

Thelema

#?! – The Team Formerly Known as Team

Game Design Document

DigiPen Institute of Technology

GAM 300B

2003/2004

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Core Gameplay

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Hi Concept

A 2D side scrolling shooter featuring fast action and exploration in a futuristic fantasy world.

Introduction

Every fantasy story begins the same. A dark wizard is trying to take over the world, and a group of misfit heroes are sent on a quest to stop him. What if the heroes failed? What if the dark wizard took over? And what would the world look like after 800 years under the rule of black magic?

Thelema is a futuristic fantasy thriller where you play as a member of a rebel faction (called Thelema) who is charged with reclaiming the world from the evil wizard Aleister, who has used fear and black magic to control the world for the past 800 years. At your disposal are the abilities to fly, use six forms of magic, and for a select few, a magical cyber-sword.

With fast action, intelligent enemies, and a huge tower to explore, you will want to replay Thelema over and over again, and if you can't handle it alone, you can network with up to 7 other players in various multiplayer modes. Can you handle it?

Key Features

- Eleven different areas to explore, each with unique enemies and challenges.
- Intelligent scripted AI using the Python scripting language.
- Simultaneous release for PC, Macintosh, and Linux.
- Hybrid 2D-3D graphics engine for a unique look and feel.
- Multiplayer support up to 8 players, taking place in the same tower as single player.
- 3D positional audio with a variety of aural effects.
- Music performed live by:
 - Queen
 - Floyd
 - Scorpions from Boston
 - Who
 - Journey in a Zeppelin
 - on the Sabbath.
- Multiple levels of difficulty range from Easy to I See God.

Supporting Technologies

- OpenGL
- SDL
- C++
- Python
- DEV-C++
- MinGW / GCC
- Apple Developer Tools
- Windows, MacOS, Linux

GAME DESCRIPTION

Every fantasy story begins the same. A dark wizard is trying to take over the world, and a group of misfit heroes are sent on a quest to stop him. What if the heroes failed? What if the dark wizard took over? And what would the world look like after 800 years under the rule of black magic?

Thelema is a futuristic fantasy thriller where you play as a member of a rebel faction (called Thelema) who is charged with reclaiming the world from the evil wizard Aleister, who has used fear and black magic to control the world for the past 800 years. Will you succeed and become a legend, or fail and become a corpse?

The gameplay is a strong balance of fast action and exploration. The player is able to fly in any direction, both allowing them to explore every nook and cranny of the tower, and allowing them to dodge enemy fire and get in the best position for a counter attack. Often the screen will be filled with enemies, bullets, and other types of traps and obstacles, so good flying and shooting skills are a must.

Throughout the game the player will gain six magical powers, each with a different style of attack. These are designed to suit each player's own playing style, and four of them will also serve a second purpose – to allow the player to access areas that were previously closed off.

To avoid a linear progression, the game features two separate paths through the castle that can be performed simultaneously. This gives the player the choice of two different areas to explore at any given point in the game. Not only does this give the player more choices than the average action title, but it can also alleviate the frustration caused by the high difficulty levels.

Thelema will also feature an integrated multiplayer mode supporting up to eight players. There will be no standard death-match style fights here. Multiplayer will consist of any number of players playing the game simultaneously. For each player added to the roster, the difficulty will increase. One multiplayer mode is Free-for-all, where everyone plays, and can team up if they like, or just go it alone. The other is Team-Attack, where you split up into teams (any number of people on any number of teams) and try to be the first team to defeat Aleister. Both modes will feature a unique scoring model where players are given “Awards” dependent on what they do in the game (ex. M.V.P, Most Kills, Most Useless Player).

All of this plus a hybrid 2D-3D graphics engine, positional sound, and adjustable difficulty levels will make this a strong contender for Action Game of the Year. Can you handle it?

STORY

Once upon a time there was a kingdom of swords and chivalry, of wizards and warriors, of fantasy and magic. Everybody was content in their way of life, except the evil wizard Aleister. He used fear, torture, and dark rituals to control people, and he was soon gaining power over the land. He bribed the underground race of the gnomes to do his bidding, and in return they were promised free reign over the people in the land. The gnomes quickly formed an army, and Aleister led them to overthrow the king. When the king fell, they dismantled his castle and built a large, twisted tower in its place.

