



GAME OVERVIEW



Project work name: Amazing Adventures: Shadow of the Moon Emperor

Genre: action-adventure

Platform: PS2, XBOX, PC

Player's perspective: 3rd person perspective

Unique mix of Ratchet & Clank style of game with Tomb Rider atmosphere and main hero put into the amazing world of 19th century full of fantastic inventions and mysterious places.

Target audience - action-adventures gamers (12+) who like:

- Nostalgic romanticism of the 19th century: century of steam, great inventions and adventures beyond human imagination.
- Use of rich variety of different weapons, moves and unique gadgets.
- Upgradeable weapons and gadgets get new special effects and features, making the game more rich for secrets, fun and re-playability.
- Strong female hero, combining the charm and dexterity of Lara Croft, humor and adventurousness of Indiana Jones and the technical genius of MacGyver.
- Fast and dynamic gameplay, as combination of action packed fights, brain smashing puzzles and unique atmosphere of the greatest of all adventures.
- A possibility of using exotic transportation devices like special submarine with flippers or gigantic airship.
- Absolute unique graphical setting and design of levels, characters, weapons or devices.
- Storyline written in the spirit of the greatest adventures of all time, like the unforgettable adventures of Indiana Jones, Allan Quatermain or novels of **Jules Verne** (possibility to use Verne's name for marketing or as IP).
- Exploration of environment, exceptional game playing or unconventional solutions will be awarded by a great number of hidden places, bonus weapons and secret cheats unlocked by the player during the game.

Game design focus:

Amazing Adventures: Shadow of the Moon Emperor will be a 3rd person action game with elements of adventure. In a graphical unique setting will the player fight enemies with a broad variety of weapons and gadgets, solve different puzzles, communicate with NPC characters and discover the secret of many levels and environments.

The game will be divided into chapters, each chapter revealing a part of the storyline. Each chapter will also reveal new environments, creatures, weapons and gadgets. Every chapter will bear new surprises for the player on the field of gameplay or storytelling.

The goal is to create an action-oriented game, with and strong female hero, combining the old-school romantic of the 19th century with the adrenaline packed action game of the 21st century.

MARKET POSITIONING

With the defined target audience we strive to position this project into the action-adventures market. We are perfectly aware of the competition in this market. We don't want to be in direct comparison with another action-adventure titles like Ratchet and Clank or Prince of Persia, thus we understand the need of differentiation.

Its unique setting - realistic but mystery places - make it appealing for very wide range of target audience who can easily identify themselves with main hero and experience adventures in real environments. **Unique visual settings** allows direct differentiation of the game's graphics materials from the other titles. Therefore people would easily see on screenshots and posters that they belong to Amazing Adventures world and not other titles. That is really crucial in today's crowded game market.

Fantastic inventions and environments are well accepted in all parts of the world. Similar games are very well accepted also in Japan so we are sure that with this design we can appeal players all around the world - America, Europe, Asia.

Very clever and strong female main character is able to get attention also of female players. So the game targets not only for the male audience.

Enemies in the game are mostly mechanical inventions or changed people so the game is not violent and can be suitable for players of age 12 years and higher. With **adventurous atmosphere of mystery places** of Lara Croft series and strong main female hero we easily gain attention also of older target audience. For older players will be prepared more complicated puzzles and other optional parts of the game to make it even more fun for them. With this approach we can appeal **incredibly wide target audience** of players.

When we combine excellent gameplay, unique graphical settings and wide target audience of this title, very strong technological base and years of experience of Cauldron, with unique concurrent development on three platforms (what considerably reduces expenses of development and so investment risks) then this title has everything it needs to become a hit and yield a great profit.

Competitive titles and their strong characteristics:

- Ratchet and Clank 2:
 - o non-linearity of level design
 - o excellent character controls and camera movement
 - o great variety of weapons and gadgets

- Prince of Persia: The Sands of Time:
 - o realistic and atmospherically crafted level design
 - o outstanding combat animations
 - o intense storytelling

- Tomb Raider series:
 - o strong and charismatic main character
 - o complex puzzles and obstacles
 - o large scale of character movements

