



Element War

Design Document

You won't survive... without elements.

Version 8.0



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Document Overview

Overview

This is the design document for *Element war*. This document is broken into major sections, each describing a particular aspect of the game. The appendices offer supporting information for the development of the game.

Revision History

This is a brief description of this document. A list of the major changes is provided following each revision number. Furthermore, a list of any outstanding topics or any topic that needs further details is provided.

Revision	Date	Change Description
1.0	Nov 19	<ul style="list-style-type: none">• Document creation• Addition of High concept
2.0	Nov 20	<ul style="list-style-type: none">• Addition of camera• Addition of controls
3.0	Nov 21	<ul style="list-style-type: none">• Addition of Game Mechanics• Addition of Game Modes• Addition of Game World
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6.0	Nov 29	<ul style="list-style-type: none">• Updated Game Mechanics• Addition of competitive analysis• Updated Game world
7.0	Dec 12	<ul style="list-style-type: none">• Addition peers feedback
8.0	Dec 15	<ul style="list-style-type: none">• Addition peers feedback• Addition of Game characters details

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Game Concept

Overview

A 2D side scrolling game in which the player absorbs different kinds of elements from the terrain that they are standing on. This way, players can switch their bullet's material and achieve the level goals.

High Concept

A 2D side scrolling platform game that contains various puzzles and weapon based combat in which players are going to play as Peter, a soldier who wants to find a special Jewel that gives the humans super powers. The only gun that Peter is going to use is a close range gun called "the Element Weapon". The special feature for this weapon is that it can absorb the element of the terrain the player is standing on, and by doing this, the player can trap enemies in "cubes of elements" and create new platforms in the level to jump from one place to another. He can also use the "cubes of elements" to fill holes or create cover.

Philosophy

The goal of the game is to generate a new gameplay experience by creating a mix between three different camera systems. Players play in a 2d side scroller game, but they can also play in third person mode when they reach special events of the game. Also, the player's weapon can switch their bullets by standing over a different terrain, and absorbing the element at the location that the character is standing on. The player will constantly be given new puzzles to complete or enemies to defeat.

You won't survive... without the elements.

The core mechanics of the game is the "absorbing mechanic". This gives the ability to the player to absorb the elements from the environment and using the element previously absorbed get new kind of bullets for the element weapons. Players are not going to be able to go through the levels without using the elements; players need the elements in order to kill enemies, jump long distances, and most importantly survive.

Common Questions

Why Create this Game?

There are several 2d side scrollers, however there is no game which makes a mix between a 2d side scroller and a third person camera. The intention of Element War is to create an immersive and unique mix between the two camera styles, camera views and environment creating new experiences for the player.

The goals set forth in creating this game include, but are not limited to the following:

- Create a game that presents a mix between both camera systems (2D side scrolling and third person view) showing that they can both work together, creating new elements for the gameplay (the third person camera view will be activated just in special events of the game)
- Create a game that targets players who enjoy 2D side scrollers. It also appeals to users who enjoy the third person camera view.
- Create different environments that keep the user immersed into the whole gameplay.
- Adding combat-puzzles that challenge players not only with analytical thinking, but also with shooting skills.

What is the Target Hardware?

The game will be targeted towards PSN and XBLA.

Where Does the Game Take Place?

The look of the game/environment will be based on the South American jungles (more specifically, will be recreated in underground temples). Each level will represent two different elements (air, fire, earth, water, time and space, shadow or light)

What Do I Control?

Players will control "Peter", a soldier which uses a gun that can absorb the element of the terrain he stands on. He is one of the soldiers that was sent to the underground temples to find a secret Ruby protected by mystic creatures.

What is the Main Focus?

During the entire game, players are going to be facing different kinds of enemies. Upon defeating the enemies and completing the level goals players will unlock new levels.

At the end of each level players must defeat “A Creature Boss”; afterwards, players will unlock new levels and new items that will help them to go through the levels.

On a lower level, players must complete levels by solving combat-puzzles and defeating the enemies.

(More details about the bosses in the boss lit section)

(More details about the level progression in the level room section)

Feature Set

This section describes the features that make up the overall gameplay experience of “*Element War*”.

Major Features

Element Weapon Modes

Mode 1:

The first feature of the Element Weapon is that it works with the rock paper and scissor mechanic against enemies.

For example, the player can attack with any kind of bullets at all times, however if the enemy the player is facing is a “water element enemy”, the best element he can use against him is *wind*, rather than fire. (The fire bullets will dissolve before affecting the enemy and the wind bullet will destroy and disperse the water molecules). (This key feature is described in depth under the Gameplay Section).

Mode 2:

The second feature of the gun is a laser beam that traps enemies in cubes of elements (the element will depend on the kind of bullet the player is using). This laser beam will only trap enemies that are alive and is also “element based” as every element will create different kind of “cube of elements”. It will help the player to solve puzzles, create new elements for taking cover and create paths to go through the levels. (This key feature is described in depth under the Gameplay Section)

Explore levels in a 2D side scrolling game

As the player goes through the levels, the game will have different stages. Even though the game is a 2D side scroller, players are going to be able to decide multiple paths across the levels, and they also can see new paths using a mini -map of the entire area.

(More details of the doors and level layout in the level rooms section)

Combat Puzzles

A key aspect of the puzzles is that besides challenging the player by solving navigational and critical thinking. Using the mode 2 of the element weapon the player has the ability to change the properties of their bullets and trap enemies in “cubes of elements”. These cubes will allow the player to solve puzzles that requires defeating enemies in a dynamic way using combat and analytical skills at the same time.

(Puzzles are explained in depth in the puzzle section)

Elements to absorb

Even though the game is based in the 4 elements (earth, fire, water and wind) the player is going to be able to interact with 4 more elements. (Time and space, energy, light and shadows)

Minor Features

Camera Angles

Even though the entire game uses a side camera view, the game intends to use 3D environment so the player can feel the space getting bigger. The game also proposes to implement third person camera views each time the player is in “**Rage Mode**”.

For example, when the player is in combat and he or she decides not to shoot the enemies and instead attack the enemies by using melee attacks, the character will create combo attacks to defeat enemies. The player is going to see the attacks being done while the camera zooms into the player and in a third person camera view will rotate 360° which creates a “mini-wow” moment for the player.

Another example would be when the players take cover. If the game is a 2D side scroller and the players take cover, they are going to be able to shoot in one direction “with blind shooting”. However if they are in “Rage Mode” when the player takes cover the camera will zoom into the character and will change to a third person camera view allowing the player to shoot enemies approaching from different places.

Rage mode

Players can fill a bar in the HUD and activate the “Rage Mode” that allows the player to use special camera views and shoot twice faster the standard velocity.

Special combat combos: If the players are near the enemies then the player can use their combat skills to create combo attacks. During the process of using melee attacks the player can mix fist fighting with shooting.

Game Characters

Overview

When the game is played for the first time the users are going to be able to pick just one playable character, however when the game progresses they will be able to unlock two more playable characters. There is going to be one major NPC and additionally there are going to be minor NPC's around the levels that will give the players tips to help him go through the levels.

Playable Character(s)

Overview

Even though the first time the game is played the user is going to have just one playable character, the story of the game will introduce various soldiers who are un-lockable once the players complete certain achievements or beat the game.

Main Character

The first playable character (and main protagonist for the story) is Peter, a soldier that is equipped with a powerful weapon that absorbs the element of the terrain the character is on.

Peter was in the USA army and because of that his is kind of a cold person, his interaction with the rest of the characters is always devoid of felling; however at the moment of engage a battle his actions become really, he also looks like if he really enjoys the guns and the fights.

He is usually wearing a mask; he doesn't like a scar that he has in his face. He is a rude guy and he is always afraid of showing all the scars that past battles left him in his body.

The special ability of Peter is that when he is in "rage mode" he can shoot and move twice his normal speed.

Rage mode is explained more into depth in the gameplay section.

Figure 1: Peter (Main Character Concept)

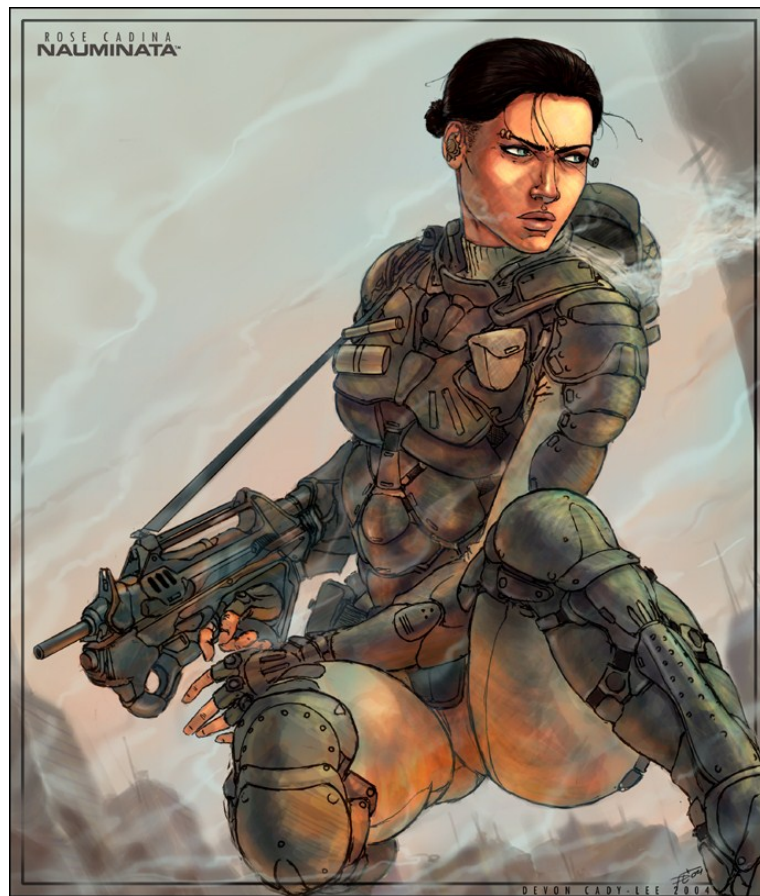


Main Character (Unlock after beating the game the first time)

This character will be able after beating the game for the first time. Players will see the same story and they will face the same enemies, however with a different point of view (in the story).

Graciela is one of the teammates of Peter. Graciela uses a smaller “element gun” that inflicts less damage than Peter’s; however she carries a combat knife that inflicts high damage when she attacks enemies that are near. Graciela is headhunter and her motivation to be in this mission is getting paid for her services. (Details of how to unlock players in the single player progression section)

Figure 2: Graciela (unlockable Character)



Main Character (Unlock after beating the game the second time)

This character will be available after beating the game for second time. Players will see the same story and they will face the same enemies, however with a different point of view (in the story).

Lucas is also one of the teammates of Peter, this is a really big guy that has the bigger “element weapon”. The damage that this weapon inflicts is higher than Peter’s but its shooting speed is slower. Part of the special abilities of Lucas is that his combos are exceptionally aggressive and he carries an extra gun. This is a handgun (pistol) that he uses to finish the enemies after a punching combo. In rage mode he can also jump higher and he uses his two guns at the same time.

The motivation for Lucas is to demonstrate that he is one of the best soldiers in the world, he want to show off his abilities and destroy everything he can find to make his enemies feel afraid of his abilities.

Figure 3: Lucas (unlockable Character)

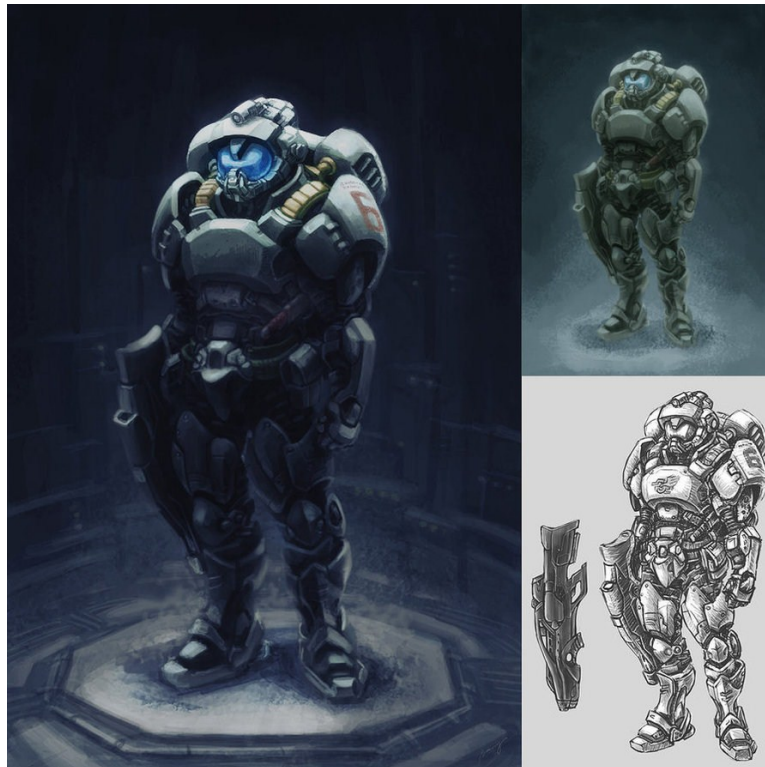


Table 1: Characters characteristics

Characters	Secondary Weapon	Secondary Weapon damage	Character Speed	Character combo speed
PETER	--	Standard Element weapon: 10%	Standard speed (Advance two game units in 1sec) Reload weapon: 0.7 seconds	Standard combo speed
GRACIELA	Virus Weapon (Small size)	8%	Standard speed (+0.5%) Reload weapon: 0.6seconds	Standard combo speed +2%
	Knife	5%		
LUCAS	Virus Weapon (twice of the size)	12%	Standard speed (-0.3%) Reload weapon: 0.9 seconds	Standard combo speed -2%
	Pistol	10%		

Table 2: Combo speed for the characters

Ability	Description	Total damage
*Low punch	One punch =0.8 seconds	10
*High Punch	One punch =0.9 seconds	15
*Complete combo #1	Two Low punches and two high punches =3,4 seconds (if use rage +1,5 seconds)	50
*Complete combo #2	Three low punches and two high punches =4,7 seconds (this combo automatically will add a flying kick) (if use rage+ 2 seconds)	70
*Complete combo #3	Four Low punches and two high punches =5 seconds (this combo automatically will add two flying kicks) (if use rage + 2 seconds)	90
*Complete combo #4	Any combo + shooting the enemies This combo can only be use with rage Total time= 3 seconds	100

*For Graciela the time of the combos will decrease in .5 seconds and the damage will also decrease in 5points.

*For Lucas the time of the combos will increase in .5 seconds and the damage will also increase in 5 points.