The Prophet told of a boy, born into an impoverished family, who would be chosen to save the world. Hushed voices across the land spoke of a child named Anton from the east. Soon, the boy was in training day and night for the time when he was ready to face Aleister and free the land.

It was seven years before Anton was ready to battle the dark wizard. On that fateful day, he led an army to Aleister's Tower, but the wizard was ready. Lightning rained from the sky, flames poured from the earth, and less than an hour went by before Anton realized that his entire army was defeated. Anton entered the tower alone, and fought his way to the wizard's lair. This is the end of the legend, for nobody knows what happened inside the wizard's lair. All that is known is that Anton never returned from the tower, and Aleister was not defeated.

Eight hundred years passed, the land went into poverty and despair. As generations passed, there was less rebellion, for fear of punishment by the gnomes. The powers of magic had been all but lost throughout the generations, and the few that could still use them were too afraid of the consequences. The people with their swords and axes were no match for the gnomes' guns.

There were rumors of a man named Crowley who was training an army of mages to fight the wizard, but these were never confirmed. In truth, Crowley had died many years before, but the mages, known as the rebel faction Thelema, continued to train for the day when they would enter Aleister's Tower and end his reign of tyranny.

That day has come...

CORE GAMEPLAY

Goal: To enter Aleister's Tower and defeat the evil wizard.

Average Game Length: 1 hour.

Game Controls:

Scheme 1: Dual Analog

Stick 1: Move player in any direction.

Stick 2: Fire in any direction.

Scheme 2: Keyboard and Mouse

Keyboard: Move player in eight directions.

Mouse: Move aiming cursor, click to fire in the direction of the cursor.

HotKeys:

Any button on the joystick or keyboard can be set as a "HotKey".

These keys will quickly select a particular spell.

See **Spells and Weapons** section for more information.

Standard Four-Button Spell Controls:

Each button is assigned one of three "spell classes". See **Spells and Weapons** for a description of spell classes. Pressing the button selects the directed attack in that class as the current weapon. The fourth button is a modifier button. When holding the modifier button and hitting a class button, the radial attack in that class is used.

Other Keys:

ESC will pause the game, displaying stats.

The Automap key (Space by default) will bring up the Automap.

Interface:

The interface will be primarily mouse driven, but it will also support moving the cursor with the joystick or keyboard.

INTERACTION

The basic gameplay will feature the main character flying around a 2D plane, firing in any direction using an analog stick or mouse. Enemies will attempt to stop the player using a variety of weapons and attacks, and the player will have to find the best way to dispatch each oncoming attack. Much of the difficulty lies in dodging bullets, because there will be a large number (15-20+) bullets on the screen much of the time. The game will feature strategy in the way that the player will need to wisely choose his weapons to dispatch a particular enemy. The weapons lend themselves to different playing styles, so the players with great aim will likely favor Fire, those with high levels of concentration will likely prefer Lightning, and novice players will likely prefer Glacier.

As the players continue into the game, they will get the ability to use three radial attacks. These attacks help avoid or damage enemies, and heal the player. To use these attacks, the player must expend Willpower, and that Willpower can only be regained by destroying enemies. This creates a balance during the fighting. Your radial attacks will help you survive, but they are limited, so the player must use regular attacks most of the time. The more enemies you kill with regular attacks, the more chances you have to use your radial attacks.

The player will have the choice of areas to explore, but each area will become easier to overcome if you have beaten the other areas. For example, the Satellite Tower will always be difficult, but if you have gained the Blizzard ability from the Mech Hangar, it will be easier to destroy the spideroids that infest the tower. However, if you complete the Satellite Tower first, the Mech Hangar will be easier because Hurricane works great against the hordes of flying creatures throughout the hangar.

There will also be secret spell upgrades hidden throughout the tower. When collected, the player can choose to upgrade any spell to the next level. Finding these is a must, especially in the harder difficulty settings. As spells increase in level they become stronger, and radial attacks will gain a boost in distance.

There will be two main bosses to defeat, the Dragon and Aleister. These bosses fire more bullets than regular enemies and take a large amount of damage to destroy.

The overall feeling that the player gets from this game is one of controlled chaos. Explosions, bullets, and enemies constantly fill the screen with action, and the player must find the best way to survive each confrontation. Quick thinking, as well as a quick trigger finger, will ultimately separate the novice from the master.