DIFFERENTIATION

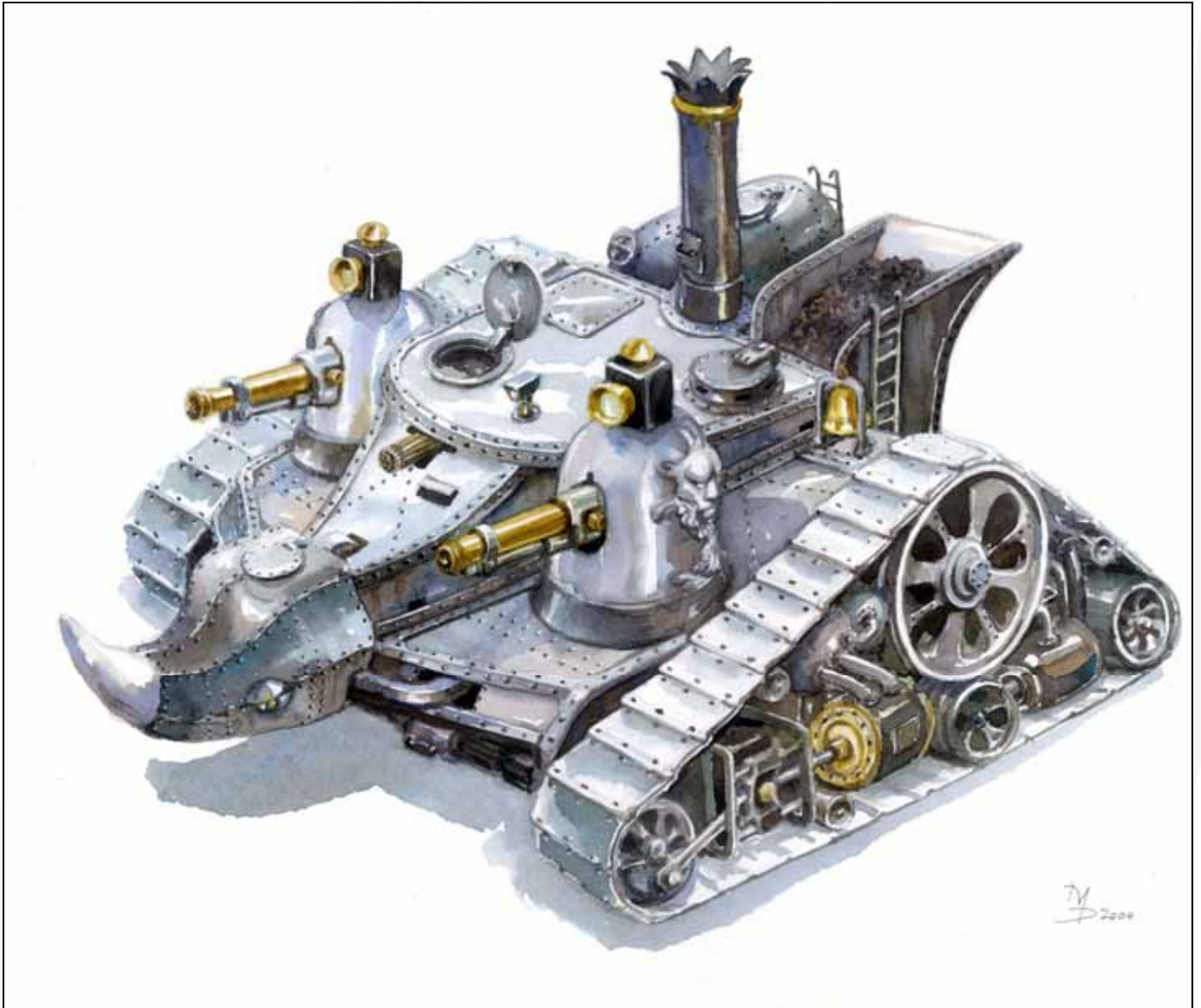
Main differentiation characteristics:

