SPECTAC: Overflow
Game Design Document
(version 0.6)

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I. GENERAL

1.1 Game Summary

Genre: Tactic Espionage FPS

Platform: PC, XBOX 360

Player's perspective: 1st person perspective

SPECTAC is the first person stealth game in unmatchable combination of stealth action and unique environment interaction which drags players into the game's world as never before.

Target audience:
- FPS and action game players who like
  - Immersive stealth action with variable weapons and opponents behaviors
  - Games with non-linear level design
  - Strong multiplayer experience
  - Authentic weapons and specialized equipment used by best special forces organization
  - Well crafted captivating storyline
- Novice and expert players
  - Adjustable difficulty
  - Intuitive control scheme
  - Optional tutorial levels

Game design focus:

SPECTAC: Overflow is a stealth first person action with immersive and variable gameplay. The core gameplay is about silent approach techniques (sneak, climb, prone, use ambient noise, create shadow, diving), environment interaction (disabling detection devices), silent attacks (sniper, close combat) and opponents behavior variability. The player controls one of the three characters on each mission, each of them representing different gameplay style (close combat, hacking & explosives, sniper) and different objectives.

The unique experience we offer to the player revolves 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 thrilling 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.

The multiplayer mode with voice chat and mission objectives concentrated on cooperation and synchronization is an important contribution to the player's unique experience.

1.2 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. We don't want to be in direct comparison with another FPS titles like DOOM 3 or HALF-LIFE 2, thus we understand the need of differentiation.

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

- TOM CLANCY'S SPLINTER CELL series:
  - Wide variability of spectacular moves
  - Intense stealth ambience
  - Strong visualization style with dynamic lights and shadows
  - Strong personalization of game character

- THIEF series:
  - Ambience and setting
  - Gadgets enforcing stealth gameplay
  - Captivating storyline

- TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD
  - Militaristic ambience and setting
  - Realistic squad behaviors
  - Strong team tactics gameplay
  - Authentic weapons

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

Improvement potential:
- Too linear level design
- More environment interaction
- Cut scenes too long

- Controls: jump bugs, use of ladders, missing lean
- In game animations
- AI
- Enemy spawning
- Multiplayer: more settings for servers (spam protection, vote, kick,...)

Analysis conclusion:

From the following analysis it is visible that a contemporary FPS must feature:
- Action gameplay
- Excellent technology
- Strong setting
- Multiplayer game mode experience

To avoid being compared directly with one of the previously mentioned titles we want furthermore differentiate SPECTAC: Overflow. The next paragraph clearly defines our differentiation orientation.

Differentiation

Main differentiation characteristics:

- Level design enabling multiple ways how to play a mission:
  - The mission has always a dominant part where our main character goes: it's the path that requires the most skill and where the greatest risk is taken. This path has also several ways how to succeed in it so player can decide the way he plays.
  - On all missions there are two support squad members with you to cover you and help you to advance in critical situations. After playing through the whole game as main character, support characters are unlocked and player has unique possibility to play the game again from the other perspective – as support character. This approach brings new possibilities in appealing players and also giving new depth to the story telling.
- Special 1st person camera movements in close combat actions
- Close combat fights
- Realistic 1st person hands environment interaction
- Strong team objective oriented multiplayer with partially random generated maps

Minor differentiation characteristics:

- Weapon functionality variation
- Opponents battle behavior
- Enriched game play:
  - Silent approach techniques: sneak, climb, prone, use ambient noise, create shadow, diving
  - Sniping missions
  - Time limit missions
  - Assault missions

- - Protective missions
- 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
- Spectacular vision modes important for gameplay in extreme conditions

1.3 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.

Although using the dynamic lights and shadows technology benefits we want to avoid totally dark environments as in DOOM 3.

View the playable game demo for clear understanding of our art style concept.

II. Gameplay

The goal of the game is to have simple core principles ~~of the gameplay~~ from which we can create many unique situations and actions in each level. So the ~~core is a stealth gameplay which basic principles will player understand very fast and stress is put on new and new situations which player has to solve with these principles.~~ This will assure that player will not get bored because of repetitive gameplay and also will not ~~get~~ confused because of ~~too~~ complicated controls. Player needs to be able to play the game without reading manual so everything ~~has to~~ be either self-explaining or explained during game progress.

The way through level will be predefined but ~~on some place will have~~ player possibility to advance in multiple ways. So we have partially nonlinear gameplay in the missions. There are also "secrets" and "bonus" elements which will award players who either try to look around a lot or ~~will~~ try to get information from enemies (this way of playing will be harder therefore we want to have player awarded). This element ~~gives~~ strong replay~~ability~~ value to the game.

Besides ~~of unique elements in~~ 1st ~~person interaction with environment~~ another unique approach in SPECTAC gameplay is that in each mission there are three characters that are entering it: main character - ALPHA and support characters – ISIS and EVAC. Each of the characters has ~~different way through~~ each mission but ~~they~~ can communicate and influence ~~each~~ other's ~~way by~~ their actions. After player ~~plays through~~ the whole game as main character (codename ALPHA) the support characters are unlocked and player has possibility to play all missions again from a very different perspective – as ISIS (sniper) or EVAC (hacker/explosives expert). As each character has different way through level and also different possibilities how to advance through missions, gameplay gets another level of depth and player sees many known situations (he has experienced as main character) from the other side.

2.1 Overview

- Single player campaign:
    - Each mission consists of three different ways: each way represents a different game play style:
        - Main character: close combat stealth (represents 60% of game play principles and play time)
        - Female support character: sniper stealth (represents 20% of game play principles)
        - Male support character: hacker/explosive stealth (represents 20% of game play principles)
    - Playing for each of the support characters gives the player the opportunity to play known situations from the main campaign (as main character) from a different field of view and with a different type of gameplay.
    - Intense stealth experience

- Silent approaches techniques: sneak, climb, rappel, prone, use ambient noise, create shadow, diving
- Special 1st person camera movements
- Opponents with various battle behavior and vulnerability
- Close combat movements
- First person hands realistic environment interaction
- Advanced AI of opponents allowing stealth elements
- High gameplay variation oriented mission design: non-linear space, several ways how to fulfill mission objectives
- Strong character personality and a captivating storyline
- For the first time you play the main character, after completing all missions you have the opportunity to replay the mission and play the support roles
- Realistic physics for increased world interaction

- Multiplayer
  - Multiplayer '**infiltration**' 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.

- Rich variation in game play with the focus on ~~feet combat~~ and intense stealth experience
  - Several ways ~~how~~ to fulfill mission objectives.
  - Possibility to use help of your support characters.
  - Use tactic specialized devices that help you to gain advantage in ~~fight~~ (flash bang, motion/position detectors, 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
  - Rope rappel (efficient classic and spectacular face down style): use it to access extreme positions or to surprise the enemy
  - 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 or simply you would like to silently eliminate enemy
  - Wide range of authentic weapons derived from authentic models

- 3 different gameplay principles:
  - Stealth specialist - hide/kill gameplay - As Ron Grimmer player must infiltrate different complexes, avoid detection, retrieve special information, assassinate specific targets and eliminate all possible types of resistance on a silent way.
  - Sniper - jump`n`run/kill gameplay - As sniper, a supportive character, must player be able find a way to the most inaccessible places (mostly under time pressure) and kill specific enemies by a single shot, helping the other team members proceed undetected.
  - Hacker/explosives expert - minigame/kill gameplay - As hacker is player able to infiltrate almost every computer system, override every electronic system and open every closed door. Retrieving of the secret passwords, disabling of security systems, cleaning the way for the main character.

2.2 Basic principles

These principles are implied in all aspects of the game – from movement, through object interaction up to tools and action.

Vision

Player is visible according to the strength of lights which lit him. Lighting level of player is displayed on "**light-meter**" of player's HUD where current state is shown by marker. The more left is the marker (so the more in darker area) the less is player visible.

Position of the VM maker is influenced also by player's movement and if he is crouching or standing. Player is more visible when he is standing than in crouch. The faster player is moving the ~~more is visible for enemies in~~ the same lighting conditions. Therefore ~~crouching and sneaking player has the biggest chance to stay undetected.~~

See [Player HUD](#) section for picture of light-meter.

Who can see:
- Enemies
- Cameras
  - Classical
  - Night-vision
  - Thermo-vision

To stay undetected by enemies player needs to move in ~~dark~~ areas as slow as possible. He can ~~create new dark areas~~ by destroying or turning off lights. As we are using real-

time per pixel engine every light can be turned on and off with immediate effect on the scene and so visibility of a player.

Enemy can think that he sees player (it is different from discovering player) when he sees player for a time smaller than is his reaction time then bots gets into suspicious state and tries to inspect location where he thinks he saw player. This can happen when e.g. player is undetected when standing still but if he moves for a very short time enemy can see him and immediately loose him.

To avoid being detected by camera player needs to:
- move outside their visibility cone (he can use C.S.V. goggles to detect a visibility cone of camera)
- move in dark areas (classical cameras) or create dark areas
- move in lit areas (night-visions cameras) or create lit areas

Noise

Besides visibility player has to keep in mind noise he creates and which can be detected by enemies or devices. Player needs to use silent methods for elimination of enemies or to avoid detection by devices but in some case it would be impossible. To help player with creation of tactics for his situation he has in his HUD "**noise-meter**" which shows player's current noise level and noise level of environment. In "noise-meter" there is displayed also marker which show how much noise will player do when he shoots his currently selected weapon. There is visible scale on the "noise-meter" so player will easily learn what noise is caused by falling bodies, shouting enemies etc.

See Player HUD for picture of noise-meter.

Who can hear:
- Enemies
- Noise detector

Based on the surface (concrete, carpet, broken glass, metal, rocks, …) and movement style, the movement produces noise. Often the player must take a longer path just to avoid the 'noisy' materials. He can use these movements to advance:
- Run (speed: high, noise: high)
- Walk (speed: moderate, noise: moderate)
- Sneak/crouch (speed: low, noise: low)

So to avoid detection because of noise player needs to either change his movement speed or when there are very noise materials he needs to find a way around them or wait until no one who can hear the noise is in hearing range.

What can create noise and so cause player's revelation:

- Gunshot (either from player's or enemy's weapon)
- Groans of enemies when they are hit and not immediately killed
- Shouts of enemies when they discover player
- Breaking of objects
- Falling down of objects or dead bodies
- Movement of player – steps
- Environmental reaction – e.g. birds when player moves nearby

Motion

Motion detectors are another way how can be detected player's presence. Player needs to avoid or deactivate motion detectors to proceed further in the level without being disclosed.

What can detect motion:
- Lasers
- Motion sensors

Change of environment

The last way how can be player's presence detected is change of environment he is passing through. This feature strongly depends on AI and scripting of mission.

