

Chaser 2

CONCEPT DOCUMENT



Genre: Stealth FPS with many action elements and control of various war mechanisms

Platform: PC, Xbox360, PS3

Player's perspective: 1st person perspective

Chaser 2 combines known brand name with unique HI-TECH STEALTH action with HUGE BATTLE MECHANISMS CONFLICTS similar to Battlefield experience .

Target audience:

- FPS and action game players who like:
 - Atmospheric stealth gameplay by using unique devices to find out information, hack devices or eliminate enemies
 - Tense stealth atmosphere full of silent kills, use of sniper rifles and special hacking
 - Cooperative single player (two people can play together through the single player game) - this feature is very often demanded by players but there are really very few titles supporting it
 - Massive conflicts where players can use various vehicles to get control over enemy's base - this principle is used not only in multiplayer but also in a few single player missions
 - Not before seen visual modes in which player can see, in similar way like x-ray, electronics and wires in walls, guns and skeletons of enemies, weak points of mechanisms and war devices
 - Weapons and specialized equipment derived from authentic real world models set into a unique sci-fi setting while retaining realistic environments which easier appeal players
 - Unique interaction with environments which gives player much better feeling that (s)he is playing main character - *for better description see demonstration video provided with materials*
 - Deep and captivating storyline full of twists and unexpected situations - one of the most praised features of Chaser 1 is taken to the next level

Game design focus:

Chaser II is a unique hi-tech stealth where player apart from his classical deadly abilities uses hi-tech devices to get control over sight of enemies, hack devices to get proper information from them or allowing to use them for own purposes, or controls battle mechanisms to breach into a well guarded areas where no stealth is helpful.

The unique experience we offer to the player revolves around adrenaline mode (slows down the opponents), realistic 1st person camera moves and realistic 1st person hands environment interaction including close fight and opponent grab moves in a physically realistic environment.

The rich gameplay variability, spectacular visual experience and the possibility to take different paths and fulfill mission objectives in several ways gives the player a satisfying feeling of authentic living environments and freedom, and ensures a high replay value. Another huge step towards enriching gameplay is possibility to play single player game with your friend in unique cooperative mode.

MARKET POSITIONING

With the defined target audience we strive to position this project into the FPS and stealth games market. We are perfectly aware of the high level of competition in this market which is in classical FPS area. Therefore we would like to strongly differentiate by adding stealth elements and game principles which are not implemented in competitive titles.

A short analysis of the main competitive titles follows together with a clear definition how we want to differentiate.

Competitive titles and their strong characteristics:

- DOOM 3:
 - o focus on technology and horror ambience
 - o good character animations
 - o established trademark and fans base

- HALF-LIFE 2:
 - o realistic living environment
 - o authentic level design, authentic materials
 - o variations in gameplay (vehicles)
 - o good use of physic simulations (gravity gun, flammable objects)
 - o interesting prescript situations
 - o storyline told inside the game

- STALKER:
 - o powerful technology: weather and daytime realistic simulation
 - o strong setting
 - o new multiplayer modes

- FAR CRY:
 - o unique technology allowing large outdoor environments
 - o gameplay variation (vehicles)
 - o colorful and positive setting

- Splinter Cell:
 - o not direct competitor as it is 3rd person game but it has very strong stealth which we would like to even improve and take to another level with first person view (much better personification with played character) and unique interaction of first person hands with environment

ANALYSIS OF OUR PREVIOUS TITLE CHASER

(based on the reactions of players on the game's forum sites and reviews)

STRONG CHARACTERISTICS:

- Fast and exciting gameplay
- Music
- Great guns
- Exoskeletons
- Long gameplay
- Level variety
- Engine quality and effects
- Storyline
- Great multiplayer experience

IMPROVEMENT POTENTIAL:

- Too linear level design
- More environment interaction
- Cut scenes too long
- Controls: jump bug, use of ladders, missing lean
- Enemy spawning
- Multiplayer: more settings for servers (cheat protection, ...)

MARKS IN THE TOP INTERNET GAME SITES AND MAGAZINES:

Chaser - reviews		
GameSpot	8 out of 10	80.00%
Gamer's Hell	7.7 out of 10	77.00%
IGN	7.5 out of 10	75.00%
Ace Gamez	10 out of 10	100.00%
GameZone	7.9 out of 10	79%

DIFFERENTIATION

MAIN DIFFERENTIATION CHARACTERISTICS:

- **Multiplatform** - none of mentioned FPS titles is designed for all three platforms; Chaser 2 has a big advantage to have it ready for future consoles while still be a great game (in gameplay and technology areas) on PC
- **Strong cooperative multiplayer mode for 2 players** - players will be able to play through single player with their friends together while retaining story telling
- **Special 1st person camera movements in 'slow motion' mode**
- **Atmospheric stealth with special hacking principles**
- **Close combat fights**
- **Realistic 1st person hands environment interaction** - for visual example see demo video on presentation CD
- **Adrenaline mode**
- **Control over huge war mechanisms**
- **Gameplay variability** - stealth missions, fast paced action, hacking, control of war robots, war scenes, ...
- **Unique Chaser environment** - unique combination of realistic environments with hi-tech technologies allowing special visual gameplay enrichment while retaining interest of players oriented on real settings
- **Strong team objective oriented multiplayer with partially random generated maps**

