

“Deadly Instinct” Game Design Document

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Title:

“Deadly Instinct.”

Target Audience:

- Extreme violence, M for mature.
- Fans of the original First-person shooters, Wolfenstein 3D and Doom

Target Platform:

- PC (Steam)
- Eventually PS3, XBOX 360 (Downloadable)

Concept:

Officer 82 is sent to investigate a distress signal that came from an inoperable space ship, just outside planet orbit. Once inside the ship, the player discovers bodies and lots of blood. When his own space vessel is destroyed, the player must find clues to what has occurred and how to escape alive.

Game Play:

The player must battle unknown creatures in a classic shoot-em' up style game play, locating keys, accessing secret areas and utilizing an array of weaponry to progress through each level.

The game opens up to a cinematic showing Security Vessel 365 docking with Merchant Ship, “Augustus” after intercepting a distress signal. No contact can be made with the ship, so a lone officer is sent aboard to investigate.

The player takes control of Officer 82 just as he enters the mysterious ship. Through the use of Voiceover, we hear the main characters distressed take on what he sees, blood and lots of it. Bodies litter then inside of the ship and as the player is looking around, a growl can be heard and movement seen from further along the main hall. The player takes a few shots at this hostile creature and a short firefight ensues.

The player makes his way to the bow of the ship, encountering more hostile creatures and after hearing the broken sounds of battle from the Security Vessel, he witnesses the ship drift away and explode. The player now must figure out what is going on and how to get off the ship, before the creatures kill him.

Throughout the game, the main characters thoughts are displayed on screen to help the player progress.

CHARACTERS:

Officer 82 – The main protagonist of the game, and the only playable character. Very insightful and often thinks his problems out loud.

Krall Warriors – Unknown reptilian creatures that have seemingly killed the entire crew of the “Augustus” and continue to try to take the life of Officer 82

Levels:

The game will consist of multiple levels, the 1st 3 being held entirely on the ship, "Augustus". The final 7 levels will be played on the planet Aura itself.

Level 1- Discover a way to the 2nd level, obtaining clues and killing Krall along the way.

Level 2 - More clues, more enemies and maybe a live body to interrogate.

Cockpit- The first big boss will be fought here.

Menus/Screens:***Main Menu-***

How to Play/Controls

Play Game

How To Play-

...SEE Gameplay

Audio:

The sounds of space and of industrial-type interiors will be used to add to the suspense of the game.