Design Decisions

Thelema will be a very focused game. Instead of a sprawling 20 hour-long adventure, we wish to make a game that will take about an hour to complete. This allows us time to create a highly balanced, well paced, and dynamic game. This choice will result in a much higher replay value, so that players may play through it many times just to see if they can do better. Also, the adjustable difficulty levels will keep it interesting even for the more seasoned players. See **Difficulty Levels** for more information.

Thelema will differentiate itself from similar games using its non-linear approach. Using a technique called the “Parallel Path Structure”, most of the game is split into two paths, either one accessible at any time. This allows the player to choose what area to complete next, instead of forcing them down one path. See **The Parallel Path Structure** for more information.

The game will also contain numerous secret spell upgrades. The average player can complete the game on easy without finding the secrets, but to complete the game on higher levels will push the player to search for the secret spell upgrades just to survive. Most secrets will be hidden behind breakable walls. These walls can be broken using any attack, so when the player finds Hurricane, Blizzard, or other area-effect spells, finding secrets will become an easier task. See **Spells and Weapons** for more information.

At the beginning of the game, there are a number of areas blocked off. In order to open these areas, the player has to find certain spells in other areas. For example, in order to enter the Satellite Tower, you must activate the electricity by using Lightning on the door. The Lightning spell is found on the west side of the tower. See **Aleister’s Tower** for more information.

Prioritizing Development

Thelema is a very ambitious project, and we are on a schedule that cannot budge. Because of this, we will be prioritizing all tasks in this document. There will be a priority ranking (A,B,C,D) after any prioritized task in the document. Tasks ranked (A) will get the most attention, and will definitely get implemented. Tasks ranked (B) take second priority, and will probably be implemented, but are not guaranteed. Tasks ranked (C) have a low priority, but are features we would like to implement but only if we have time. Tasks ranked (D) are those which we would very much like to see, but probably won’t have time to actually implement. We feel that by using this ranking system, we can better schedule our tasks and goals to fit the needs of the game.

SPELLS AND WEAPONS (A)

Spell Classes

There are three spell classes, each containing one directed attack and one radial attack. The two spells in a class are mapped to the same button, the directed attack being a single press of the class button, and the radial attack being the press of the modifier button and the class button.

Spell Levels

Each spell has three levels. Each time a spell upgrade is found, the player can choose to upgrade one spell to the next level. In addition to making the spell overall look cooler (bigger explosions, more particles), they are also stronger, and sometimes gain new advantages.

The Spirit Meter

Each player has a Spirit meter in the bottom right corner of the screen that fills as you defeat enemies. For each enemy defeated, the player gets a number of points on their Spirit meter. The maximum points stored in the meter is 50. For each Radial spell the player uses, a number of points are deducted from the meter.

Absorb – 20 Spirit Points

Hurricane – 25 Spirit Points

Blizzard – 50 Spirit Points

Definitions

Firing Vector – When using the joystick, the firing vector is a unit vector in the direction pressed on the firing stick. When using the mouse, the firing vector is a unit vector in the direction of the mouse cursor from the center of the player.

Splash Damage – When the weapon hits an enemy or wall and it has splash damage, then any enemy within a certain “splash radius” of the explosion is damaged.

Heat Spells



Fire

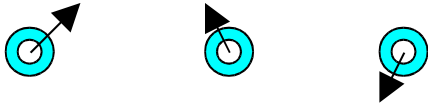
Directed

Shoots along the firing vector, about 3 shots per second.

Level 1: Medium damage, no splash damage, medium speed.

Level 2: Medium-high damage, low splash damage, short splash radius, mid-high speed.

Level 3: Very high damage, medium splash damage, medium splash radius, high speed.



Absorb

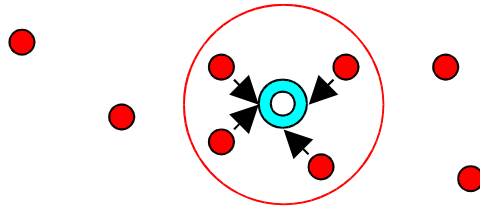
Radial

Absorbs nearby bullets to restore health.

Level 1: Per-bullet health restore low, short radius.

Level 2: Per-bullet health restore low, medium radius.

Level 3: Per-bullet health restore medium, medium-high radius.



Ice Spells



Glacier

Directed

Fires an expanding wave at enemies. When hit, the enemies speed drops dramatically.