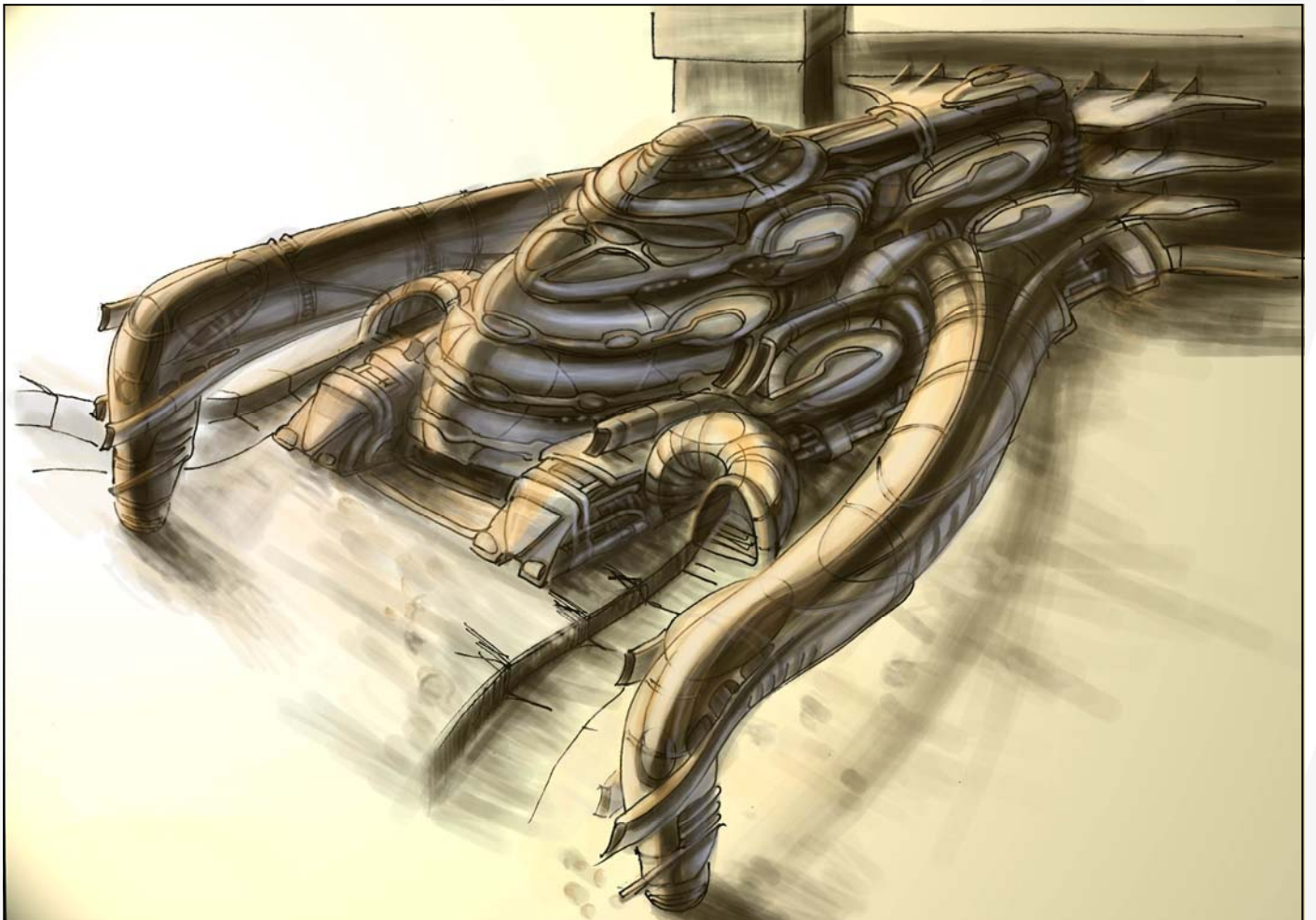
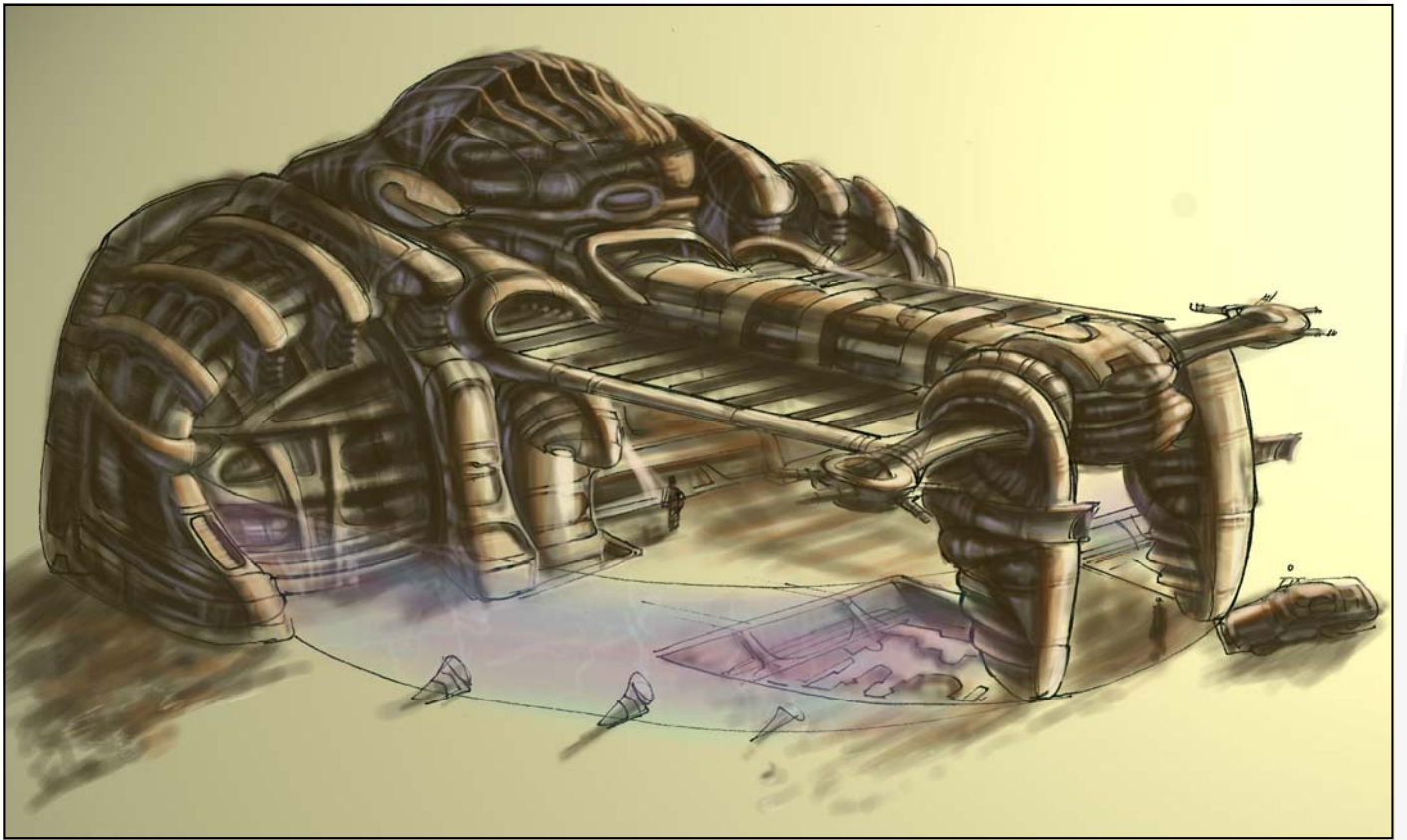
MINOR DIFFERENTIATION CHARACTERISTICS:

- Weapon functionality variation
- Opponents battle behavior and vulnerability variation
- Enriched game play:
 - Huge armies battles
 - Spaceship cruiser assault
- High replay value grace to redefined game difficulty attitude:
 - Adjustable reality level
 - Enriched level design: extra mission objectives will be added, extra opponents and surveillance elements according to difficulty level
- Spectacular vision modes important for gameplay in extreme conditions

ART STYLE

Concerning the visual representation we are convinced that the technology power of CloakNT engine can be best demonstrated on realistic materials. Thus we want to use an authentic real world setting and visualization style. We want to create photorealistic unique environments with spectacular material, particle and light effects. Plus we would like to create new "martian" technology (created by people on Mars) which will differentiate design of battle mechanisms and buildings from real world (and other titles) as it is seen on following sketches:





STORYLINE AND SETTING OVERVIEW

SETTING

Year 2044. Life on the Earth is possible but not easy. Large cities are afflicted by poverty and suburbs are completely controlled by the local gangs. It is 25 years since the first colony has risen on the surface of the red planet – Mars.

Mars, 2044. The UN establishes MARSCORP (Martian Security and Economics Committee) under the leadership of Samuel Longwood. In the years that follow, the UN gradually loses control of MARSCORP, mainly due to the non-transparent license policy of its director.

Samuel Longwood uses his autonomous status to create vassal relations between the corporations and MARSCORP. The unshakable power position of MARSCORP is supported by the companies and thus they acquire additional rights and licenses. Samuel Longwood and his consortium become extremely wealthy from this arrangement. However, dissenting voices in MARSCORP begin to challenge Samuel Longwood's authoritarian policy. They demand the dismissal of Longwood as director and a complete redistribution of the mining rights.

This led to a battle conflict between MARSCORP and the opposing fractions that united in an organized group, calling themselves 'rebels'.

But Samuel Longwood keeps an ace up his sleeve for occasions like this...

PREVIOUS TITLE PLOT SUMMARIZATION

John Chaser is the elite agent of the rebels who fight against the MARSCORP led by Mr. Longwood. Chaser is killed and his identity is transferred into agent Stone, who serves to MARSCORP, as Mr. Longwood wants to use the memories of John Chaser to find the Rebel base.

The player starts in the moment when agent Stone wakes up with the identity of John Chaser on a space station over Earth. He doesn't remember who he is. The space station is cleared by a sweep team, they want to kill Chaser. The sweep team was sent by Castor, the leader of the rebels in order to eliminate the risk that John Chaser's identity and memories would lead the enemy to reveal the secret rebel base.

Agent Stone=John Chaser escapes from the space station and as time goes on more and more memories come back to his mind. He knows he has to return to Mars to find out who he is.

Until the very last moment he is not aware that he is watched by MARSCORP and that their plan is working perfectly. He leads Mars. Corp into the rebel base and only in the last moment he learns the truth.

