



CROBOT WARS



| <i>Produced by</i> | <i>View style</i> | <i>Intended Formats</i> | <i>Possible Additional Formats</i> | <i>Genre</i> |
|---------------------------|--------------------------|--------------------------------|---|----------------------------------|
| Gazebo Productions | High Angle | XBLA | PSN, Steam & Iphone | Sci-fi Multi Directional shooter |

| <i>Producer / QA</i> | <i>Lead Artist / 3D Artist</i> | <i>Lead Programmer / Secondary Designer</i> | <i>Lead Designer / Secondary Artist</i> |
|-----------------------------|---------------------------------------|--|--|
| Jessica Wong | Sam Holguin | Neil Beggs | Eleanor Hewitt |

Executive Summary

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Introduction:

This game features a number of different genres ranging from the Science Fiction genre, Multi-directional shooter and run 'n' gun. This creates a fast paced shooter suitable for all ages. The game play consists of the player manoeuvring around the arena while placing mines, firing missiles at the opposing players as well as collecting power ups and regenerating health points. The main aim of the game is to collect as many points as possible by destroying the other players while trying to avoid getting killed. The game is reminiscent of many titles such as the arcade game "SmashTV" and also the popular television series "Robot Wars" and "The Gladiators".

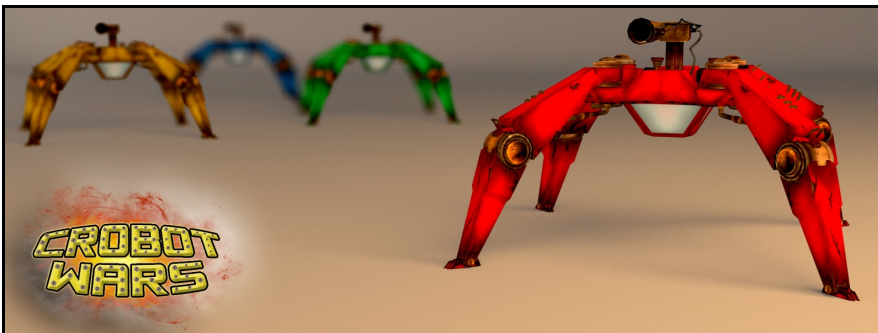
Setting:

The game takes place in the near future on a planet which views war games and blood sport as entertainment. Thousands flock to witness the infamous Crobot Wars tournament.

Style:

The visual style of the locations is a mixture of the fantasy and science fiction. While the main arena features a large amount of stone architecture incorporates assets into the structure thus resulting in a hybrid design of the two genres.

The colour scheme used in the prototype features a warm colour palette which offers a contrast to the metal used in the arena design. This also creates a strong unique look which is visually interesting and also memorable.



The Visual style of the Crobot battle tanks also incorporates the strong use of colour which is present in both the environment designs and the character designs. By using 4 contrasting colours each player would be able to easily distinguish their tank from the others. This is an important feature as it limits confusion even in the fast paced death matches.

Each tank sports scrapes and burn damage instantly illustrating the brutal nature of the Crobot Wars tournament.

The visual style of the character designs was developed so that the characters would fit into the science fiction genre without featuring a large amount of modern technology, which is in keeping with the setting of the game. Each character has a distinctive silhouette which makes each character easily distinguishable on the character select screen and H.U.D.

Genre:

The genre of the game is a sci-fi multi directional shooter which uses elements seen in run 'n' gun games for example "Crobot Wars" features a fixed high angle camera which is seen in "SmashTV" as well as using a similar movement style in regards to the gun turrets.

Crobot Wars also features fast paced arena based combat this creates a competitive sense between players seen in television programmes such as "The Gladiators" and "Robot Wars". This is an important factor in multiplayer games as it increases the longevity of the product as well as increasing the fun factor.



Key Selling Points:

- A range of multiplayer modes featuring both cooperative game play and competitive game play
- A strong and visual interesting art style which encompasses both the fantasy and science fiction genre
- A Fast paced pick up and play game play style




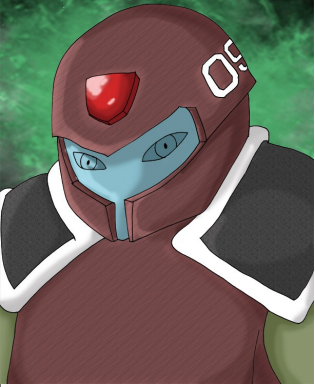
Target Market:

The main target group for this game is 9 to 20 years old though this game will be suitable for all ages. Since the game has a number of elements from multiple genres it will attract the attention of a wide selection of gamers. Since the game features the option of choosing playable character it will be accessible to everyone equally as there are male and female characters.