Level 1: Small wave, low damage, low speed.

Level 2: Medium wave, low damage, low-medium speed.

Level 3: Large wave, medium damage, medium speed.



Blizzard

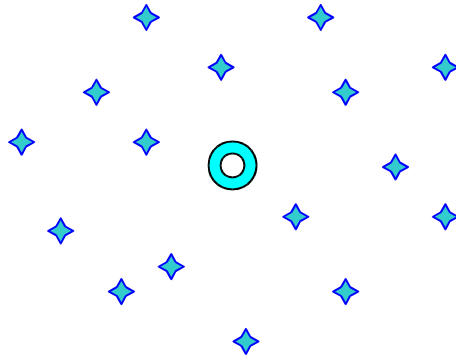
Radial

Damages all enemies within a very large radius from the player.

Level 1: Low damage.

Level 2: Medium-low damage.

Level 3: Medium damage.



Storm Spells



Lightning

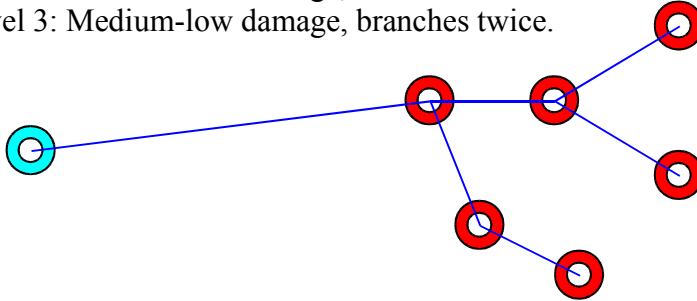
Directed

Fires a continuous stream along the firing vector. At level 2, when an enemy is hit, lightning branches from that enemy to the two nearest enemies to it. At level 3, those enemies branch as well.

Level 1: Medium-low damage.

Level 2: Medium-low damage, branches once.

Level 3: Medium-low damage, branches twice.



Hurricane

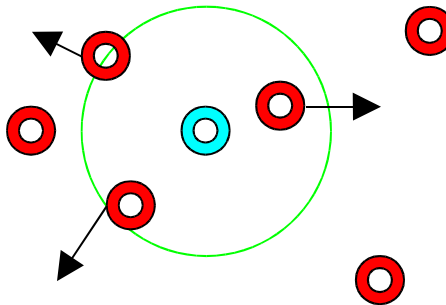
Radial

Throws most enemies within a radius away from the player. Damage is taken only when the enemy hits a wall, and is dependent on the speed it was moving when it hit.

Level 1: Medium throw, medium radius.

Level 2: Medium-high throw, medium-high radius.

Level 3: High throw, medium-high radius.