Player needs to keep objects in area of his movement intact to avoid detection. Enemies will react with caution when they find changes in their area. In some cases it can even cause alarm or mission failed. In the most cases it will cause awareness of enemy for a short period of time. With this feature we would like to add more life and intelligence to the behavior of enemies and, of course, make player to feel the environment he is playing more real.

Examples of environmental change:
- Opened doors which should be closed
- Dead or unconscious body
- Broken vase
- Opened manhole
- Turned on computer which was turned off before
- ...

Alarms

Player should try to avoid creation of alarm at all. In the most cases alarm means the end of mission and player would need to play mission from the last saved position or restart mission.

We have two basic alarm modes
- Global: mission failed, restart / load saved position

- Local: raised in a mission where guards have not possibilities to create global alarm in the moment they see player (their communication system is hampered, communication HQ is eliminated etc.), during local alarm all guards in the local area are informed about player's current position and take action – try to kill player and/or rise global alarm (by using alarm button, special communication device nearby etc. – method depends on mission)

When a guard raises the local alarm, the squad in this area will redistribute these tasks (listed by priority):
- Run to the next "alarm button"
- Defend the alarm button guard
- Pursue the player character on his last seen position and try to eliminate him

2.3 Gadgets

Player will have several tools which will help him to get through mission unspotted and to get to "locked" areas. As player will be able to play the game with three characters (main character and two support characters) not all tools are available to all of them. Common for all characters is special visor which can be put in front of character's eyes. This visor then can display several vision modes and information about surrounding area. Practically all tools are connected to the visor and displays information on it.

C.S.V. (vision mode)

Characters: ALPHA, ISIS, EVAC

Description: Camera System Vision sets visor to special vision mode which allow player to see vision radius of security cameras. As this system has a database of camera models and their lenses it is necessary to download specification data from any new camera model which is not in the database. Without specification is not possible to see visibility cone of camera. Each shown (detected) camera will have displayed also type of vision (normal, night or thermal vision) it is using.

Night-vision (vision mode)

Characters: ALPHA, ISIS, EVAC

Description: Night Vision systems work on low-light amplification. It takes in what little light is available and intensifies it. The result is usually a greenish- or grayish-looking view of the world. The monochrome tinge is unavoidable due to the low-light nature of the device, making it hard to distinguish detail at certain distances. The other, more serious, drawback is that a sudden bright flash of light is capable of shorting out the system and blinding the wearer temporarily.

This picture shows draft of visor design where player sees selected vision modes and all other information (communication with support characters, in-game menus etc.). In this case is shown night-vision example.

Thermo-vision (vision mode)

Characters: ALPHA, ISIS, EVAC

Description: In this mode are shown objects and characters according to their temperature and distance. At close range, a person appears to be a yellow figure with orange and red outlines from radiated heat. The farther out a person is, the less visible his heat signature. Also, thermo-vision do not help in determining details of non-heated objects such as crates, tables, and other such equipment, but devices which produces heat are visible very well.

Tactical analyze (vision mode)

Characters: ALPHA, ISIS, EVAC

Description: Special vision mode which allows visor to track surrounding area and marks all enemies and detection devices it detects. There is displayed information about each detected object as its name, type of device and distance from player.

Hacking kit

Characters: EVAC

Description: Secret hi-tech small computer which allows connecting and hacking of practically any available electronic device. Equipped with a number of viruses and hack programs, along with a set of communication devices allows breaking into almost every computer, or computer controlled system.

Camera mirror

Characters: ALPHA

Description: Device which can be mounted in front of camera and it records a time limited view of camera. After recording is finished player will be for recorded time length invisible to the camera.

Spy camera

Characters: ALPHA, ISIS, EVAC

Description: Special camera which sends image signal directly to agent's visor. It is possible to use this tool to look behind corners or behind doors. It is invaluable aid for proper planning of moves and hits. This camera can display all available vision modes.

First-aid

Characters: ALPHA, ISIS, EVAC

Description: Last resort for a wounded player when he has a low health. First-aid is mix of drugs which helps to ease pain and treat small wounds.

Lock-pick

Characters: ALPHA, ISIS, EVAC

Description: A pair of metal picks, used to toggle the pins of a lock open. Quite simple, actually: one pin operates and sets the pin, while the other holds the opened pins in place until the job is done. Removing both picks usually resets the lock to the closed position.

Laser microphone

Characters: ISIS

Description: Laser Microphones work on the theory of sound vibrating off glass surfaces. It works by 'reading' the slight vibrations of the surface and then translating it back into sound on the receiving end. In a sense, it is more advantageous than other listening devices since it does not get drowned out easily by external noises, save those affecting the surface the laser is trained on

2.4 Player Weapons

LMN-8 (Pistol with silencer)

Characters: ALPHA, ISIS, EVAC

Description: A weapon prototype with un-removable silencer of the last generation. Every part of this weapon is soundproof making this weapon not noisier than an ordinary air-gun. Weapon frame is equipped with many rabbets for different weapon attachments.

CSSG-44 (Automatic riffle)

Characters: ALPHA

Description: Another weapon prototype specially developed for SpecTac team. Made from the best materials, with integrated silencer, scope, using ultrasonic ammunition and special module launcher can this weapon withstand the most extreme combat conditions and is ready for almost every situation which a field operative has to overcome.

HK PSG1 (Sniper riffle)

Characters: ISIS

Description: One of the most accurate weapons in the class of sniper rifles. The greatest quality of its parts, excellent shooting abilities and integrated silencer make this a first choice on the field of combat sniper rifles.

Electro-shocker

Characters: ALPHA, ISIS, EVAC

Description: The only weapon with "unlimited ammunition". It fires at a very short distance (5 meters) cables which give to target electric shock and will knock him down.

Guard weapons

Characters: ALPHA, ISIS, EVAC

Description: Player can have, except his own two weapons, one additional weapon which can take to eliminated guards or find during mission progress.

Gas grenade

Characters: ALPHA

Description: Gas grenade to incapacitate multiple targets at once for a limited period of time.

Frag Grenade

Characters: ALPHA

Description: Classical grenade for elimination of multiple targets. Player should take care that he will use it only when global alarm will not be raised because of very loud explosion of it. Therefore this grenade should be rather used in areas where rise of alarm is not a problem.

Flash Grenade

Characters: ALPHA

Description: Grenade creates very high noise and flash when it explodes. It incapacitates multiple targets but as frag grenade should be used only when rise of alarm is not possible or not important.

Explosives

Characters: EVAC

Description: Extremely effective explosives for various purposes from door opening to huge demolition works.

2.5 Enemy Weapons

Benelli M4 super 90 (shotgun)

Description: A very effective weapon in a close-combat situation. On of the best in this category is without doubt Italian semiautomatic Benelli shotguns. Their self-loading mode makes its firepower unmatched deadly.

HK UMP (SMG)

Description: This sub-machine gun is one of the most prevalently used gun in the world. It is used not only by military but also by police forces. UMP version uses .45 ACP caliber ammo which is preferred because of his stop-effect and simplified dynamic breech.

SIG SSG 552 (assault riffle)

Description: Swiss assault rifle SIG SSG 552 is a special shortened version of the original SSG 550. Their functionality is almost perfect, but its higher price makes it not very expanded and used.

Picture: SIG SSG 552

HK G36C (assault riffle)

Description: A German answer of the SIG SSG 552. A modified version of the G 36 assault rifle. A higher use of the plastic parts points out, that this is one of the best weapons in the modern warfare.

Picture: HK G36C02

HK G3 SAS (assault riffle)

Description: Reliable, time and through many war conflicts verified mechanism of this weapon is a warranty for every applicant of this weapon.

Picture: HK G3 SAS

Colt M4 (assault rifle)

Description: A shortened modification of the M16 model, very popular for its accuracy and shooting behavior. After solving of some performance problems in extreme environment is this weapon today a basis of soldier combat equipment.

Picture: HK G36C02

Colt 1911A1 (pistol)

Description: One of the most famous weapons in history. Used since 1911 in the arsenal of the U.S. army as a very trouble-free, simple and very effective weapon. Some special units are using Colt1911 until these days thanks to his excellent fight abilities.

GP K102 (pistol)

Description: A new handgun made by the Slovakian company Grand Power, using for the lock up process a unique barrel rotation. This modification makes this weapon a very stable and accurate. K102 version is designated for a military usage and gives to possibility to shoot not only in the classical semi-auto mode, but also in a special burst mode, shooting two bullets almost on the same time.

HK Mark 23 (pistol)

Description: One of the greatest damage resistant weapons was originally developed in the beginning of the 90s for US army special force. Barrel with polygonal shoot hole and a hard-chrome coat makes this weapon almost indestructible.

The basic version has the possibility to mount special devices like silencer or laser finder.

2.6 Ammunition

Player will be able to take classical ammunition for his pistol or assault riffle from eliminated enemies. As pistol ammunition will be more common player would need to keep an eye on ammunition for his assault riffle.

CSSG 44 Ammo

Description: Classical ammunition for CSSG 44 assault riffle. This ammunition will be possible to replenish by eliminating enemies with automatic riffles.

CSSG 44 Sleep Ammo

Description: Ammunition in soft cover which on impact rips off and releases drugs inside. Drugs will almost immediately put target into sleep state. Time of taking effect of this ammo depends on where it is shot – closer to heart or head means faster effect.

CSSG 44 Jamming Ammo

Description: Special ammunition which on impact emits electrostatic particles which disrupt signals in camera electric circuits for limited time. This ammunition is usable for all types of cameras except specially shielded cameras.

LMN-8 Ammo

Description: Ammunition for a player's pistol. This ammunition is compatible with the all pistols appearing in this game so player can take ammunition from eliminated enemies.

<TODO> Ammunition for enemy weapons

2.7 Devices & detectors

Classical camera

Description: This is the most common camera type which is used as a basis for the security and surveillance systems. It is used at well lit places.

Deactivation: EvaC hacking, elimination of person watching camera monitors, camera mirror, CSSG 44 jamming ammo

Night-vision camera

Description: Camera type used in very dark areas, mostly exteriors based on the low-light level principle.

Deactivation: EvaC hacking, elimination of person watching camera monitors, camera mirror, CSSG 44 jamming ammo

Thermal-vision camera

Description: A very rare camera system, using a special heat-displaying technology. Camera is commonly used in industrial areas for controlling environment and production conditions.

Deactivation: EvaC hacking, elimination of person watching camera monitors, camera mirror, CSSG 44 jamming ammo

Noise sensor

Description: Is based on the principle of proximity registration of sound waves and theirs computer-based evaluation.