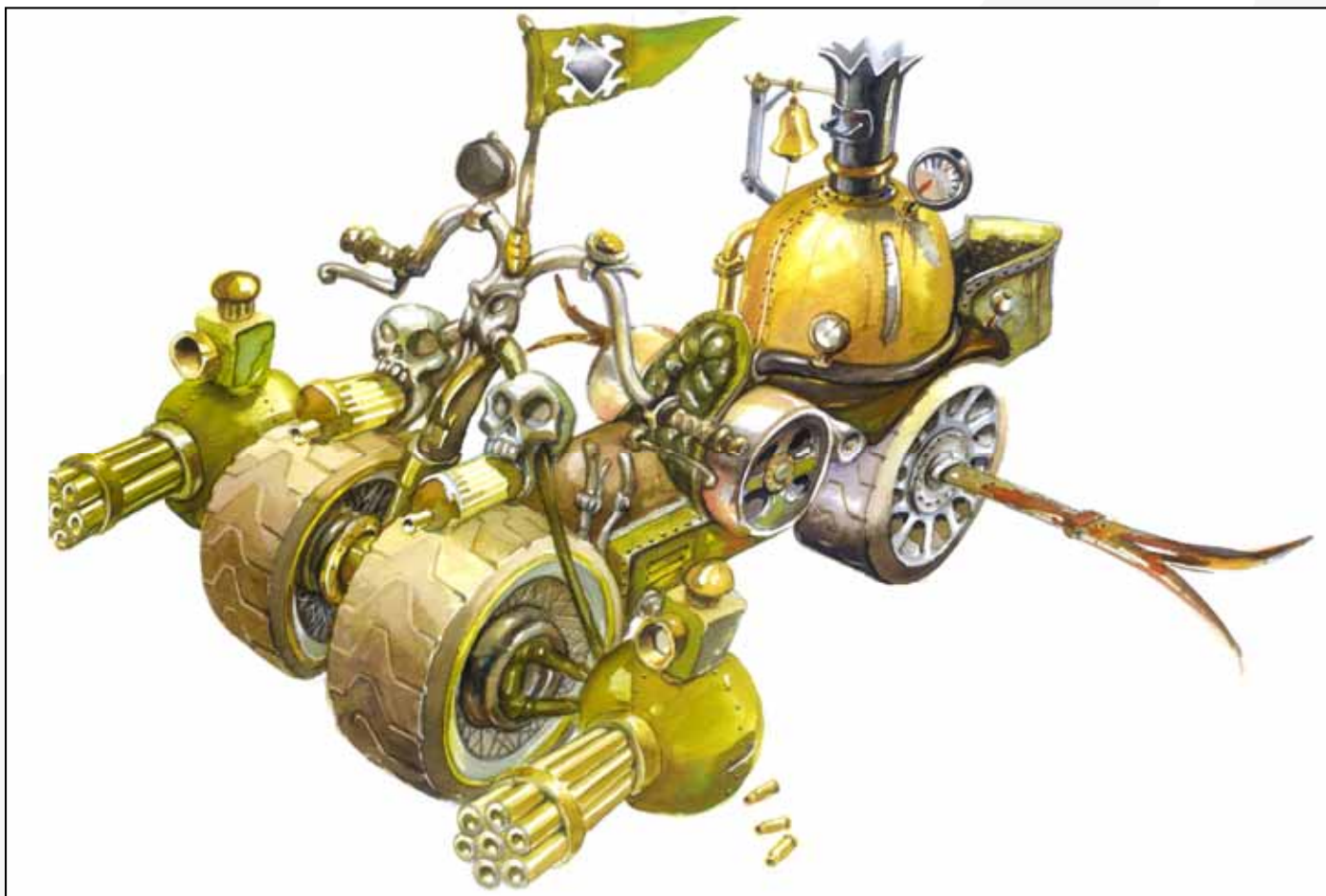
- Unique graphic “steampunk” setting of the 19th century - combination of real environments and fantastical, 19th century design, make this graphical setting unique and very appealing for the target audience. It also makes visual look of the game different from the other titles so from the screenshots would be easily distinguish between our game and the others.
- Huge amount of mini-games extremely adds gameplay fun and removes repetition-boredom from the game.
- Great number of weapons and gadgets with the upgrade possibility – different kinds of shooting weapons, grenades and wondrous mechanical devices (for examples please see Weapons/Gadget list).
- Non-linear gameplay and storytelling – most of the levels will be accessible for more time, making unlocking of some parts possible. Player himself will decide which in which level he will proceed in the storyline of the game.
- Humor - storyline is not serious but with many funny situations and dialogues what makes game appealing even for wider audience.
- Wide variety of character movements and animations – character animation will contain a number of environment depending animation (i.e. using of columns, walls overhangs, steam outlets, gadgets, turning on devices, ...). Many unique movements for special situations and puzzle solving adds even more variability to the game.
- Different environments and level settings – every level will contain unique graphical setting and specific atmosphere.