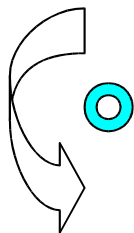


Weapons

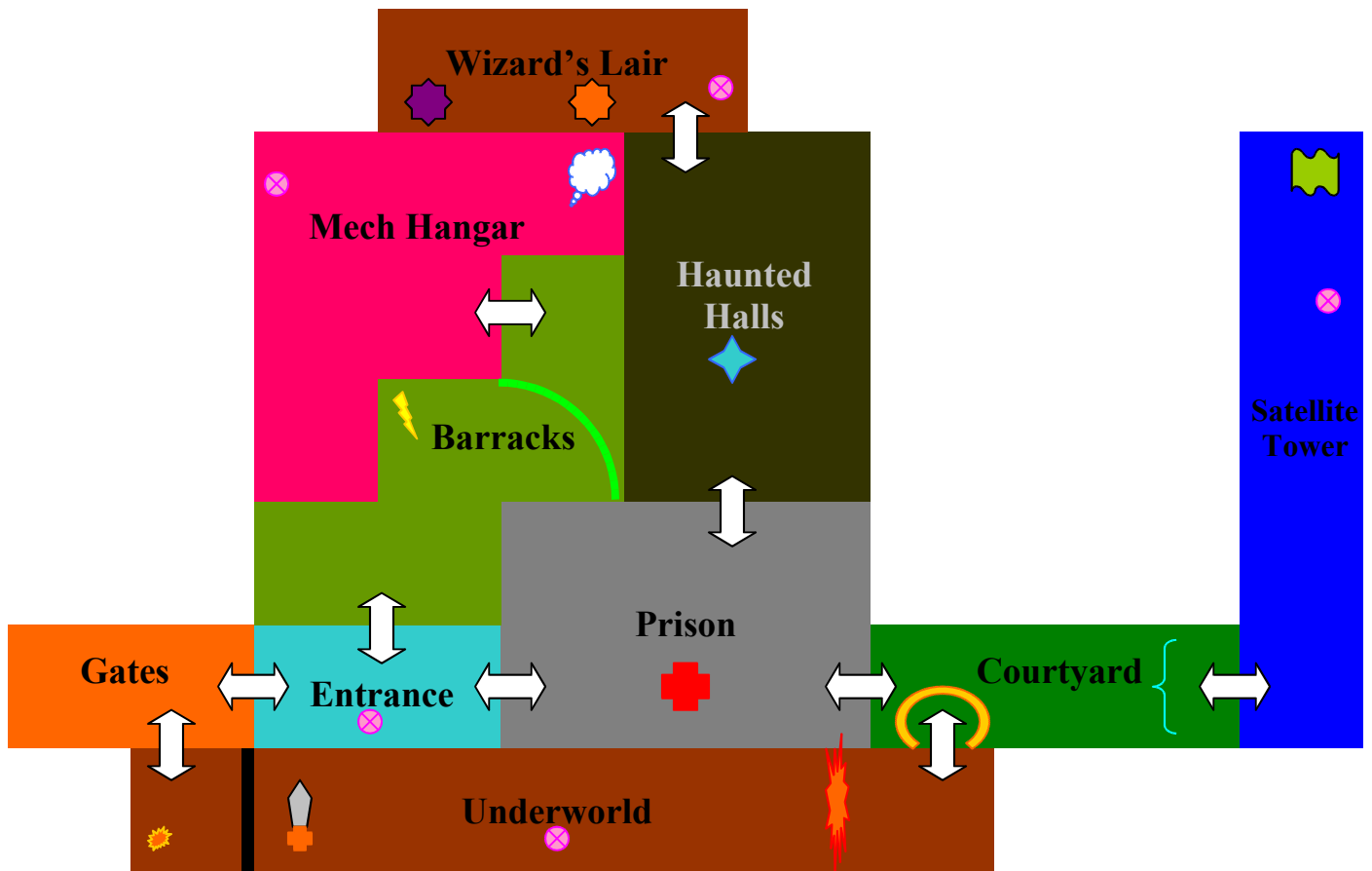


Sword

Only useable during the battle with the dragon. When the player fights the dragon, the sword is used in place of spells. Slashes a huge arc in front of the player and does extremely high damage.



Aleister's Tower



SPELLS

☀ - Fire ❄ - Glacier 🌀 - Hurricane ⚡ - Lightning

⊕ - Absorb 🗡 - Sword ☁ - Blizzard

DOORS – Requires a specific spell to pass

🌀 - Requires Lightning 🌀 - Requires Hurricane
 { - Requires Glacier 🔥 - Requires Blizzard

BOSSES

🐉 - Dragon 🟪 - Aleister

OTHER

⊗ - Teleporter

AREAS AND SCENES

Aleister's Tower consists of 10 areas, containing a total of 45 scenes. Each area has its own distinct look. For example, the courtyard will have a stone path, and the background will be a gate that enters into a garden. The Underworld will have rocky floors, walls, and ceiling, and the background will be flowing lakes of lava. This will allow the player to keep mental note of the layout of the tower.

Each area contains one or more scenes, which are "square" sections of the game. Only one scene will need to be loaded at any given time. This cuts down on the number of tiles being drawn, which will avoid any speed problems that may arise. Also, only the AI of enemies currently within the scene will need to be updated.

The maps themselves will be a simple tile map, where each tile corresponds to a tile type. There will be a few different types of tiles, which will be used to hide secrets or control AI paths. The main tile types will be 0 and 1, and the majority of tiles will use one of these types.

Tile Types

- 0 - Empty – An empty tile that characters can fly through.
- 1 - Solid – A solid tile that characters cannot fly through.
- 2 - Breakable – Solid until hit by the player's weapon, then it breaks into an empty tile.
- 3 - Web – These are the only places the spiders can move.