Enemy Character(s)

Overview

Each level of the game will introduce different kinds of enemies. Most of them have human form and they are also made of elements. The enemies that the players are going to face can be broken up into three different groups.

Element Creature

The element Creatures are generic enemies that are going to appear during the entire game, however their behavior and AI level will increase depending of the levels the players are. Their appearance will also change as they can be made from any kind of element. Their starting health will be 100, but as the game progress their health will also increase by 10 points for each stage. Their form will also vary depending of the element they are made.

There are 4 different “element creatures” each one represents one different element. (Water, wind, earth and fire)

Figure 4: Element Creature Concept

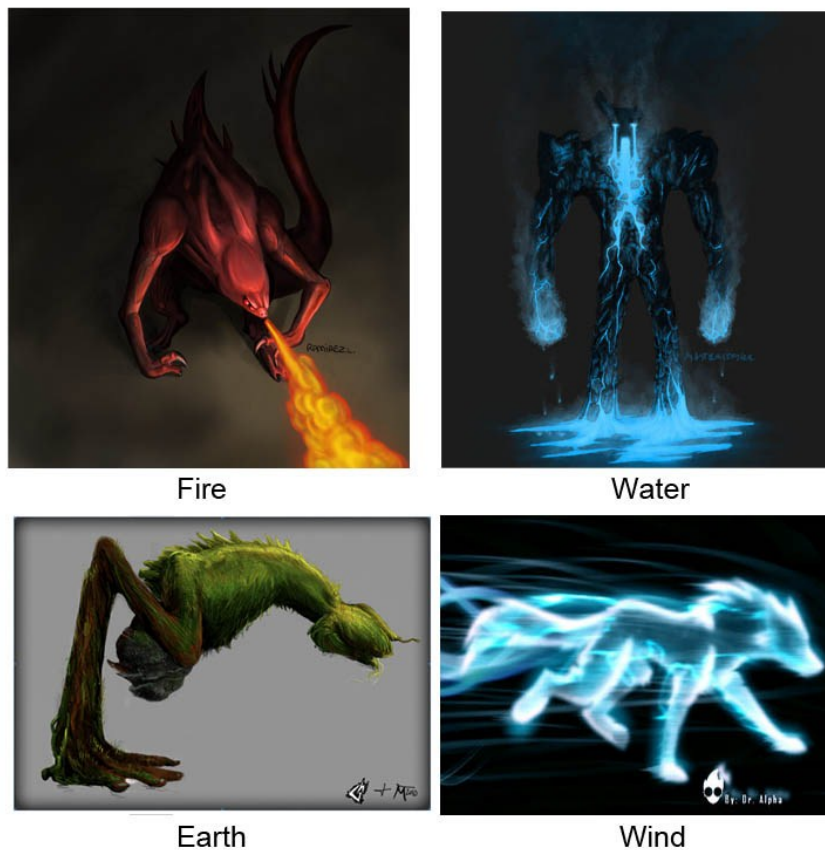


Table 3: Element Creature

Creature	Movement and attacks	Speed	Level of introduction	Special ability
Fire	This creature will move 1.5 units each second.	-Movement animation: 1 second -Attack melee animation: 0.7 seconds -Attack long distance animation: 0.5 seconds	Will be introduce in stage 4	Burning walls. -Creates walls of fire that block the player to advance. -Affects the player damage in 5 points if touch.
Water	This creature will move 2 units each second.	-Movement animation: 1 second -Attack melee animation: 0.6 seconds -Attack long distance animation: 0.4 seconds	Will be introduce in the stage	Super Jump Can jump 5 units high
Wind	This creature will move 3 units each second.	-Movement animation: 1 second -Attack animation: 0.5 seconds -Attack long distance animation: 0.4 seconds	Will be introduce in the stage	Super speed -Every 10 seconds can activate super speed -Speed :10 units per second
Earth	This creature will move 1 unit each second.	-Movement animation: 1 second -Attack animation: 0.9 seconds -Attack long distance animation: 0.6 seconds	Will be introduce in the stage	Super armor - (A shield that the player can not destroy) -Durability 5 seconds and it can be activate it every 15 seconds.

Orcus Creature

These enemies are bigger, faster and they do more damage to the player .They are going to be located mostly at the end of the levels. They can also appear leading a team of “element creatures”. These enemies have 150 of starting health and they will also increase their health, speed and attack damage as the stages progress.

Figure 5: Orcus Creature Concept



Table 4: Health progression

Enemy	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
Element Creature	100	110	120	130	140
Orcus Creature	150	160	170	180	190

Table 5: Speed progression

Enemy	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
Element Creature	100	110	120	130	140
Orcus Creature	150	160	170	180	190

Table 6: Attack progression

Enemy	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
Element Creature	10	15	20	25	30
Orcus Creature	15	30	45	60	75

Element Boss

At the end of each level, Peter will have to fight a “final boss”. All of these final bosses are going to have different skills depending of the levels that they are. Bosses will vary in how they are going to be defeated. Some of them might require more combat rather than puzzle/combat or environmental interaction.

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Figure 6: Element Boss Concept

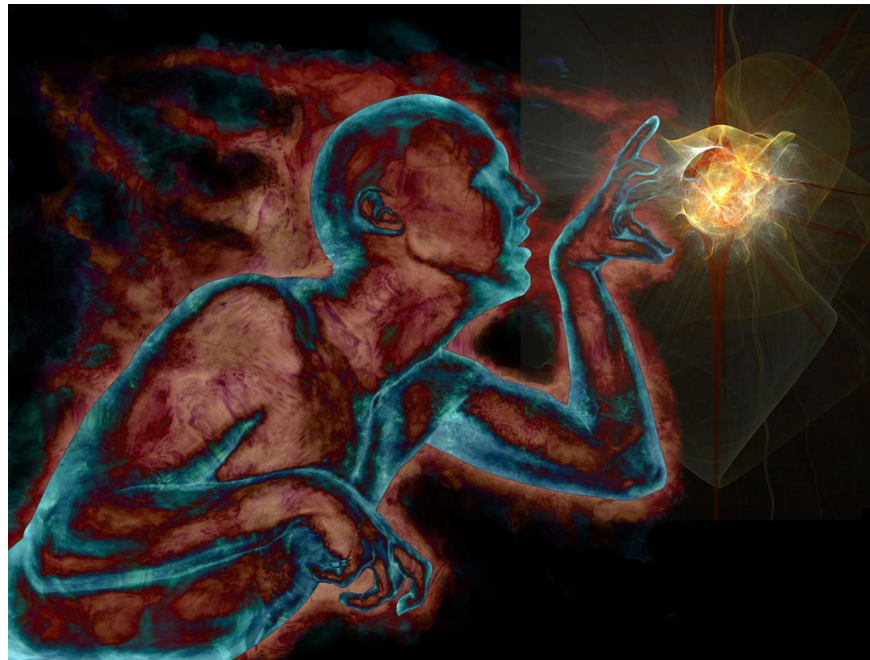


Table 7: Bosses List

Element Boss	Description
Time-Creature(level1)	<p>Shots energy shockwaves at the player. Defeated by destroying the roof of the arena making him slow and shooting at his heart.(if players destroy the roof and the parts of the roof hit the enemy he will take damage)</p> <p>The special ability of this boss is to create a slow motion ambient for 4.0 seconds.</p> <p>Speed :5 units per second - Health 1000</p>
Shadow-Creature (Level 03)	<p>Shots energy light at the player making him blind for 3 seconds, disappearing in the environment and shooting energy balls to the player. To defeat this enemy, players must kill element creatures that are in the bottom of the level and use them as platforms to the top of the arena, destroying the roof to illuminate the area. That way the players are going to be able to see the enemy and make direct attacks to the boss.</p> <p>This boss has the special ability to create shadow copies of him to trick the player of his location. (copy lifespan : 10 seconds)</p> <p>Speed :3 units per second - Health 1100</p>
Water-Creature (Level 05)	<p>This boss uses waterfalls to attack the player. He/she must jump between platforms to attack him and try to freeze him with the element weapon.</p> <p>His special ability is to use the environment waterfalls to attack the player with bursts of water.</p> <p>Speed :3 units per second - Health 1200</p>
Lava-Creature (Level 07)	<p>This enemy can stay on the lava and surprise the player jumping from under the lava. To defeat this boss the player must use pure shooting skills.</p> <p>Speed :3 units per second - Health 1300</p>
Ice Creature (Level 09)	<p>Players must platform to various ice stalactites, and attack them to release them on the creature. They must then fight the enemy head to head.</p> <p>Speed :3 units per second - Health 1400</p>

Table 8: Time Creature boss

Health	Speed and movement	Attack speed	How often does he do it?
Initial health : 1000	Walking animation 1 unit : 0.7Secs	Base attack (melee attack 0.7seconds	Every 5 seconds (if the player is near the enemy it will attack with an interval of 0.5 seconds)
After destroying the first part of the roof : Health 850	Running animation 3 units 1.5Secs	Secondary attack: (shoots energy balls) 1 second	Every 15 seconds
After destroying the first part of the roof : Health 750	Jumping animation 5 units high 0.8Secs	Special attack: (shoots energy shockwaves) 1.2Secs	Every time the player is more than 15 units from the enemy.
After destroying the first part of the roof : Health 650	Speed while slow motion ambient activated: 2 units per 1 second.	Super special skill: (create slow motion ambient) 0.9Secs	Every 30 Seconds

Figure 7: Time Creature boss concept

Non-Playable Character(s)

Overview

The non playable characters will appear only for the story of the player. His teammates will appear from time to time in the levels to talk about the mission and the clues to achieve their goal. The interaction will be just for the story and cinematic. There will also be NPC's that the player must rescue while going through the levels.

Hostages

Players are going to find NPC's hostages across the levels. These hostages were people that tried to find the secret jewel in the South American jungles but they didn't make it, now they are trapped around the levels. Rescuing hostages is really important for Peter as he must go through the levels collecting clues to solve puzzles. Also, some of the hostages will reward the player by giving him ammo, medic packs or items.

There are different kind of hostages, however to rescue them, after the players find them they will be able to carry them in their backs. Every time the player get 3 shoot from the enemies the hostage will fall down from his back and will try to go back to the initial position where he was found.

(The details of the story are explained under the Story breakdown section.)

Figure 8: Example how the player will carry the hostages



Figure 9: Hostages Concept



Table 9: Kind of Hostages and rewards

Hostage	How to rescue?	If not rescued	If rescued (Reward)
Please get me out of here!	-First find him in the map -Player must escort him to the end of the level.(players will carry the hostages in their back)	-Player will not get the mini map of the stage	-Mini map of the stage -Cinematic talking with some of their teammates carrying out the hostages from the levels.
I want to stay but I can help you	-First find him in the map	--	-Mini map of the stage -Medic pack --Cinematic talking with some of their teammates carrying out the hostages from the levels. -Get clues to solve puzzles.
I am dying, kill me!	-First find him in the level. -In this point it will be a cinematic in which the player can decide rather to kill him or convince him to live and leave the place with him.	If killed: he will be thankful and will give the player some ammo. (+50 ammo)	-If not killed: Will give the player ammo. (+100 ammo) -Cinematic talking with some of their teammates carrying out the hostages from the levels.
I am crazy , do not care about anything	Try to follow this hostage as he will be running around the levels.	-Will not get medic packs	-Small medic pack +20 Health
Who are you? I will kill you!	This hostage will find the player. This hostage has a really aggressive attitude, however it can be rescued.	-Do not get the clues for solving puzzles.	-Get clues to solve puzzles

Teammates

Even though they are a large group of soldiers, the main characters stand out from the others. Those characters are *Graciela* and *Lucas*. Which are the ones un-lockable at the end of the game. Players will find some of their teammates in the levels and they will give the player some ammo.

Figure 10: Teammates Concept



Table 10: Teammates List

Element Boss	Stage introduced	Specific role	Reward for the player
Teammate 1	Stage 1	This teammate will introduce the enemies , showing the player	-50 ammo
Teammate 2	Stage 2	This team mate will be dying after a battle he had	-Ring of light.
Teammate 3	Stage 3	This team mate will be alone running from 10 enemies. (the player must kill the enemies in order to talk with the teammate) Speed: 1 unit per second	-100 ammo -Medic pack Health +50
Teammate 4	Stage 4	This will be a dead body	-Ring of Fire
Teammate 5	Stage 5	This character will be trapped under rocks, players must shoot them and rescue the soldier(after rescued a cinematic will show how he is killed with a element creature)	-Ring of Water

Camera

Overview

Even though the complete game is going to have a 2D side scrolling camera, there are going to be puzzles in which the camera is going to change, from 2D side to an isometric third person view. Also In some events, the camera will change from default 2D side view to match the gameplay (rage mode: third person camera view).

Main 2D camera view

This is the main camera system of the game. The camera will follow automatically the player showing him and part of the environments.


Table 11: Main 2D camera view

Camera Example	Description
	<p>Main Camera</p> <p>Main camera view (The main game camera is 2D, but the world is 3D)</p>

Puzzle camera view (third person/Isometric view)

At certain points throughout the game, the player will have to solve puzzles. In that moment the camera will change into a 3D person/view, giving the player new ways to explore the rooms and solve the puzzles. (In this scenario the camera also is going to follow the player automatically)

Table 12: Puzzle camera view (third person /Isometric view)

Camera Example	Description
	<p>Puzzle Camera</p> <p>This camera helps the players to have a better understanding of the environment they are in. Changing the game from side-scroller to isometric, allowing player to move in 3d.</p>

Take cover view

The gameplay adds a “rage bar” which allows the player to take cover and activate a third person camera view. This allows the player to make “blind shots” and at the same time kill enemies that are trying to attack him from different positions of the map.

Table 13: Take cover view

Camera Example	Description
	<p>Take cover view</p> <p>The camera will be 7 units behind the player.</p>

Controls

Overview

As the game is going to be for XBOX 360 and PS3 the game buttons are going to be mapped in a similar way. Even though the camera view is going to change the controls map will maintain the same functions during the entire game.

Control Scheme for XBOX 360

Default control scheme for the Xbox 360.



Figure 11: Control Scheme for Xbox 360

Control Scheme for PS3

As both of the controllers are ergonomically similar both of them are mapped with the same settings.



Figure 12: Default control scheme for the PS3

Gameplay Details

Overview

This section describes the gameplay and mechanics found in *Element war*, and contains topics describing the mechanics, how they are used, and their implementation into the game.

Element Weapon

The element weapon allows the player to absorb the element of the terrain in the area. It changes the player's bullets depending on what element it absorbed. Additionally, it can also give the player new physical skills.

Element Weapon shooting mode (mode1)

Element Weapon Mode 1

The Element Weapon works like 'rock paper and scissors' against enemies.