ART STYLE

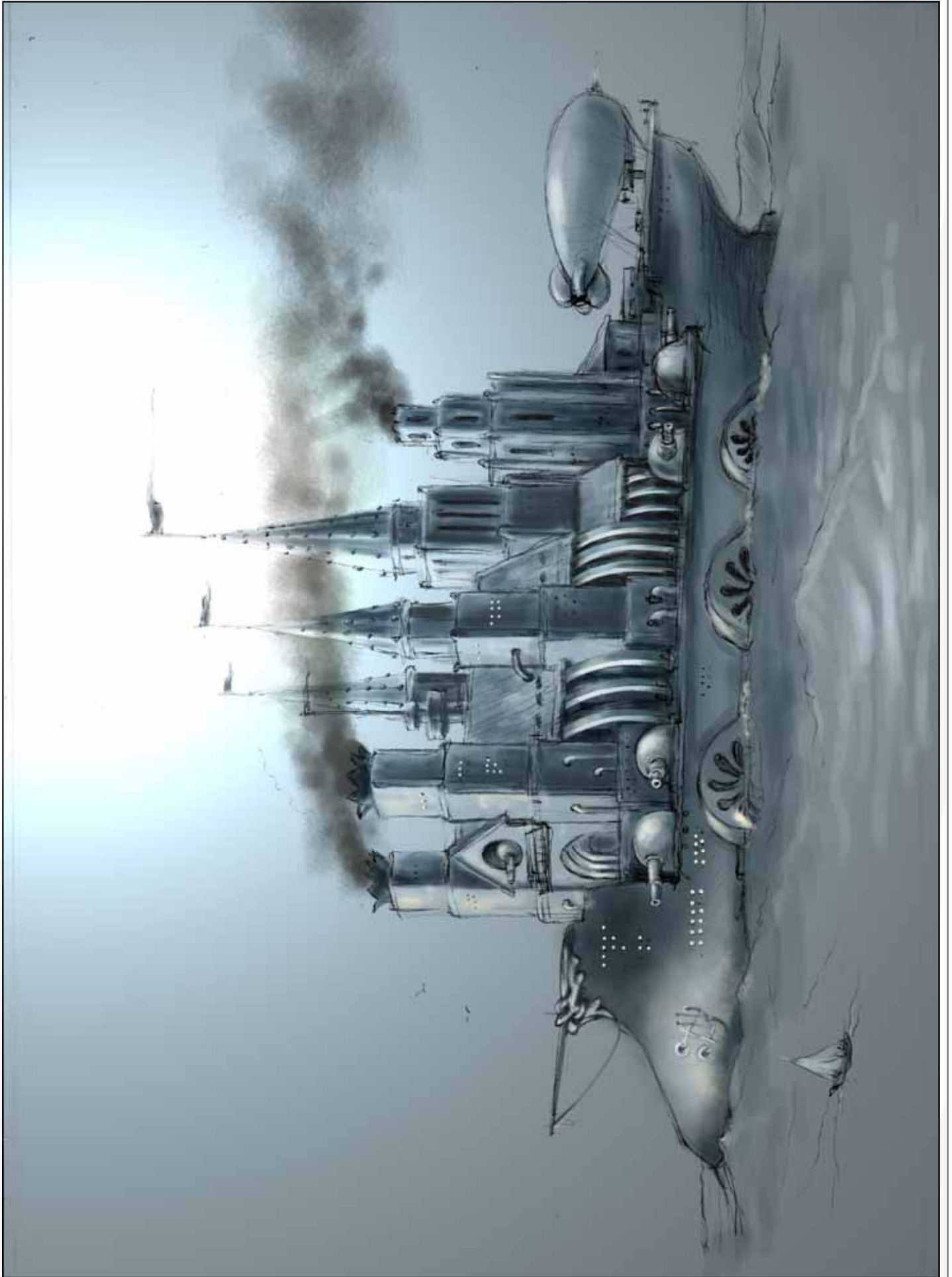
In the art style, we want to create a new, unique perception of the technology of the 19th century, bringing a load of special designed and amazing gadgets, enemies and inventions for the fun oriented gameplay.

Concept art









GAMEPLAY OVERVIEW

Key features

- **Non-linear level and game design:**
 - o Locations with secret places or alternative routes to fulfill level goals
 - o Gameplay bounded storytelling
 - o Non-linear dialog system, allowing to choose answers and questions to influence the reactions and behavior of the NPC`s
 - o Returnable and almost all time accessible levels, where action in one level, will influence actions in an another one.
- **Rich variation in game play** with the focus on fighting with enemies and environment interaction
 - o combat mission: , protect mission, escape mission, time limit mission, reaching destination mission.
 - o using of environment in fight: stationary weapons systems, specific machines, parts of architecture.
 - o wide range of "steampunk" weapons and gadgets in unique graphical design
 - o several ways how to fulfill mission objectives
- **High replay value** guaranteed by :
 - o unlockable areas and secret places
 - o dynamic bonuses and player awards
 - o bonus objectives
 - o random occurrence specific events
 - o Easter eggs and funny cheats
- **Funny and dynamic gameplay :**
 - o non human enemies (mechanical or mutated beings) with specific animations, special designed weapons
 - o non-violent fights with stylized and funny animations targeting the audience of 12+ players
 - o specific abilities of some weapons and gadgets, having different effects on specific enemies

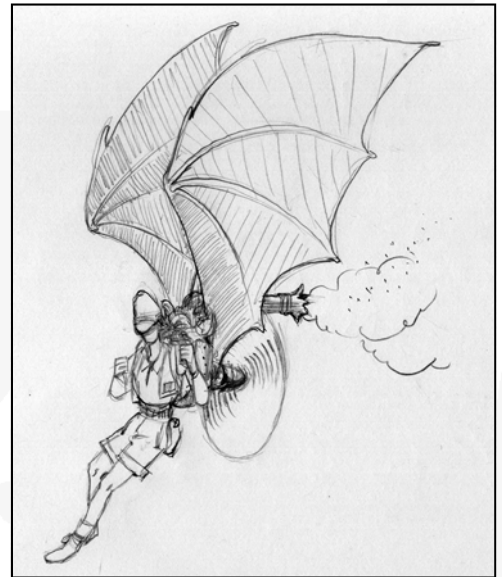
GAMEPLAY EXAMPLE

Cut Scene (Leviathan Approaching)

It was as if the cloudy veil was torn by a mighty hand and a beautiful, breath-taking vistas opened before me. The thick cover of clouds formed a white carpet under my feet, taken apart by a few high peaks of stately mountains. I seemed to float over a sea made of white candyfloss. It was like in a fairy tale had it not been for a huge black point that I was approaching at rapid speed.

