents you from moving while using it.
    - Range: Melee - 5 meters
    - Attack Speed: 0.33 attacks per second (Attack is 3 seconds long - 2 seconds to strike, 1 more second to finish)
    - Damage: 75 damage - Instantly destroys insignificant enemies
    - Hits all enemies within range
- **Acid Spray** - Fire a jet of acid over a short distance, doing moderate damage. This acid is corrosive and can melt enemy armors.
    - Range: 10 meters
    - Attack Speed: 0.5 attacks per second (1 attack per 2 seconds)
    - Damage: 15 damage
    - Corrodes armor and can blind some enemies.

Armor

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Gadgets

- **Grappling Hook** - Allows Jack to reach areas not reachable or gaps not crossable by standard jumps.
    - Only hooks to certain objects
    - Can pull smaller enemies to you
    - Can pull items and other small objects to you
- **Remote Controlled Drones** - Small drones equipped with a cutting laser which can also be used for self defense.
    - Can be used to access small hidden areas, such as ventilation shafts
    - Unlock doors from the other side
    - Can defend itself against small enemies with its cutting laser
    - Self destructs when heavily damaged or on command

Items

- **Health Pack**: These packs can be used by Cpt. Jack when in human form to restore some lost health.
- **Upgrade Kits**: These Kits can be used to upgrade weapons.
- **Mutagen**: This formula is used to upgrade stats and mutant abilities.

Mutant Abilities

- **Sticky Membrane** - Allows The Freak to climb on walls and other objects.
    - Wall climbing is passive for this ability
    - Can be fired onto the ground to trap enemies
- **Berserker Rage** - Sends The Freak into a rage for a short period of time, but drains Mutant Power very quickly.
    - Movement and attack speed increased by 50%
    - Damage increase by 25%
    - Berserker Rage lasts for 10 seconds or until Mutant Power reaches 0

Non-Player Characters

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Features

- **Transformation**: *Cpt. Jack Fowler* can transform into The Freak at will given he has enough *Mutant Power*. While in mutant form, his strength and speed increase and he has access to special abilities that he cannot perform while in human form.
- **Upgrading**: Players can upgrade their weapons and abilities using *Upgrade Kits* and *Mutagen found* in hidden places and by defeating enemies.
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Gameplay Mechanics

- **Mutant Power**
  - In order for *Cpt. Jack* to transform into *The Freak*, he needs *Mutant Power* to do so. This power slowly regenerates while the player is in human form and slowly drains while in mutant form. The amount of *Mutant Power* that the player currently has will be represented by the <color> bar near the player's health bar. There are two stats that effect *Mutant Power*: *Mutant Recovery* and *Mutant Frenzy*
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Visual Interface Description

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Interface Control Requirements

In-game Mode

Movement System

- Left Analog Stick: Player movement, Aiming

Combat System

- A Button: Jump
- B Button:
- Y Button:
- X Button: Attack with active weapon

Inventory System

- L Button: Cycle Gadgets / Mutant Abilities (Hold to access specials menu)
- R Button: Cycle Weapons (Hold to access weapons menu)

Miscellaneous System

- L Trigger: Use Gadgets / Mutant Abilities
- R Trigger:

Menu Mode

File Management System
- New Game
- Load Game

Control Scheme Mapping