For example, if the player is facing a "water element enemy" his best element attack would be wind rather than fire bullets. (The fire bullets will dissolve before affecting the enemy and the wind bullet will destroy and disperse the water molecules).

The following table shows the balance between the elements for the damage they represent for each element.

Table 14: Balance between elements

Element /Enemy	Fire	Earth	Wind	Water
Fire	x	o	x	x
Earth	x	x	o	x
Wind	x	x	x	o
Water	o	x	x	x

*The element at the left side will beat the element with the "o" located at the top of the table.

X: standard damage: 10

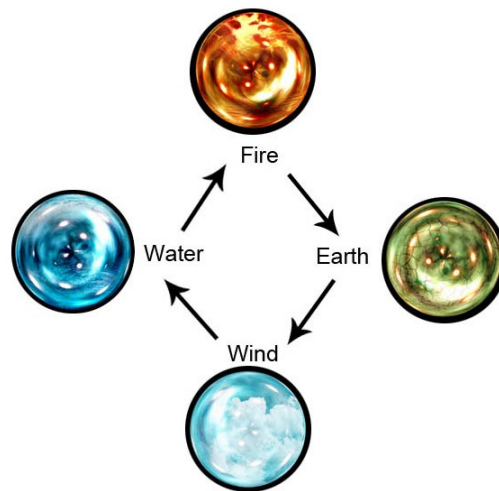


Figure 13: Element balance

Table 15: Different kind of damage for bullets

Element	Description	Damage
Water	The bullets are going to change to a liquid composition.	+10 Against Air enemies
Earth	The bullets are going to change to a solid composition	+10 Against Wind enemies
Wind	The bullets are going to change to a smoke composition.	+10 Against water enemies
Fire	The bullets are going to change to a Fireball composition	+10 Against earth enemies
Energy	The bullets are going to change to a Fireball composition	+10 Against all “element creatures”
Light	Shoot a beam that will burn the enemies.	+10 Against all “element creatures”
Time and space	Create a slow motion ambient.	Standard damage
Shadow	Gives the player invisibility	Standard Damage

Table 16: Bullets Specifications

Element	Max Range	Bullets per/ second	Spread	Speed (character units per second)
Standard	8 units	8	5° Spread	Shot travels 1.3 c/s
Water	10 units	10	10° Spread	Shot travels 1 c/s
Earth	8 units	5	5° Spread	Shot travels 2 c/s
Wind	15 units	15	10° Spread	Shot travels 2.5 c/s
Fire	10 units	10	20° Spread	Shot travels 1c/s
Energy	10 units	10	15° Spread	Shot travels 1c/s
Light	15 units	20	5° Spread	Shot travels 3 c/s
Time and space	10 units	15	5° Spread	Shot travels 2.5 c/s
Shadow	10 units	10	10° Spread	Shot travels 1c/s

*All units are in Character units.

*Standard damage refers to bullets without absorbing any element.

Range: For each kind of bullets after they reach the max range the bullets will vanish in the air.

(The bullets will vanish after 0.5 seconds)

In the following image if the enemy is 5 units distance from the player it will get a hit. If he is not in the range the bullet will vanish and will not hit the enemy.

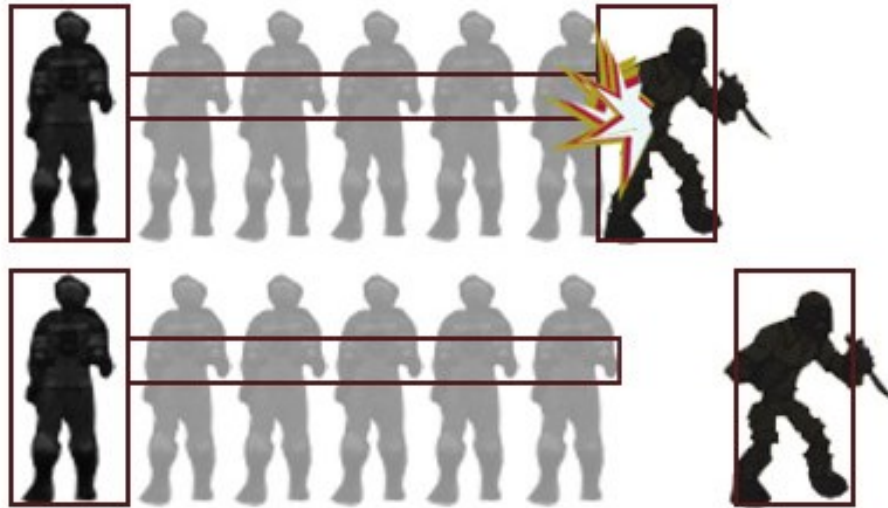


Figure 14: 5 units Hit.

Table 17: Initial Ammo for characters

Amount Peter	Amount Graciela	Amount Lucas
150 Bullets	170 Bullets	200 Bullets

Note: for all the characters each standard bullet (without absorbing any element) will consume 1 bullet of their ammo.

Element Weapons cube-Trap mode (mode2)

The second feature of the gun is a laser beam that works as gun that traps enemies in cubes of elements (the element will depend of the kind of bullet the player is using). This laser beam only will trap enemies that are alive (and only the element creatures) cube. Players are allowed to trap them in “element cubes “while they fight against them. The answer to the question “why trap them?” is because those cubes will have different properties that will help the player to defeat enemies, solve puzzles or take advantage of the environment that they are playing. Once the enemies are trapped into cubes they will die as inside those cubes there is no oxygen. Also the cubes will remain in that form for a period of time (30 sec) after that, the cubes will disappear and the dead body of the enemy will remain in the same spot the cube use to stay).

In order to trap the enemies players have to shoot the element creatures during 3 seconds.

Table 18: Properties for the Element Cubes

Element	Element Cube Properties	Laser beam
Fire	<ul style="list-style-type: none"> These kinds of cubes are going to be super heavy and flammable. Weigh : (1000 weigh game units) If the payers trap the enemies with this element the cube will remain in the exact place the enemies was trapped and if player shoot the cube, it will explode generating damage to the enemies around the cube. 	<ul style="list-style-type: none"> Ammo used for shoot: Max range : 5units distance Shot travels :1.5 u/s Range of explosion :5 units
Earth	<ul style="list-style-type: none"> This cubes are going to be super heavy and totally solid Weigh : (1000 weigh game units) Because of the solid property of this cube, players are going to be able to trap enemies in earth cubes and use them as a cover from other enemies. 	<ul style="list-style-type: none"> Ammo used for shoot:10 Max range : 5units distance Shot travels :1.3 c/s Cube health : 50
Wind	<ul style="list-style-type: none"> The weight of this kind of cubes will be very light. Weigh : (0.2 weigh game units) Because of the light weight, when the player trap an enemy the cube will star floating in the air and the player can use it as a platform/elevator to go to higher areas 	<ul style="list-style-type: none"> Ammo used for shoot:10 Max range : 5units distance Shot travels :1.5 u/s Floating time: 4Secs Floating distance: from bottom

	of the levels.	to top 3 units.
Water	<ul style="list-style-type: none"> After creating the cube of water, the cube will start melting , placing water around the cube, every enemy that touches the water will slow their movement speed for 3 seconds The cube will start melting after 2 seconds of being transformed. Enemies will slow down their speed in 50 % 	<ul style="list-style-type: none"> Ammo used for shoot:10 Max range : 5units distance Shot travels :1.5 u/s Max range of melt: 2units

*The size of the cubes is always the same.

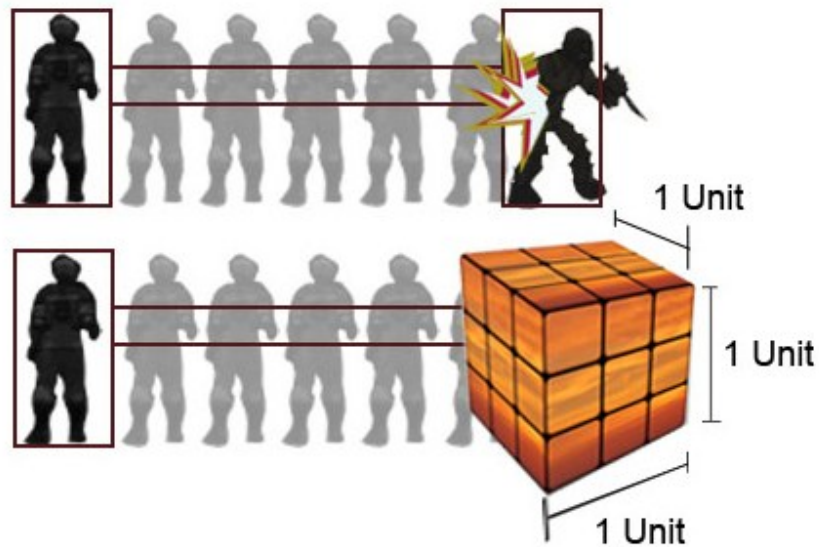


Figure 15: Cubes units

Besides absorbing the 4 basic elements the player is also going to be able to find more elements in the game, however not all of them are going to give him new type of bullets, instead of that they are going to be able to absorb a new skill.

Table 19: New skills for the player

Element	New skill	Laser beam
Light	<ul style="list-style-type: none"> Burning beam: Shoot a beam that will burn the enemies. 	<ul style="list-style-type: none"> Ammo consumed per shoot: Max range : 5units distance Shot travels :1.5 u/s
Shadow	<ul style="list-style-type: none"> Invisibility :Disappear for 3 seconds 	<ul style="list-style-type: none"> Need to wait for 30 seconds in order to activate it for second time. Ammo consumed per shoot: 40
Energy	<ul style="list-style-type: none"> This will give the player 30 seconds of invulnerability 	<ul style="list-style-type: none"> Players need to wait for 1 minute to activate it again. Ammo consumed per shoot : 40
Time and space	<ul style="list-style-type: none"> Freeze time :Create a slow motion environment to perform Higher and longer jumps. Jump high : +3 unit Jump distance : +3 unit the slow motion will consumes 1/3 of the Element weapon ammo. 	<ul style="list-style-type: none"> Need to wait for 30 seconds in order to activate it for second time. Ammo consumed per shoot: 40 Max range : 6units distance Shot travels :0.7 u/s

Table 20: Different kind of Laser beams

Element	Description	Damage
Water	Trap enemies in water cubes	+10 Against Air enemies
Earth	Trap enemies in solid rock cubes	+10 Against Wind enemies
Wind	Trap enemies in air cubes	+10 Against water enemies
Fire	Trap enemies in fire cubes	+10 Against earth enemies
Energy	Trap enemies in energy cubes	+10 Against all “element creatures”
Light	Shoot a beam that will burn the enemies.	+10 Against all “element creatures”
Time and space	Create a slow motion ambient.	Standard damage (10)
Shadow	Gives the player invisibility	Standard Damage (10)

Combat Puzzles

A key aspect of the puzzles is that - besides challenging the player by solving navigational and critical thinking puzzles- the player have the ability to change the properties of their bullets and trap enemies in “cubes of elements”. These cubes will allow the player to solve puzzles that requires defeating enemies in a dynamic way using combat and thinking at the same time.

Explore levels

As the player goes through the levels, the game will have different stages that contain various levels. Even though the game is a 2D side scrolling players are going to be able to decide multiple paths across the levels. They are going to find different entrances across them that will make the players jump to different places inside the levels, keeping the immersion and the interest to solve puzzles to continue with the next level.

Rage Mode

Players are going to have a small bar at the top of the character. This bar will be filling as the players are defeating enemies. Each enemy defeated will increase the bar a different percentage: element creatures will increase the bar in 0.5% and the Orcus in 0.7%. When the bar is at its 90% will be glowing to show the player “that the bar is almost full”. When the bar is at its 100% is going to be ready to activate. By pressing the absorbing button in the controllers it will activate the rage mode.

The range mode consist in activate a slow-motion mode with a glow around the screen in which the players have infinitive ammo and can create combos against enemies (making more damage to the enemies).See melee section for combo details.

The range mode also works to activate a new camera view if the players decide to take cover. (Take cover in third person view; see camera section for more details).

This mode will last 10 seconds before it shuts down and starts again to fill from 0%.

Table 21: Rage Mode Properties modifications

Properties	Amount Peter	Amount Graciela	Amount Lucas
Speed	Standard speed +2 unit per second (while running)	Standard speed 1+ unit per second	Standard speed +0.5 unit per second
Slow motion	Duration : 10 seconds Speed: 0.5 u/s	Duration : 8 seconds Speed: 0.5 u/s	Duration : 12 seconds Speed: 0.5 u/s
Bullets Damage	Standard damage + 10	Standard damage + 12	Standard damage + 8
Accuracy	Standard accuracy +10 Max range +2 units	Standard accuracy +8 Max range +2 units	Standard accuracy +12 Max range +2 units

NOTE:

[Use For Important Callouts]

CAUTION:

[Use For Potentially Harmful Issues]

REQUIREMENT:

[Use For Non-Negotiable Requirements]

Movement and Navigation

As the player goes through the levels they must go from left side of the screen to the right side (although they can go back any moment they want) Peter must go through the levels walking running and jumping.

Player Navigation

Peter moves through the world at different speeds depending on how the player uses the controllers. Rewarding just the movement controllers, players can softly move the analog stick to one direction and the player will start walking(walking cycle speed 0.7secs) and he will move one unit, however if they move the stick aggressively Peter can start walking faster (trotting) speeding up his initial speed(twice walking speed).

Peter can also jump from platform to platform and even though doesn't have double jump for long distances, if the character manage to touch one edge of the platform he will go up to the top of it. A single jump height is half of peter height, but if he uses the "energy element" his jump will be twice a single jump and 3 times his height in long distance.

Besides his standard skills to jump and walk players can also get new abilities by absorbing different elements. In the first level players are going to find platform of energy, If the player absorb that element is not going to get a new kind of bullet, however he is going to absorb a new ability in this case, slow motion, he is going he is going to perform longer jumps that allows him to jump longer distances.