The huge black point was Leviathan, a gigantic fortress floating over the rain forests of equatorial Africa and inhabited by a private army of the baron von Flieger who ruled with his iron hand over this region, owning diamond mines and trading slaves, ivory and precious spices. The merciless German exile made this region his own private kingdom.

No, I must not think about such things now. I have to focus on my only goal: to liberate my father who – if the latest information I received is true – should be imprisoned in the very cells of this flying monster.



Gameplay description

Abruptly, Viki lands in one of the hangars in which a toothless mouth gapes open in a side of the steel colossus. A gust of sharp wind, originating from the gigantic blades driving this mammoth, throws her mercilessly inside.

Her arrival, however, has not been left unnoticed. Viki was getting quickly off the ground by well-learned movements of her wings, but a group of technician mechanoids was already heading her way. Their huge pincers adapted to fastening large screws and nuts, as well as dangerously sputtering welding arches were ready for their only aim: to eliminate the alien.

Not hesitating for a moment, Viki takes out her solar shotgun. It is an experimental gun that she found in the Underwater city, where she tried to track down her father. The efficiency of this gun has been proved several times already, namely when used against robotic enemies. It was a matter of seconds before she targeted the approaching mechanoids and quick fire made them into a dynamic heap of ruins.

She refilled her energetic unit just in time as the noise of fighting alarmed the guardian robots who quickly set in the direction from where the noise was coming. A series of quick avoiding jumps saved her from dangerously quick round of deadly flashes. Her aiming was as usual accurate and whatever enemy resistance was quickly eliminated.

Having quickly run around the room Viki realized she had been locked in. None of the doors that led outside could be opened without the appropriate key which she of course did not have. The service shafts used by the robots are too small for her. She noticed, however, an opened ventilation shaft near one of the elevated platforms. This shaft could be used to get into the fortress.

To get to the elevated platform, however, is far from easy. Nevertheless Viki has managed to find a way. She used her dexterity and acrobatic skills. Bouncing from the walls and negotiating architecture in the room she managed to get to one of the elevated technical platforms. She needs to get to the opposite platform, however, and from there she would be able to get to the ventilation shaft.

Slowly she walks to the very edge of the platform and looks into the abyss underneath her. To fall from such a height would definitely be more than unpleasant. For a while she is trying to measure the distance and then she decides to use one of her gadgets. She takes out a device similar to a gun, from the barrel of which a strangely shaped head protrudes. Viki carefully aims and shoots towards the ceiling. With an iron click the head sticks to the steel roof. Then it's just a question of one bold swing on the rope and the obstacle has been defeated. Viki is on the other side of the abyss and quickly enters the ventilation shaft that would eventually lead her inside this mysterious fortress.

The shaft is too narrow and dirty to be enjoyable for Viki. At its very end Viki felt to be thrown into a scrap heap. She fell down with a thud but quickly was on her feet again, ready to flee the potential enemies.

Viki slowly look around herself, getting acquainted with the environment. A large circular room with many different devices and machines whose purpose Viki even did not dare to imagine. Dozens of various pipes and tubes protruded from the walls and disappeared there again, the whole place being illuminated by multiple lights. Dark humming sound from beyond the walls was a mark that somewhere near there are gigantic machines at work.

And everything was quiet. Strangely quiet. It was calm before the storm.

Gameplay description (miniboss fight)

Viki knew well she had no time to lose and she started to explore the room immediately. After a short examination she found something that looked like a controlling mechanism to the only door in the room. She pressed the large red button flashing on the console.

The huge mechanism set in motion. The walls shook with gigantic movements, the large pistons set in motion and the whole machinery awakened to life. Viki heard a sound of something being opened but she clearly saw it was the not huge door she expected to open. The door that opened was directly behind her.

Without hesitating a moment she rolled aside. It was high time, as the control board was crushed by a fist of a gigantic robot that had come from the hidden space behind her.

Not hesitating for a moment Viki was quicker and she stood facing the robot with the reliable shotgun in her hands. A few shots convinced her, however, that the armor of this particular beast is rather tough. Avoiding the devastating attacks of huge fists she changed her weapons. Whatever weapon she chose she ultimately had to admit that this beast is too tough for any of them.

Slowly she was losing her hope to escape this iron hell when she suddenly noticed three cables that evidently served as a source of energy for this monster: one from the left, one from the right and one from the head. Quickly she grabbed her solar shotgun and started shooting to one of the cables. After a while and a couple of hits she managed to shot

one of the cables free. Robot was suddenly slower and weaker. Then it was just a couple of time for Viki to destroy all the remaining sources of energy while avoiding his hits. When the last cable had been destroyed, the robot fell down to earth with a heavy thud. The way out was open.