Plot:

Crobot Wars is a futuristic tournament where the most ruthless warriors take part to prove themselves as well as to earn a substantial cash prize. The tournament gained so much popularity that the event was picked up by the Astarte corporation's sports division thus enabling the entire tournament to be broadcast throughout the Katoron systems as well as increasing the overall cash prize. Crobot Wars is now the most watched event on the New Rodinia network.

The Playable Characters:

| | | | |
|---|---|---|--|
| <p>Vor Eranak Age: 8</p> <p>Vor Eranak is a tribal warrior from the forest planet Ensilore. Traditions states that true Ensilorian warriors must prove themselves in combat by entering the "Crobot Wars" tournament.</p> <p>Vor Hopes to honour his tribe and to complete his rite of passage into adulthood.</p> |  | <p>Cassandra Alellore Age: 22</p> <p>Cassandra Alellore is a member of the Coreesha Corporation's hyperspace unit on the earth colony from Mandalia. She is a junior level scout responsible for exploring the unsurveyed planets in the Alkonost system. By joining the "Crobot Wars" Tournament she wants to prove herself to her superiors.</p> |  |
|  | <p>Captain Jacob Bloodrayne Age: 59</p> <p>Jacob Bloodrayne is the captain of "The Devil's Cruelty" who was exiled from his native planet of Tranorsha after committing a series of notorious crimes. One in which resulted in a number of deaths.</p> <p>So Now he stalks the outer atmosphere of the Tranorshan sector, hijacking homeward bound terraformers to steal the planets much needed resources. He entered the "Crobot Wars" tournament to get rich and to spite the Tranorshan government</p> |  | <p>Lt. "Brutus" Enusdra Age: Classified</p> <p>Lt. "Brutus" Enusdra is a high level soldier in the Besaion tactical offence military force. Within recent years the Besaion populous have started an uprising against general Zavvar. Therefore all military personnel have been ordered to enter the "Crobot Wars" tournament to gain battle experience and funds for advanced weaponry.</p> |





Game Mechanics

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This is the desired control method which would be implemented in the full title. The controls have been mapped to an Xbox 360 controller as it is the game has been developed in XNA.



| Controls: | | |
|---|-----------------------------------|-------------------------------|
|  = Unused | LT= Secondary Gun Fire (Power up) | L Analog= Movement |
|  = Plant Mines (Power up) | LB= unused | R Analog= Rotate Gun Turret |
|  = Regenerate Health | RT= Fire Missile Turrets | Start Button= confirm choices |
|  =Unused | RB= Unused | D-Pad= Unused |