Table 22: Players Movement

Obstacle	Speed	Jump high
Peter	3 Units/Second	1.5 Units high 0.7s Air Time Jump animation : 0.5 seconds
Graciela	4 Units/Second	1.7 Units Height 0.8s Air Time Jump animation : 0.4 seconds
Lucas	2.5 Units/Second	1.3 Units Height 0.6s Air Time Jump animation : 0.7 seconds

Player Movement

Peter is going to move by default with a speed of 3 units /second by using the left analog stick or the arrow path. If the player stops moving the characters will stop their movement from walking to a stand by animation in 0.3 seconds

Static Obstacles

Even though every level changes aesthetically, the static obstacles that the player is going to face are:

Table 23: Static obstacles

Obstacle	Description	Damage
Static platforms	Platforms that the players must jump,	Instant kill Players will fall in a pit and they will die
Barrels	Can be destroyed Barrels health :50 Scale: 0.5 player unit	No damage
Rocks	Can be destroyed Rocks health: 50 Scale: 0.5 player unit	No damage
Crates	Can be destroyed Crates health 40 Scale: 1 player unit	No damage
Pipes	Can be destroyed Pipes health : 60 Scale: 2 players unit	No damage

Environment Traps

For each level there are going to be several environment challenges for the player. Parts of those obstacles are:

Table 24: Environmental traps

Obstacle	Description	Damage
Spikes	There are going to be traps around the level that are going to be triggered if the player don't solve the clues necessary to solve some puzzles around the areas. The spikes will come up from the floor (bottom to top). Spikes Animation :0.5 seconds	-30 health
Trap door	If the player touches the door, the door under their feet will open. Making the player fall into a pit. Animation door opening :0.2 seconds	Instant kill
Pit	If players don't make it jumping from one platform to another, they can try to move toward the edge of the pits, however if they do not make it they will fall	Instant kill
Dynamic platforms	Platforms that are following a path, players must figure out that path and try to use the platforms to get from one side of another of the map. Movement animation : 3 seconds	Instant kill (if players don not get from one platform to another, they will fall into a pit)

Interactive objects

Some of the objects that the players can interact with going through the levels are:

Table 25: Interactive Objects

Obstacle	Description	Damage
Switch	Players can interact with switches and they can activate doors, or activate the animations of platforms.	No damage
Zip Wires	By interacting with the object Peter will grab the zip wire and he will descend the zip line, and automatically release when reaching the end. Players will start with a speed of 1 unit per second, and will accelerate to a max of 8 units per second after 3 seconds.	If not successful: Instant kill
Ladders	Player can climb ascend or descent ladders. Peter will grab them automatically just by touching them. Players can climb and descends at 1.5 units per second. In order to climb players must get near the ladder and press "up"	More than 4 units high: If players fall down players will get damage .(-10 Health)

Vehicle (rail platform)

There is going to be just one kind of vehicle in the game is a platform with wheels that the players must use in order to slide from a high place and don't fall while they are going to the bottom. The vehicle is not going to be controlled by the player, however he must jump obstacles and avoid enemies by jumping them (he is going to be jumping all the time over the on rail platform)

Example:

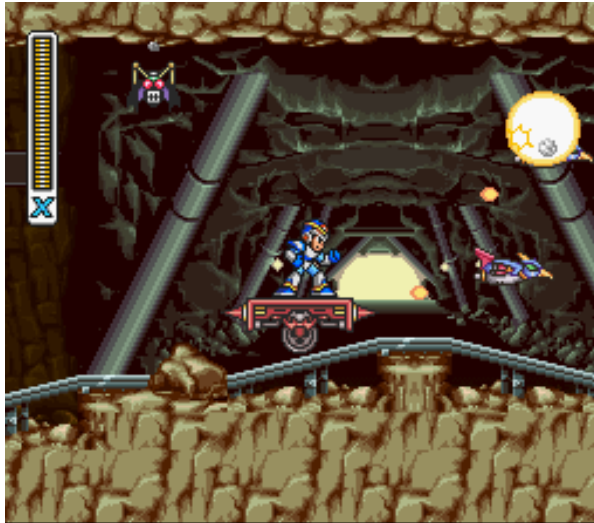


Figure 16: Rail platform example image

- The rail platform will have a health of 250; if the rail platform is destroyed the player will automatically die. If the player jumps before the rail platform explodes it will survive.
- If the player jumps over the platform he will fall down the platform.
- If the player falls down the platform every 30 seconds a new platform will re-spawn
- If the player takes the momentum of the platform they can jump.
- (Standard player's jump + rail platform speed: momentum jump)

Table 26: Rail platform

Vehicle	Description	Damage	Health
Rail platform	Speed: 10 u/second	No damage	250

Combat

Combat is a mix between shooting skills and physical close combat, players are going to be able to change the kind of bullets they are using whether they are or not when combat is happening

Combat System

In order to survive the battle and defeat the enemies approaching to Peter the player must use the element weapon to attack, provide cover and find points of advantage to face the danger.

(The R-P-S system mechanics and the balance between elements is explained in depth in the element weapon mode)

Health

Players are going to start with their 100 % of health, however depending of the attacks of the enemies they will lose a percentage in their health, in order to recover health player can find health (medic packs around the levels, or rescuing hostages). They also can find health packs by destroying various environmental objectives like crates or barrels. (Medic packs are explained in depth in the items section)

Take Cover

Through the levels players are going to find some elements to take cover, such as rocks, or pieces of environment, however there might be different kind of cover that the player must be aware of, Some elements for cover are going to be part of the destructible environment so the player cannot stay in the same position attacking the other enemies.

(Static objects in the game are explained more into depth in the static objects section)

Values for the “take cover objects”:

Rocks: (depending on the scale of the rock the resistance value will vary) between 60 and 150 damage .Also these elements once destroyed they never re-spawn again.

Crates health: 40

Barrels health: 50

Pipes health: 60

Each bullet from the enemies will inflict a different value. The exact values for the damage for each one of the enemies can be seen in depth in the enemies section. The exact values of damage for the players inflicted damage can be found in depth in the weapons section.

Player Abilities

The combat abilities of the player depend on how the players mix combat and shooting skills. Also if they beat the game and they have different characters to play the speed and the damage will vary.

Melee Abilities

Table 27: Player Melee Abilities

Ability	Description	Damage
*Low punch	One punch =0.8 seconds	10
*High Punch	One punch =0.8 seconds	15
*Complete combo #1	Two Low punches and two high punches =3,2 seconds (if use rage +rage 1,5 seconds)	50
*Complete combo #2	three Low punches and two high punches =4,5 seconds (this combo automatically will add a flying kick) (if use rage+ 2 seconds)	70
*Complete combo #3	Four low punches and two high punches =5 seconds (this combo automatically will add two flying kicks) (if use rage + 2 seconds)	90
*Complete combo #4	Any combo + shooting the enemies This combo can be use only with rage Total time= 3 seconds	100

*For Graciela the time of the combos will decrease in .5 seconds and the damage will also decrease in 5points.

*For Lucas the time of the combos will increase in .5 seconds and the damage will also increase in 5 points.

$$[\text{Total Damage}] = ([\text{Damage}] * [\# \text{ of hits}])$$

Ranged Abilities

Table 28: Player Ranged Abilities

Ability	Description	Damage
Shooting Element weapon mode 1	8 Shots / Second 15° Spread Shot travels 85m/s	Standard damage Inflicts 10 to all the enemies
Shooting element weapon mode 2	1 Shots(laser-beam) / Second Shot travels 85m/s(If the player holds the button to activate this mode, the laser beam will continue shooting without disappearing)	Standard damage Inflicts 10 to all the enemies

$$[\text{Total Damage}] = ([\text{Damage}] * [\# \text{ of hits}])$$

Absorbing Ability

The player doesn't have any magic abilities however he poses a gun with the absorbing mechanic. This allows him to change the material of his bullets to inflict more damage to a certain kind of enemy.

Table 29: Element Weapon : Absorbing Mechanic

Ability : Absorb	Description	Damage
*Water	The bullets are going to change to a liquid composition. Trap enemies in water cubes	+10 Against Air enemies
*Earth	The bullets are going to change to a solid composition Trap enemies in solid rock cubes	+10 Against Wind enemies
*Wind	The bullets are going to change to a smoke composition. Trap enemies in air cubes	+10 Against water enemies
*Fire	The bullets are going to change to a Fireball composition Trap enemies in fire cubes	+10 Against Wind enemies earth
°Energy	The bullets are going to change to a Fireball composition Trap enemies in energy cubes	+10 Against all "element creatures"
* Light	Shoot a beam that will burn the enemies.	+10 Against all "element creatures"
°Time and space	Create a slow motion ambient.	-----
°Shadow	Gives the player invisibility	----

° When player activate the gun the bullets will be the same, however the laser beam button will now change into the "activating skill button", allowing the player to activate his new skill.(to see more in depth how the core mechanic work please refer to "element weapon mode 2")

* Even though players change the composition of the bullets, the shooting speed will remain the same as standard. (To see more in depth how the core mechanic work please refer to "element weapon mode 1")

Weapons

The main weapon the character is going to use is the “Element weapon” however these weapons can shoot different kind of bullets and has two different modes. There are also some extra weapons that the player can find going through the levels of the game.

Table 30: Weapon List

Weapon	Description	Damage
Element Weapon	8 Shots / Second 3° Spread Shot travels 85m/s	The standard damage (without absorbing any element) is 10
Small Grenades	Pickups the player can find through the levels.(One throw.5 seconds)	30 (can inflict damage max to 5 enemies in its range)
Knifes	Pickups the player can find through the levels.(One throw.5 seconds)	Standard : 5 Head shots: 50
Pistol	Pick up 1 Shot / Second 3° Spread	Standard : 7 Head shots: instant kill

Table 31: Weapon List Damage Specification

Element	Description	Damage
Water	The bullets are going to change to a liquid composition. Trap enemies in water cubes	+10 Against Air enemies
Earth	The bullets are going to change to a solid composition Trap enemies in solid rock cubes	+10 Against Wind enemies
Wind	The bullets are going to change to a smoke composition. Trap enemies in air cubes	+10 Against water enemies
Fire	The bullets are going to change to a Fireball composition Trap enemies in fire cubes	+10 Against earth enemies
Energy	The bullets are going to change to a Fireball composition Trap enemies in energy cubes	+10 Against all “element creatures”
Light	Shoot a beam that will burn the enemies.	+10 Against all “element creatures”
Time and space	Create a slow motion ambient.	Standard damage
Shadow	Gives the player invisibility	Standard Damage

Table 32: Bullets Specification

Element	Max Range	Bullets per/ second	Spread	Speed (character units per second)
Water	10 units	10	510° Spread	Shot travels 1 c/s
Earth	8 units	5	5° Spread	Shot travels 2 c/s
Wind	15 units	15	10° Spread	Shot travels 2.5 c/s
Fire	10 units	10	20° Spread	Shot travels 1c/s
Energy	10 units	10	15° Spread	Shot travels 1c/s
Light	15 units	20	5° Spread	Shot travels 3 c/s
Time and space	10 units	15	5° Spread	Shot travels 2.5 c/s
Shadow	10 units	10	10° Spread	Shot travels 1c/s

Enemy Weapon Statistics

Enemies will have a mix of ranged and melee weapons. A special thrown weapon, grenades, is also present.

Attack	Category	Details
Fire balls	Ranged	
		3 Shot / 1.0 Seconds
Ice balls	Ranged	6° Spread
		Speed: 10 units/s
		10 Damage
Throw rocks	Ranged	1 Shot / 1.0 Seconds
		2° Spread
		Speed: 5 units/s
		5 Damage
Tornado bullet	Ranged	1 Shot / 2.0 Seconds
		15° Spread
		Speed: 2 units/s
		15 Damage

Attack	Category	Details
Light beam	Ranged	1 Shot / 0.5 Seconds 3° Spread Speed: 10 units/s 15 Damage
Shadow beam	Ranged	1 Shot / 1.5 Seconds 3 unit radius splash damage 15 Base Damage
Energy explosion	Ranged	1 Shot / 1.5 Seconds Projectile with Arc 5 unit radius damage 15 Base Damage
slash	Melee	1 Swing – 0.7 second 1 unit Range 15 Damage
Bite	Melee	

$$[\text{Total Damage}] = (([\text{Damage}] * [\# \text{ of hits}] * (\text{spread}))$$

Items

Throughout the levels players can find items that are going to help them to restore their health and their ammo. There are also unique elements that can help them to solve puzzles, interact with the environment or increase their maximum of their abilities. To continue with the theme of the story most of the items can be found in form of rings. Also every time the players find items they can carry just 2 at the same time. (By having the items they will be activated).

Item Details

Table 33: Item Details

Item	Description	Durability
Ring of life	Increases maximum health by 10%	Time : 2 minutes
Ring of dead	Increase damage by 10%	Time : 1 minute
Ring of Rock	Reduces damage taken by 5%	Time : 1 minute
Ring of Fire	Increase fire rate by 5%	Can be destroy after the player receives 20% of damage
Ring of Water	Increase fire rate by 5%	Can be destroy after the player receives 20% of damage
Ring of Wind	Increase speed by 10%	Can be destroy after the player receives 20% of damage
Amulet of time	Increase speed by 5%	Can be destroy after the player receives 20% of damage
Amulet of light	Increase ammo by 5%	Can be destroy after the player receives 20% of damage
Amulet of Shadow	Increase cloak time by 10%	Can be destroy after the player receives 20% of damage
Amulet of Energy	Health regeneration by 5% every 1 second.	Can be destroy after the player receives 20% of damage
Low Health pack	Health +15	--
Medium Health pack	Health + 30	--
High Health pack	Health +50	--

Game Modes

Overview

The Whole game is going to be focused in story mode (Single player) and there is not going to be any multiplayer modes.

Single-Player Game

The whole single player adventure is going to be divided into 5 different stages, each of which will have 2 levels that introduce different mechanics and show the player different elements of the story that will help him to understand why, how and when is he playing.

The level flow breakdown is shown in more depth in the level rooms section.

Story

There is a legend that somewhere in South America there are some underground temples. Those temples hide a secret; they have a special Jewel that gives humans special abilities. “Julio” a rich expeditionary has been looking for that Jewel over his entire life. At the age of 50 he finally finds out the exact location of the temples (South-America) and he decides to hire the best soldiers in the world to help him get the Jewel. Julio convinces all the soldiers to help him, however he doesn’t tell them about the Jewel. They get hired thinking that they are going to a rescue mission to find his “lost daughter”, and he promises the soldiers a huge amount of money if they help him.

Story Breakdown

As the game progress players interact with different elements of the story.

Table 34: Stages Breakdown

Stage	Stage Story break down
Stage 1 (Introducing the War)	<ul style="list-style-type: none"> Will show the beginning of the story and the past of the characters. Introduce what the characters are doing in the story
Stage 2 (Time to Kill)	<ul style="list-style-type: none"> Will show why the characters are in that scenario and how they interact between them. Show the aggressive side of the characters trying their best to get to their goals
Stage 3 (Cross the Bridge)	<ul style="list-style-type: none"> Players must go over a huge bridge, in that moment they will know who the real allies are.
Stage 4 (Find the Exit...Redemption)	<ul style="list-style-type: none"> As the story progress each time the characters meet each other in the levels, they will have a new approach to each other. Giving the player an immersive story in which they must understand in order to know who they can truly trust.
Stage 5 (Final Stage, Kill or be Killed)	<ul style="list-style-type: none"> This stage will show the final phase of the story. They will kill the final boss showing an epic cinematic of the end of the story.