Special Tiles

- 4 - Flames – Can only be destroyed by blizzard.
 - When shot with other weapon, get message "It would take a snowstorm to put this out!"
- 5 - Auto Door – Can only be opened by lightning.
 - When shot with other weapon, get message "This needs electricity to open..."
- 6 - Plasma Wall – Can be frozen and shattered by glacier.
 - When shot with other weapon, get message "The plasma is absorbing my weapons."
- 7 - TrapDoor – Is destroyed when windmill is activated.
 - When shot, get message "Its no use, it's too strong."

Prioritizing Graphics

Since the main focus of our attention needs to go to gameplay, we must prioritize graphics only after the gameplay is in a near-finished state. This may mean scaling back on certain graphical effects. There are a few ways we can do this. For one, the Mech Hangar, Barracks, and Satellite Tower can share many graphical elements, as can the Gates and Courtyard, the Entrance and Wizards Lair, and the Prison and Haunted Halls. Secondly, the background can be a static image instead of a 3D mesh. Also, lighting, special effects, and special tiles can be simplified if needed. These are the priorities for the graphics in all of the following levels:

Background: (C)

Tiles: (B)

Lighting and Effects (D)

Gates

Scenes: 2

Enemies:

Gun Turrets (fan shot)

Background:

A ruined stone wall, crumbling and jagged, overlooking a vast landscape, with a small town down in the valley below the tower.

Tiles:

Stone bricks that extrude from the wall in the background. Sometimes worn and broken also.

Lighting:

Mostly ambient, moderate-dark lighting. Nighttime.

Effects:

Rain pouring down, lightning flashing.

Links to:

Underworld (Left-most scene)

Entrance

Spells found: None

Spell Upgrades: None

Teleporter: No

Entrance

Scenes: 2

Enemies:

Gun Turrets (guard, bomb)

Drone

Gnomes (Worker, Soldier)

Background:

A futuristic variation on the extravagant palace halls. Bright red draperies and windows, but with large computer mainframes and polished chrome walls.

Tiles:

Walls, floor, and ceiling are a polished chrome.

Lighting:

Bright and well lit.

Links to:

Gates

Barracks

Prison

Spells found:

None

Spell Upgrades:

Behind Auto Door in plain sight.

Teleporter: Yes

Prison

Scenes: 6

Enemies:

- Gun Turrets (guard, bomb, spray)
- Gnomes (Worker, Soldier, Airborne)
- Gargoyle

Background:

A dark, dingy prison, with prisoners in some cages.

Tiles:

Rotted brown bricks, with rusted metal stairways leading upward into the prison.

Lighting:

Low ambient light, torches placed in various places that light up their surroundings.

Links to:

- Entrance
- Haunted Halls
- Courtyard

Spells found:

- Absorb

Spell Upgrades:

- Behind Plasma Wall in plain sight.
- Behind Breakable Tiles in obscure area.

Teleporter: No

Barracks

Scenes: 5

Enemies:

- Gun Turrets (guard, bomb, spray, sniper)
- Gnomes (Worker, Soldier, Airborne)

Background:

Drab concrete walls with metal doors interspersed along even intervals.

Tiles:

Cracked concrete floors, walls and ceilings, with concrete stairways leading up.

Lighting:

Medium ambient lighting.

Links to:

- Mech Hangar (Requires Ice)
- Entrance

Spells found:

- Lightning

Spell Upgrades:

- Behind Flames in a fairly easy to find area.
- Behind breakable tiles in obscure area.

Teleporter: No

Mech Hangar

Scenes: 6

Enemies:

- Gun Turrets (guard, bomb, spray, sniper, laser)
- Gnomes (Worker, Soldier, Commander, Airborne, Special Ops)
- Guard Mech

Background:

Polished steel wall, with rafters and girders leading forward from it.

Tiles:

Polished steel, very clean and modern looking.

Lighting:

High ambient lighting.

Links to:

Barracks

Spells found:

Blizzard

Spell Upgrades:

Behind Breakable Tiles in obscure area.

Behind Auto Door in obscure area.

Teleporter: Yes

Courtyard

Scenes: 3

Enemies:

None

Background:

High metal fences with a garden behind them.

Tiles:

Stone path, stone tower blocks for left wall, steel satellite tower blocks for right wall.

Lighting:

Low ambient lighting with dark blue tint. Low directional light from top right.

Effects:

Rain pouring down, lightning flashing. (D)

Links to:

Prison

Satellite Tower

Underworld (main area)

Spells found:

None

Spell Upgrades:

Breakable tiles in tower side.