Deactivation: none available, player needs to walk slowly or avoid going close to detector to stay undetected

Laser detector

Description: Using a light beam of special polarisation by detection of interruption in this beam. It is an automated detection system.

Deactivation: EvaC hacking, damage unit which gives power to laser detector (laser detector then starts blinking and player needs to move through in moments when it is inactive)

2.8 Player moves

Except of environment interaction which is described further in the document we would like to intensify feeling of players that they are playing themselves in the game by adding more realistic movements of first person hands and weapon as it has been done in current titles. We would like to try new approach where hands and weapon is moving more realistically, hands automatically rises pistol or tilt down rifle when player is near obstacle. Movement of hands with weapon also doesn't copy exactly movement of camera so player has much better feeling that he is moving head of main character and whole body. Hands and weapon follows this movement in much more fluent and realistic way. In the first gameplay video – "GameplayDraft_Part01.wmv" – we have animated player's first person camera, his hands and weapon in a way we would like to have it in the game. When player is firing selected weapon there will be no delays so gameplay will definitely not be affected in negative way.

Basic movements

Among basic movements we count movements performed automatically (without additional specification of action) and actions which belong into basic set of actions for a player.

- Sneak forward, backward
- Walk forward, backward
- Run forward, backward
- Sneak sidesteps left, right
- Walk sidesteps left, right
- Run sidesteps left, right
- Step on obstacle (predefined range of heights)
- Lean left, right
- Knock down enemy with gunstock
- Pick up/drop down a body
- Search dead or unconscious body

Special (triggered) movements

We do not have jump in the game. If there is any obstacle, which is higher then automatic movement height, then icon of an action is displayed in player's HUD. Player will be this way informed that when he presses USE button then list of possible actions is displayed and he can choose the action. Such action can be climb up a box, climb up a pipe or ladder etc. Below is list of few possible movements which can player choose.

- Jump on obstacle (predefined range of heights)
- Climb up obstacle (predefined range of heights)
- Climb up/down a pipe
- Climb up/down a ladder
- Jump into ventilation system
- Take a rope and climb it up/down
- ...

Interaction with enemies

Besides of shooting on enemies player can capture an enemy and interact with them. Grabbing of an enemy is possible only when player has a pistol. When he successfully grab an enemy there are several possibilities he can do:

- Interrogation – get information from captured enemy
- Knock down enemy – put enemy unconscious
- Use enemy as a shield

When player does not want to interrogate enemy he can knocked him down with weapon gunstock, so there is no need to grab an enemy.

When there is lying enemy's body on a ground player can decide to pick it up and move it to safe area (where it cannot be spotted) or to search body (to find out if enemy has no special item or additional ammunition).

2.9 Environment interaction

Very unique feature which puts player directly into a playing world is interaction with objects around. We would like to player feel he is touching or using things around. Therefore instead of classical click of a button each interaction with environment is done with first person hands. Either if player opens doors with a card, or using a computer to get information all is done as if player is the game character and he is given realistic first person view of all actions. This element of gameplay is not only eyecandy but it is also a tactical element as player has to think if he would like to use computer as sitting up in front of it makes him more vulnerable to his revelation.

Our goal is to bring player unique interaction movements in each mission. So there will be standard interactions which are available in almost all missions like turning on light, interaction with computers and doors, and there will be always at least one two new interaction animations in each new mission. This will keep player curious and looking forward to new interactions and makes him to try to interact with surrounding world to find out new movements.

List of all interactions will be available after finishing of design of all levels as we would experiment with unusual interactions to allow this feature to make this game stand atop of the rest of first person games.

Example of common interaction with environment:
- Turn on/off lights
- Open/close doors (using handle)
- Use card to get access to a device (usually doors)
- Interact with computer
- Open/close drawer

Example of special interaction:
- Take out cover of a lift and climb up
- Use a special sticky disk to move head-down way down a skyscraper
- Lift up a cover of ordered meal in a hotel
- Screw away ventilation cover
- ...

<TODO> insert pictures from gameplay video to show examples of interaction

2.10 Communication with team-mates

As main character is not the only one who is assigned to a mission there are two his support characters who will help him to advance or fulfill a task. They can influence each others way so help doesn't have to come always from support character but also main character can help support character to move ahead.

All communication with support characters is done via advanced visor which is use also for displaying special vision modes. Player can decide anytime when to call support character and to communicate with them. In these talks he can find out more information about support characters or surrounding world. In some places there will be specially pre-scripted communications in which player can ask support characters for help or support characters can call main character to ask him to do something. Result of each such communication will be either effective action or new information or task

Whole communication is done with choosing of questions and answers written in visor. Player is offered several possibilities how to answer and what to ask and it depends on him what he chooses. In many case can player decide if he uses help of support character or tries to solve situation by himself. Solving situation alone will be much harder and therefore will be rewarded with score and so bonuses.

There are possible situations:
- No pre-scripted communication – player can call any of two support characters and he can ask them general questions (their gradually revealing story, organization, world,...) or he can get an answer that character is busy and has no time to chat (in situation when all players questions for a given part of level were answered).
- Pre-scripted communication – support character calls main character: in this case blinking icon is displayed in player's HUD and also cross-hair starts to animate to take player's attention
    - Triggered on exact place – when player leaves this place communication icon disappears
    - Triggered with player's advance in the level (when he reaches a specific area) – player will not be able to advance further without starting communication (he will be able to move in area he has already moved through but not in the new one)
    - Triggered on some special place and player gets into troubles when he doesn't start communication (when e.g. he should be informed about thread in front of him ...)
- Pre-scripted communication – player can use help, different communication icon is displayed in the player's HUD and cross-hair animation changes

Example of communication with support characters can be seen in the first gameplay video – "GameplayDraft_Part01.wmv".

2.11 Minigames

---- Work in progress ----

2.12 Player HUD

Information in player's HUD is divided into 4 main parts:
- status area
- stealth meters
- context icons (icons showing possible actions in surrounding area communication icon)
- log area

All information that player would need will be shown in corners so it will not take area in main sight what is very important for a stealth game where player has to have overview about surrounding area.

Status area

In this area is shown:
- player's health
- current type of ammunition
- amount of ammunition in current clip
- current grenade

<TODO> Insert picture of status area design draft.

Stealth meters

There are two stealth meters in the game:
- light-meter
- noise-meter

Light meter

Light meter displays current visibility status of player's character. Current status is shown by a marker. The more is a marker in darker area the less is player visible. The less is player visible the shorter is distance from which he can be detected.

Visibility of player (position of visibility marker) depends on:
- level of lighting of player character
- standing / crouching state of player (player is less visible when is crouching)

- movement speed (the slower is player moving the less is visible)

<TODO> insert picture of "light-meter"

Noise-meter

Noise meter displays current noise level of the environment around player's character. There are shown two markers – the first one marks current level of noise of player movement and second one shows noise level which will be cause with currently equipped weapon when it is shot. As there is scale division displayed on noise-meter player will very soon learn what noise is caused by other elements in the game (like falling body, groans of enemies when they are hit and not killed etc.) so he will be able to plan actions according to the environment noise.

Noise of player depends on:
- material of ground
- movement speed (the faster is player moving the more noise is creating)
- action of player (shooting, breaking of objects, falling of objects)

<TODO> insert picture of "noise-meter"

Context icons and USE logic

In the upper right corner are displayed animated icons of actions which can be performed with pressing of USE button. One of the icons is always marked with a graphics as default action. Such action is performed when player pushes USE button for a short time. When player pushes and holds USE button then list of all icons of possible actions is displayed around cross-hair and player will be able to select action with left thumbstick – action which was selected when player releases USE button will be then performed. When selected action items there is a text describing what this item performs. This text is displayed always below selected icon.

Player does not need to select any item and then use it as use of all items is done automatically through Context icons selection. As in the minimum situations there is more than one context icon, almost the all actions will be performed as default actions (without necessity to select explicitly an action).

Context icons are grouped according to activation key needed for their activation (Y button, A button, Back button).

When there is at least one action icon displayed then cross-hair starts to animate to inform player that there is possible action. Default action icon is displayed near cross-hair so player knows which action is activated when he shortly presses USE button.

Context icons are detected in surrounding area of player and under his cross-hair. As many of actions will be unique for a mission we would be able to create a full list of actions after final design of all missions.

As example of actions:
- push button
- open door
- incoming call
- call to support character is possible
- use spy camera
- lift highlighted item (under cross hair)
- hack into device
- use camera mirror on a highlighted camera
- download camera type and details
- use item
- ...

<TODO> Insert picture of status area design draft.

Log area

There are displayed texts of events and actions performed by player. Text is shown for a specified time and then it is faded out. Are can display multiple log texts at once. When old text is faded out then if there is a text on the other lines then these lines are shifted up (so they replace currently disappeared text).

Common events and actions displayed in the log area:
- Picking up of a weapon or ammunition
- Adding of new task or goal
- Accomplishment of task or goal
- Using of an object or code
- ...

Subtitles

In the bottom of the screen are displayed subtitles of all spoken texts. Subtitles can be turned on/off and they display also speech of enemies and NPCs.

2.13 Bonuses and secret areas

To award the player for his curiosity and will to explore the levels, there will be also a set of secrets and bonuses hidden in the game. Player which will carefully listen to the enemy conversations, which will read all the texts found in the game, will discover secret codes for safes or locked doors and behind them bonuses in the form of bonus

score points, special items or codes unlocking special game content (i.e. game sketches, making-off videos, bonus music tracks)

Some bonuses can be unlocked by achieving a specific status in the mission/game score (for further information of mission statistics see Mission statistics section). This bonuses can include special game content like upgrades for weapons or devices (specific silent suit, bigger magazines for weapons, faster hacking devices,...) and can be achieved only by players through their style of gameplay.

Such bonuses and secret helps to build a stronger replayability for the game, awarding player for his achievements during the gameplay and making him curious for discovering of such new bonuses and secrets.

2.14 Mission statistics

Every mission will have on his end a mission statistic, giving the player and overview on his progress in the game. It will contain such important points like:

- game duration (how long has it takes to finish this level)
- bonus information gaines (secrets discovered, computers hacked, safes open)
- shots fired (how many shots has the player fired during his gameplay)
- number of alarms (how many alarms has the player caused)

Such mission statistics can player give an opportunity to exceed himself, compare his score to score of other player or for an extraordinary good gameplay became an award in a for of unlockable bonuses – special game content or feature which can be achieved only by a specific amount of score points (for further information see Bonuses and secret areas section).

2.15 In-game menus

<TODO> Description how is menu controlled (how is possible to switch among screens and items)

Mission objectives

In this screen are displayed primary and optional goals of player. Each goal can have shown a list of tasks which need to be performed before task is successfully accomplished. Tasks and also goals can be dynamically added or removed according to advance of player in the mission. Accomplished or failed goals and tasks are marked as ticked or crossed and are added into a log of a mission.