The story ends with Chaser being shot and taken away. The player doesn't know if he survived or not.

PROTAGONISTS

MAIN CHARACTERS:

John Chaser

Hero of the previous title. After Chaser, unaware of being watched, led the MARSCORP into the rebel base, MARSCORP captured him and tried to implant back the identity of agent Stone, as Stone is a valuable resource for MARSCORP

They failed to do so. They didn't kill him as they hope to find a way how to succeed. Now he shares memories from both lives. He is alive and master of his will. His only hope is to break free from his prison, to stop Longwood and bring peace to Mars.

With his abilities, both inborn and trained, he is ready to take any challenge to reach his objective: stop Longwood.



Samuel Longwood

Head of MARSCORP and age-old Chaser's main enemy. Controls Mars and tries to eliminate Chaser with all power he has.

SUPPORT CHARACTERS:

Ed Frost

Character which is played with a second player in cooperative single player. In regular single player mode player meets this person in various locations. He is one of the best rebel fighters and often supports Chaser during his missions.

Victoria

She set Chaser free in the beginning of this sequel. She is very famous member of rebels. She joined them only few years ago but she gained really high respect during her missions. Vicky is uncompromising and cold-blooded member of rebels' team. Chaser feels that she is hiding something and in the middle of the game he finds out that she is Longwood's daughter.

MAIN CONFLICT

CHAPTER I: the poles of Mars

Chaser wakes up as a prisoner, after almost 40 years in cryo-chamber, in the huge cloning laboratories on the poles of Mars. You have the memories of John Chaser and agent Stone. As you were unwilling to serve MARSCORP you are imprisoned in the labs. Find a way how to escape. With Chaser's escape through whole Mars starts to spread rumor "CHASER IS BACK!". Rebels' self-confidence starts to raise.

CHAPTER II: back on Earth

The conflict between MARSCORP and the rebels is renewed. The rebel base was eliminated by MARSCORP, but the rebel cells were never found. The Earth indirectly supports the rebels. MARSCORP is preparing for the final blow how to destroy the rebels. Rebels' only hope is to contact Earth and make them come.

CHAPTER III: the war over the red planet

Earth comes to make peace on Mars. This part begins in space with spaceship assaults, where rebels disable the huge MARSCORP cruisers hinder Earth forces from landing. After the landing of Earth forces ground battles begin. Rebels defeat Mars forces in huge battles using hi-tech war machines, and seek out Longwood.

CHAPTER IV: rage

Longwood is traced down. During his capturing he kills Victoria and escapes. Chaser in rage attacks Longwood HQ and eliminates him. He declares independent Mars and becomes its leader. That is not what Earth expected. Around Mars starts to gain the biggest army Earth has ever created.

GAMEPLAY OVERVIEW

o **Single player campaign:**

- Strong character personalities for enhanced identification with the game world
- First person hands realistic environment interaction
- Special hacking principles which intensify stealth atmosphere
- Efficient AI of opponents allowing stealth elements
 - Squad coordination and synchronization: using formations and different direction of attack (surrounding the player)
 - Tactic zones: the opponent interacts with the environment to damage the player indirectly:
 - Gain advantage zones: opponent uses the environment to gain a direct advantage: gain control over a weapon system
 - Advanced perception system allowing stealth game play elements
 - Opponents can grab/throw you
- High gameplay variation oriented mission design: non-linear space, random events, several ways how to fulfill mission objectives
- Heavy action battles
- Strong character personality and a captivating storyline
- Control of battle mechanism - like war robots, exoskeletons, flying vehicles, hovercrafts, ...
- Realistic physics for increased world interaction
- 'Slow motion' (adrenaline mode) for dramatic action situations
- Spectacular vision modes which are strategic for survival on extreme missions
- Captivating story full of turning points and opened questions that attract the player to play the next mission carried by fast paced cut-scenes with extreme and dynamic camera perspective
- Photorealistic and sci-fi environments:
 - Hi-tech futuristic labs on the poles of Mars
 - Martian city underground locations
 - Spaceship cruiser
 - Moon elite residence

o **Multiplayer**

- Multiplayer 'covert operation' mode with partially random generated maps with accent on stealth, tactics and team play. The strategic position, obstacles or items change their position.
- Multiplayer 'shock troops' mode with partially random generated maps for fast paced multiplayer action community fans.

- **Immersive level design:**
 - Believable authentic locations with their own life
 - Non-linear space: several paths how to advance
 - Several ways how to fulfill mission objectives
 - Prescript events with random factors increasing the replay value

- **Rich variation in game play** with the focus on feet combat and intense stealth experience
 - Several ways how to fulfill mission objectives
 - Use traps and tactic specialized devices that help you to gain advantage in fight (hacking tool, wire cameras, goggles, smoke, ...)
 - Critical zones: some opponents use efficient armor, you need to hit them into a critical zone to bring them down
 - Silent death: use silencers and special moves to silently neutralize your opponents on stealth missions or get crucial information from them
 - Wall climbing: use the architecture elements to reach elevated positions to hide or to gain a line of fire
 - Close combat: use close combat in critical situation: when your character has been disarmed, when out of ammo
 - Different behaviors, fight tactics and vulnerability (critical zones) for each type of opponent
 - Wide range of authentic weapons derived from authentic models

- **High replay value** guaranteed by a redefined attitude toward adjustable game difficulty. The game difficulty setting will not simply change the power of the enemies but will be reflected in these elements:
 - Reality level:
 - Fire accuracy is based on the speed of movement, stamina and the stance
 - Stamina gauge limiting running, fighting time, aiming
 - Critical zones size and frequency of occurrence
 - More problematic situation to solve and more obstacle to overcome based on an enriched level design
 - New additional objectives in missions
 - Random occurrence of prepared changes in briefing during the mission

GAMEPLAY EXAMPLE

SINGLE PLAYER example:

Site: Rebel base ruins, MARSCORP outpost

Action text: *Every defense has a weak spot. If not, someone is sent to create it.*

Objectives:

- Get inside the heavily guarded MARSCORP outpost!
- Hack into the battle robots and destroy the energy generator!

Once the energy generator is down, the anti-aircraft guns are offline and the base will be destroyed by rebel aircrafts.

Mission gameplay detailed description:

The player starts on a safe spot inside the ruins of the old rebel base. He sees the scene from the 1st person perspective, his hands in protective leather gloves with a hi-tech sniper rifle. He can see a force field blocking his way right in front of him.

Objectives in form of text appear on screen: *'Find a way into the MARSCORP base'*.

He approaches carefully the force field, switches into WIRE VISION mode, approaches the nearest hot spot and presses the ACTION button to attach the hacking SPIDER. He uses the Right and Left directional keys to hack the hot spot. He is successful, and the force field is deactivated for a short time.

The next obstacle is a system of sentry guns. He enters WIRE VISION again, uses his sniper rifle, locates the hot spot of the most remote sentry gun and fires the hacking SPIDER. The players view changes as the camera follows the hacking SPIDER. He hacks the sentry gun and the camera shows the sentry gun's perspective. He is able to control the gun. He fires and destroys the other sentry guns. Then he activated the self destruction of the hacks sentry gun. The view returns into 1st person perspective. Sparks and smoke come out from the destroyed sentry guns.

Objective text appears: *'Get into the MARSCORP HQ building.'*

One of the guards noticed the smoke and comes closer to take a look. The player hides and waits for the right moment. He changes his weapons to a hand gun with silencer and sneaks from behind. He grabs the surprised guard, places the barrel on his forehead. The player presses the ACTION button and forces the guard to reveal the protection codes of the exoskeleton. Then he eliminates him with a silent hit. He uses the energy cells of the guard to recharge the hacking SPIDER.