Single-Player Time Projections

Each level will take 25 minutes to finish. There are 5 stages and each one of those has 2 levels.
This puts the final game time at around 4 hours.

Single-Player Beat Chart

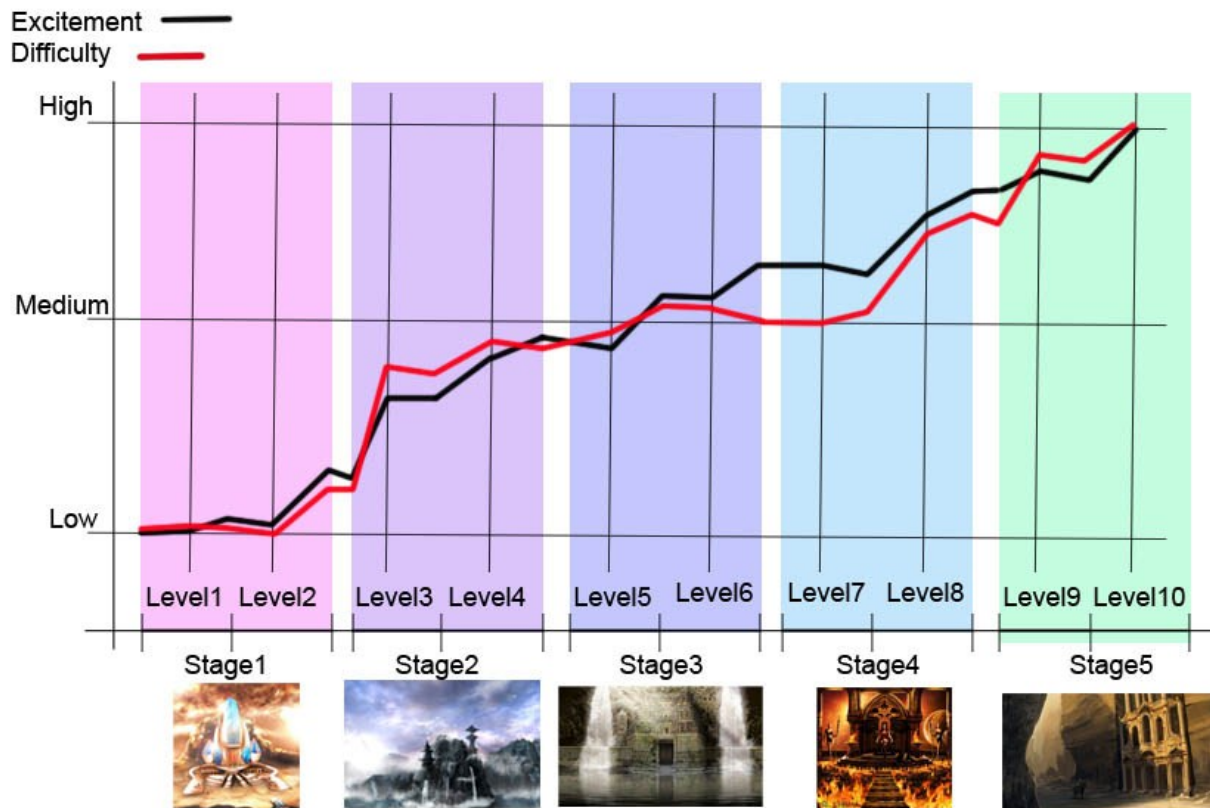


Figure 17: Beat Chart

Victory Conditions

Players will beat the game after they successfully defeat all the bosses in each level.

Each one of the levels will require different skills to beat each one of the bosses throughout the game.

Table 35: Victory conditions for each stage

Stage	Victory condition
Stage 1 (Introduction the War)	<ul style="list-style-type: none"> • Defeat the enemy Boss • Solve one major puzzle • Rescue one hostage
Stage 2 (Time to Kill)	<ul style="list-style-type: none"> • Defeat the enemy Boss • Solve one major puzzle • There are going to be two be 2 majors exists in the level, players must to find the right one
Stage 3 (Cross the Bridge)	<ul style="list-style-type: none"> • Defeat the enemy Boss • Solve two major puzzles • Rescue two hostages
Stage 4 (Find the Exit...Redemption)	<ul style="list-style-type: none"> • Defeat the enemy Boss • Solve one major puzzle • Player must defend one of Peter's team mates from 10 enemies that are attacking his team
Stage 5 (Final Stage, Kill or be Killed)	<ul style="list-style-type: none"> • Defeat the enemy Boss • Solve three major puzzles • Find the Jewel that they all are looking for

Game World

Overview

The game takes place in different kinds of environments, maintaining the immersion for the player. The different kinds of environments are also planned to keep the player interested in all the elements that he must use for solving puzzles, interaction or killing enemies.

Ementus

Overview

This topic provides a description of the key components of the world including scale, time of day, travel, weather. More details for each “stage” of the world are provided in the following sections.

Scale

The elements are the basis for the whole aesthetics of the game. The game world scale is divided into 5 different underground temples (stages), and even though each temple will represent two elements, all of the temples will introduce different elements which the players can interact with.

Weather

The weather from the outside area is not going to affect the temples (as they are underground) however, the temple will have their own environment/weather, as the elements will vary for each level. I.e.: the temple of “fire and earth” will represent a really hot environment with red orange lights, lava and a lot of rocks.

Time of Day

As the story progresses the time will change, however the players will start the game at noon (12:00 pm)

Travel

The player is going to be able to go through different kinds of paths in the levels, however most of the time the player is going to navigate from left to right of the screen. (An exception is the puzzle rooms, where they can move in a 3d environment)

Stages / Areas

Overview

The whole game is going to be divided into 5 different stages, each area will represent two different elements (for aesthetics) and each one of them will have different objectives.

Stages Breakdown

Stages are divided into five different phases, in which each one of those will have a different set of goals and different achievements for the players. Also each one of them will introduce different mechanics, new environments and different kind of puzzles.

Table 36: Stages Breakdown

Stage	Stage Description
Stage 1 (Introduction the War)	<ul style="list-style-type: none"> This stage will represent the elements of: time and space, energy. This level will introduce the absorbing and camera mechanics. Will show the beginning of the story and how the characters are related Introduce new elements to absorb: Time and space, energy and earth
Stage 2 (Time to Kill)	<ul style="list-style-type: none"> This stage will represent the elements of: Shadows and light. Introduce new elements to absorb: shadows light.
Stage 3 (Cross the Bridge)	<ul style="list-style-type: none"> This stage will represent the elements of: Wind and water. Introduce new elements to absorb: Wind and water.
Stage 4 (Find the Exit...Redemption)	<ul style="list-style-type: none"> This stage will represent the elements of: Earth and fire. Introduce new elements to absorb: Fire
Stage 5 (Final Stage, Kill or be killed)	<ul style="list-style-type: none"> This stage will represent the element of: Desert (Final stage), however this element will not be available for the players to absorb. This stage will show the final phase of the story.

Table 37: Enemies and items in the stages

Stage	*Enemies	Items
Stage 1 (Introduction the War)	<ul style="list-style-type: none"> • Element Creature • Orcus 	<ul style="list-style-type: none"> • Amulet of Time • Amulet of Energy
Stage 2 (Time to Kill)	<ul style="list-style-type: none"> • Element Creature • 	<ul style="list-style-type: none"> • Amulet of Shadow • Amulet of Light
Stage 3 (Cross the Bridge)	<ul style="list-style-type: none"> • Element Creature (wind and water) • 	<ul style="list-style-type: none"> • Ring of Water • Ring of Wind
Stage 4 (Find the Exit...Redemption)	<ul style="list-style-type: none"> • Element Creature (earth and fire) • 	<ul style="list-style-type: none"> • Ring of Fire • Ring of Rock
Stage 5 (Final Stage, Kill or be Killed)	<ul style="list-style-type: none"> • Element Creature • 	<ul style="list-style-type: none"> • Ring of Life • Ring of Dead

*After the enemies are introduced to the levels, as the stages progress those enemies will continue appearing in the next levels.

Stage Progression

Every time the player beat a level will continue to the next one. Each stage has 2 levels. The progression occurs every time the players beat a level.

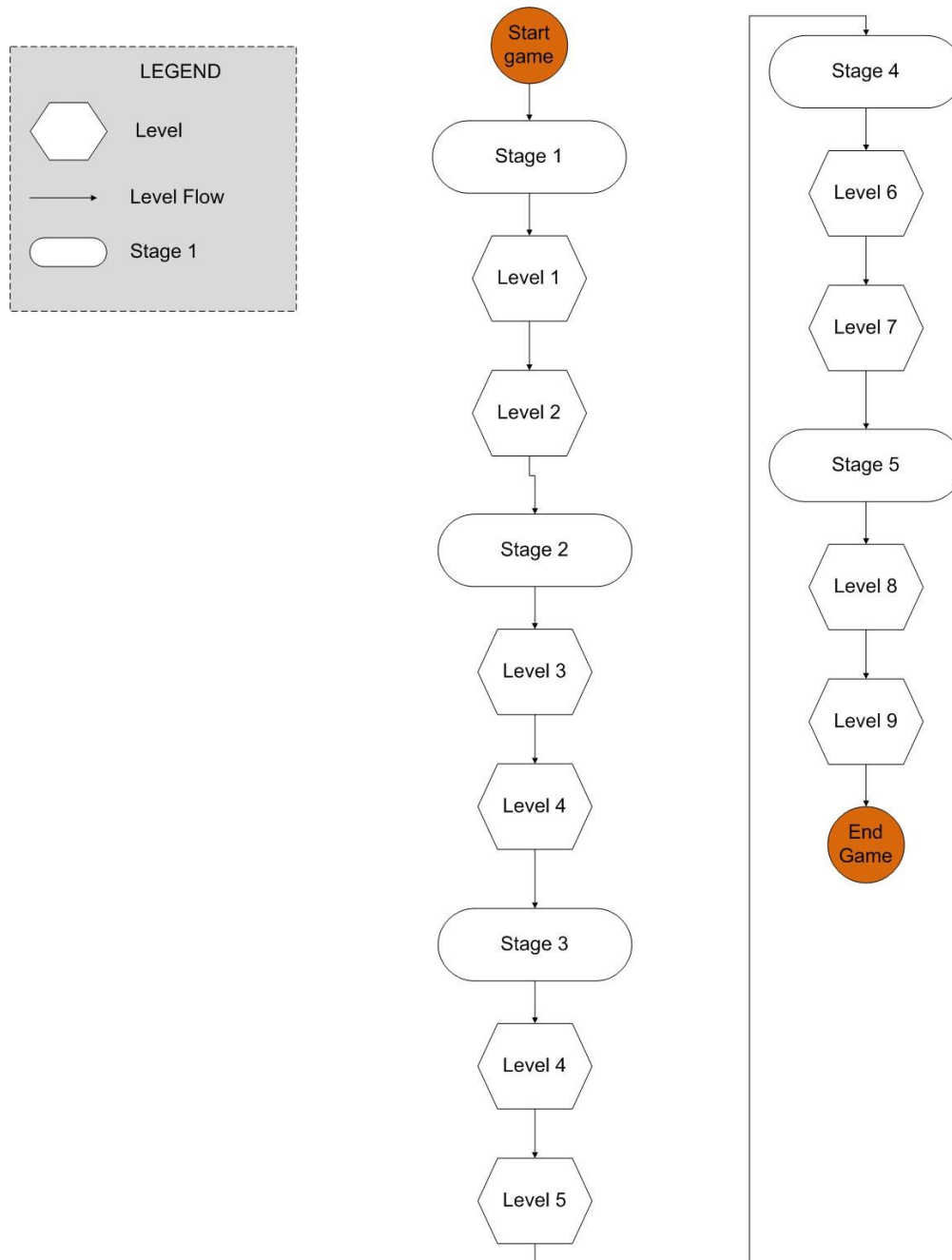


Figure 18: Stages Progression Flow

Level rooms

Players are going to find challenges that they must solve by analyzing the environment of the room they are i.e.: Going through the levels, players are going to find dark rooms in which they must illuminate to find their way out.

There are going to be different kind of rooms and each one will have at least two different ways to find the exit:

Table 38: Level rooms

Type of room	Description	Ways to go out of the room	Consequences
Dark Room	<ul style="list-style-type: none"> A Dark room in which players are not going to be able to differentiate between shapes or colors. The whole space will be 50% dark. 	Absorbing the element of fire players can shoot some torches that are hanging on the walls and the roof.	<ul style="list-style-type: none"> The lifespan of the torch will be of 2 seconds
		Absorbing the light element players can get the burning beam to burn the enemies.	<ul style="list-style-type: none"> Use the burning beam: Consume 1/3 of the element weapon ammo. Enemies are going to be on fire for a period of 2.5 seconds before they die.
*Light Room	<ul style="list-style-type: none"> Rooms, in which players are going to see just the shadows of the elements There are going to be several bulbs around the complete room. (Source of light). If the bulbs are destroyed players are going to be able to see the environment without light and differentiated between objects. If the bulb is destroyed 1.5 	Absorbing the fire element players can covert the enemies into fire cubes and explode them. That way they can destroy several bulbs at the same time and find their way out.	<ul style="list-style-type: none"> The lifespan of the torch will be of 2 seconds With the explosion of the cube, the enemies that are around it can be affected; the enemies are going to be on fire for a period of 2.5 seconds before they die.
		Shot one bulb at a time, looking for the exit of the room.	<ul style="list-style-type: none"> Every time the player shots individual bulbs it will

	seconds a new bulb will appear.		spawn an enemy (element creature).
Contrast Room	<p>All the elements are without any colors, players must be near the objects in order to identify their element.</p> <p>Players are going to be able to see objects with color if they are near.</p> <p>(5 player units near)</p> <p>(the only exit will be in a red color that shows the next room the players must go)</p>	<p>Absorbing the light element players can get the burning beam to burn the enemies and identify the exit of the room.</p> <p>By burned enemies will light the small portions of the room.</p>	<ul style="list-style-type: none"> Outside will be 5 enemies waiting for the player.(element creatures)
		Destroy the walls to find a secret exit	<ul style="list-style-type: none"> Outside will be 10 enemies waiting for the player.

*The “bulb” in game will be a magic element that produces light, however is refer here as a bulb just for clarity of the example.

Level room layout

Players are going to find different doors in the levels, in which they can find different exits for the level or even find secrets for the game.

