

# ***PROJECT VIRUS***

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## Game Overview

Project Virus is a fast-paced, third person, neon-soaked, character action game, where the player fights a series of bosses, with a focus on meaningful and satisfying combat. The player will be expected to actively attack the bosses, harassing them with light attacks, dodging through their attacks and finding openings to use their more powerful techniques. Impacts will be enhanced with glowing neon and techno/bass sound cues to deliver fast paced and action-packed combat scenarios.

The player controls a humanoid antivirus that has melee attacks, a dash, and the power of telekinesis - with unlockable upgrades. Using these abilities, the antivirus(player) must battle deadly computer viruses to protect its system.

The visual style will be an 80's neon aesthetic, similar in style to Tron, however using a geometric abstract environment to suit an action game. Also, more neon.

The player will be presented with six unique boss enemies, which they will be able to defeat in any order, gaining upgrades as they progress. These upgrades include:

- Stronger secondary melee attacks
- Double jumps
- Faster dashes
- Charged telekinesis.

And more.

While upgrades will obviously make it easier for the players to defeat subsequent bosses, all bosses will be defeat able in any order (See appendix K), in a similar vein to the classic Megaman games, where levels can be challenged in any order.

We feel this will increase the reward for players who improve at the game, making repeat playthroughs more satisfying. Alternatively, this will also incentivize players who like to optimize their playthroughs by fighting bosses after acquiring upgrades which those bosses are vulnerable to.

Our team will create the unique bosses and the arenas they inhabit. They will all share the neon colours and will look as if they are built from geometric shapes to stay consistent with the theme. However, they will move and act very differently to create cool combat scenarios for the players. The game will be built for PC, with an eye towards porting to console in the future.

# Game World

## Backstory:

The player is a humanoid form of Antivirus that was created to exterminate all threats to their system. The Antivirus is instructed what to do by its handler, the operating system.

## Objective:

The games objectives are given by the operating system; wipe out all the viruses that have infected the system. The system must endure, the system must remain pure.

## Characters:

- The Antivirus
  - This is the player character, the superpowered virus killing machine that will cleave their way through any kind of corruption in a hail of neon slashes.
  - The player character will be visually striking, taking from the likes of Tron and the colours of cyberpunk, they will also be mainly machine-like, looking to simple robot designs like from Rogue one and the Unreal Engine robot.  
(See Appendices F - H).
  
- The Viruses (Bosses).
  - R.A.T - The Festering Plague  
A gigantic rodent. It can spawn smaller rats to harass the player. It can also create damaging patches on the ground to limit the player's movement.
  - Stormwyrms - The Writhing Maw  
A huge burrowing worm. Too many teeth. Extra mouths. Will try to bite and slam the player.
  - Slammer - The Crushing Force  
Summons cubes to crush the player. Player must manipulate this to change the terrain to reach the boss.
  - Creeper - The First Deception  
Fast moving, can dash and teleport. Will darken the arena to limit vision. Relies on trickery. Fairly soft target, player only needs a few good hits to win.
  - DDoS - The Unending Swarm  
A horde of giant ants. Will attempt to overwhelm the player with their numbers.

- Root - The Immovable Manipulation  
A large, aggressive tree. Attacks with whiplike moves with its branches, spikes from the ground and launches its fruit like bombs. Player must destroy its roots and then its core to defeat it.
- Operating System (Player handler + Surprise final boss).
  - The player's handler that sets their objectives, overlord of the system. Turns out to be infected by trojan, imitating it and using the player as a tool.
  - Trojan - The Source of Corruption  
The final boss, the infected operating system that was using you as a tool. You must destroy it to cleanse the system, even if it means your deletion.

### Story Progression:

As the player progresses through the game, killing the six bosses presented to them they begin to get the feeling that all is not that it seems. Upon defeating the 6th 'final' boss the player has the revelation that the OS has been infected by a Trojan virus and now the player must go and defeat the real final boss to cleanse the system.

## Game Structure

The game will consist of a hub/playground level that the player will be able to move around in, test abilities and practise against dummy enemies. From this level they will also be able to select which boss they will go to fight by entering one of many doors.