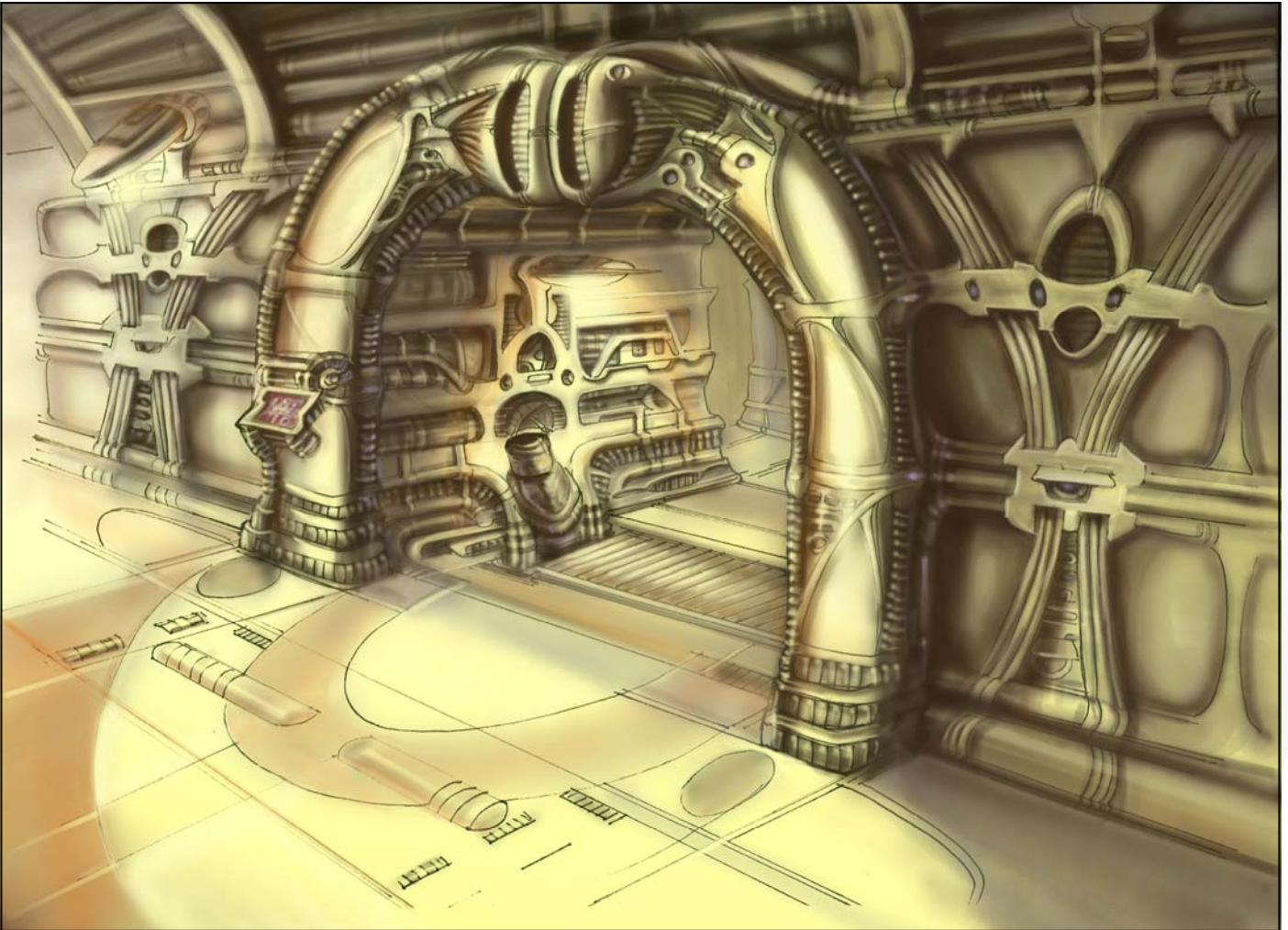
Now he is able to hack into this type of exoskeletons. He approaches the gate of the HQ building and observes the situation for a moment. He can see that every time a transport robot approaches the gate the guard uses the control panel near the gate to open it.

He switches to the WIRE MODE, and sees that the hot spot on the control panel is not accessible with this type of hacking SPIDER. He uses his sniper rifle to zoom in and aims on the gate guard. He can see a 'black' hot spot. He shoots the hacking SPIDER, the camera

follows the SPIDER, and it hits the 'black' hot spot of the guard. The energy of the hacking SPIDER decreases ('black' hot spot) with time. Before the time runs out he hacks the guard. Now the camera perspective is in the guard's eyes and he can also hear what the guard hears. He can see a transport robot approaching. The guard approaches the control panel and enters the security code.

Objective text appears: *'Find an unprotected gate and open it.'*

The player carefully approaches the building from the other side and sees a gate with no guards. He examines the area closely with his sniper rifle and notices a security camera. He switches into WIRE VISION, locates the hot spot and hacks the camera. Then he runs to the gate, activated the panel, enters the codes and the gates opens.



Once inside the building he uses the nearest hot spot to download a map and locate the Command Room where he can hack into the computer controlling the huge battle robots. A quick view in the WIRE VISION mode tells him that he has no chance to hack the Command Room protective systems and get into the room by himself.

Objective text appears: *'Find a way how to hack the main computer inside the Command Room.'*

He finds a safe position in shadow, waits till a guard is going to enter the Command Room, shoots the SPIDER and hacks into the exoskeleton of the guard. He changes to WIRE VISION, lets the guards carry the SPIDER into the protected room and then waits for his moment when he can 'JUMP' into another hot spot. There is a 'black' hot spot on the main

computer, he aims at it and uses the Fire Button to JUMP into that spot. With still decreasing energy he has a very short time to hack into the computer. He finishes the hacking procedure in the last moment.

The camera switches into the huge battle robots perspective and the player can control its movement and weapon systems.

Objective text appears: *'Destroy the energy generator!'*

The direction to the generator is displayed on the screen. The robots moves fast on its powerful legs and the ground shakes as he walks. The player quickly turns the robot against the wall, fires from all systems and breaks a huge hole into it. Right behind the wall he can see the unprotected generator. The huge weapon systems reload and the player is able to fire, the generator explodes. The powerful explosion throws down the robot and the connection is lost.

The camera returns into the 1st person perspective.

Objective text appears: *'The air strike countdown has started. Get the hell out of the base!'*

Now there is no time for sneaking! The player changes weapons, he equips a powerful looking weapon with dual barrel (automatic rifle and grenade thrower). He runs as fast as he can out of the base and shoots all guards in his way. The alarm starts to ring and the red lights dominate the scene.

More and more guards shoot at him as he runs. Those who cross his way die. The countdown is on the last 10 seconds. He can already hear the noise of the incoming aircrafts. The countdown reaches zero and a powerful explosion behind his back destroys the whole HQ building. The force wave hits him and thrusts him out of the MARSCORP base. His vision fades into black. He realizes he is not dead. His vision slowly returns and he can see that he was successful! The MARSCORP base has been burned down to ashes!

TECHNOLOGY FEATURES:

3D Engine: CloakNT

CloakNT is a modern 3D engine which can take advantage of the newest hardware but will also run well on older graphics cards and also consoles. Engine has unified multiplatform architecture which supports PC, Xbox and PlayStation2 with almost the same dataset so porting among platforms is quite fast. We can build levels using our in house editor using models exported from modeling packages like 3D Studio MAX. All models can have levels of detail so the engine is scalable and can run smoothly on slower configurations. But of course you can enable high detail and all effects when running on the recommended spec graphics card (a newer one with support for the latest version of vertex and pixel shaders or the target lead platform if the game is mainly for PlayStation2 or Xbox). Next sections describe all engine features but their availability depends on the target platform.