Teleporter: No

Haunted Halls

Scenes: 6

Enemies:

Gnomes (Worker, Soldier)

Imp

Gargoyle

Spideroid

Background:

Dark wood walls filled with dark hallways, leading into black.

Tiles:

Dark wood walls, floors and ceilings. Spiderwebs line some areas.

Lighting:

Very dark, lightning is your best source of light.

Links to:

Wizards Lair

Prison

Spell Upgrades:

Behind flames in obscure area.

Teleporter: No

Satellite Tower

Scenes: 5

Enemies:

Gun Turrets (guard, bomb, spray, sniper, laser)

Gnomes (Worker, Soldier, Commander, Airborne, Special Ops)

Spideroid

Background:

The inside of a cylinder of rusted metal. Scorch marks and scratches are all over the metal.

Tiles:

Old rusted metal that looks as if it was polished at one time. Spiderwebs line some areas.

Lighting:

Medium ambient lighting,

Links to:

Courtyard

Spells found:

Hurricane

Spell Upgrades:

Under breakable tiles in floor.

Hidden in obscure area.

Teleporter: Yes

Underworld

Scenes: 7

Enemies:

None in left-most scene.

Gnomes (Worker, Soldier, Commander, Airborne, Special Ops, Kamikaze)

Spideroid

Imp

Gargoyle

Background:

Glowing red stone and lava pools everywhere.

Tiles:

Red stone, full of cracks and air pockets.

Lighting:

Strong pulsating red glow, little other ambient lighting.

Links to:

Courtyard

Spells found:

Fire (in left-most scene)

Sword (in main area)

Spell Upgrades:

In fairly plain sight near the entrance of the main area.

Teleporter: Yes

Wizards Lair

Scenes: 3

Enemies:

Boss (Dragon) (B)

Boss (Aleister) (A)

Background:

Same as Entrance.

Tiles:

Same as Entrance.

Lighting:

Medium-low ambient lighting.

Links to:

Haunted Halls

Spells found:

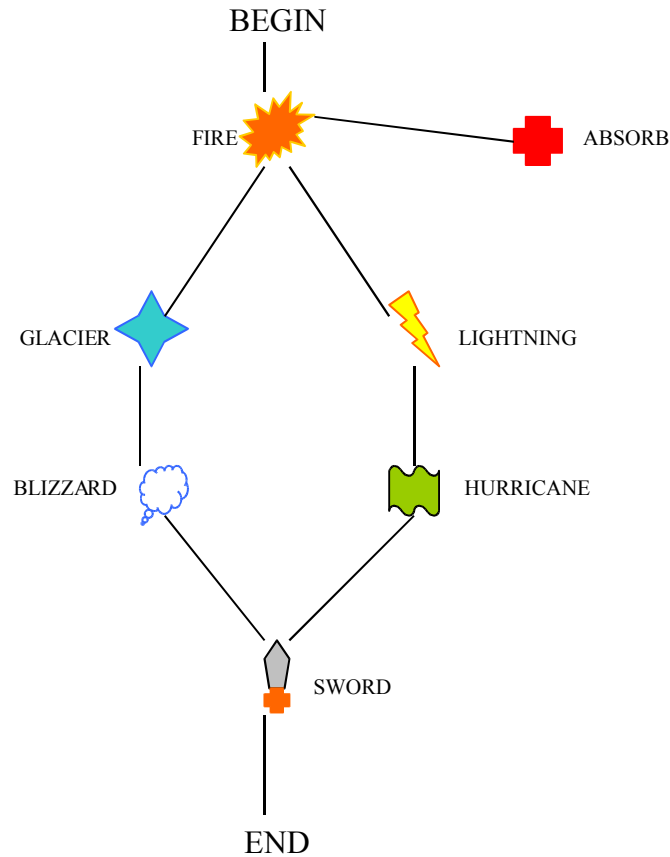
None

Spell Upgrades:

None

Teleporter: Yes

THE PARALLEL PATH STRUCTURE (A)



You begin the game with no spells or weapons. After a short warm-up, you gain the power of Fire. Once inside the tower, you can head up to the Barracks to get the Lightning spell or the Haunted Halls to get the Glacier spell. Also, at any time you can enter the Prison and get the Absorb spell. With the Lightning spell, you can enter the Satellite Tower and get the Hurricane spell. With the Glacier spell, you can enter the Mech Hangar and get the Blizzard spell. Once the player has both Blizzard and Hurricane, he can gain the Sword from the Underworld and use it to defeat the dragon in the Wizards Lair. The player then fights the wizard and completes the game.