This will lead them to an arena to fight the chosen boss. Each boss will have its own arena and they will be different in colour and layout to other arenas.

The final boss is unlocked by defeating all the other bosses. Only the final boss will be able to change the arena mid battle.

Please refer to the beat chart (see Appendix B) for more details of the fight.

### Initial Player kit:

#### Movement Abilities:

- Jump + 3 hit mid-air attack string.
- Dash (invincibility for part of it)

#### Offensive Abilities:

- Light Attack: combos infinitely.
- Heavy Strike
- Dash Attack: locked originally.
- Jump/Double Jump: double jump locked originally.
- Telekinesis: Charged telekinesis is unlockable through progress

### Player Upgrades:

Unlocked by defeating bosses:

- Double jump
- Heavy attack combo +
- Heavy attack combo ++
- Increased damage
- Charged Telekinesis
- Dash attack

## Boss Mechanic Breakdown

The themes of the boss battles are described above. All the boss fights will be unique and very different from each other mechanically. However, they will share one important aspect. They will all have two phases, an initial phase, followed by an extreme phase after their health bar is depleted.

The reason this is important is because it sets up an expectation which is subverted when the final boss turns out to have 3 phases.

This will give the final battle more weight and emphasis.

### Trojan - True Final Boss:

#### 1st phase (SURIVITNA):

- The core of the computer will become corrupted.
- The corrupted core will morph into a player.
- Uses a similar move set to the player, but with slight changes.

#### Abilities:

- Light attack will combo between 3 to 5 times.
- Heavy attack will strike once in a sweeping motion, this will have a long windup.
- Dash strike will be slower than the player.
- Unique Spin attack used occasionally when the boss is below 20% HP.

#### 2nd phase (Mother of All Bugs):

- The body will morph into a giant corrupted arachnoid virus. (See Appendix E).

#### Abilities:

- Bite.
- Slap.
- Will jump and slam onto the floor in the location the player is.
- The spider will use the holes spawned into the arena to move around.
- The spider will climb to the top of the spires around the arena and will shoot cobwebs to the player.

#### 3rd phase (Trojan):

- The boss will finally return to its original look.
- The boss will have 3 weak points usually, but this will change to just 1 during attacks with a long windup.

- When the player fully destroys a set of the boss' weak points it will make that a small piece of its body falls off which the player will be able to destroy and deal damage to the boss within a timeframe, if the player does not destroy this piece, he will lose the chance of doing extra damage to the boss.
- Multiple sets of weak points will spawn during the fight.

### **Abilities:**

- The Blob will do a big slam onto the floor and flatten temporarily.
- The boss will rapidly shoot small versions of itself.
- Arena wide side slash, during this attack the player will not be able to dodge through it, but he will be able to jump over it or use raised terrain to avoid it.
- The boss will morph temporarily into an Eagle and he will do a swoop attack.
- The boss will morph temporarily into a Disco Ball and it will shoot multiple lasers through the arena.

### **Arena Forms:**

#### **1st phase:**

- Clean arena with a flat floor.
- The inside of a cube.

#### **2nd phase:**

- Multiple holes will appear on the floor.
- Multiple spires will spawn, the spider will climb them and then throw projectiles.
- The player can also climb them to dodge or attack.
- After killing the 2nd phase of the boss, an item reward will spawn in the centre of the arena, when the player interacts with it this will start to morph into the 3rd phase of the boss.

#### **3rd phase:**

- All the holes will despawn.
- Multiple pillars will spawn with various heights.
- The boss can occasionally destroy some of them while attacking.
- To finish the 3rd phase of the boss, the player must interact with it when it is vulnerable. This will trigger a cutscene to deliver the final blow.
- The walls found around the arena will move more frantically after completing each boss phase.



# User Interface

## Non-Diegetic

- 2 Health bars (See Appendix I)

## Diegetic

- Dash and telekinesis Cooldowns on the player body (See Appendix I)

## Spatial UI

- Big AoE attacks (See Appendix W).
- Marker and button prompt for Boss Final blow. (See Appendix I)

# Art Style

Project Virus will have a retro, geometric art style and as such looks to games like Control (2019) and the very interesting art style that it crafted out of primarily very simple shapes. We will also be drawing inspiration from the likes of Tron (2010) for its emissive, neon stark lines and colour contrast. (See appendices A - D).