Rendering & Lighting

The engine is portal based so the size of levels is limited only by the amount of available memory. This system allows us to clip invisible parts of the whole world very fast so we can use highly detailed architecture. A current typical scene in high detail can have over 250,000 polygons but this is limited only by the current hardware not the engine. Our rendering pipeline is able to process millions of polygons per second. As for visual appearance, the engine supports a static lightmap system and also dynamic per-pixel lighting. Lightmap system is convenient for games which requires large detailed locations and fast action also on low end hardware and on the other hand dynamic per-pixel lighting is very good for high end games which requires interaction with lights and shadows. Since both systems are available in the engine you can even mix them to have fast paced action scenes together with dramatic parts with dynamic lights and shadows. Usage of the engine depends only on the game type and target platform. By way of comparison, the lightmap system is used in Half Life 2 engine and dynamic per-pixel lighting is used in the Doom 3 engine.

Materials

But apart from lighting we have many other visual effects in the CloakNT engine. We use more advanced materials instead of simple textures so you define each surface with a set of material properties like diffuse map, bump map, reflection map, gloss map and specular properties. With these materials we are able to create reflective surfaces like metal, glass, oil paintings or varnished wood and they look more natural. We even support anisotropic lighting effects for visualization of materials like hairs, silk, fabric or brushed metal. Other effects in the engine include refractive surfaces, mirrors, volumetric fog, coronas, glowing objects, projectors, motion blur etc.

Advanced Particle System

We also have an advanced particle system in which particles can be dynamically lit from environment lights or can generate light to illuminate the environment. Projectors can even cast light and shadow onto particles. Using particles we can create also weather effects like rain, snow or mist.

Animation System

With our animation system we can export animations from 3D Studio MAX, but not only that, our system can have different animations or set of animations on each part of a model. We can have facial expressions, motion captured animations or program-controlled animations on a model at one time. We can even bind and unbind one model to another (e.g. attaching a weapon or helmet to a character) in real time. Our characters can cast projected shadows in the lightmap system and full dynamic shadow volumes in the dynamic lighting system.

Physics System

Our physics system consists of several subsystems. The basic subsystem looks after collisions and the physical behavior of rigid objects (falling objects or objects affected by explosions, etc.). This system can also simulate rag dolls or vehicles. Our engine works also with commercial physics system Havok which can be automatically plugged into the engine. Another subsystem is realistic water simulation in which particles, bullets or characters can affect water waves. Glass surfaces are controlled by a glass simulator which allows the breaking of any glass object, in 2D or even 3D. When breaking a window, shards of broken glass fall from the window frame and parts of the glass remain in the window frame. You can break any surface like a vase or a bottle, not just rectangular windows. Another physics subsystem can simulate hanging cables or wires so that if the end points move, the cable stretches very realistically. We have also a wind simulation which can create movement on plants and leaves, they can be affected by the player collision as well. In the engine there is available also realistic cloth simulation.

Script System

In the engine, we have advanced scripting language with C-like syntax which is compiled to the internal code for fast execution and low memory consumption which is especially important on consoles. Using this script you can control every object and every situation in the game and you can even extend basic behavior of the engine to create game play according to your imaginations.

GAMEPLAY PRINCIPLES

In this chapter the main game principles are defined for each aspect or style of gameplay, trying to answer the question "How is this game played?":

DIFFICULTY

The basic idea is to make a game that is fair:

- the player has always the necessary info to solve the situation successfully
- he has a fair chance to survive an encounter with the enemy
- the difficulty lies not in the movement controls: jumps, ...

We want to create a game where player need to first think where to go first or whom to shoot down first, otherwise his progress in the level will be much more difficult. However, we would like to keep level of "thinking" on the level which would be acceptable for all players. So the goal is not to make overcomplicated gameplay but intuitive gameplay. The overall difficulty of the game can be adjusted by the player in any moment of the game. We have four different difficulty levels: EASY, MEDIUM, HARD and EXTREME.

The difficulty setting is one of the main features of the game adjusting and changing the overall game experience and thus ensuring a high replay value of the title. A brief list of aspects affected by the difficulty setting:

- reality level:
 - fire accuracy is based on the speed of movement, stamina and the stance
 - stamina gauge limiting running, gripping, fighting time
 - critical zones size and frequency of occurrence
- more problematic situation to solve and more obstacle to overcome based on an enriched level design (so higher difficulty means not only more accurate enemies but also more goals to fulfill)
- random occurrence of prepared changes in briefing during the mission

FPS (REALISTIC 1st PERSON CAMERA MOVEMENTS)

To enrich the classic FPS experience the camera in Chaser 2 goes a step further and realistically simulates the character motions when performing special movements: prone, hit, thrown away by an explosion, climbing, diving,...

The FPS as the core game-play style focuses on players possibilities to avoid being hit and succeed in hitting the enemy with his weapons.

To avoid being hit he can:

- Crouch, prone and lean out round a corner (the OPPONENTS have a much smaller target to hit, the AI respects this)
- Hide behind OBSTACLES (these are destructible, so they will not last forever)
- Shoot down the larger projectiles (rockets, bombs)
- Equip a SHIELD
- Avoid being noticed = STEALTH game-play style

To succeed in hitting his enemies he can:

- Move slowly, crouch to aim with a precise crosshair
- Use CRITICAL ZONES
- Destroy OBSTACLES
- Use EXPLOSIVES: throw, plant
- Hack into ENVIRONMENT WEAPON SYSTEMS, control stationary weapon systems
- Use TACTIC ZONES: environment interaction leading to an event creating damage (classic e.g. shoot into explosive barrels)

MOVEMENT

We list here some of the movements available to the player. See the [CONTROLS](#) chapter for clear definition of how the player controls the game.

- Walk, run, jump, strafe
- Crouch, prone, lean out
- Climb, rappel
- Jump from above onto an opponent
- Dead grasp from behind, force the opponent to reveal a clue info or security code
- Close combat combo
- Drag opponent corpse to hide them into shadow
- Shoot, reload, aim
- Throw grenade, object
- Interact: press button, pick up object, open door/shelves, hack computer,...

STAMINA

Based on the difficulty setting (HARD and EXTREME) a STAMINA bar is displayed on the HUD. When performing physical activity (running, sneaking, climbing, rappelling, holding someone in the dead grasp,...) the gauge decrease. If the player runs out of stamina his current action is interrupted.

When the main character runs low (<25%) off stamina motion blur effect is activated.

SLOW MOTION MODE

We use this mode in high action situation where the time limit is critical. We add this mode as a replacement of non-interactive cut-scenes where the player could only watch. Here he maintains full control and he is the protagonist of all these dramatic situations.

- player enters this mode automatically in situations like:
 - thrown away by an explosion
 - thrown away by an opponent
 - under concentrated fire
 - sniper is about to kill him (player has several seconds to locate him and take him down)

- an enemy is about to kill an important person,...
- the game time slows down enabling the player to gain a considerable advantage, the time in 'slow motion' mode is limited.
- special 1st person camera movements in this mode:
 - side jump, somersault and evade jump
 - falling to ground after hit/explosion

STEALTH (SILENT APPROACH TECHNIQUES)

In most missions, respectively situations confronting the player with OPPONENTS the player can make use of the silent approach techniques.

The player can decide any time which silent approach technique he uses to solve the situation, each of them leading to a successful end. To enable this specific rules regarding ALARM do apply and the player has these possibilities:

- sneak: crouch or prone to move with decreased speed, noise and visibility
- hack enemies battle suits to get control over their sight, fire power and even their life
- use special "wire vision" to find out hackable hotspots in surrounding area
- hide in shadow (visibility parameter based on intensity of light in the spot where the character stands, this indicator is then used to evaluated if the AI sees the player or not). To hide in shadow he has to reach difficult accessible positions, switch of lights, cut the power supply wires, shoot down lights,...
- climb up ladders, architecture (buildings walls, eaves, ledges), rocks to access favorable locations
- rope rappel: use rope in classic or spectacular face down style to descent to lower locations silently
- avoid or destroy ALARM DETECTORS
- turn off lights (indoor levels) to create shadow, make the OPPONENTS PANIC
- hide the corpse by dragging it away
- create noise to attract/distract OPPONENTS (throw OBJECTS)
- use CRITICAL ZONE SYSTEM for silent death
- hack the ALARM system
- avoid noise, move when ambient noise (train, aircraft, dropping water, opening doors, ...) hides your footsteps
- move bodies of defeated opponents to hide traces
- shoot through materials (thin metal plates, wood crates, glass,...)
- view and listen function of AI enable and support a stealth gameplay style (see bellow)

HI-TECH STEALTH

Player has available hi-tech hacking tool which allows them to hack into devices but player will use it also to „hack“ into enemies.