When new objective is added or the old one is accomplished, failed or removed, information about it is displayed in log area of Player HUD.

Mission log

Player can read in this screen his own progress through current mission. There are written accomplished or failed mission goals and tasks, used items, performed actions, eliminated enemies, used security codes, disabled or hacked devices, and reached places.

Mission log is erased after the end of each mission.

Mission map

Here can player see schematic map of a level. Map is not always available and can become available after downloading it from computer in a mission. Map is always simplified picture of whole mission without secret areas.

Notes & Inventory

In the notes and inventory screen are displayed all codes and found objects which has not been used yet. For each item in this screen is shown a picture of object and short description of it (e.g. where it was found, what does it consist of etc.)

When object or code is used then it is removed from this screen and it is written into a Mission log screen.

Items in this screen are transferred among missions. Item which are locked to a concrete mission are removed from the list automatically when mission ends.

Encyclopedia

Here player can find information about all enemies, weapons, organizations and technologies he finds track about or comes in contact with. Texts will be often full of pictures explaining the meaning of it.

2.16 Violence

Although Spectac is action game full of shooting we would like to minimize explicit violence shown in the title and therefore there are no silent kills or other brutal elimination of enemies.

Violence on non-military units is prohibited. NPC character which is not enemy (regular citizen) can be only put unconscious. When player kills non-military unit then mission fails.

III. Story

3.1 Spectac organization

Spectac is a special undercover tactical unit which marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories and performing of special missions like assassination or sabotage.

Denied to exist by the U.S. government, Spectac deploys small teams, elite intelligence-gathering forces consisting of a lone field operative supported by a remote team.

3.2 Storyline in brief

October 2008: The NSA contacted Spectac officials regarding the loss of very aggressive virus, called Medusa. Initially an anti-virus serum prototype, in the wrong hands a very destructive weapon which using can cost lives of millions people. Investigation has pointed out, that this virus is in possession of a terrorist organization called itself "The Direction". This thread has to be eliminated.

A special Spectac team has been grouped together. Use of special motivational methods was needed, but a team of three field operators was created. Their first operation happened in the heart of River Valley, a mid-size town on the west coast of U.S.A.

A series of situations connected to the terrorist organization "The Direction" has been reported and the Spectac team was able to resolve all of them (a placement of great number of explosives in the town centre, infiltration of a science lab, assassination attempt,…) which has lead to discovering of a secret terrorist base and has revealed their plan: to contaminate the main water reserve of the city and kill thousands of innocent people in the first wave but millions of others can be affected. John Grimmer and his teams are the only one, which are able to stop their merciless plan…

Gameplay notes:

- One of the main gameplay points is the cooperation between all three team members. Every team member comes into a situation where the help of the other ones is not only welcome but also necessary. Every team member has skills and abilities which are crucial for the achieving the mission goals and the help between them is essential for the mission success.

- The main goal for the mission is for every character different. For example if Alpha is inside of the hotel complex EvaC (the hacker) must watch over his mission progress and help him with the deactivation of the security systems, making surveillance of the enemy,… Isis makes a cover for Alpha, helping him in special

situations.

- The possibility to play the same mission from the sight of the other team members (after finishing the main singleplayer campaign) allows to present not only new information regarding the storyline and the world to player, but also gives the possibility to show already known situations in an different positions (i.e. in the last mission is Isis from the Alpha's point of view killed, but when the player plays the mission from her perspective, he will discover, that she has been only wounded and has survived the mission). This makes possible to create several storyline twists, enriching the gameplay feeling, giving the player surprises even after the finishing of the game.

3.2 Main character description

ALPHA

Type: Main character

Name: Ron Grimmer (Codename - "Alpha")

Gender: Male

Nationality: American

Field of expertise: field operative, close combat, stealth, assault

Background: -No data available. Too low security level.-

Motivations: Assigned to Spectac team because of many successful missions. He got status M.I.A. (missing in action) during well known operation NIGHT HUNT in Moscow. Six months ago found living undercover in Connecticut, N.Y. Assigned to the Spectac team while use of special "motivation" has been needed.

ISIS

Type: Support character

Name: Beatriz Crow (Codename - "**Isis**")

Gender: Female

Nationality: American, origin Hispanic

Field of expertise: Sniper

Background: -No data available. Too low security level.-

Motivations: A member of the Spectac team since four years. A previous member of the mercenary group called "The Pack". Confident at her abilities, very professional, possible personal connection to Alpha.

EVAC

Type: Support character

Name: Sam Stone (Codename - "**EvaC**")

Gender: Male

Nationality: American, origin Afro-American

Field of expertise: hacking, electronic devices, computer guided weapon systems

Background: -No data available. Too low security level.-

Motivations: Personal revenge for the death of his family by a terrorist attack. Hacker able to infiltrate Spectac data systems, catched and then motivated to work for this group. Very self-confident, high tempered. Excellent at gathering information.

FATHER

Type: Boss

Name: ???? (Codename - "**Father**")

Gender: Male

Nationality: -No data available. Too low security level.-

Field of expertise: -No data available. Too low security level.-

Background: -No data available. Too low security level.-

3.3 Level list

1. Prologue

Goal: Reassignition of John Smith to the Spectac team.

Environment: RESIDENTIAL AREA (civilian house)

2. Another cell

Goal: Eliminate the terrorist cell and secure the explosives

Environment: URBAN AREA (streets, hypermarket)

3. Assasination attempt
Goal: Eliminate a head of the terrorist cell

Environment: URBAN AREA (hotel)

4. Bridge Crisis
Goal: Eliminate terrorist and disarm bombs

Environment: NATURE AREA (woodland/river)

5. Find traces
Goal: Retrieve information/kidnapping of scientist

Environment: SCIENCE LAB AREA

6. Stop the transport
Goal: Stop the bio-weapon transport on the way to the water reserve

Environment: INDUSTRIAL AREA (factory)

7. Water reserve
Goal: Secure the bio-weapon and eliminate all terrorists

Environment: INDUSTRIAL AREA (underwater/dam complex)

8. Infiltration
Goal: Infiltrate the terrorist base

Environment: NATURE AREA (mountain)

9. Main base
Goal: Kill all terrorist and stop the leader

Environment: INDUSTRIAL AREA (secret complex)

10. Final chase
Goal: Kill terrorist leader (helicopter chase)

Environment: NATURE AREA (canyon maze)

IV. ARTIFICIAL INTELLIGENCE

For the stealth game is one of the most important parts of AI not combat AI but "life AI". As player's behavior in the most of cases is to be stealthy he is watching enemies and their actions. Under this "life" artificial intelligence we count life behavior of enemies and NPCs. That means that they should behave like in normal life – working on computers, phoning, going into fridge for a meal, guards patrolling around and talking to each other, going to toilet from time to time etc. Because of this reason we are putting stress on creation of very flexible scripting system and AI behavior which in combination with each other makes extremely powerful environment for realistically behaving opponents.

In the next few points are mentioned key AI elements (some of them very unique).

4.1 AI Systems

As we have more elements which should be controlled by AI and also it depends and state of the element how it should behave we are creating several independent AI systems. Each system has its own specific way of controlling and deciding. All AI systems are inherited from AI base which encapsulate interaction with world – like pathfinding, object positions and their visibilities, characters nearby, ...

AI Systems:
- **Life AI System** – system for default behavior when bots are not alerted
- **Recon AI System** – alerted bots searching for presence of player
- **Fight AI System** – when presence of player has been revealed
- **Security Devices AI Sytem** – AI system controlling all security devices in the game
- **FirstPersonHands AI System** – this AI decides about realistically looking movement of first person hands

Sides

Each character in the game has assigned side for which he is playing. Among sides there are relations which tell to AI system how to evaluate behavior between any characters. There are three basic sides – Player side, Enemies, NPCs.

Bot

We just would like to define this expression for further use in this document as "any character controlled by AI".

Graph of possible transitions among AI systems:
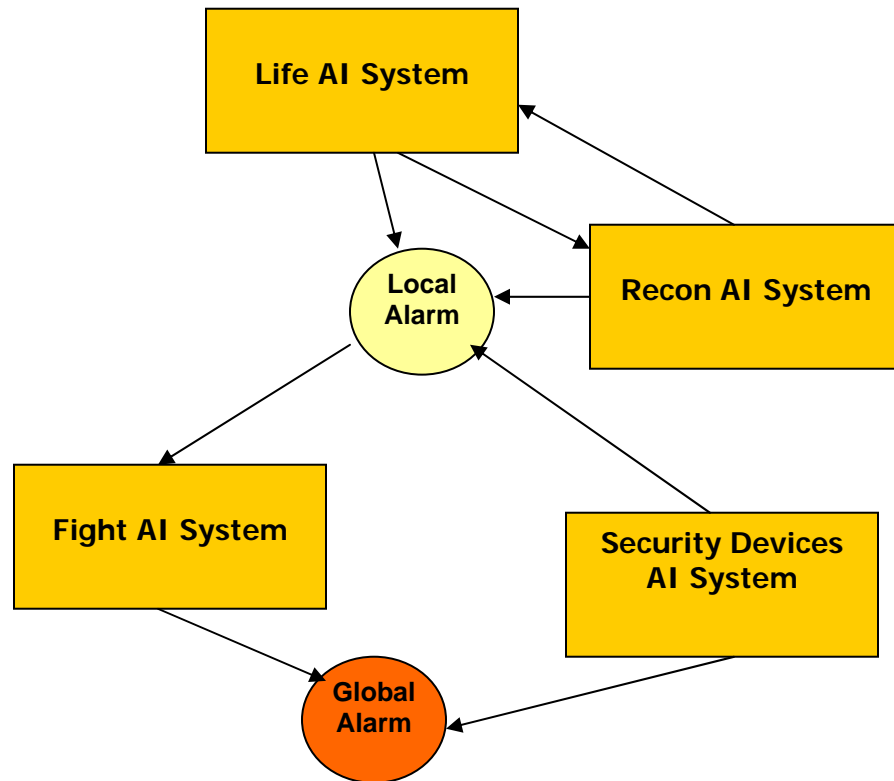
4.2 Life AI System

Life AI is the most robust AI system in the game as player will in 80% of gameplay get in touch with it. It allows to script behavior of bots to desired level of realistic reactions.

Patrolling

In every stealth game is necessary timing of action and planning according to enemy movement. Therefore each bot has predefined paths in a level and defined rules which way when take. Some paths can be defined as random and bot can take them randomly. That makes player to change sometimes his decisions while performing action and so adding an element of unexpected situations. This process of walking through predefined points we call "Patrolling".