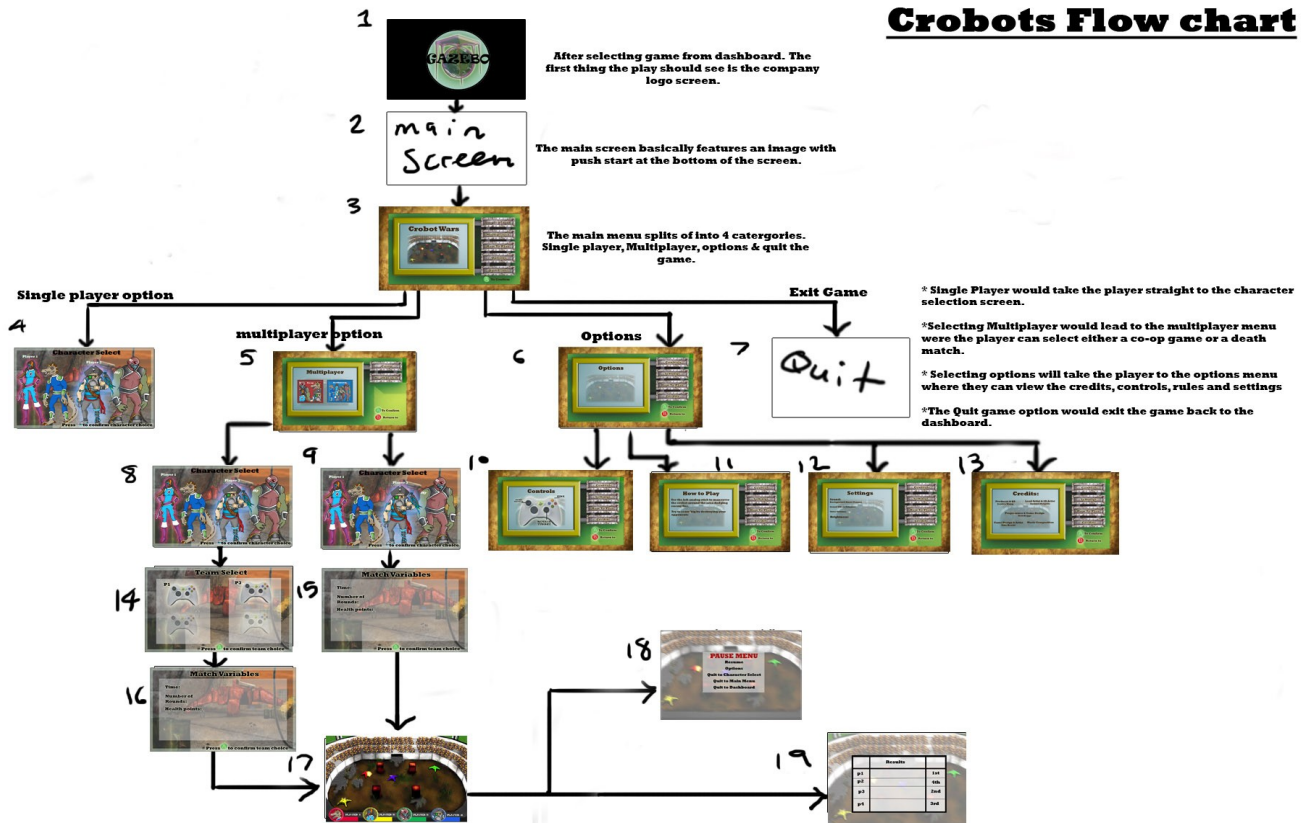


Game Structure

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Main Menu Flow Diagram:

This diagram shows every possible route the player could take from loading "Crobot Wars" from the Xbox 360 dashboard to quitting the game.



The Main Menu will feature 3 options (Single player, Multiplayer & Options). The options menu will feature a control scheme explanation, a how to play screen and a credits page featuring the staff involved in the project.



Start Screen:

The start screen is the first screen which the players are presented with. It features the 4 character head shots as well as the title.

This screen is deliberately basic as the players are not required to dwell on this screen.



Main Menu:

The player is presented with the 4 links.

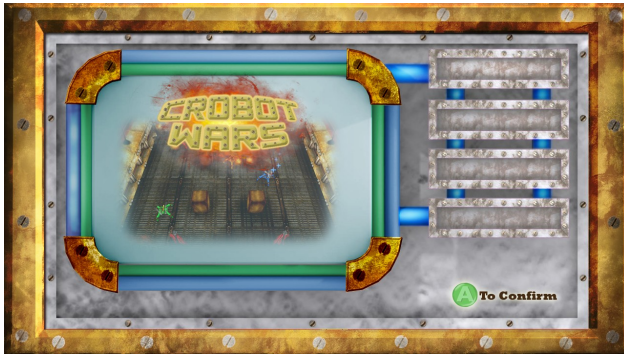
- **Single Player:** Which launches the story mode of the game.
- **Multiplayer:** Which links to the multiplayer menu screen
- **Options:** Which takes the player to the options menu
- **Quit:** Which takes the player back to the main menu.



Multiplayer Menu:

The player is presented with the 3 links.