Hacking - shooting a hacking tool into proper place which is shown in „wire“ vision mode. In such place can hacking tool either stay and wait until situation allows it to „jump“ into

another place or start to hack device. Hacking of device is a special minigame which is different for particular types of devices.

Main rules of hacking:

- Possibility to shoot hacking tool into a hacking hotspot (device / enemy)
- To have possibility to hack into an enemy the type of enemy in particular location needs to be „scanned“. It means that player needs to capture live enemy and download security code of given location into hacking tool. An enemy must be alive otherwise scanning is not possible. So player cannot shoot and then scan enemy.
- Hacking tool has power consumption. It can gain energy from hotspots but on some devices battery recharging cannot be activated because it would run an alarm. Hotspots without possibility of recharging are graphically different - we call them „black hotspots“.
- Device hacking:
 - If hacking tool was connected into „black hotspot“ of a device then time limit is activated. In this time limit player needs to hack a device (by succeeding a minigame) or jump into different “hotspot” in surrounding area. When time limit is over then player loses signal to hacking tool.
 - When player starts to hack device and does not succeed then some high security devices can activate alarm.
 - Device can move so by hacking into a hotspot of moving device player can get hacking tool into special or secret places.
- Enemy hacking:
 - Almost all enemies have only “black hotspots” on them so the most of enemy hacking is time limited. It is because battle suits of enemies would have detected any power consumption caused by hacking tool.
 - During a time, when is hacking tool connected to an enemy, player will see a sight of hacked enemy (so it would be like player was looking through enemy eyes). During this time player can...:
 - ...get information from screens visible by enemy
 - ...discover positions of other enemies.
 - ...find out key codes to doors
 - ...jump with hacking tool into another “hotspot” (enemy or device)
 - ...later on after upgrading hacking device can hack enemies’ life supporting functions to eliminate him
 - All “hotspots” have icons and players chooses among them to select one where to jump
 - Player who scans enemies gets often useful information, therefore player who scans enemies a lot (not just in places where it is necessary) will be rewarded by getting into secret places and getting new weapons (not available for players who do not try that hard)

Hacking mini game example:

Each hot spot has a specific combination, e.g.: Left, Left Right, Left, Right. The player doesn't know the combination, so he tries at the beginning. If he makes a wrong move

the energy of the hacking SPIDER decreases and he has to start the combination from the start.

WIRE VISION MODE

In this vision mode whole world is displayed as special mix of x-ray (enemy skeleton) and electric wires (in the walls and devices). There are visible special „hotspots“ where is possible to connect hacking tool. Some hotspots can be available after downloading proper security code into hacking tool („hotspot“ will have different color when is available for hacking and when not). This vision mode can be defined as x-ray view of the world.

DEATH GRASP

If the player succeeds in advancing an opponent from behind he can grasp him by surprise and either eliminate him silently, or force him to reveal clue information.

LIGHTS

There is the possibility to turn off a light (trigger, switch, electricity wire, shoot it down), this can be used to intensify the darkness to sneak or to set an OPPONENT into PANIC.

OBJECTIVES

The player is guided through the missions with brief and clear objectives. He gets these objectives either based on the story, a CUT-SCENE, a dialog with a NPC/team mate or after reaching a specific situation/acquiring a specific object.

They pop up at the screen at the beginning of the mission, respectively each time he gets a new objective. They stay on the screen a while and then they fade and only symbolic icons stay on screen, plus the full objectives stay listed in the LOG of players DATA PAD screen, where he can access them any time.

The objective's position is always displayed on the HUD and in the SCENE. 'TAB' is the default hot key for PC to display actual objectives.

ALARM RULES and DETECTORS

Alarm can be sound through these specific ways:

- OPPONENT has eye/hear contact with you
- OPPONENT has eye/hear contact with an attacked OPPONENT, or an OPPONENT in PANIC
- OPPONENT sees dead body of another OPPONENT
- OPPONENT that is a member of a SQUAD is attacked and survives longer then the INFORMATION SHARING time limit
- An ALARM detector is activated. We have these DETECTORS:
 - Camera
 - Light-beam trap

- Alarm button
- Noise detector

Each level can have one of the following alarm rules:

- If the ALARM is sound: MISSION FAILED
- If the ALARM is sound: GLOBAL ALARM (status shared also between levels/loading parts)
- If the ALARM is sound: LOCAL ALARM (only local level, or local room)

When the ALARM is sound all OPPONENTS in the ALARM AREA (global, local) are ACTIVE. If they lose eye contact with target they become CAREFUL. They stay CAREFUL for a specified time. After this time they fall into PASSIVE.

OPPONENTS

This part is divided into a GENERAL brief overview and the DETAIL list of attributes and mechanisms the build the rules for the opponent behavior.

GENERAL

The opponents have:

- BASIC parameters that describe their vitality, resistance and speed
- BATTLE parameters describe his ability to hit, to dodge hits and the weapon style he uses
- CRITICAL_ZONE definition part describes the weak points of the opponent
- STEALTH parameters define his ability to hear, to see and to avoid being seen and heard
- AI STATUS and TACTICS parameters define the SLEEP, PASSIVE, CAREFUL, ACTIVE, PANIC and BERSERK status of an opponent and the cases where the status changes. It also describes the TACTICS the opponents grouped into SQUADS use
- There are also VISUALIZATION, SOUND and SPECIAL attributes.

The basic idea is that each opponent has to have a different and unique battle behavior and tactic, thus forcing the player to adapt a new combat strategy based on the current opponent.

DETAILED DESCRIPTION:

BASIC

- HP CAPACITY
- HP REGENERATION (3 levels of speed + no regeneration)
- ARMOR or SHIELD (mechanic devices) CAPACITY
- MOVEMENT SPEED
- MOVEMENT TYPE (walk (crawl, run), fly, hover)
- BEHAVIOR TYPE: hostile (enemies), neutral (civilians), friendly (some NPC)
- PIN: attached objects (backpacks, grenades,...) fall of after death, can be shoot away

BATTLE

- ATTACK

- Precision (influenced by ambience: visibility)
- Weapons
 - Type: melee, throwing, ranged short distance, ranged long distance - sniper, massive destruction
 - Reloading time
 - Ammo amount
 - Projectile type: classic bullets, explosive, guided, beams, bombs
- Throw/use environment based OBJECTS (on/off)
- Use SPECIAL ITEMS
- DEFENSE
 - hide behind OBSTACLES (e.g. while reloading)

CRITICAL ZONE definition

see the CRITICAL ZONE SYSTEM paragraph bellow

STEALTH:

- VISION
 - range of sight - how far he can see
 - field of view (arc)
 - vision in dark (how much light he needs to see the target)
 - vision modes: normal and night-vision
- LISTENING: the ability to hear (based on noisiness of an environment)
- SNEAK (uses, doesn't use)
- HIDE IN SHADOW (uses, doesn't use)
- There is a MINIMAL RANGE (e.g.: 1 meter) : the player is detected automatically when he comes into this range. If it's zero the OPPONENT can be surprised.
- OPPONENT behavior possibilities after the player disables LIGHT:
 - He moves slowly
 - Stops to listen carefully
 - Tries to create global light (if it's possible)
 - Tries to reach a safe position
 - Is in CAREFUL mode: searches for the reason/source
- VISUAL FUNCTION OF AI (must be specified separately because there are locations with complete darkness (or the player has disabled the lights))
 - INPUTS:
 - distance of player
 - visual attributes: range of sight, vision in dark, vision modes
 - ambience index (based on environment: clean air, fog, clean/mud water)
 - movement speed of the player
 - OUTPUT:
 - Doesn't see the target
 - Is aware of something – sees uncertainly: AI STATUS = CAREFUL
 - Sees the target – certainly: AI STATUS = ACTIVE
 - In darkness the preciseness is diminished based on opponent vision skills