As there will be situations where timing of actions among multiple moving bots there is a special synchronization module of patrolling where in some predefined positions all bots synchronize.

To make more life into patrolling behavior there are multiple "points of interest" edited nearby patrol path. POIs are described in the next paragraph. Other way of adding "life

feeling" is large set of idle animations which are played when bot is standing on one place for a defined period of time.

Points of Interest

Points of interest (POIs) are defined special places where bot can spend some time. Each patrol path has defined which POIs belong to it and what is probability of using each particular POI. AI then decides if walking bot will take rest during patrolling and uses one of POIs. POI can have specified an exact number of cycles (on patrol) after which it will be surely used. This way can be easily done a reasonable time for player to wait until bot does some specific action which allows player to advance without notice or silently eliminate an enemy.

Example of POI:
* Ashtray - bot will take a cigarette
* Computer - bot can sit behind a work or play a little bit
* Phone – bot can call his fiancé or friend and talk a little while
* Lights – bot can childishly play with light to turn it on or off
* TV – bot can stand and watch a little while program in TV or use remote controller to switch program
* Coke automat – bot can buy a coke
* Coffee – bot can go around and drink a little bit from a coffee cup or he can create a new coffee with coffee automat
* ...

Strategic Objects

Besides Points of Interest which role is to occupy bot with random activities, there are Strategic Objects (SOs) which makes bots look smarter. SOs are special objects which are given flag to be watched by bot and each SO has also defined way how can bot use it. When state of SO changes bot can become aware of this fact and switches into "Recon AI System" and starts to look for a player.

Examples of notification SO:
* Door – boot will notify when player leaves open doors which were closed before and vise versa
* Object – bot will notify if object changes position or is broken
* Opened ventilation system – bot can start alarm situation when discovers this
* Lights – bots gets aware of situation when there is light turned on which wasn't before and vise versa (this feature needs to be tested if it wouldn't add too much difficulty to the game)
* ...

The best example of SO which can be used by bot are lights. When bots gets into recon mode and starts search around if there are no intruders then it can walk through rooms and turn on lights to get better overview of room.

Strategic object can have assigned also voice comment. This will cause that bot can decide to comment change of situation like "Hmm, this door wasn't open before.", "This manhole was definitely closed.", "Damn, someone has broken vase.", ...

Work points

Work points (WPs) are points in which NPCs (so not enemies) are performing some special animations of their work. We are adding such points into each level as we do not want to have only empty levels full of enemies but believable environment with regular citizens doing their common tasks.

Example of WP:
- Desk in a kitchen – cook is here preparing a meal
- Washing machine – woman standing in front of washing machine in laundry, after while it takes clothes inside of them and moves away, she will return after a while with new load of dirty cloths
- Broken device – electrician trying to repair a device, after some time he succeeds puts cover on a device and move away
- Desk – clear writing on papers, time from time she stands up and goes to drink or for new papers
- ...

4.3 Recon AI System

When bot discovers something strange (e.g. change of Strategic Object), hears suspicious noise (e.g. falling of vase, footsteps) or thinks he sees player then he changes his state to recon mode (Recon AI System) and start to search his surrounding to find out if his suspicions is true. When there are more bots nearby then one bot can "infect" them with his suspicion and all of them will try to search around. If player manages to stay hidden then they return again to their default behavior and continue patrolling.

4.4 Fight AI System

Final state of a bot. When bot is in this state then player will either manages to eliminate him, or bot will either kill player or rise global alarm what causes mission failed. Therefore when player is discovered he needs immediately eliminate all enemies otherwise he fails.

To make fight system more intelligent we came up with some new unique ideas which are described in next paragraphs.

AI Tactical zones

Tactical zone is pre-edited pairs of zones which tell to bot that if player's position is on one of two zones then second zone offers great tactical point from which can be player attacked. Zones have flags which tell to bot also preferred style of attacking of player in the second zone – crouch/stand, weapon to use (grenade, pistol or rifle). It is perfect and easy way how to make bots play more cleverly.

Such zones can cause that if player moves inside a room then bot can find location behind a window and attack him from there. Or he can simply wait in front of the only exit from a room until player moves out.

AI Tactical objects

A special pair of zone and an object which tells to bot that if player is in the defined zone then bot can attack object which can hurt player. This principle can be used to tell bots to shoot exploding barrels when player is nearby or even to shoot down chandelier when player is below of it.

AI Shouting zones

Shouting position is a pair of zone and voices (shouted sentence). Voices can be flagged so different voice can be used when player is e.g. crouching and other when it is standing. We are using them to create realistically looking fights not only because of intelligent movement and position finding of bots but also because of shouting of bots. With these positions we tell bot that if player is in the zone and there are more bots attacking player then bot can randomly shout sentence about position of player. This way we can create situations where bots shouts "He is behind a desk!", "He is hiding in the kitchen!", "He is crouching behind couch!", "He cannot escape, hi is in the lift!" ...

Of course we know that we cannot create shouts for all situations but wise selection of dominant objects and locations in the scene and creating shouts for them will in unbelievable way enrich feeling of reality.

4.5 Security Devices AI System

This system takes care of controlling all security devices in the game as are cameras, laser motion detectors and noise detectors.

Cameras

Synchronization

As one of the most important gameplay features for this game is proper timing of actions we have to synchronize all elements so player will have chance to pass through.

Very important is camera synchronization which is done through "SyncObject". Camera can have specified "sync. direction" and can be linked to "SyncObject". When camera reaches sync. direction then it waits until all cameras linked to "SyncObject" will reach their own sync. directions. This simple mechanism allows absolutely synchronized camera system also after hours of gameplay.

Watch objects and alarms

Camera can have assigned watch object (usually a bot) and alarm object. When camera spots player it checks if it has assigned watch object. When not then it automatically activates alarm object which takes care of all actions for a given situation and scripted behavior in a concrete mission. If watch object is assigned then only in the case that a watch object is alive it activates an alarm object. This case we can script situations where player can eliminate security guard watching cameras and then pass through cameras undetected.

4.6 FirstPersonHands AI System

Special AI system which controls player's first person hands and weapon and fluently assigns animations to it according to movement of player, obstacles around of him and prediction of next player's actions.

Overview of what we are trying to accomplish with this AI system can be seen in in the first gameplay video – "GameplayDraft_Part01.wmv".

V. Interface

4.1 Controls

Left Stick ....Move forward/backward/sidestep left/sidestep right
        - Movement speed is set according to a left stick tilt and a current
        mode:
          - Walk –> Run
          - Slow sneak –> Faster sneak

Left Stick Push ......Toggle sniper scope

Right Stick..............First person camera rotation – aiming with weapon

Right Stick Push.....Reload weapon

Right Trigger ....Primary fire

Left Trigger............Lean mode, when hold then Left Stick is used to determine the
        direction of leaning (left/right/forward/backward) and Right Stick
        is used for aiming (camera control)

Y Button ....Sneak (crouch) mode toggle

A Button ....Use/Action/Interact:
        - if shortly pressed default action is activated
        - when pressed for a longer time a list of possible actions is listed,
        see Context icons for more details

X Button ....Multipurpose selection around cross-hair:
        - select ammunition for CSSG 44
        - select tool: Spy camera, First aid, Laser microphone

B Button ....Knock down enemy with weapon's gunstock
        - hold down B button to catch falling body - slowly puts it on a
        ground (this way is made less noise)

Arrow Up ....Cycle among available vision modes
        - when vision mode is not on then it is toggled on
        - vision mode can be toggled off with White button

Arrow Left/Right ...Cycle weapon

Arrow Down ....Cycle available grenades

Black Button ....Throw selected grenade

White Button ....Toggle vision mode

Start Button............Start [In-game menu](#)