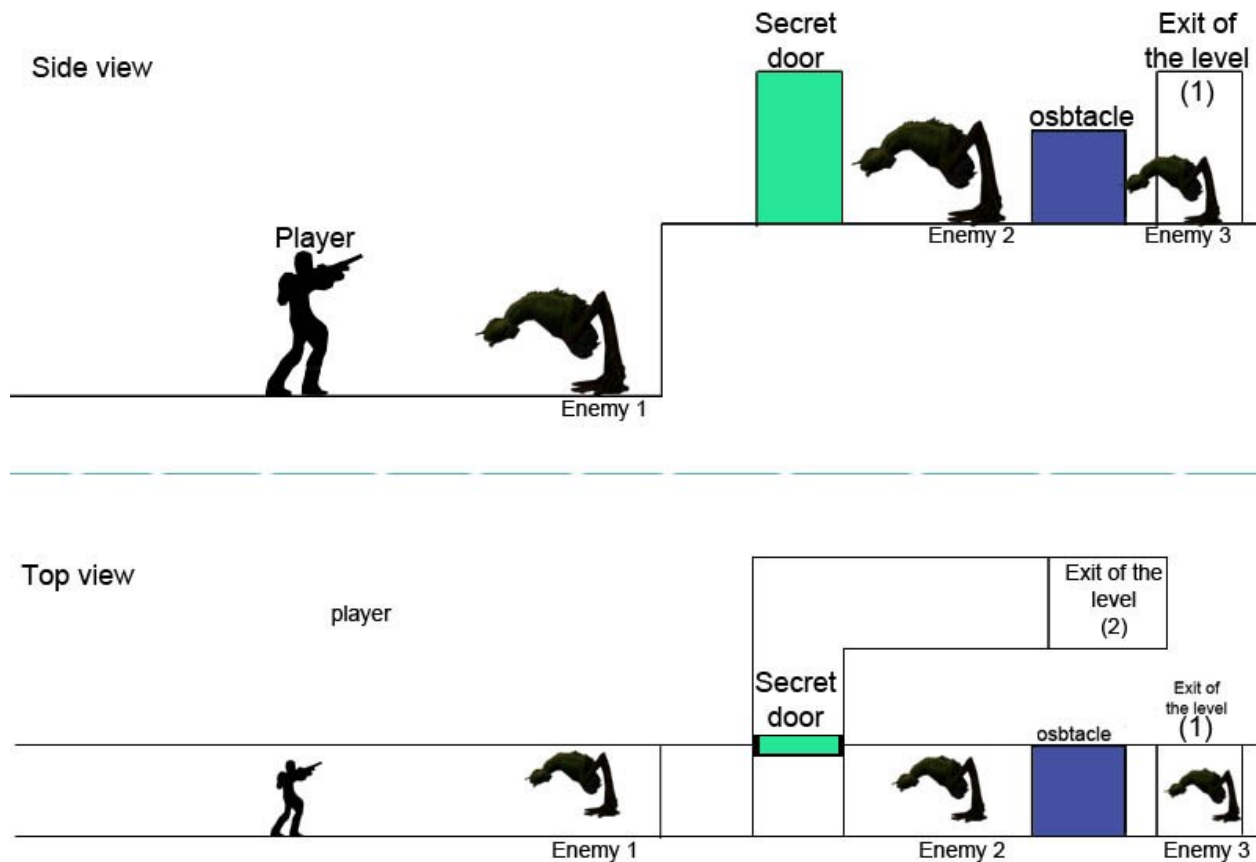


Figure 19: Path layout

Level room Flow

In order to complete the levels, player must find the exit of the levels. The sub-goals for the levels would be: killing enemies, solve puzzles, and defeat the boss.

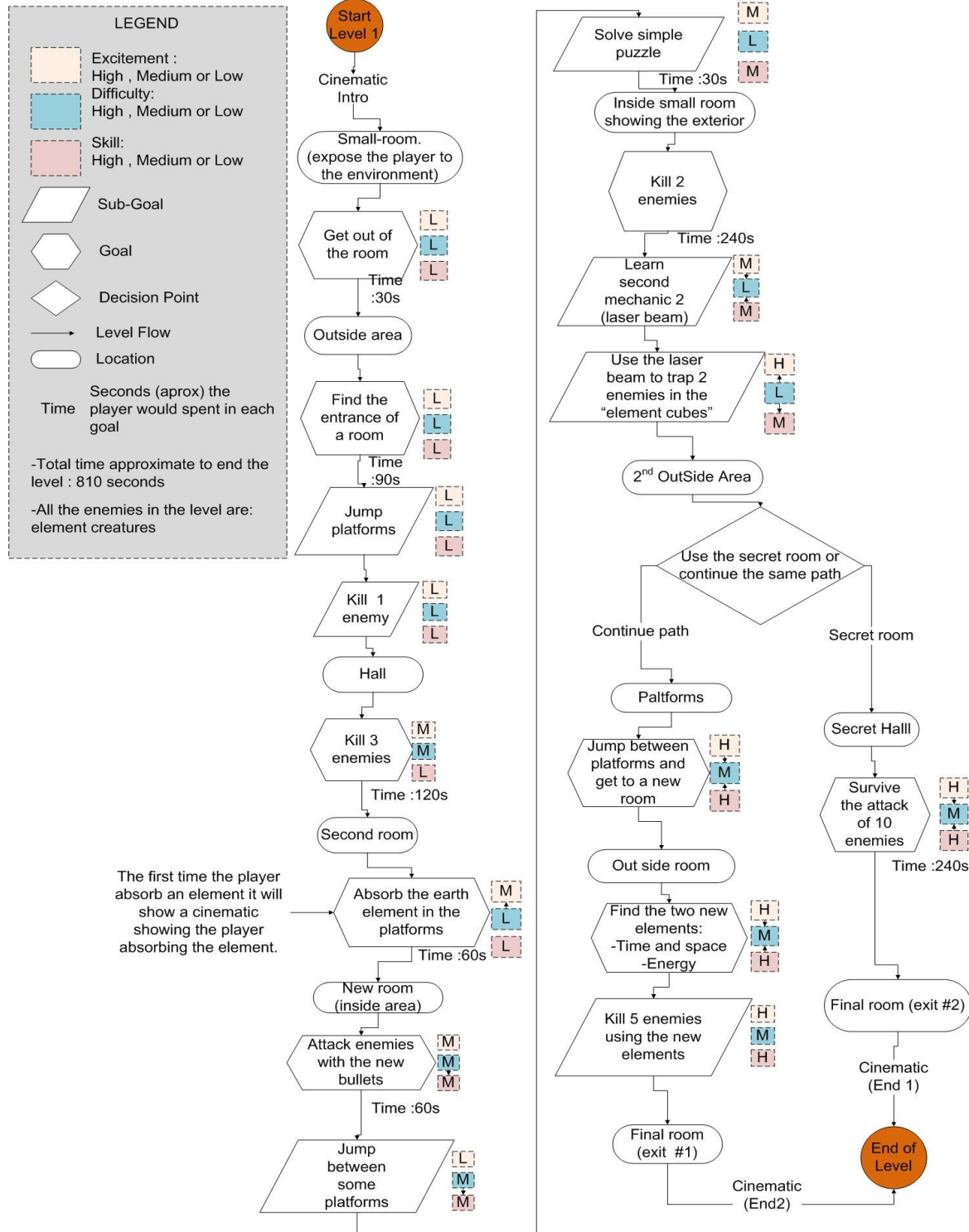
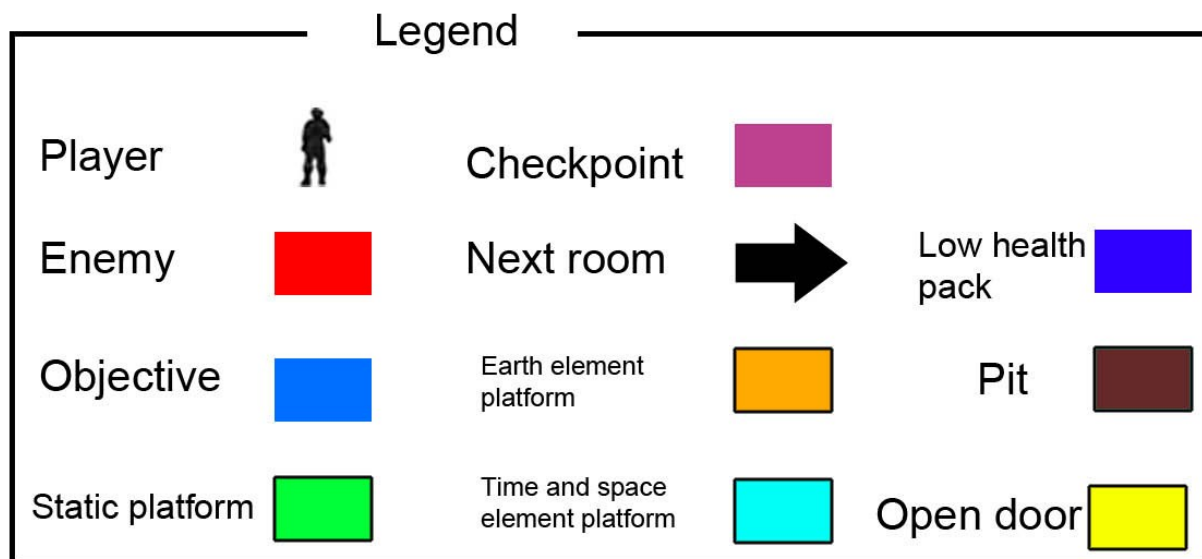


Figure 20: Level flow chart



Level start

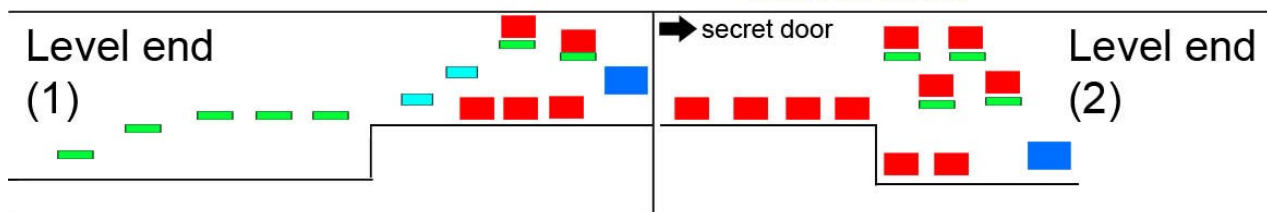
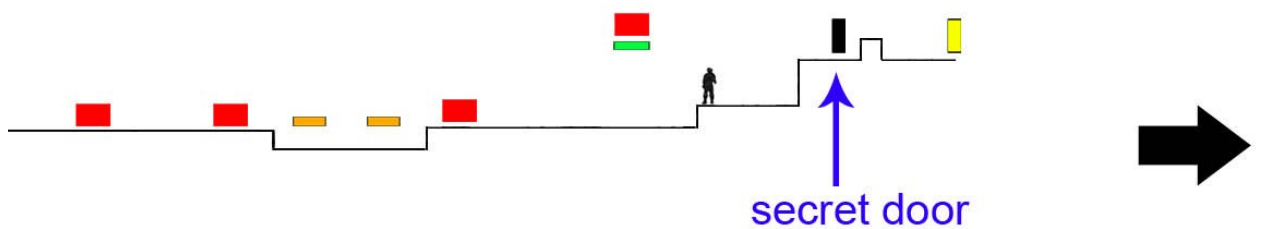
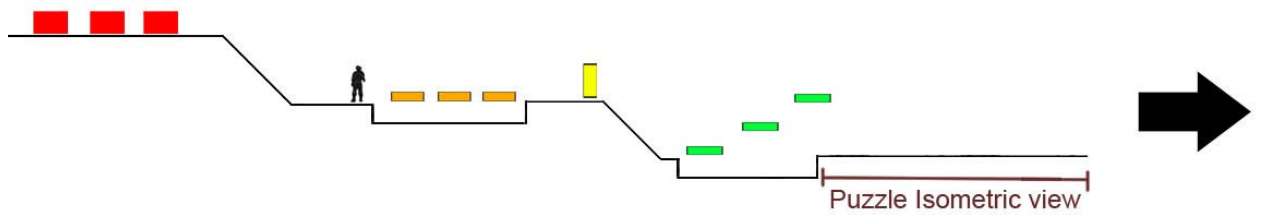
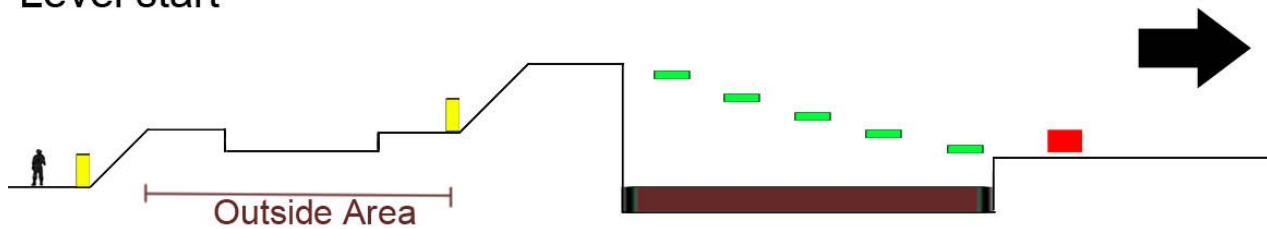


Figure 21: Level example

Level Progression

Overview

Each level must be completed in order to move on to the next. Levels are linear, with some side exploration possible. Each level will be a mix of puzzles, plat forming, combat, and in the final levels of the stages, a boss fight.

Level Completion

To complete each level, the player must go through the complete level(from the beginning to end). Some of the levels will require more analysis than others, as not all of them will have the same amount of puzzles. Some of the levels will also include different kind of enemies, plat-forming, combat and enemy bosses.

Single Player Progression

Players must go through the levels defeating three different kinds of creatures. The story takes place in different kinds of environments that are going to be introducing as the games progress.

The first phase of the levels will show enemies that are fairly easy to defeat. Each progressive level will feature more difficult enemies.