Slowly Viki left the room and entered the darkness in the corridor. She had no idea what other dangers await her in this darkness but she was positive that somewhere inside this fortress her father is imprisoned. This gave her the strength to face any danger that might come her way.

STORYLINE AND SETTING OVERVIEW

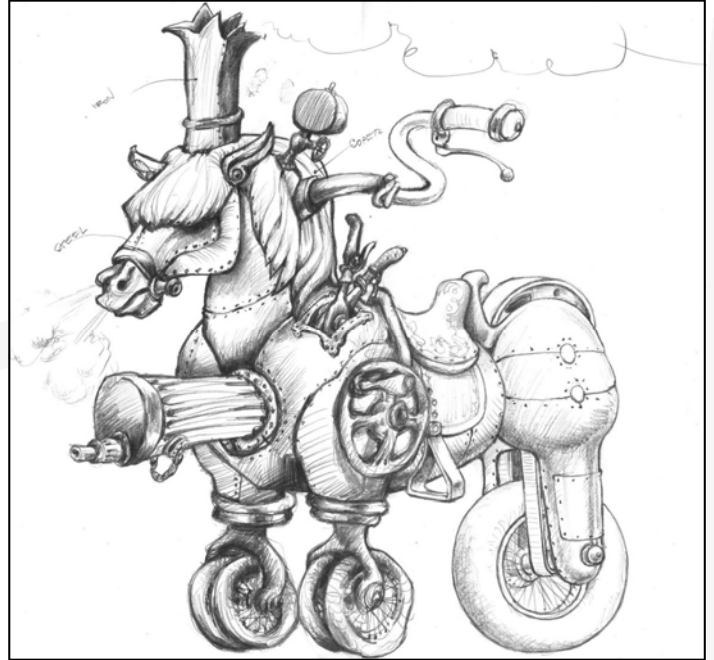
Setting

The world of 19th century, the century of steam, inventions, an age where the human mind starts to explore the world around and the begging of the greatest of all breakthroughs – the industrial revolution.

World, in which the “utopia of mobility” becomes reality, in which the highest peaks, the deepest seas are no more barriers for the human curiosity.

New regions are discovered, new materials and new energy sources make every dream possible. In Amazing Adventures, the world of the 19th century will be shown from the idealistic, romantic point of view.

Full of incredible machines, trains, airships and submarines, traveling the world only with the power of steam. Electricity is one of the newest inventions, Africa and America continents full of mysteries . It is the age, where secret organization begin struggle for domination and a scientists mind is more worth than gold. It is the age of Amazing Adventures.



Protagonist

The main hero is a young, attractive daughter of the science genius Jonathan Barker, an authority on the field of new energy sources.

Victoria Barker is anything like other girls in her age. From her mother, she has inherited not only her beauty, but also the wild temperament of the southern France. From her father has she the inalienable talent for different mechanism and construction of the most wondrous and astonishing machines and devices.

She is not a girl, who is ready to spend her life in the household with her children and husband. She is a very attractive and intelligent, ready for every adventure. No obstacle is too difficult, no enemy too strong to stop her from proving herself in the man-dominated world.



Storyline plot

The HMS Camelot, the first intercontinental steamship of her Majesty, was on her maiden voyage captured by a group of pirates, coming surprisingly and without warning from nowhere. Nothing was stolen, only a group of the most significant English scientist, traveling to the Great Energy Conference in New York, was taken hostage and has along with the pirates mysteriously disappeared.

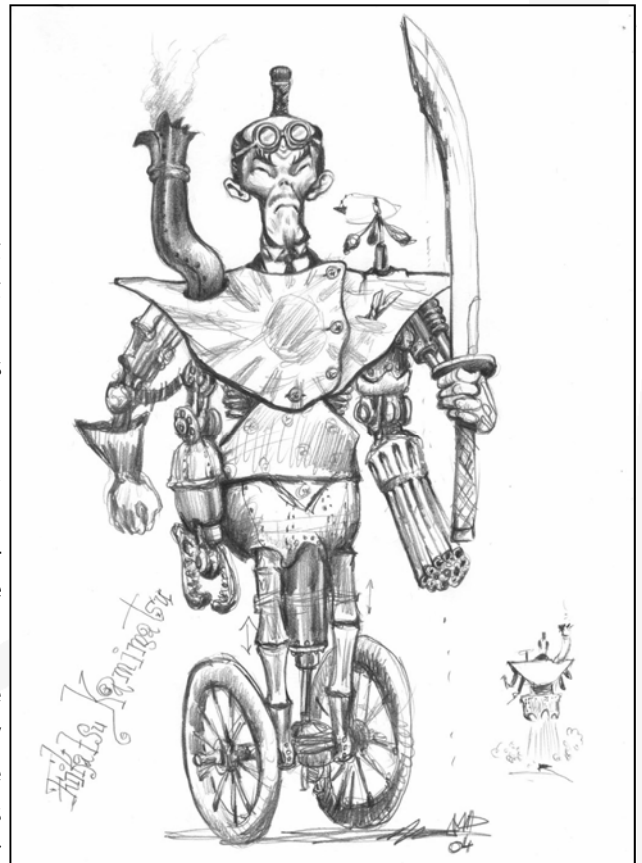
In the group was also Jonathan Baker, a brilliant mind in the field of new, experimental energy sources along with his newest discovery – selenit. Taken from the parts of a meteor, can be this ore an almost unlimited energy source.