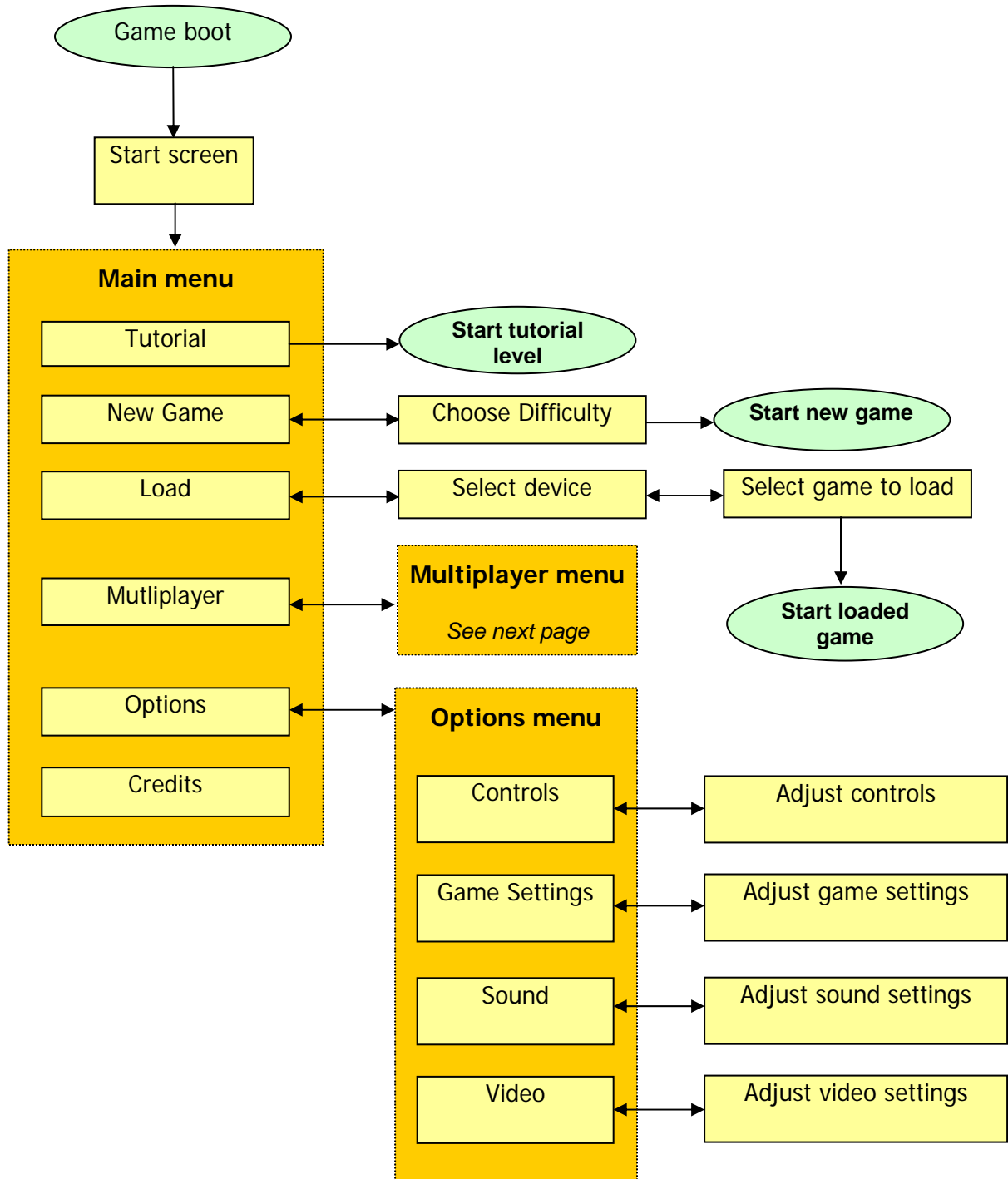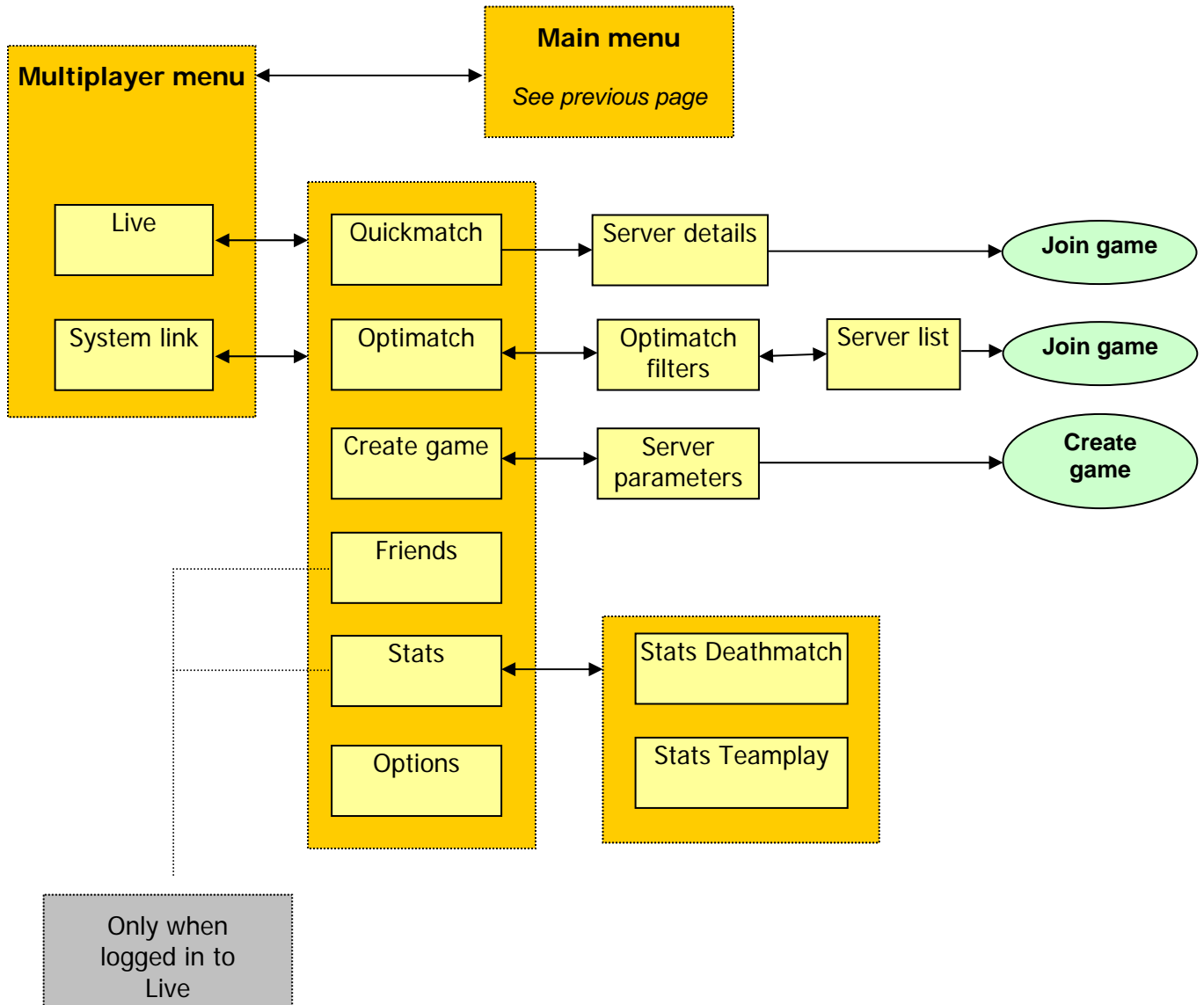**Back Button** ....Start/end communication with support characters

Picture: Xbox 360 controller

4.2 Main menu

Below is shown main menu system which we would like to use in Spectac. This tree is with Xbox Live tree which will be different on Xbox 360.

Diagram boxes:

Main menu
See previous page

Multiplayer menu

Live

System link

Quickmatch → Server details → **Join game**

Optimatch ↔ Optimatch filters ↔ Server list → **Join game**

Create game → Server parameters → **Create game**

Friends

Stats ↔ Stats Deathmatch / Stats Teamplay

Options

Only when logged in to Live

4.3 Downloadable contents

To exceed the replayability of the game, there will be a possibility for the player to download a new content for the game via Internet/Xbox Live. This downloadable content will consist for both parts of the game Singleplayer and Multiplayer.

For the Singleplayer part, there will be the possibility to download new missions/levels (expanding the already existing storyline) or new weapons and gadgets (giving the player which has already finished the Singleplayer part possibility to play it with new or altered weapons and gadgets).

For the Multiplayer part, there will be the possibility to download new levels (maps), new weapons and gadgets or new multiplayer modes, which exceed the replayability of the game once again.

4.4 Unlockable materials

For the description how the player can unlock such bonus materials please read the Bonus and secret areas section.

Such unlockable materials are:
- Levels (singleplayer campaign goes on in a closed area of a town, therefore can be easily some parts of it be unlocked)
- Weapons and gadgets (in the singleplayer mode can have weapons some variation in the field of damage, amount of ammunition, level of noise making,…)
- "Making of" materials (sketches, making-off animations, alternate music tracks, parts of scripts, development screenshots, easter eggs,…)

VI. MULTIPLAYER

---- Work in progress ----

VII. GAMEPLAY EXAMPLE

Site: Hotel TROPICANA

At the beginning the player is given an overview of the mission in a short briefing on your visor. Voice of the FATHER tells the importance of the mission and gives the OVERFLOW group the main objective of the mission: -- One of the leaders of the terrorist organization is in the hotel. He must be eliminated. Gather also all information you can. –
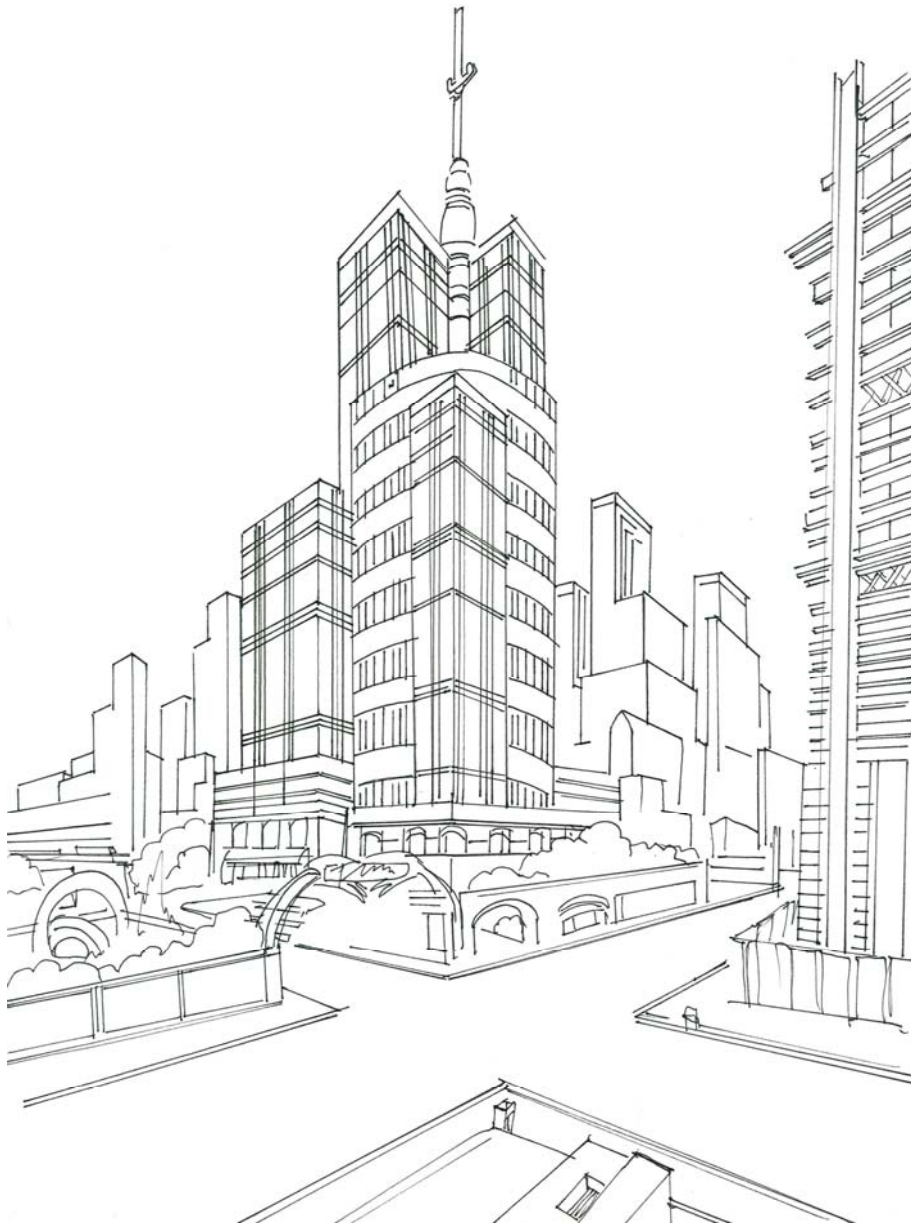
Picture: Sketch of the hotel Tropicana

7.1 ALPHA – main character

ALPHA stands before the closed door to the garden part of the hotel. He must stay in shadow, to avoid the detection by guards or cameras. The entrance is well guarded, but the team has found out a small employee entrance.

(Player: Texts are displayed showing him his main objective – „Eliminate the leader of the terrorist cell." and secondary objective – „Gather all information about the cell and the whereabouts of the virus.". All other HUD elements are active.)

