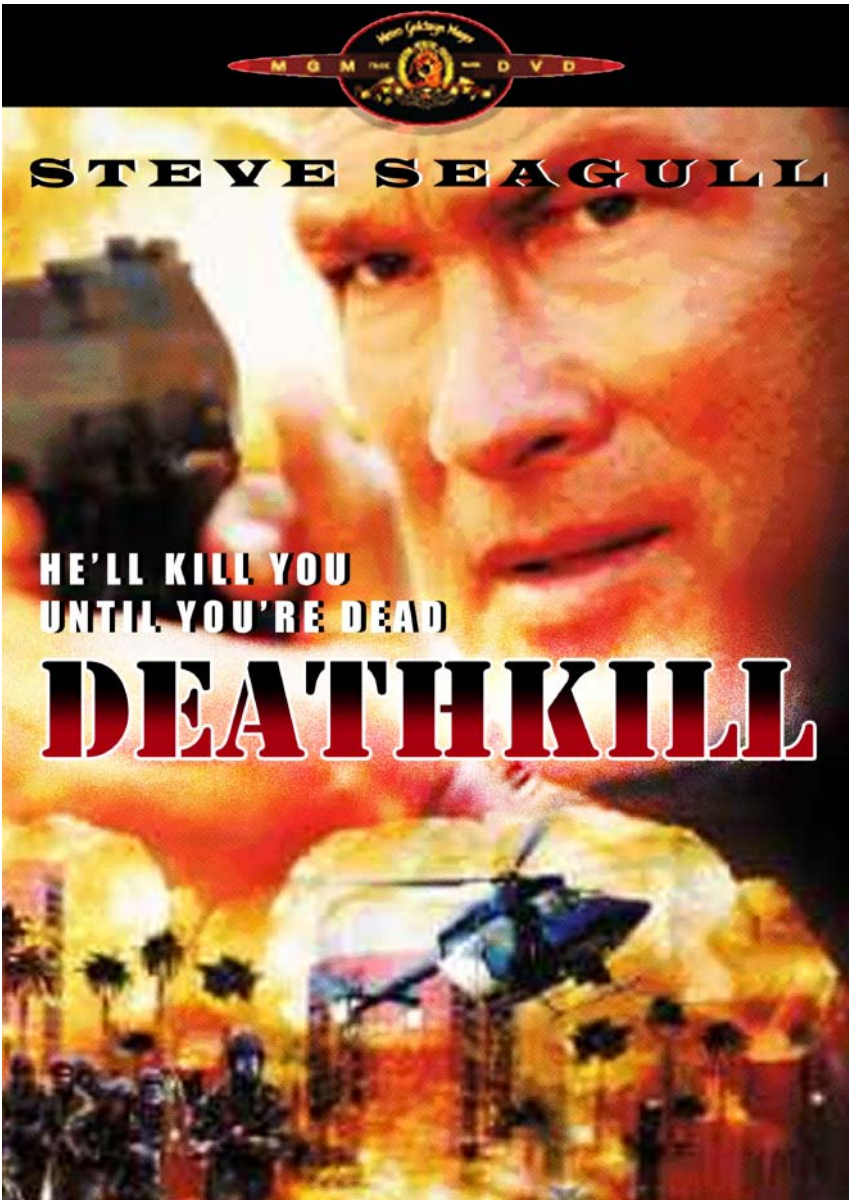


Gamedesign Fist of Fame



Controls



The character is controlled by both the analogue stick and 2 action buttons located on most available game controllers.

The analogue stick will be used to control movement of the character.

- "UP" on the analogue stick is linked to a jump action.
- "DOWN" on the analogue stick is linked to a crouch action.
- "LEFT" on the analogue stick is linked to a horizontal movement to the left.
- "RIGHT" on the analogue stick is linked to a horizontal movement to the right.

The X and O buttons will be used for attacks; these attacks can be stringed when the button is pressed repeatedly.

- Button "O" is linked to a kick action.
- Button "X" is linked to a punch action.

Combining both analogue stick and action buttons will result in different punches and kicks.

- "UP" + "O" Jump punch (usable both in midair and in the middle of the jump)
- "UP" + "X" Jump kick (usable both in midair and in the middle of the jump)
- "DOWN" + "O" Crouching punch this attack is stringable.
- "DOWN" + "X" Crouching kick

Combos

The player will have several combos available to him during play, these will vary depending on whether the character is standing up straight or crouching at the time when the final button is being pressed. These combos are:

Combos

- **XXXX**: character's arm explodes punching forward with immense power
- **OOOO**: Character does a roundhouse kick hitting enemies on both sides
- **XOXO**: the character does a breakdance move (loopable)
- **OXOX**: Character uses a spinning kick (loopable)

Evil director

During some parts of the game a director will be present on screen giving the player hints and directions to perform. This director as usual has one goal, to make the perfect movie. The only way to achieve this is to push the boundaries of the action hero at any costs.

The director in this game has gone a little too far and does not really care the health of the action hero. The more action, pain and explosions, the better the movie. To achieve fame the action hero has no input in whatsoever and does his very best in following the director's direction to please him.

The director will be popping up over half of the screen to indicate when an oneliner has spawned or when a boss appears. His actions will be scripted and explained in the level design.



One-liners

One-liners are very powerful and unique moves that will result in a massive destruction. In the end, all one-liners should have equal destructive power but the radius of the one-liners may vary.