- LISTEN FUNCTION OF AI

- INPUTS:

- Input noise
 - distance of player
 - ambience index (ambient noise)
 - movement speed of the player

- OUTPUT:

- Doesn't hear the target
 - Is aware of something – hears uncertainly: AI STATUS = CAREFUL
 - Hears the target - certainly: AI STATUS = ACTIVE

AI STATUS and TACTICS:

- SLEEP:

- Sleeps, no activity
 - Sound limit that wakes him up (both caused by player and caused by environment)
 - He gets up when hit
 - Change status to PANIC (based on MORALE) or PASSIVE or CAREFUL (based on noise) after waking up
 - An opponents can fall into this status during the game
 - REACTION TIME in this state: very high (random from 0 to 3)

- NPC-FIGHT:

- If he fights with a different opponents group: listening and vision parameters decreased
 - He can come into this status whenever an opponent he perceives as an enemy meets his AGGRESSIVENESS CONDITION
 - After his enemy he was fighting with is dead he becomes CAREFUL
 - REACTION TIME in this state: high (random from 0 to 2)

- PASSIVE:

- Stands guard, patrols on a specified route, watches and listens for the enemy, all the idle animations (coffee, smoke, small talk...)
 - Default status
 - He becomes PASSIVE 1 minute after entering the CAREFUL status
 - REACTION TIME in this state: normal (random from 0 to 1 sec.)

- CAREFUL:

- explores the locality by him self, watches, listens for the enemy (if he moves and causes noise his STEALTH LISTENING characteristics are lowered (read LISTEN FUNCTION definition above)), he stops from time to time to listen carefully, uses obstacles to hide
 - He becomes CAREFUL:
 - after losing eye and hear contact with target (goes to last known position, continues to search in assumed direction)

- if he sees an OPPONENT in PANIC
 - if he hears something uncertainly (VISUAL FUNCTION def.)
 - if he sees something uncertainly (LISTEN FUNCTION def.)
 - if something in the environment changed and he sees it (these cases: the player has thrown an OBJECT, the player has moved an OBSTACLE, the player had turn a LIGHT off), but he doesn't see the player
 - being in PANIC and not hurt for 15 sec.
 - an opponent in his hear range is attacked
 - he finds a fresh dead body
 - if he just woke up and can't see the enemy and didn't fall into PANIC
 - REACTION TIME in this state: low - from 0.1 - 0.5 second
- ACTIVE:
 - Attacks based on his ATTACK MODE, SQUAD COOPERATION
 - Sounds the ALARM
 - Inform all SQUAD members in the moment he becomes ACTIVE
 - He becomes ACTIVE when his AGGRESSIVENESS CONDITION is met and the REACTION TIME of former status passed:
 - he knows exactly the enemies location (sees, hears clearly – see HEAR, VISUAL FUNCTION definition)
 - an opponent in his visual range is attacked
 - he has been informed by a SQUAD member about the location
 - the ALARM is sound
 - his status changes from ACTIVE to CAREFUL 1 minutes after entering the status
 - REACTION TIME in this state is zero
 - PANIC: there is a chance (depends on MORALE) to enter this status when:
 - he finds himself suddenly in dark (and he has no other visions) due to players actions (shooting down of a dynamic light (on the opponent (flashlight), environmental light))
 - when his MORALE falls
 - When an opponent is in PANIC and is not hurt for 15 sec. he becomes CAREFUL
 - EFFECTS:
 - doesn't alert others
 - is disoriented: doesn't chase the player, doesn't follow the squad
 - if he is hit when in PANIC: he fires blindly around
 - reloading takes more time
 - if he is out of ammo he drops the weapon/throws it away
 - if he has no weapon he flees
 - BERSERK: there is a chance (depends on MORALE) to enter this status when:
 - When he is the last one from the SQUAD and has still good MORALE
 - When his HP is low and his MORALE is good
 - EFFECTS:
 - Attacks blindly without taking cover
 - His actual HP is tripled

- MORALE: the % that he gets into a PANIC mode. MORALE changes when:
 - SQUAD members are being killed
 - SQUAD LEADER is killed
 - OPPONENT is hurt

- REACTION TIME (determines how fast the opponent starts to react after he has become aware of the player) – all the pre-scripted reaction of his actual status will take place (mostly resulting in change of status)

- SQUAD TACTICS: groups the opponents into larger groups that share the information:
 - There is one LEADER who is:
 - Much stronger
 - Has a different behavior: ATTACK MODE, WEAPON, SPECIAL ITEMS...
 - While alive he increase the MORALE of the members
 - if one squad member is ALERTED, in a reasonable time limit (REACTION TIME) other SQUAD members are also ALERTED
 - all squad members move together (distance limit)
 - COOPERATION: can use COVER FIRE SUPPORT when advancing: cover fire support (they move in waves: 1st wave runs and hides, 2nd shoots and when 1st is hidden, 2nd runs and hides and 1st shoots and so one)
 - SURROUND
 - ATTACK FROM BEHIND: by SNEAKING
 - LURK into a sniper's shooting line
 - GAIN ADVANTAGE
 - use an ENVIRONMENT WEAPON SYSTEM
 - use an ALARM BUTTON to get help
 - hide behind OBSTACLES (when in line of heavy fire, when a grenade is thrown)
 - blow away OBSTACLES
 - Throw OBJECTS
 - Shoot objects to explode
 - Pick up a better gun (from dead SQUAD member,...)
 - PULL BACK limit: when does the OPPONENT withdraw (HP limit, SQUAD member amount limit, MORALE limit) – use the walk backwards animations to retreat and fire
 - He can have a defined ADVANTAGE ZONE. As long as his ATTACK MODE allows it, he stays in this zone (if we don't want to allow the player lurk them into a trap)
 - Use living shields – e.g.: civilians (if players kills civilian MISSION FAILED)

- ATTACK MODE: basically based on his weapon
 - Default: approaches until a safe hit distance and searches for cover in the surrounding
 - stationary attack (opponent stays where he is and attacks with ranged weapon)

- close-up (opponent tries to reach the player at all cost)
- ranged attack (if player approaches, opponent tries to keep distance and pulls back (firing) until the distance is not adequate)
- defendable: seeks cover, fires from there
- **CHOOSE TARGET CONDITIONS:**
 - Attack the opponent with lowest HP
 - Attack nearest
 - Concentrated attack: all SQUAD members attack the same target
 - If the player shoots on a critical zone: attack him immediately
- **AGGRESSIVENESS CONDITION:** the aggressiveness condition may change when wounded. We have these types:
 - attack on sight (when player is detected)
 - attack when in specific range
 - fight back when attacked
 - flee when attacked
 - flee on sight
 - take cover and request reinforcement

COMMENTS

We distinguish two types of comments:

comments the team members have concerning players actions, performance and efficiency (standard comments)

- pre-scripted situations (storyline based)
- hints
- battle success
- spectacular hit
- player's mistakes
- team member/player death

Comments the OPPONENTS have based on players actions

- Pre-scripted
- After SQUAD member kill
- After LEADER kill
- Location based: e.g.: "he hides behind the box/corner/vehicle", "he run that way", ...