- **Tournament Mode:**
- **Quick Match:** This loads a match where all 4 players must compete against each other to see who is best.
- **Co-op:** This loads a match where player 1 & 2 must compete against player 3 & 4 in a timed death match



Options:

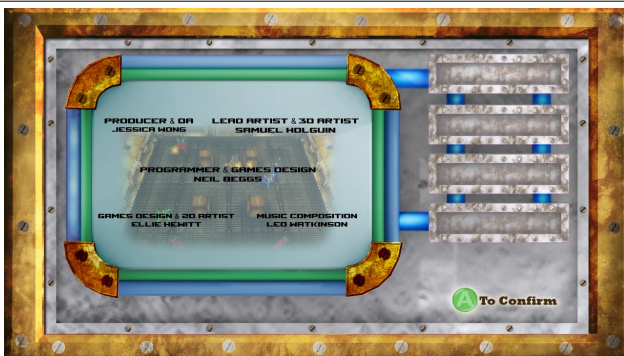
The player is presented with the 3 links.

- **How to Play:** This loads the screen which explains the range of power ups in the game.
- **Controls:** This loads the screen which explains the control schemes.
- **Credits:** This loads the screen which shows the people involved in the production of Crobot Wars.



Controls:

The controls screen features a diagram explaining all possible controls used in the Crobot Wars matches.



Credits:

The credits screen features the names of the people involved in the production of "Crobot Wars"

Producer & Quality Assurance: Jessica Wong
 Programmer & Game Designer: Neil Beggs
 Lead Artist & 3D Artist: Samuel Holguin
 Lead Designer & 2D Artist: Ellie Hewitt
 Music Composition: Leo Watkinson



How to Play:

The How to play screen features a diagram explaining all of the power ups seen throughout the Crobot Wars Matches as well as the controls required to use them.



Character Select:

This screen displays all available characters as well as the amount of players who will be taking part in the match.

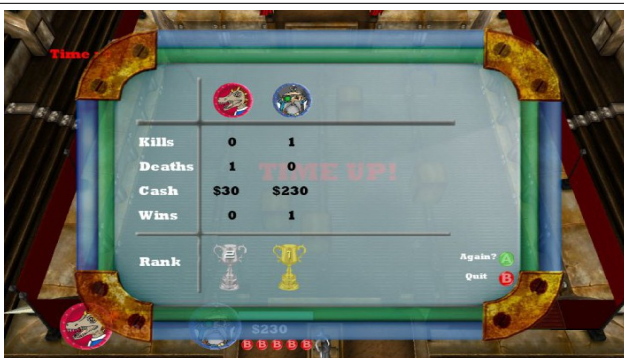
The character screen also displays the individual character stats for each tank.



In Game Screen (H.U.D):

The H.U.D is made up of 5 different elements these being the timer, the character icon, the characters respective health bar, score and the mines power up icon.

They have been placed to the bottom of the screen so that the game play is not affected



Results Screen:

The results screen compiles all of the scores gathered in the match as well as recording the number of wins, kills and deaths.

The players are then ranked on the results ranging from 1st to 4th.

Game Modes:

Single Player:

Story mode is the main mode in the game. It features 50 hours of single player gameplay, with additional routes and items in multiple areas for added replay value. Story mode follows the player in their quest to acquire the crystals of the enchanted pendant and defeat the evil hobs before they release the fearsome beasts which lie dormant in the crystals.

Multiplayer:



Quick Match:

Quick Match is a simple fast paced 4 player death match where each player must compete against each other to get the most points and kills while avoiding death.

The player gains bonus points for the amounts of kills and hits landed on other players, as well as gaining points for achieving first place.



Co-op Mode:

Co-op Mode is a match which feature players 1 & 2 battling against players 3 & 4. This mode requires more strategy and team work then the quick match mode as player 1 & 3 control the movement of the tank and players 2 & 4 control the gun turret and health regeneration.

While there are not as many missile being shoot the game play is still frantic as the players must work together to be successful in the match.

Game play

Collectable items:



These mines can be placed on the ground after the tank and will explode after a few seconds of being planted.



The double gun power up increases the amount of missiles fired by using both triggers.



The slow gun power up reduces the speed of the opposing players who is hit by its missiles.

Audio

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Audio:

Sound Effects:

The sound effects used throughout the game were sourced from a royalty free sound effect CD. The sounds will be used on the main menu screen as well as the matches.