The oneliners are:

- **Hasta la vista, baby (The Terminator)**; the player spawns a rocket launcher that does damage in one direction.
- **Say hello to my little friend (Scarface)**; the player enters a hatch in the floor after which a tank will rise from the ground, running over enemies in one direction.
- **It's over 9000! (Dragon ball Z)**; the player focuses his energy in a beam blowing away all enemies on screen.

One-liners are dropped by the one-liner enemy; this enemy will walk on the stage and try to do his one-liner. This enemy can be defeated by using a combo against him or simply punching his lights out. Once the one-liner enemy has been defeated the main character will put on his mask and **instantly** use the one-liner. This is the same one-liner the enemy would have tried to use.

If the enemy is not stopped on time and is successful in using his one-liner the main character's is stunned for 3 seconds and the one-liner enemy disappears.

Characters

The main character of this demo will be Steve Seagull, an action hero based on Steven Seagal. The key elements that define this character are:

- godly –moves
- firm
- useless kung-fu gestures
- bodybuilder



Enemies

The game will have 3 kinds of enemies, varying from small and easy to defeat to very large and hard to beat. All enemies are able to move around on the screen. These enemies will be the same throughout the level.

Generic ninja

This enemy will be defeatable with 2 punches. And when he hits the players he will stun the player for 1 second.

Attacks: punch and kick

Spawn rate: very high

Onliner enemy

This enemy will walk on the stage and try to do his one-liner. He will stutter and give visual feedback to the player about when he will use the one-liner.

The enemy is announced by a spotlight and by the evil director who tells the player that he has to steal the spotlight. There will also be an icon present on screen pointing in the direction the enemy is standing so the player knows which way to go.

Once the one-liner enemy has been defeated the main character will put on his mask and instantly use the one-liner. This is the same one-liner the enemy would have tried to use.

If the enemy is not stopped on time and is successful in using his one-liner the main character is stunned for 3 seconds and the one-liner enemy disappears.

Spawn rate: low



Godzilla

The boss of this battle, he has immense hitpoints and tries to follow the player around the screen. He only has one attack which is spawning rockets from his mouth. These rockets will stun the player when he is hit by them but can be kicked or punched back to Godzilla to deal additional damage to him.

Godzilla is announced to the player by a roar and the evil director saying: "aaand... ACTION!" When Godzilla is defeated the player gets a lot of score points.

Level

The demo will have one playable level. This level will be inspired by the market scene in Belly of the Beast. There should be a lot of stalls, baskets and crates in the level to create the feeling of a busy market.

During this level the enemies will spawn constantly. The level will also have a movie set feeling to it. Everything looks cheap and fake and the wires are often visible. Also the set will be littered with lamps, cables, cardboard and metal frames.



Camera

The environment is made up out of 3d backgrounds and 2d character and enemy sprites. When the camera arc-rotates around the players (3rd person view) the player and enemy sprites will keep facing the camera like “billboards” in a Wolfenstein3D (the original version) way. The player and camera will follow a predetermined road through the level, being able to move freely to left and right but not on the z axis.

When the character is in close combat the camera will close in a bit to ensure dramatic effect. The camera will also zoom in and out when the character is using a one-liner. This camera movement should feel non-intrusive and the player will have no control over it.

The character cannot be off screen at any time, not even when he is thrown away by a large enemy. However, the camera will have a small delay when the player moves or is propelled by an enemy attack.

Also when the player is using a combo, the screen will make a small upwards-downward shake to enlarge the feeling of impact and weight.

Once in a while an enemy will be thrown towards the screen. When this happens the camera shakes and one of the following things will happen:

- The camera will fall over, making the stage vertical instead of the usual horizontal position.
- Various filters will be overlain over the stage, such as a blur effect, the screen will go black and white, or the colors are off by a few millimeters.

Interface

The interface will be kept as bare as possible. Only two items will be present on the screen at all times, these are:

- The timer; which displays the time that is left to complete the level.
- The scorebox; which displays how high the score of the player currently is.

Feeling

The feeling the player should get from this game is that of being ultra powerful. Nothing is impossible and you are unstoppable! This feeling should be overly present at all times.

For instance:

- Masses of enemies will spawn and will be thrown instantly off screen by the player.
- Weapons will fly through the air towards the player, only to be kicked back towards the enemies. Killing them instantly!

There is only one enemy in the game that shoots off projectiles, which is godzilla. The player is able to kick or punch these players back to their attackers.

When a projectile is repelled it will follow a straight path back to the enemy.

Health & death

One can be brief on this subject: There is no health and the player can't die in this game.

When the player is hit by an enemy he is stunned for 1-5 seconds (depending on the enemy) and is able to resume the game afterwards.

Framework

When the game is started the first thing that will appear on screen are the splash screens. These will contain the logos of the companies that were involved in making the game and the title of the game.

After the splash screens have disappeared the player will be presented with a menu. This menu will contain the following options:

- **Start;** this option will start the game.
- **Extras;** in this option the player will be able to view the trailer.
- **Credits;** this option will show the credits of the game, displaying the names of the people who worked on the game.
- **Highscore;** this option will display the current highscore.
- **Exit;** this option will close the game.

When the player presses the start option, a character select screen appears showing what characters the player will be able to unlock in the full version.

Afterwards a short intro film will be shown. This film is meant as a short tutorial showing the player what the goal is in the game. The film is skipable.

When the film ends the game will begin and will play for 3 minutes.

When the timer hits zero, the player will be able to enter his name.

When the player presses start he is taken back to the main menu.