WEAPONS

We have these basic weapon TYPES:

- MELEE
- THROWING
- RANGED SHORT DISTANCE

- RANGED LONG DISTANCE – SNIPER
- MASSIVE DESTRUCTION
- SPECIAL

Each weapon has these parameters:

- PRINCIPLE:
 - Normal metallic bullets
 - Electricity (melee weapons—paralyze)
 - Fire (grenades, fire thrower)
- POWER (CRITICAL HIT GROUP (1,2,3) where 1 means it inflicts critical hits on non armored critical zones, 2 on light armored and 3 on heavy armored)
- RATE OF FIRE
- FIRE STYLES (automatic, semi-automatic, single shots) – only some are supported for a specific weapon
- PRIMARY ATTACK
- SECONDARY ATTACK
- RELOADING TIME
- AMMO CAPACITY
- CHARGING UP TIME

SNIPER MODE

If the player has equipped a weapon with a sniper scope, the sniper mode is activated when secondary attack button is pressed. The HUD displays changes to reflect the sniper view and the crosshair movement is much more sensitive.

The player has the possibility to hold breath, which stabilizes the crosshair. He must take care as he has only limited air in his air gauge. When he breaths in again this will shake his hands making the crosshair move.

The CRITICAL ZONES(see below) are displayed in the sniper mode as red glowing parts on the opponents body/model.

CRITICAL ZONE SYSTEM

It's used to bring down the enemies with a single shot, without giving them the opportunity to raise alarm. On mechanical devices (vehicles, machines) hitting these critical zones causes special effects (explosion, deactivation of weapon system, ...).

Each critical zone (head, breast, wheel, fuel tank, grenades,... special critical zones on human opponents are not only heads, they can be e.g. grenades on the enemy's belt which explodes after hit) has defined what weapon type penetrates it's armoring. Thus even if you shoot on a critical zone with a weak weapon you want inflict a critical hit. The better the armoring on the critical zone the more powerful weapon it takes to inflict a critical hit.

Each opponent has the following specification for every critical zone:

- Critical zone penetration group (what weapons can inflict a critical hit (1,2,3))
- Zone active (yes/no – the zone can be hidden under another critical zone)

- Zone link (if this zone is destroyed the linked zone becomes active: e.g.: shoot away a armor plate to reveal a critical circuit on a vehicle)
- Zone effect:
 - status may change to PANIC (based on MORALE)
 - Cripple – MOVEMENT speed decreased, no jump
 - Paralyze – MOVEMENT speed zero, for a time period (5-10 sec.)
 - Disarm – WEAPON destroyed (explosion, HP decrease), or malfunctioning (decreased precision)
 - zone link – a new critical zone becomes active
 - Death

ITEMS

The graphical design of items the player can see is realistic (not icon like interpretation). The player will have a limited variety of items/gadgets to use to walk through the levels. Just as an example of possible items:

BASIC EQUIPMENT:

- Compass (displayed in HUD, displays mission objectives direction and location)
- Binocular: zoom
- Night vision: special vision mode enabling the player to see in the dark
- Hacking tool
- FLASH BANG GRENADE: tactic grenade blinding the enemy
- EXPLOSIVES: plant a bomb and explode it with remote control

GAME PLAY:

- Armor
- Ammo
- Weapons
- Data packs containing info
- Environment based (grab and throw to distract) OBJECTS: rock, branch, fruit, can,...

SPECIAL ITEMS/PROTOTYPES (gadgets)

- NIGHT VISION GOGGLES: enables the player to see in the dark
- WIRE VISION MODE: shows x-ray view of the world with wires and hacking "hotspots"
- PREDICTIVE SNIPER VIEW: when in sniper scope the system predicts the location of movable objects. Each 2 seconds it draws a silhouette indicating where the moving object will be in 2 seconds. Thus the player can aim at that spot in advance.
- LIFE FORM LOCATION DETECTOR: once you 'lock' a target it's position is being refreshed and visualized

OBSTACLES

Obstacles are larger objects or architecture parts that are destructible. They are used mainly to cover behind them. Obstacles can't be picked up and thrown, but some of them can be pushed around. An obstacle has the following parameters:

- Transparency (glass)
- Thickness (determines if the projectile can shoot through) – binary: either the OBSTACLE is impenetrable or it can be penetrated with a shot
- HP (how much damage it can take).
- 100 % damage effect: what happens when HP reaches zero:
 - break up (glass), fall apart (cargo box)
 - fall down (column, statue)
 - explode (vehicles, machines, explosive cargo...)
- another effect:
 - pour liquid after hit
 - liquid can catch fire
- weight: for physics
- movement: if it's bottom is fixed, or how difficult is it to move it (it is a vehicle on wheels, an ice cube, or is it a rough heavy metal object)
- comment zone: used to detect when OPPONENTS have comments based on players location: e.g.: "he is behind the box/corner/vehicle"

OBJECTS

Objects are small items, natural environment parts that can be picked up (stone) or torn away (fruit). Their main use that they can be picked up and throw away causing further interaction: (break, hit, explode).

Each object belongs to a weight category determining how far the object will fly.

ENVIRONMENT WEAPON SYSTEMS

- Local defense system: gain control via an interface over a machine gun, security robot, etc.
- Hack into sentry guns
- Stationary weapon systems controlled by an opponent (teammate or player)

INTERACTION

This game focuses on realistic 1st person hands interaction with objects. This means a exact hands animation is played when interacting with objects in the environment:

- Open door, shelves, cabinets, etc.
- Pick up objects, use them
- Press buttons, enter security codes, type, etc.
- Close combat and grab opponents moves
- Opponents can grab/throw you
- Realistic physic simulation: collisions and rag doll effect

Based on the interaction object type and his status a smart icon pops up:

- OPPONENT (grab, silent kill, ...)
- LADDER (or another part of architecture where he can climb)
- ITEMS: (healing, grenades, explosives): no ACTION required – picked up by walking through (limit: 10 grenades/10 explosives/10)
- WEAPONS: when player has empty weapon slots (he has 1x hand gun slot, 1x rifles slot and 1x rifle/big gun slot) he picks up the weapon automatically when walking through. If the player has no empty weapon slot the interaction CHANGE WEAPONS will appear: “pick up “weapon on the ground” – drop “active slot/actual weapon” ” (toggle with the Left Stick)
- OBSTACLE: default: move-push
- OBJECT: default: pick up, alternative: kick
- NPC: default: talk to
- ENVIRONMENT WEAPON SYSTEM: default: use
- BUTTON (door, interface panel): default: press

STORY TELLING TOOLS

To guide the player through the story we use the following elements:

- IN GAME animations and speech
- DIALOGUES: team mates, NPCs
- CUT SCENES: intro, player’s perspective, MAIN EVIL CHARACTER perspective, records (surveillance system records), team member’s stories, mystification (signs of future events), ...
- QUEST ITEMS: data pads, news,...

We have a complex story that has to be unfolded and we are aware of the fact how easily an action-game player can be bored. That’s why we deliver the story in short parts. The CUT scenes have to be fast paced with extreme and dynamic camera perspectives. The DIALOGUES are not long and boring and they are in game, so there is a lot going on the screen every time the player speaks to someone.

CONTROLS

Controls below are designed for Xbox as PS2 has a little bit better button layout (4 triggers instead of 2 triggers and 2 buttons).

DEFAULT CONTROLS FOR FEET COMBAT

Left Stick

- movement forward/backward + sidesteps
- there are several modes of movement forward according to the force used on the stick

Left Stick Push

- crouch toggle

Right Stick

- camera rotation = aiming

Right Stick Push

- reload weapon

Right Trigger

- PRIMARY ATTACK

Left Trigger

- lean mode (the Left Stick is used to determine the direction (left/right/forward/backward) and degree) only when standing still

Start Button

- pause menu = system menu (save/load)

Back Button

- mission menu - goals, hints, notes, map

Y Button

- jump / stand (when in crouch)

A Button - ACTION:

- if shortly pressed default action occurs
- when pressed for a while a list of possible action is listed, the player can choose one with the Left Stick, the ACTION selected in the moment when the button is released

X Button

- weapon mode (zoom on sniper rifle, ...), SECONDARY ATTACK

B Button

- use hacking tool or jump it into new place

Arrow Up

- select vision mode

Arrow Left / Right

- select weapon

Arrow Down

- select grenade

Black Button

- shortcut throw defined grenade

White Button:

- unassigned