Background Music:

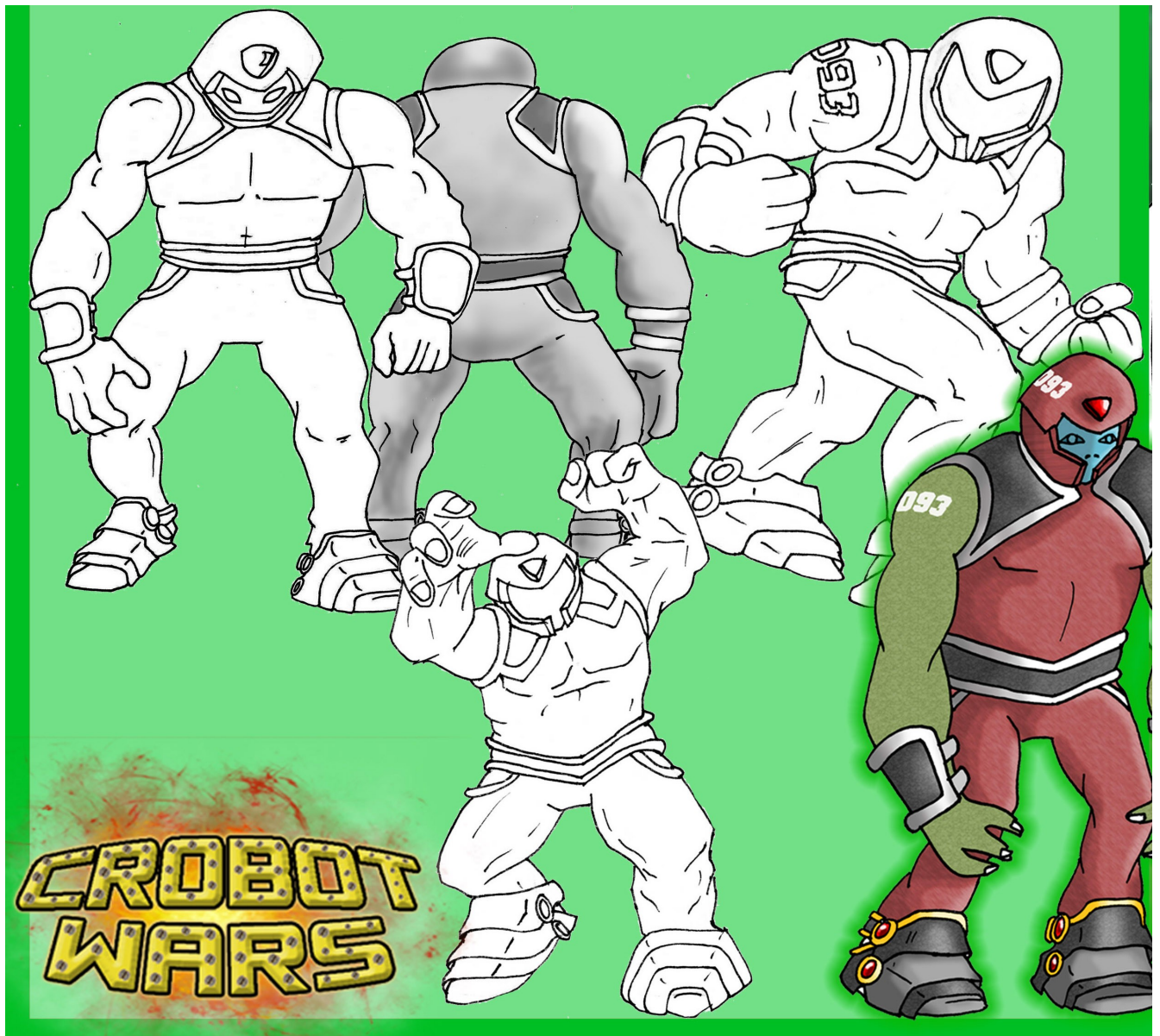
The background music used throughout the game will be partly inspired by the science fiction as well as classic rock undertones.