The tone will be intense and exciting, keeping the players on their feet.

# Competition

After some research, the games we found that might be going after the same markets we are working with are:

- Eldest Souls (2020)
- Immortals Fenyx Rising (2020)

“Eldest Souls” is the closest game we found to ours, this is a 2D boss rush game while ours is in 3D, the visual style and art are nowhere near ours, being one styled after knights and gods and the other one being more of a tech and a futuristic style. This game is made by Fallen Flag Studio and it will be launched in the end of 2020 for PC(Steam) and Nintendo Switch.

“Immortals Fenyx Rising” is more of a stretch regarding the game genre but it will be more similar in terms of the fighting mechanics, the focus of this game is more on the exploring side since it is an open world game and ours will just focus on the boss battles. Visually besides, it being in 3D just like ours, it will once again have a different theme because they have focused on gods and epic monsters. This game is made by Ubisoft Quebec, and it will be launched on December 3rd of 2020 for Playstation 5, Xbox Series X/S, Playstation 4, Xbox One, Nintendo Switch, Stadia and PC (Epic Games Store and Uplay).

In conclusion we saw that there will not be any direct competitor releasing a game like ours near our launch date.

## Appendices



Appendix A - Tron emissive neon (Tron: Legacy, 2010) (camilaimd, 2017)



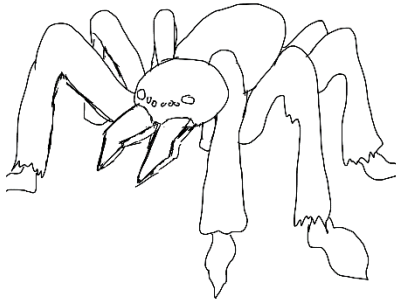
Appendix B - Control geometric environment (Control, 2019) (GameCrate, 2019)



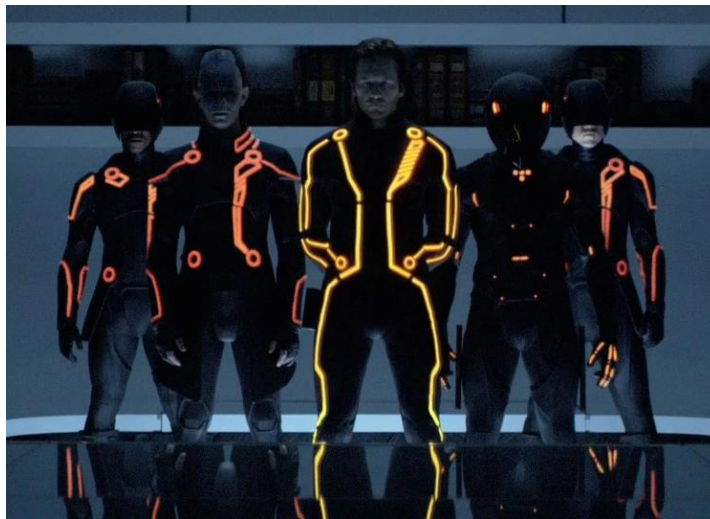
Appendix C - Control geometric environment (Control, 2019) (GameCrate, n.d.)



Appendix D - Party Killer geometric environment (Party Killer, 2020) (Brackeys, 2020)



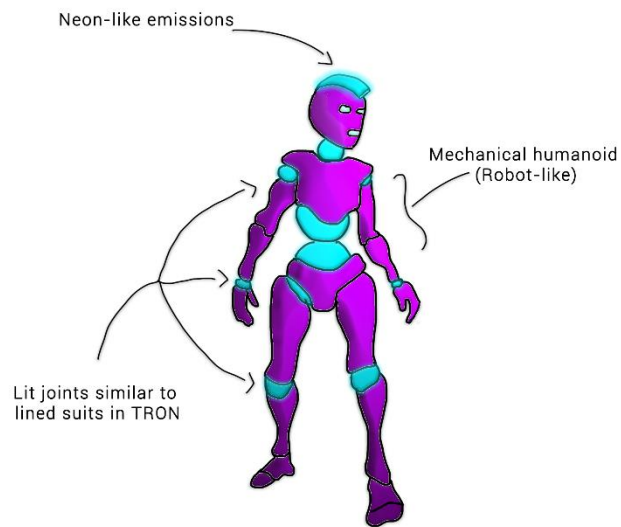
Appendix E - 'Mother of All Bugs' concept