The daughter of the professor Baker, the young Victoria didn't hesitate and immediately started searching for her hijacked father. The trails of the pirates leads underwater but there is nothing which can stop Victoria from rescuing her father. The only hint she has, is the old diary of

her father, containing hints of his newest discovery and the origin of his kidnappers.

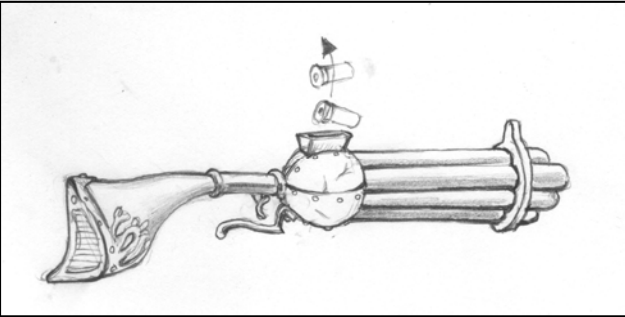
On his quest for fathers rescue, she starts to reveal a great secret about a mysterious crime organization called The Black Web striving for the world domination.

Traveling from the jungles of Africa to the deserts of North America, from the snowy peaks of the Himalayas mountains to a secret underwater laboratories in the Caribbean Sea. Deadly enemies, malicious traps and brain smashing puzzle are between her and the rescue of her father and maybe the whole world.



WEAPONS AND GADGETS LIST

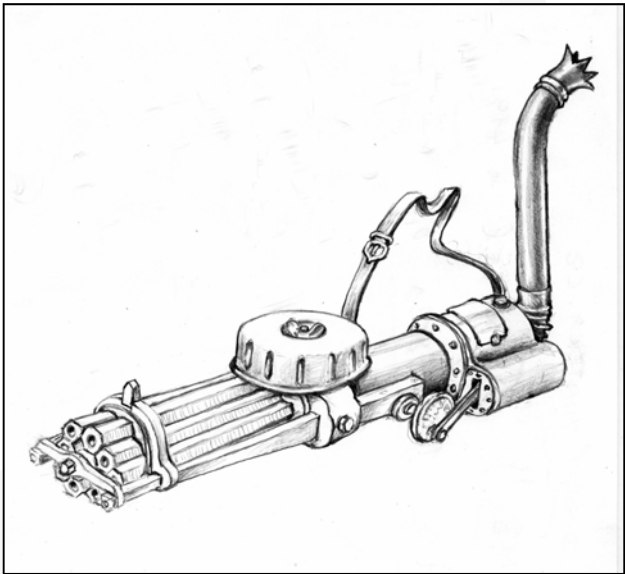
Rotating shot-gun – advanced shotgun with two modes of shooting. One shoots one barrel doing less damage, but it saves ammunition, the second mode starts shooting all barrels doing more damage.



Mecha glove – special glove making the shifting of heavy crates and other heavy objects possible, but also an exceptional efficient close-combat weapon

Steel boomerang – a special boomerang which not only comes back to the player, but also is repulsed by the walls, dispatching the enemies in unexpected funny way.

Steam machine gun – a heavy weapon of mass destruction making all sort of enemy resistance futile.

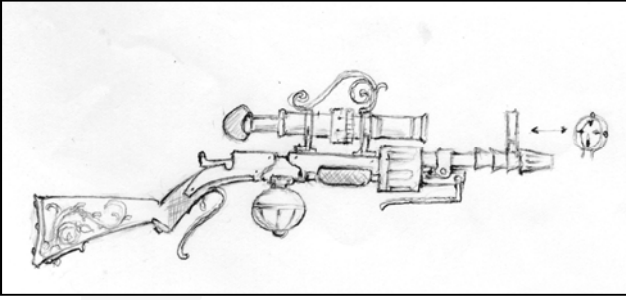


Discharger – an experimental weapon, discharging a high voltage electric arc, dangerous for living and mechanical enemies also.



Sixshooter – an old school revolver. Slow but very precise and powerful.

Sniper rifle – this weapon makes an ordinary gunman to sharpshooter, and an excellent one to a deadly marksman.



Grappling hook – special device used to reach inaccessible places and areas. Can be use for moving special objects.