(See *Enemy Section*)

Table 39: Progression details

Stage	Level	Elements unlocked	Rewards
Stage 1 (Introduction the War)	• Level 1	<ul style="list-style-type: none"> • Amulet of time • Amulet of Energy 	<ul style="list-style-type: none"> • Players can now use the new unlocked items.
	• Level 2	<ul style="list-style-type: none"> • Stage 2 	<ul style="list-style-type: none"> • New elements to absorb
Stage 2 (Time to Kill)	• Level 3	<ul style="list-style-type: none"> • Amulet of Shadow • Amulet of light 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
	• Level 4	<ul style="list-style-type: none"> • Stage 3 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
Stage 3 (Cross the Bridge)	• Level 5	<ul style="list-style-type: none"> • Ring of water • Ring of Wind 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
	• Level 6	<ul style="list-style-type: none"> • Stage 4 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
Stage 4 (Find the Exit...Redemption)	• Level 7	<ul style="list-style-type: none"> • Ring of fire • Ring of Rock 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
	• Level 8	<ul style="list-style-type: none"> • Stage 5 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
Stage 5 (Final Stage, Kill or be Killed)	• Level 9	<ul style="list-style-type: none"> • Ring of life • Ring of dead 	<ul style="list-style-type: none"> • Players can now use: the new unlocked items.
	• Level 10	<ul style="list-style-type: none"> • -- 	<ul style="list-style-type: none"> • After beating the game for first time : • Unlock new character (Lucas) • After beating the game for a second time : • Unlock new character (Graciela)

Puzzles

Combat puzzles

The players are in one corner of a small room with three enemies. In the other side of the room there is a door, however, the door is in a location that the player cannot.

Table 40: Combat puzzle example

Steps	How to solve it?
Step 1	<ul style="list-style-type: none"> Players are in the room facing three enemies.
Step 2	<ul style="list-style-type: none"> Players can kill one of the enemies.
Step 3	<ul style="list-style-type: none"> Then the players can trap the second one. They can trap them in an “element cube”, that way they are going to be able to use the cube as a platform.
Step 4	<ul style="list-style-type: none"> Trap the enemy in the element cube.
Step 5	<ul style="list-style-type: none"> Jump over the element cube.
Step 6	<ul style="list-style-type: none"> Kill the last enemy and get to the objective.

*in the puzzle example the red door represents the goal for the player.

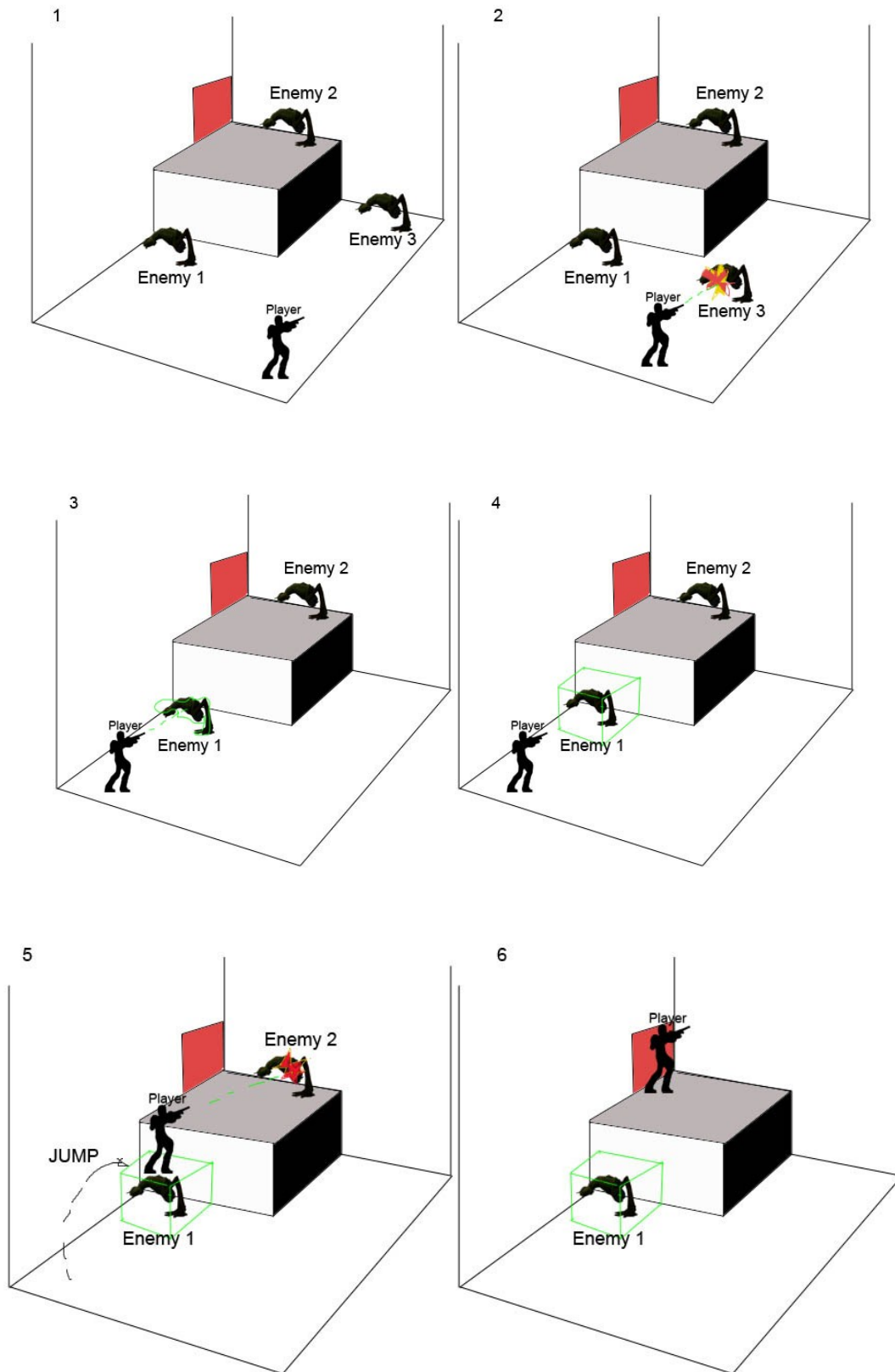


Figure 22: Puzzle example

Appendix A – Art Guidelines

Overview

“Element war” will focus the art style in showing the different elements that the element weapons are going to use (Earth, water, fire, wind, time and space, light and shadow, and energy). Also, the complete art style is a mix between cartoon and hyper realistic. Even though the game is a 2D side scroller, the environment is a 3D immersive world.

Art Design

The art of Element war is a mix between cartoon textures and a hyper realistic 3d environment.



Figure 23: Art reference

HUD

The HUD is really simple with really specific elements, also the HUD must show with clarity each specific object, following the art style, creating a mix between cartoony and hyper realistic style.

Note : This section refers purely to HUD art style. See HUD wireframes for actual layout.



Figure 24: HUD reference



Figure 25: HUD reference #2

Environment

3d environment and cartoon style. The environment must have vivid colors representing each one of the different stages.



Figure 26: Environment art reference

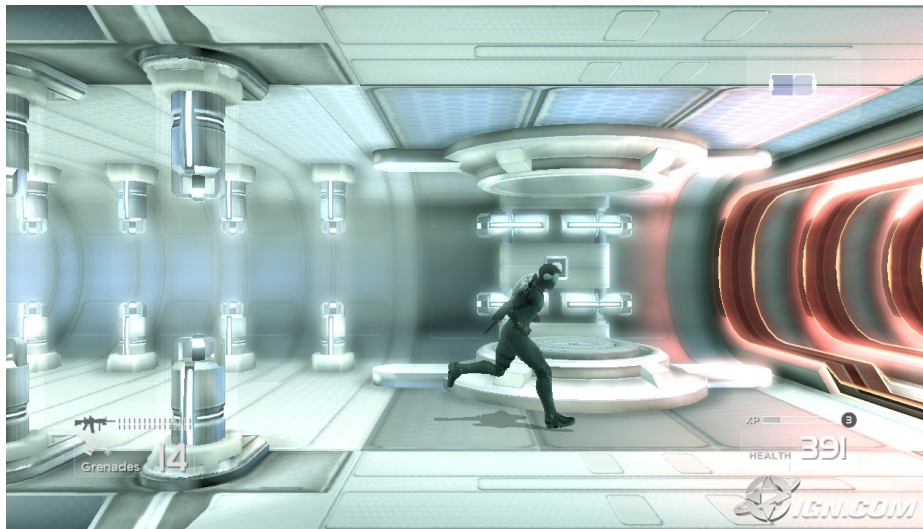


Figure 27: Environment art reference #2

Characters

The characters also must reflect a cartoon style/hyper realistic style.

The game doesn't intend to have gore, however it must have textures that reflect the combinations of both styles.



Figure 28: Character reference



Figure 29: Character reference No 2

Appendix B – Audio Guidelines

Overview

The complete game must have hyper realistic sound effects, as well as variety of sound for each different type of levels. (As each one of them is represents different elements)

Sound Design

The complete game must have several sounds, as each object for the game must provide feedback for the player. That includes: different kind of bullets, platforms, switches, monsters, and the different kind of element creatures that the player is going to find going through the levels.

Character Audio

The character sound effects are going to be focus in his gun, as it must reflects the different kind of bullets that he is using with the element weapon. Also it must have different kind of sound every time the player is walking around the different terrains, exposing feedback for the player.

World Audio

Each different stage must have a specific sound effects as well as the music. It must reflect the different elements that the stages represent.

Music

The music must be all the time a calm music, showing and highlighting the sound effects of each of the levels.

Front End

The front end must have a mix between sound effects, using the main elements (earth, fire, water and wind), the music must be a mix between something dark and appeased.

Appendix C – Interface Wireframes

NOTE:

The style, shape, and layout of the elements presented here, is merely a guide. The actual element design will be determined as they are created, and by the art style as well.

Overview

The following screen flow contains all the information of the screen that “Element War” will have available for the player. Shows the available screens and how the player can interact with them.

Single Player Wireframes

The following screen shows the layout of the front end and pause menu. It shows all the menus elements for the game and the screens. It also contains the elements that are going to be shown from the beginning of the game until the players begin playing.

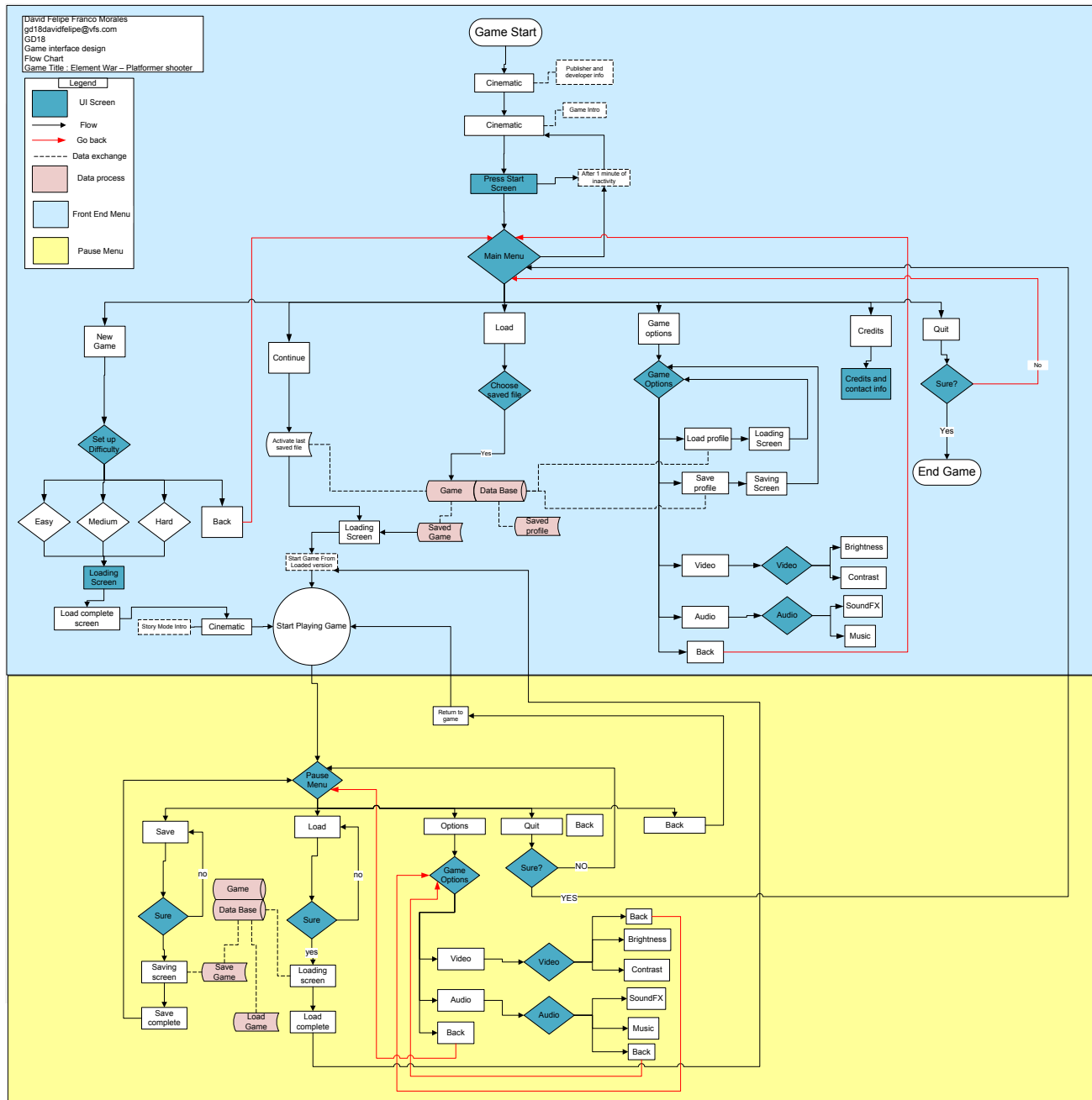


Figure 30: Single Player Screen Flow

Single-Player HUD

The following screen contains the layout on how the players are going to be able to identify each element that is necessary for the correct feedback.

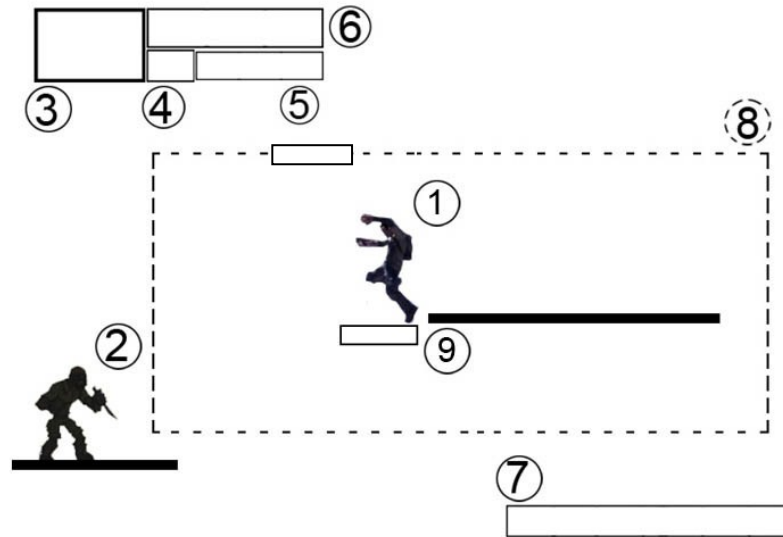


Figure 31: Single-Player HUD Wireframe

Table 41: Single-Player HUD Components

Item	Name	Details
1	Player	<ul style="list-style-type: none"> Scale of the character
2	Enemy	<ul style="list-style-type: none"> Scale of the character
3	Logo of element	<ul style="list-style-type: none"> Will show the element the player is stand on, so he can be sure of what is he going to absorb.
4	Grenades(or pick up the player got to throw)	<ul style="list-style-type: none"> Will show the logo and the quantity of the pick up the player has.
5	Ammo Bar	<ul style="list-style-type: none"> Display the bullets the player has.
6	Health bar	<ul style="list-style-type: none"> Display the health of the player.
7	Enemy Health bar	<ul style="list-style-type: none"> Display the enemy's health bar. (Every time the player hits or shoot an enemy the health bar will automatically switch from one enemy to another.