Concept Art











**CROBOT
WARS**



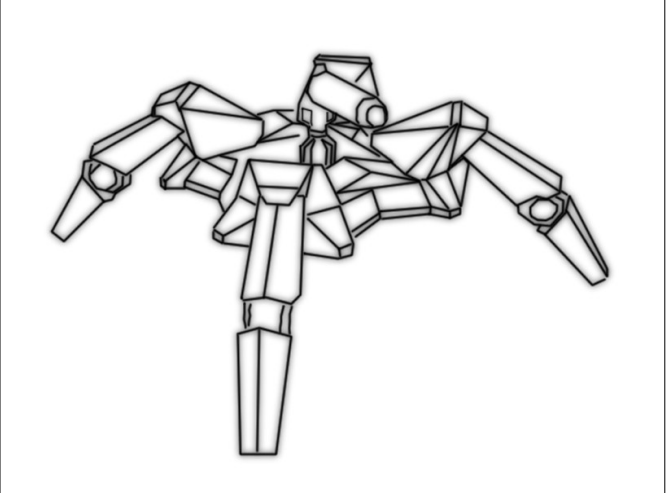
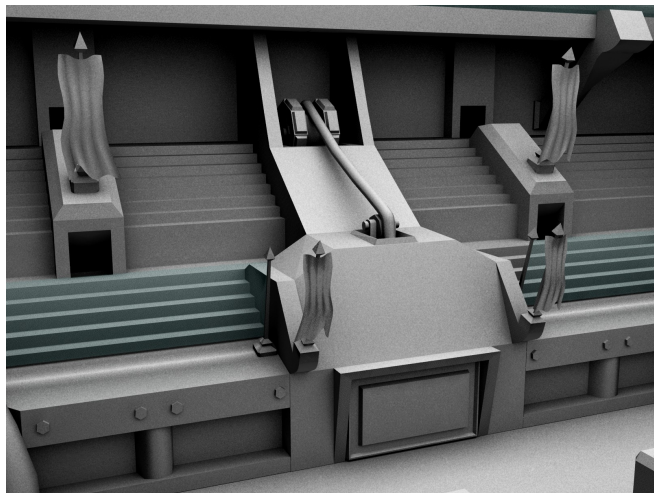
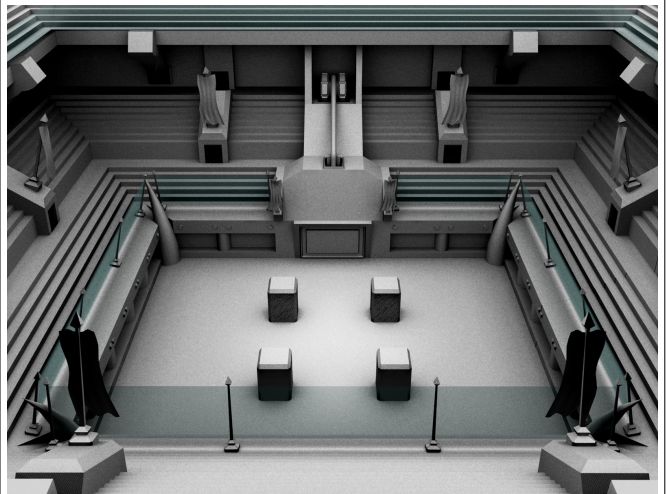
Crobot Wars