ALPHA has the possibility to communicate with other team members (ISIS – the sniper, and EVAC – the hacker). Only with a perfect cooperation between them is possible fulfillment of their mission.

(Player: Player can be called or he can call one of them, requesting specific actions – like hacking of security system, information or killing of concrete person. In this situation player must ask EVAC about his status and request an immediate opening of the garden door. Then he must wait for EVAC instructions and follow them.)

Part1 - Garden

Picture: Sketch of Garden

Alpha is in. The garden is dark, but the guards patrol cautiously the area.

EVAC has found, in the computer database a map of the area. He send it to ALPHA`s datapad, helping him to find the fastest way to the hotel entrance. Some of the guards could be killed, but ALPHA has decided not to do it and not to risk an alarm and a revelation of his presence.

ALPHA has different possibilities how to proceed. At his start point he has decided to take the „fence path" covered in the dark shadows. Here is the smallest chance to be seen by the patrolling guards, but he must watch for the cameras and movement detectors.

After reaching the guard station, can ALPHA gain access to the control room. In several panels he discovers the controls to the garden lightning (one part of it, he turns off) and he opens the garden main entrance door. Guards wondering what happened are going to this gate to secure the situation. ALPHA takes the path near the hotel wall, which is covered in the darkness. He quickly approaches closed doors, which he can not be lockpicked, due very strong security system. He contacts EVAC and after few second the security locks are for short time disabled and APLHA can enter the hotel complex unnoticed.

Part 2 – Basement

Inside the building has EVAC navigated him to one of the possible routes to the leader - the elevator shaft. ALPHA has decided to take this route, which is, in opposite to the ventilation system, not full of traps and movement detectors.

On the basement are not much guards, but many cameras and civilians, which shall not see, this man in dark dress, heavily armed, moving swift and silent in the shadows.

First closed door ALPHA could easily lockpick.

On his way to the elevators, has ALHPA has proceed very carefully. Many civilian employees of the hotel have been moving on his all-day duties, but to go forward unnoticed, was never a problem for ALPHA.
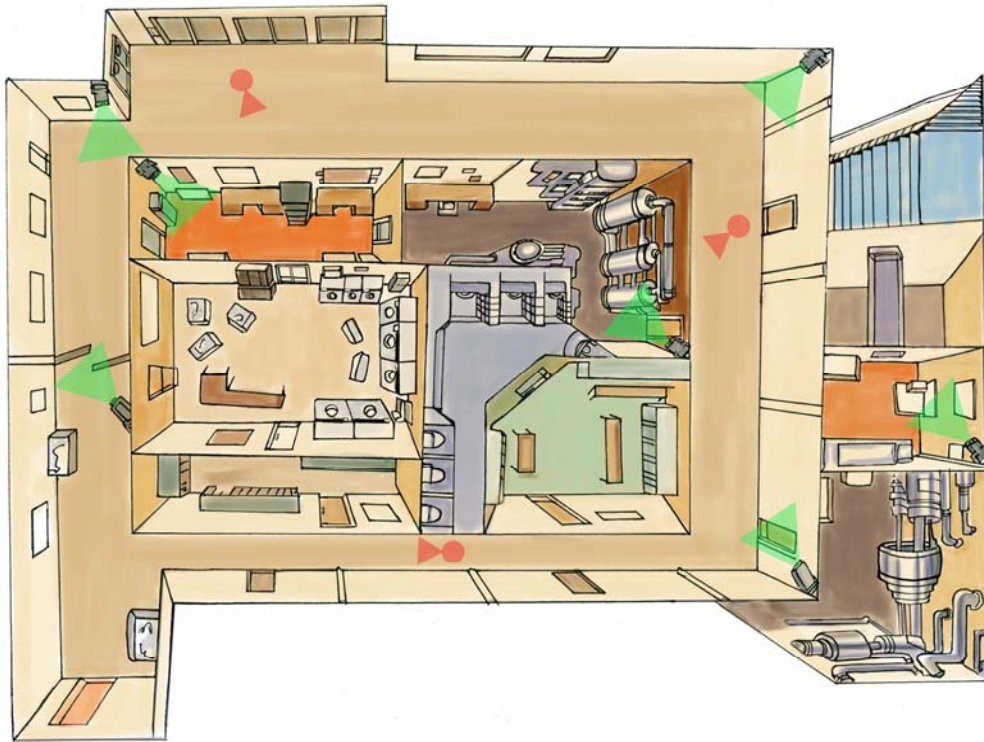
Picture: Sketch of Basement

In the last room, where the entrance to the elevators are, must ALPHA use his special „camera mirror". After activation of this device, the only guard is quickly disabled and his unconscious body dropped in the near store room. ALPHA enters the elevator and through the opening on its roof he is waiting on the cabin top.

ALPHA contacts EVAC, which is trying to gain control of the elevator system. But an empty elevator moving up to the guarded floors could make the guards suspicious, therefore is EVAC making a false room service order on the floor EVAC needs to enter.

After a short while is a hotel employee entering the elevator with the ordered meal and the elevator (with ALPHA on top) is moving up.

Part 3 - Apartments

The guy with the room service order has left the elevator and was going to the designated room. After a short quarrel with the guest is the waiter going on a balcony for a short smoke pause. ALPHA uses this moment to enter the floor complex unseen. Most of the corridors are dark, just few lights are burning on the walls, but patrolling guards and cameras are present and always watchful.

ALPHA stands on a corridor crossroad. He decides to proceed to his left. This route (after EVAC plans) leads through many rooms, which are possible closed and guarded, but it is the shortest way to the outside passage.

(Player: During the game will player have to decide which way he wants to proceed as many situations have more than one way of solution. The possibility of choosing different ways to succeed makes the gameplay longer and richer. It also awards player who explores new/bonus information, or go through new gameplay situations.)
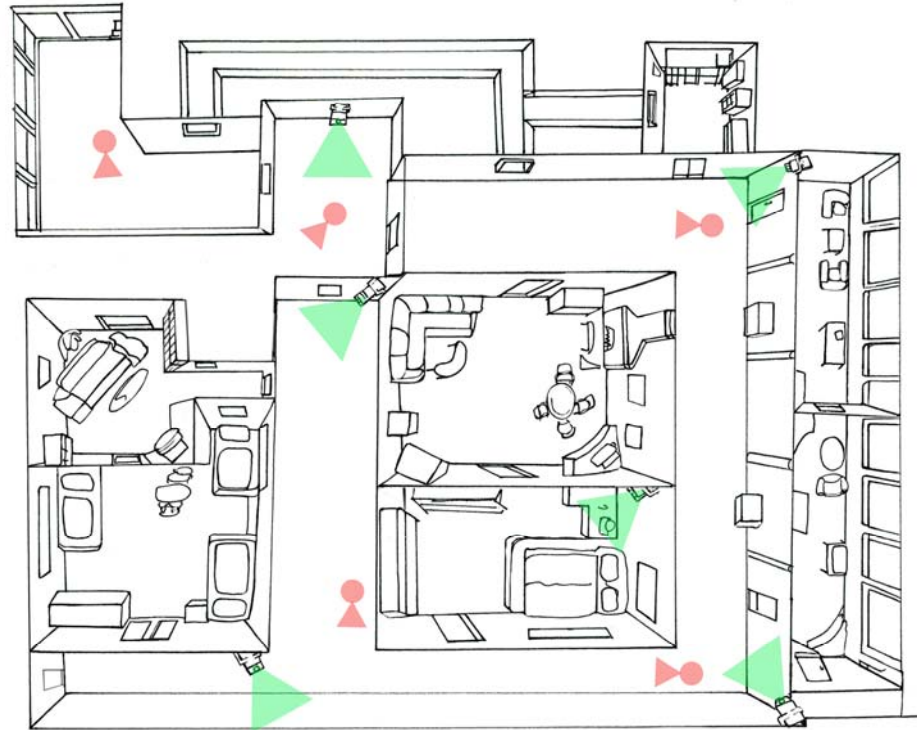
Picture: Sketch of Apartments Level

On his way has ALPHA encountered a new type of detection camera. His special goggles, able to reproduce the sight line of every know camera type, have problems to make a virtual reproduction of its sight trajectory. He can choose, if he tries to slip undetected, or if he can hack into the camera systems and download its technical specification for later use. ALPHA has decided to hack the camera and after a while he is able through his goggles see the sight trajectory of this new camera type.

(Player: APLHA has in his inventory a special electronic device - "visor" - allowing him to use different types of vision modes. One of the modes is also C.S.V. mode which allows seeing the vision radius of the camera in his field of view. This system can be updated with a new camera systems found during the game).

With the help of shadows he is able to proceed through some rooms with guardsmen. He has found some ammunition, a medikit and a piece of paper with some strange code, which he can possibly use later.

(Player: Player can pick-up different items , some of them, like the paper can contain important/bonus information which he can used later in the game for i.e. unlocking secret computer folders, or special doors)

The next room seems to be impassable without making alert - large, well lit room full of guards. After a short conversation with EVAC and ISIS has APLHA decided to go out of the room through the window and proceed on the cornice.

The way is very dangerous, but with the help and navigation of ISIS is he able to reach undetected into another complex of rooms – the inner apartments.

ALPHA has entered a larger corridor on which end is a security door possible to open only with a specific code. ALPHA has several possibilities how to proceed.
1. Catch a guardsman and interrogate him for the pass code.
2. Try to hack the door device as fast as possible
3. Wait if one of the guardsmen is going through the door and then to slip unnoticed behind him in the inner complex.
4. Search the surrounding carefully to find an alternate route in.

APLHA decided to catch one of the guards going for a short break in the rest rooms. In the restrooms was possible to catch the guard without being notices with security cameras and after a short interrogation he has got the door pass code. The unconscious body was hidden in on of the locker rooms.

(Player: Thanks the interrogation can the player gather information like the passcode, or other specific information. Not all enemies can through interrogation give such important information.)

The open of the door, disposition of the guards was very quick. ALPHA could easily find the window which leads him to the outer part of the hotel building.

Part 4 - Terrace

ALPHA is using special movement equipment, which allows him to move on vertical glass, plastic or metal walls. He uses it to move on the terrace beneath him, which will lead him directly to the floor, which belongs to the terrorist cell.

(Player: In some situation can ALPHA use specific gadgets or devices which help him on his mission. Such devices are bounded to the specific mission, level, environment or situation.)

The terrace is more heavily guarded as expected. ALPHA is hiding on the wall and on the terrace beneath him are four heavy guards. He could easy use the moment of surprise, but ISIS warns him, that by one of the windows to the terrace inside is one guard standing and smoking. If ALPHA could take down the four guards, this one could see him and make an alert. He is hidden behind a special impenetrable glass and therefore can ISIS not eliminate him. But through her observation he can navigate ALPHA in the moment the guard is going to drink a cup of coffee and he uses his moment of surprise and clears the terrace off all guards.