Item	Name	Details
8	Pop-up Menu	<ul style="list-style-type: none">Display the map for the player, every time players press “select”
9	Rage Bar	<ul style="list-style-type: none">Increases every time the players kill an enemy

Single-Player Level Select Screen

This screen is the main menu; it will appear after the “press star screen”. Here players can decide to start the game or choose between the other options.

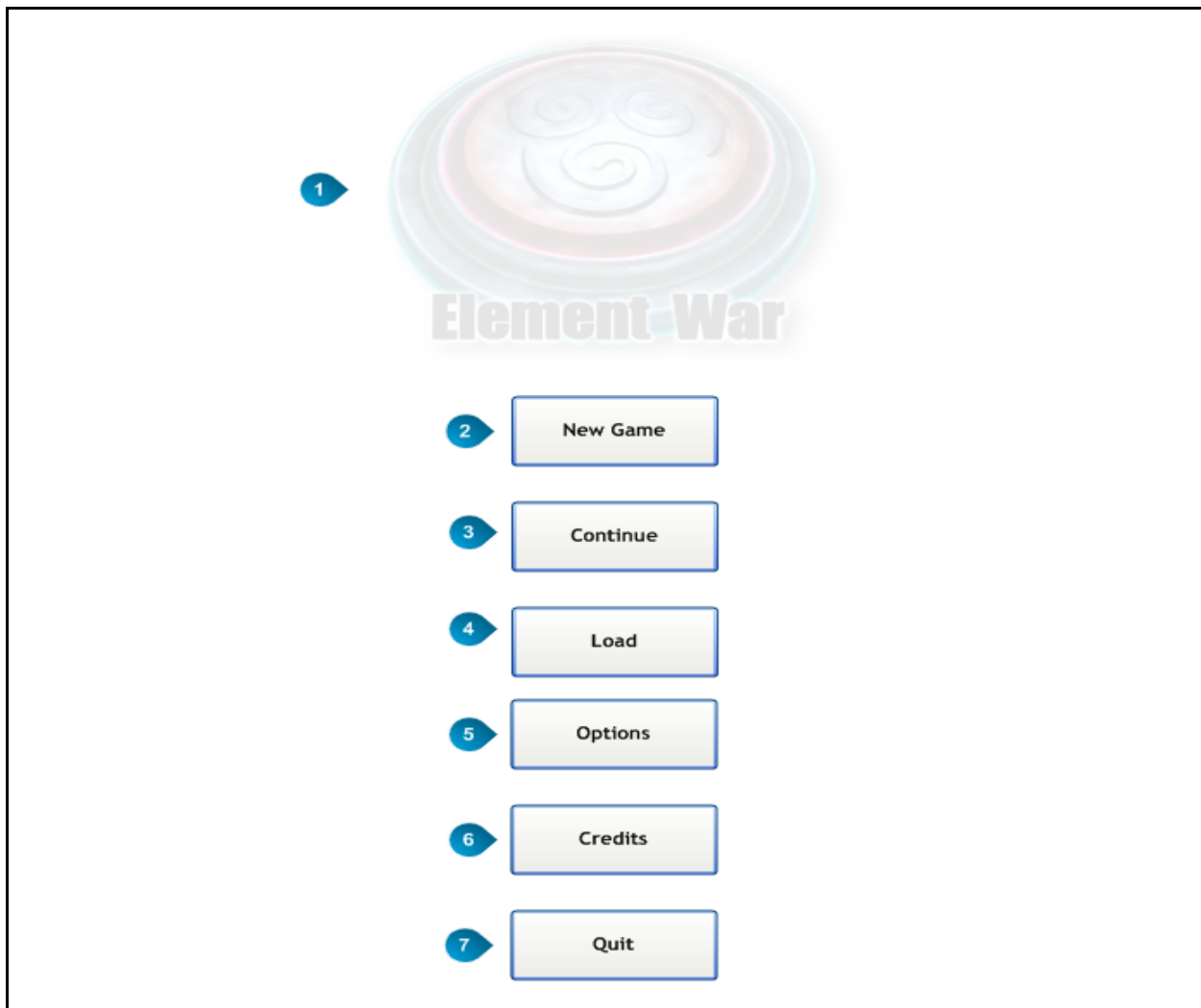


Figure 32: Single-Player Main Menu select Screen

Table 42: Single-Player Level Select Screen Components

Item	Name	Details
1	Logo	This element of the main menu will contain the animated logo of the game showing the four elements. In the background, the characters of the game will pop-up. In a low opacity, the logo will also help the player so he can know this screen is of the man menu.
2	New Game	This option will allow the player to go to a new screen to start the game (Select Difficulty). After selecting the difficulty, the player will be introduced to the story mode with a cinematic to start the game.
3	Continue	This option will only be selectable once the player has started a new game and saved it. If the player has never before saved a file, this option will be with 50% of the opacity down (showing that it is de-activated). If the player already saved a game the opacity will be at the same level as the other options. If selected, it will jump to a loading screen and then start the game from the previous saved file. •
4	Load	This option will allow the player to go to a new screen to select a file to load. Players will continue the game from the saved version the picked. •
5	Options	After selecting “Options”, the player will be taken to the Options screen allowing them to adjust video and audio settings. In this new screen they will be able to save or load a profile with their settings. •
6	Credits	This option will pop up a new screen showing credits of the developers and contact info (to go back players must close the windows with a “x” at the right top corner). •

Item	Name	Details
7	Quit	This option will pop up a decision if the player really wants to quit, if yes it will go back to the main menu of the XBOX 360. <ul style="list-style-type: none">•

Single-Player Options Screen

If players click on the “options buttons” in the main menu screen they will jump to a new options screen.

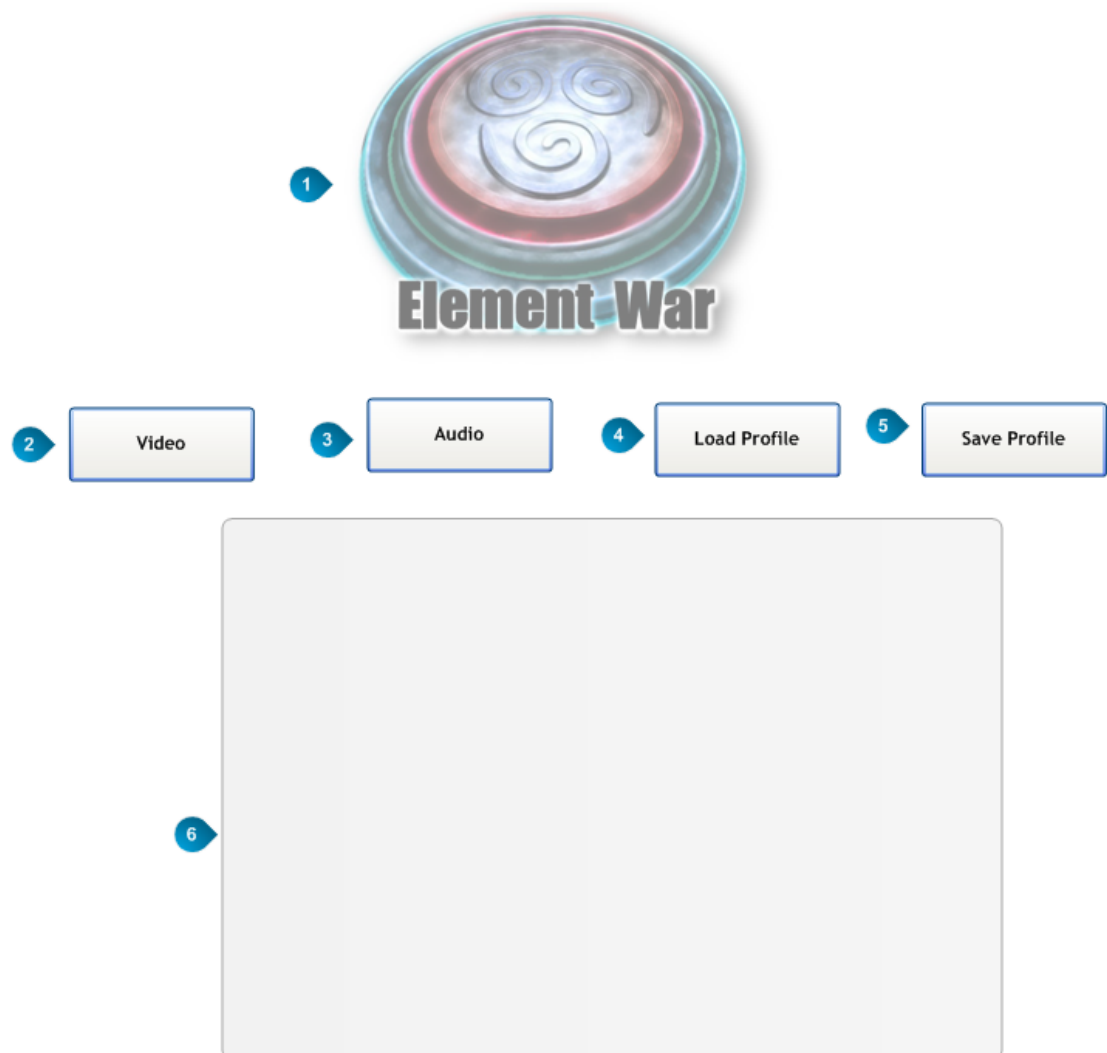


Figure 33: Single-Player options Screen

Table 43: Single-players Options screen

Item	Name	Details
1	Logo	<p>This component displays the Title, keeping the consistency of the whole design. However the opacity will be at 50 % and over the logo it will have the text “Game Options”.</p> <ul style="list-style-type: none"> •
2	Video Options	<p>This component will contain options that affect the video of the game experience. The player can change video settings (brightness and contrast).</p> <ul style="list-style-type: none"> •
3	Audio Options	<p>This component will contain options that affect the audio of the game experience. The player can change audio settings (sound-FX and music).</p> <ul style="list-style-type: none"> •
4	Load Profile	<p>This option allows the player to load a profile if they already have one saved.</p>
5	Save Profile	<p>This option allows the player to save a profile with the new settings in video and audio.</p>
6	Settings window	<p>In this window the player will have the option to change the settings of the top-options (video -audio-load or save profile).</p> <p>After selecting one of the options the button that the players clicked will remain with a glow, which will give the users feedback of where they are.</p>

Appendix D – Competitive Analysis

Overview

There are a few games in the market about shooting platforming and puzzle based, however *Element War* wants to implement new experience creating a mix between a few components of the different genres, featuring mechanics and incorporating different elements that will appeal to a wide audience.

Competitor Comparison

Shank

Shank is a 2d side scroller game that allows the player to realize some combos mixing combat and shooting skills. This game has a cell shaded artistic style which creates an environment full of color and action while the main character defeats the enemies.

Table 44: Competitor Analysis Shank

Competitor	Similarity	Element War Features	Element War Strengths
Shank	Cell shaded graphics for both environments and characters.	<ul style="list-style-type: none"> A unique mix between cell shaded and realistic graphics giving the player an immersive world. 	<ul style="list-style-type: none"> Creating environments and characters with a mix of both cell shading and realistic 3D art style to create an immersive world. Will also give a feeling of a 2D side scroller with a full 3D environment
	Mixes melee combat with guns to create combos.	Uses both melee combat and shooter skills to perform combos against the enemies. <ul style="list-style-type: none"> 	<ul style="list-style-type: none"> Creating environments and characters with a mix of both cell shading and realistic 3D art style to create an immersive world. Will also give a feeling of a 2D side scroller with a full 3D environment

Shadow complex

Even though shadow complex also is a 2d side scroller, mix the 3d environment creating an immersive world for the players. It also create cut scenes showing the environment full 3d (third person camera view) allowing the player to have a better understanding of the complete scenario.

Table 45: Competitor Analysis Shadow complex

Competitor	Similarity	Element War Features	Element War Strengths
SHADOW COMPLEX	Realistic Environment	<ul style="list-style-type: none"> Even though the game is a 2D side scroller, the surroundings will focus on a 3D environment and an interactive world. 	<ul style="list-style-type: none"> The game creates an immersive environment in which the players will need to solve puzzles by interacting with objects within the environment. The different textures and styles in the game will help guide the player through the game.
	Camera View	<ul style="list-style-type: none"> As part of an immersive camera system in “element war” angles will focus in through three different cameras at varying times. 	<ul style="list-style-type: none"> The game will focus in a 2D side camera; One extra camera that will be activated when the “rage bar” is at 100 %. This will create a zoom into the player creating a slow motion focusing on the combo attack and creating a mini wow moment. A second extra camera will also be activated when the players face a puzzle. This will create a new environment to the player giving him a new experience and a better understanding of the puzzles they must solve.

Metal Slug

Metal slug is a 2d Side Scroller in which players must go in a linear way rescuing soldiers, killing enemies and getting power-ups for their weapons. They also are going to be able to face different kind of enemies and ride some vehicles throughout the levels.

Table 46: Competitor Metal Slug

Competitor	Similarity	Element War Features	Element War Strengths
METAL SLUG	Realistic Environment	<ul style="list-style-type: none"> Even though the game is a 2D side scroller, the surroundings will focus on a 3D environment and an interactive world. 	<ul style="list-style-type: none"> The game creates an immersive environment in which the players will need to solve puzzles by interacting with objects within the environment. The different textures and styles in the game will help guide the player through the game.
	Camera View	<ul style="list-style-type: none"> As part of an immersive camera system in “element war” angles will focus in through three different cameras at varying times. 	<ul style="list-style-type: none"> The game will focus in a 2D side camera; One extra camera that will be activated when the “rage bar” is at 100 %. This will create a zoom into the player creating a slow motion focusing on the combo attack and creating a mini wow moment. A second extra camera will also be activated when the players face a puzzle. This will create a new environment to the player giving him a new experience and a better understanding of the puzzles they must solve.