Bolto – a small mechanical robot, able to access for Victoria inaccessible areas and i.e. to open doors from other side

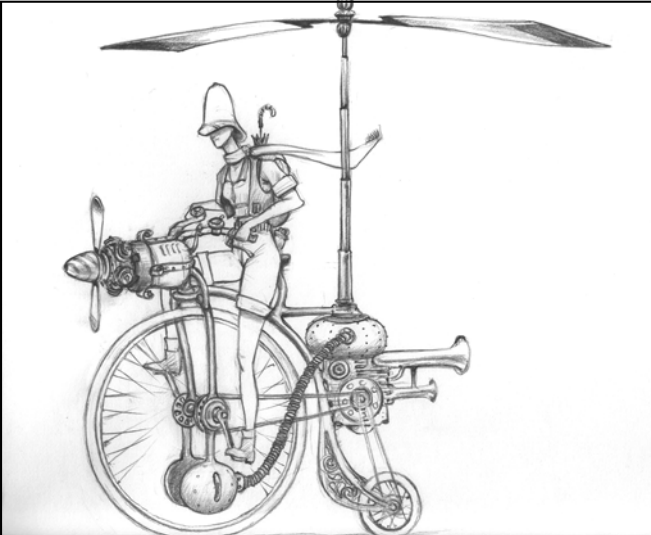
Selenit drill - one of the most spectacular devices able to search, find and extract different types of minerals and metals. From simple iron, to the pieces of meteoritic selenit.



Steam lock pick – a special designed tool, opening almost every lock. But it needs craftsmanship and swift mind to master this instrument (it is designed to be a mini-game)

Gas mask – allowing to enter harmful areas, like the sulfur mines in Arizona

FlyBi - the only known flying bicycle enabling to gain access to the most unattainable places. His pilot must be strong, with lightning reflexes and acrobatic dexterity but the reward is the mobility of a plane or zeppelin.



Rotator – a homing ball, using his ability to float in the air and shooting at the incoming enemies.

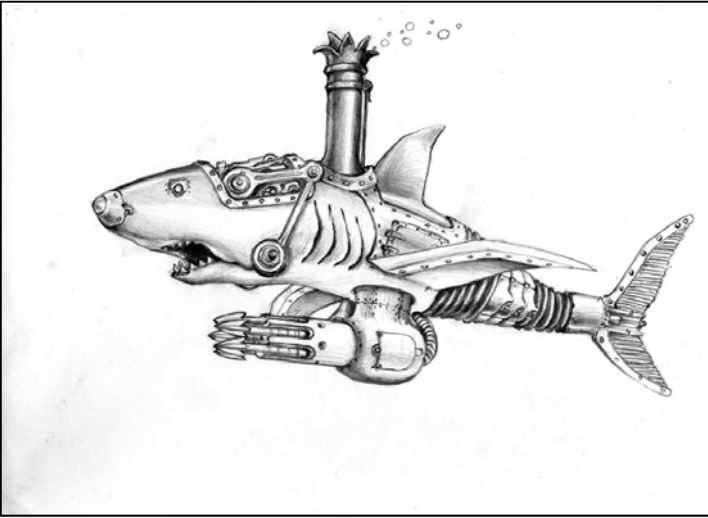
Solar rifle – experimental weapon shooting highly concentrated sun beams, able to dissolve almost every kind of metal.

Mechanical grenade thrower – a weapon able to shoot different kinds of grenades, like magnetic (effective against mechanical enemies), freeze, electric, explosives and glue grenades.

Freezer - very unique weapon which shoots grenade-like bullets which on impact freezes enemies or water. It can freeze whole waterfall or create ice floe in wide water areas. Frozen enemy can be destroyed by a hit of bullet or wrench.

ENVIRONMENTS LIST

Underwater city – a city on sea's bottom, full of wondrous inventions making the living deep under sea surface very comfortable. Victoria can learn hear the secrets of moving and fighting deep underwater.



Himalaya Mountains – the snowy peaks of these greatest mountains of our planet bear many secrets. One of them is an ancient and mysterious temple.

The Wanderer – gigantic train-fortress traveling the lands of Europe, almost undefeatable hiding in his heart, the most dangerous criminals of this planet.

The Death island – tropical island bearing the secret of an crazy scientist making experiments with intersection of man and animal.

Moon base – the most sophisticated and technological advanced city ever built by human hand. Hidden in the moon craters shall this base become the capital of the Black Web Empire.

Sulfur mines – deep in the canyons of Arizona, have been the miners digging to deep and have uncovered and old, ancient evil, sleeping there for millennia.

Leviathan – the gigantic flying fortress, floating over the jungles of South Africa. Spreading fear and terror across the country is this the main base for Black Web operations in this part of the world.

H.M.S. Camelot – greatest steam-ship ever build in the docks of her Majesty queen Victoria. On his maiden voyage captured by the pirates, now a gigantic sinking wreck. A memorial for man's pride.

London – the shadows of dark London streets can hide many secrets and evil deeds. Only the one without fear can walk them by night.

... and many other unique and atmospheric levels.