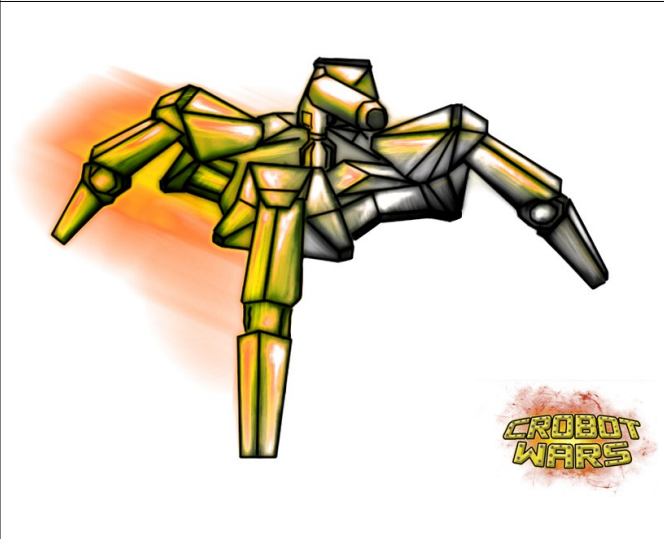
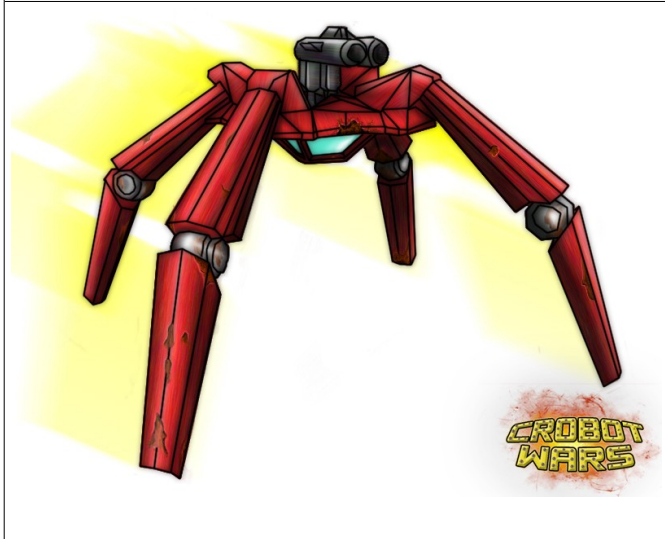
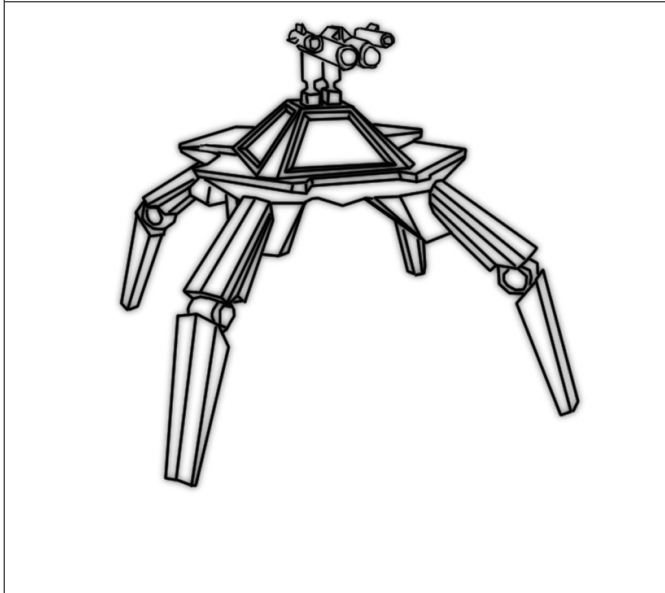
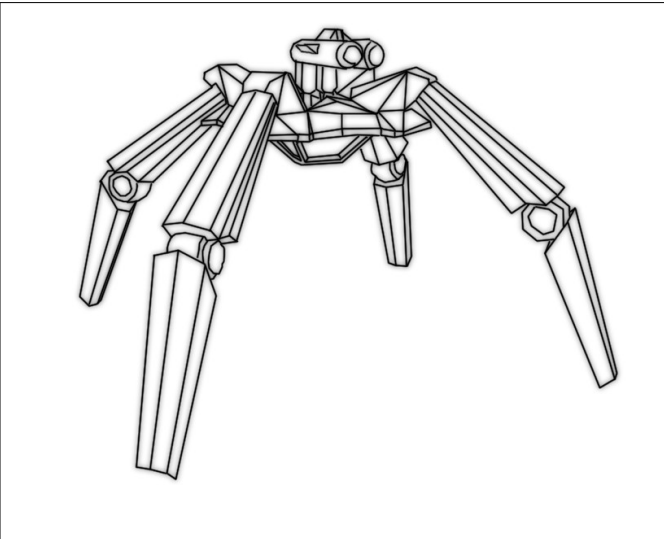
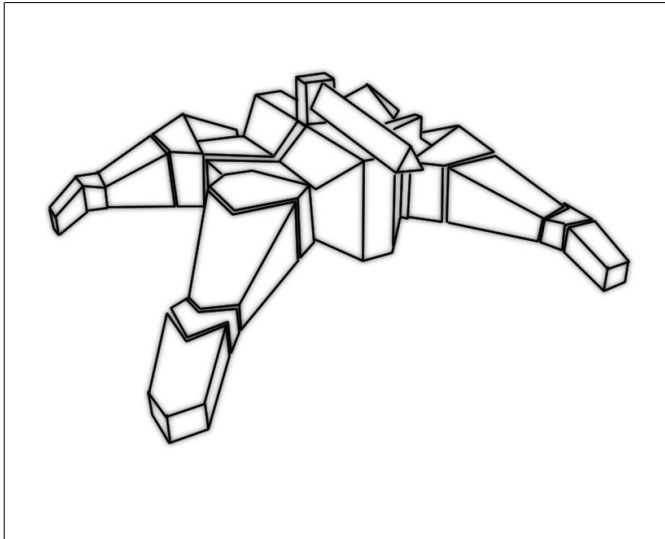
Initial Concept Art