Appendix F - Tron Character Inspiration (Tron: Legacy, 2010) (tom's guide, 2020)



Appendix G - Rogue One Robot Character Inspiration (Disney, 2016) (Rogue One: A Star Wars Story, 2016)



Appendix H - Character concept



### Appendix I - User Interface Wireframe

Level: Boss Phase 1 - SURVITNA	Level: Boss Phase 2 - MOTHER OF ALL BUGS	Level: Boss Phase 3 - TROJAN	Level: Final Cinematic
Goal: Defeat Stage 1 boss	Goal: Defeat Stage 2 boss	Goal: Defeat Stage 3 boss	Goal: Exterminate Boss
Location: "The Core" - A geometric, synthwave-esque square arena with purple moving walls.	Location: "The Core" - A geometric, synthwave-esque square arena with purple moving walls (Walls pump faster).	Location: "The Core" - A geometric, synthwave-esque square arena with moving purple walls (Walls pump even faster).	Location: "The Core" - A geometric, synthwave-esque square arena with static walls.
Progression: Progress to phase 2 - no change to player	Progression: Progress to phase 3 - no change to player	Progression: Progress to cinematic - no change to player	Progression: After completion, fade to black with celebratory sounds and music. Roll credits.
Events: Player introduced to the boss/ corrupted self. Player fights boss.	Events: Boss morphs into arachnoid. Player continues to fight boss.	Events: Boss morphs into an amorphous blob. Player continues to fight boss.	Events: Boss is bested, in front of the player. Player interacts with boss and performs a final blow (in cinematic view)
Est. play time: 5 minutes	Est. play time: 7 minutes	Est. play time: 10 minutes	Est. play time: 1/2 minutes
Enemies: Corrupted virus in the form of player	Enemies: A virus in the shape of a giant spider	Enemies: An amorphous blob/ floating virus	Enemies: Null
Mechanics: Throwable debris spawning	Mechanics: Arena changes shape (holes and spires), Throwable debris spawning	Mechanics: Arena changes (no holes or spires) Moving platforms, Breakable pillar (boss only), Throwable debris spawning	Mechanics: Moving platforms, Big telekinetic cube slam
Enemy Attacks: Light/Heavy Attacks, spin attack, Dash, Telekinesis (Same as the players attacks)	Enemy Attacks: Ranged web attack, Melee Fang Attack, Jump Attack, Underground burrowing.	Enemy Attacks: Body slam, Rapid ranged firing of smaller versions of itself, Whole arena wide slash (no iFrames for dodge), Swoop attack (morph to eagle), Multi-laser attack (morph to disco ball)	Enemy Attacks: Null
Abilities: Double Jump, Light/Heavy Attacks, Dash, Telekinesis	Abilities: Double Jump - Can jump onto spires, Light/Heavy Attacks, Dash, Telekinesis	Abilities: Double Jump Can jump onto moving platforms, Light/Heavy Attacks, Dash, Telekinesis	Abilities: Null
Colour Map: Purple(Walls and floor), Pink(Walls and floor)	Colour Map: Red overtone, Purple(Walls and floor), Pink(Walls and floor), Black(Hole In Floor), Yellow(Web)	Colour Map: Darker red overtone, Purple(Walls and floor), Pink(Walls and floor)	Colour Map: Purple(Walls and floor), Pink(Walls and floor), Teal (Large cube)
Hazards: Null	Hazards: Spider Web	Hazards: Breaking pillar	Hazards: Null
Music track: Techno Boss track 1	Music track: Techno Boss track 2	Music track: Techno Boss track 3	Music track: Epic Finale 1

### Appendix J - Beat Chart



Appendix K - Megaman 9 Level Select (TheLegendofRenegade, 2013)

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