<TODO> Insert sketch of terrace

Part 5 – HQ Floor 1

This is much more guarded then the previous ones. On every floor are movement detectors, cameras and patrolling guards. Almost every room is locked and to proceed undetected is very difficult.

The last door can be opened only with the help of EVAC and his hacking skills. The next floor is waiting and the end of the mission shall be near.
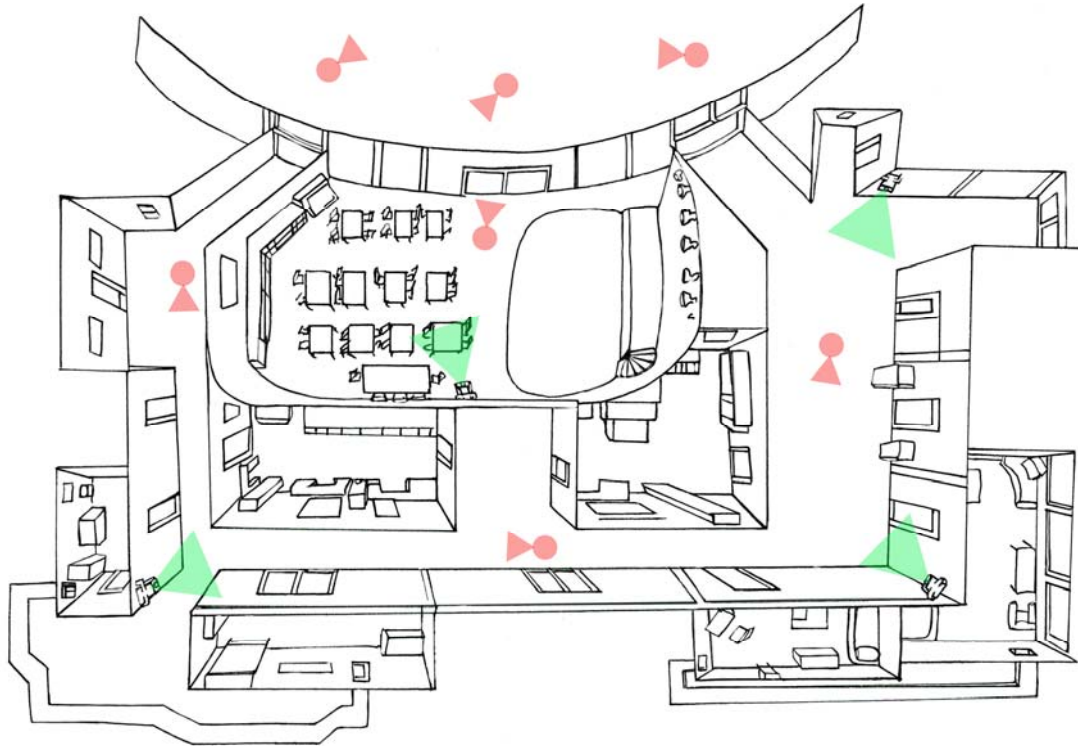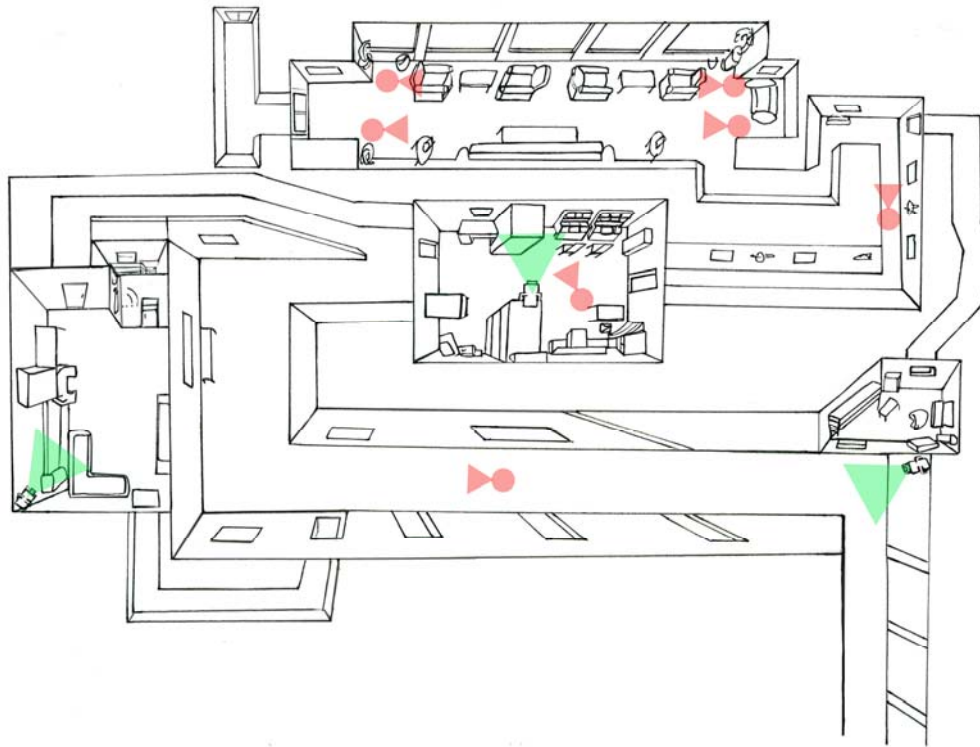

Picture: Sketch of HQ Floor 1

Part 6 – HQ Floor 2

This floor is another guarded complex of rooms and corridors. In some of them are members of the terrorist cell, resting or sleeping, without idea that one, single man is sneaking around them, to shatter their whole organization.

The entrance to the terminal is well guarded in a room with four heavy armed guards. ALPHA seems no other way as to eliminate all of them. But to make it without an alert will be a difficult task.

ALPHA doesn't hesitate and gives EVAC the advice to override the air condition controls and turn it on the most possible grade. After doing this, the noise making by these machines is too loud so the guards will not hear falling dead bodies of their comrades. ALPHA can with the cooperation with ISIS overcome this problem too.

Picture: Sketch of HQ Floor 2

In the next room is one of the main computer terminals. By using EVAC`s advices is APLHA able to hack inside of the secured database of the terrorist organization. But something is going wrong and in the middle of the download process is an alert triggered and ALPHA is surrounded by heavily armored guards without the chance to escape.

All seems to be lost.

Part 7 - Captured

APLHA is taken unconscious and after a while is bounded to a seat in one room with three guards trying to interrogate him. They want to know who he is and are wondering about his special equipment. After some tries to call their leader about this situation (their communication systems seems to be jammed) one of the guards is going personally inform him.

(Player: To achieve the highest level of "action movie" feeling for the player, there will be so called "interactive cut-scenes", where the player can by choosing from options influence the flow or outcome of the cut-scene. In this example he can choose what Alpha will say to his interrogators, respectively what he will not say. Such action can have influence on the later gameplay)

After few seconds hears ALPHA shoots and both remaining guards fall to ground and in the doors he sees the silhouette of EVAC. It is time to go back to the base, the mission is over.

(Player: After completing of the whole singleplayer campaign as ALPHA, support characters are unlocked and player can play all missions from the other perspective - see the same situations from a different point of view. The basic storyline will be much enriched, different gameplay styles making the game more attractive.)

7.2 ISIS – sniper – support character

After the start of the mission is ISIS proceeding to the opposite hotel tower as ALPHA and EVAC. She is entering the construction site very carefully. It is night but there are places where are still men at work.

During her almost gymnastic way up is she always controlling the way of APLHA, helping him with navigation or coordination of his way.

The most problematic part of her way is to be right on time to help ALPHA with the "ventilation" problem. But she is able to be in proper place and in a very short time and eliminated all four guards in the room.

Picture: Sketch of room from HQ Floor 2 ("ventilation" problem)
- this room is used in Gameplay draft video part 1 -

She is witness of the failure of ALPHA's mission, but is not able to interfere. She stands before the decision if she shall abort the mission or try to free ALPHA. After a short conversation with EVAC she is making a special plan for it.

EVAC is hacking into the security system of the hotel and is simulating a big fire on one of the floors inside. Panic starts inside and as ISIS has predicted, evacuation starts immediately.

She is waiting only few seconds in the right position on the roof, when she sees the terrorist leader on the opposite roof hastily going to the helicopter. Just few shots and he and his bodyguards are laying on the ground.

Then is she using the grape hook to connect this two roof with a thin bridge made of rope. Fearless is she sailing from one roof to another and is going inside. EVAC is navigating her to ALPHA's personal locator where she will free him.

7.3 EVAC – hacker – support character

EVAC starts his mission in the foyer of the hotel. He must act quickly, because ALPHA is already waiting at the backdoor entrance into the hotel garden.

Talking at the reception with some hotel employees is EVAC gaining access to the employee part, camouflaging himself as a computer technician repairing their not properly working communication system (which has EVAC a day before infested with his newest virus).

(Player: In some areas will be the player able to talk to NPC`s (non player characters) like civilians, scientist,… Through this dialog, he has the options to choose his questions/answers and influence some actions. In this example must the player through the dialog gain access to the employee's complex and so the access to the main hotel server).

After entering their server rooms, EVAC is swiftly starting his work. At first he is hacking into the security system and opening the doors for ALPHA. Not time for break, he must quickly find all floor plans and send it to APLHA then he makes a false order for a meal at the hotel room to help ALPHA get into a proper floor unnoticed.

Then he must find another room - the surveillance camera control center. Some corridors later he has find it and he uses his shocking device to make the guardsmen there unconscious.

Now ISIS needs his help. He must carefully navigate her through the ventilation system of the opposite construction site. This means return back to the server room, hack into the computer and find the plans for the ventilation.

ALPHA has entered a specific problem and needs to override the ventilation controls. Therefore he must quickly go to the bottom floor and find the ventilation controls. To hack and override them is matter of seconds, but to coordinate this with both another agents could be difficult. But it ends with a success and the way for ALPHA is cleared.

ALPHA is arriving at the main computer terminal. EVAC is giving him step-by-step instruction, but something goes wrong and ALPHA is caught by the terrorists. EVAC must with ISIS make a new plan how to proceed.

The plan is made fast and when ISIS is giving the signal of "ready" EVAC is already hacked into the hotel main server and is simulating a great fire on several floors. The panic which has started after it helps ISIS to kill the terrorist leader. Jamming of the communication is a very important of the plan for freeing ALPHA. ISIS is able to eliminate ALPHA's guards through a window and he got into the floor where ALPHA is help by using lift (empty and unguarded because of fire alarm). Then he was able to find and free ALPHA.