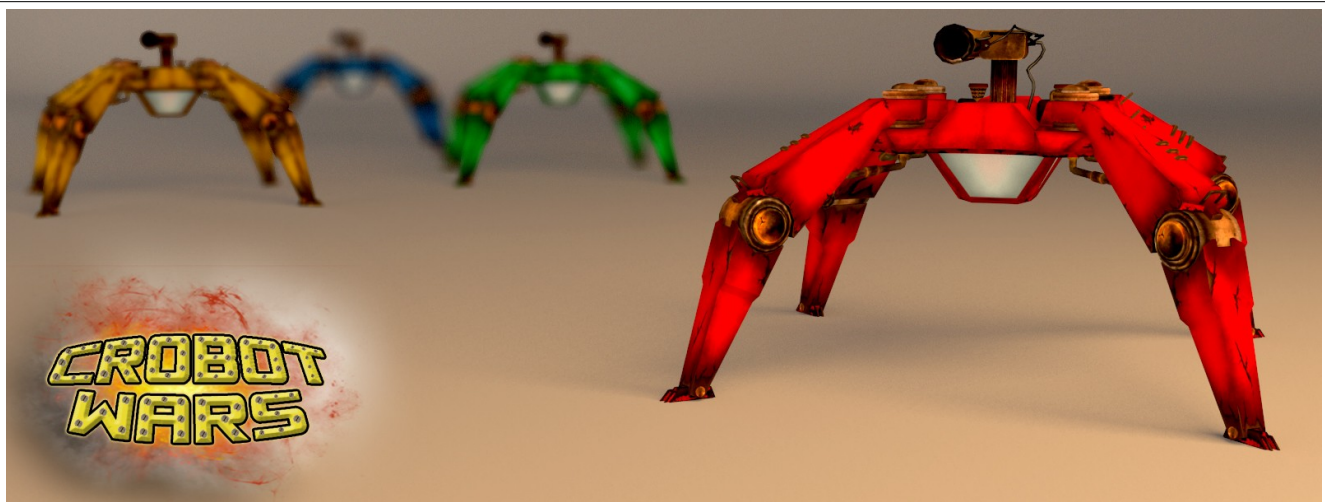
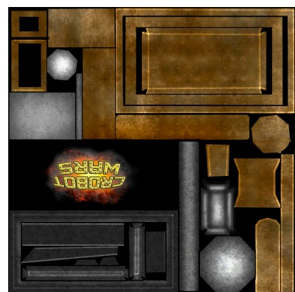
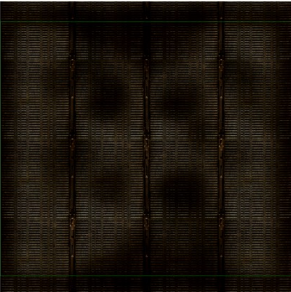
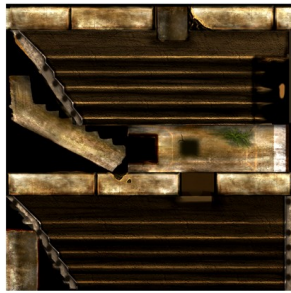
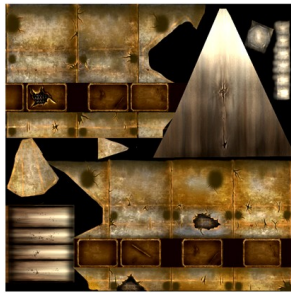
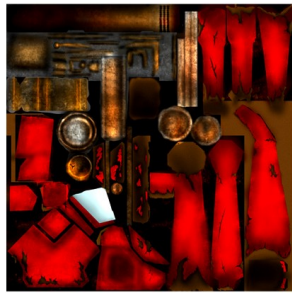
Crobot Wars

Initial Concept Art











**CROBOT
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