Using this structure, the player usually has two choices of levels to complete next. If the player has acquired the Lightning spell, he can either enter the Satellite Tower and get Hurricane or he can enter the Haunted Halls and get Glacier. If he chooses Glacier, then he still has the Satellite Tower, but has now opened up the possibility of going to the Mech Hangar to get Blizzard.

This gives the player a better level of freedom than the standard linear approach. Also, it allows the player to leave an area if it is too difficult, and come back later when they are more experienced.

Automapping (B)

As the player explores the tower, each scene he enters will show up on the Automap. Pressing the Automap key will show it to you, as well as the location of any teleporters the player has activated.

Teleporters (B)

Teleporters allow the player to quickly revisit any place he has already been. When the player touches a teleporter, the Automap comes up, and the player can choose any teleporter has previously visited. When a teleporter is chosen, the player is sent to the location of that teleporter.

Death and Resurrection (A)

When a player dies, he is returned to the Entrance with full health and no penalties. We will not punish the player for dying, but the player will need to be able to complete an entire section without dying. The entrance contains a teleporter, so that the player can get back to certain areas, but most of the teleporters can only be accessed once the player has completed that area.

Difficulty Levels (A)

Thelema features four difficulty levels, designed for any player to be able to pick it up and have fun, regardless of skill level. The difficulty levels will affect the game in three different ways:

- The number of enemies per scene.
- The number of shots and rate of fire of certain enemies.
- The amount of damage some enemies will take before dying.

The game will prompt for a difficulty level before beginning, but the cursor will default to whatever skill level it feels is most appropriate. A single player game will default to level 2. A 2-3 player game will default to level 3. A four or more player game will default to 4.

Stats (B)

When the game is paused, you can view your current stats, including number of kills, number of deaths, number of bullets fired, and other stats that are kept track of. In single player, this is only for fun, but in multiplayer it becomes an integral part of the Award system.

Physics (A)

Thelema will contain very little real-world physics, because the game itself is based on a fantasy concept. However, there will be an adequate (if not real-world) physics model that will keep the motion and interaction of the game consistent and believable. Within the gameplay, the only physics models needed are a) Acceleration/Deceleration for characters and enemies when flying, and b) Momentum for the effects of the hurricane spell against enemies. All other physics will be incorporated into the particle systems, including gravity, rotational inertia, and two-body collisions.

ARTIFICIAL INTELLIGENCE

The AI in Thelema will be one of the more complex programming tasks, but it will also create the foundation for the fast-action that we require. Above all, the AI needs to be modular. By this, we mean that we will define a set of pre-programmed actions, and then write scripts that allow the enemy to decide what action to take at any given time. Because of this, the AI section will be broken down into tasks that can be referenced when reading the **Enemies** section.

Personalities

Each enemy will have an attached personality, and each personality is shared between multiple enemies. These direct how the enemies move around in the world.

Firing Modes

The variety in the enemies ultimately comes from what type of attacks they use. Some enemies will simply fire at you. Some will fill the screen with dangerous missiles. Others will have more complex AI so that you never know what to expect from them. These are their firing modes, and many firing modes will be shared between multiple enemies.

Types of Bullets

There are two main types of bullets, and any attack that fires bullets will specify one type or the other. Energy Ball and Fireball act similarly, but with different graphics. Torch attacks always use the Flames effect, and Lasers are a blue shaded line segment.

Focus

Since this is a multiplayer game, the enemies need to decide what player it wishes to attack. This is the reason for focus. Certain actions, such as moving near the enemy or shooting it will make the enemy want to focus on the player. Think of it as a threat priority points system, where the enemy chooses which player to attack based on how much of a threat it is. For reasons of play balancing, the tolerance should be adjustable.

For example, if a player is flying near an enemy, the enemy's threat priority will be higher for that player. The threat priority also increases when a player hits the enemy with a weapon. This will allow the enemies to decide who to attack with a reasonable intelligence. Actual priority numbers will be decided upon technical evaluation of the system.

Prioritizing Enemies

We need a very diverse selection of enemies to keep the game interesting. Because of this, we have planned a large number of enemies but who share different abilities. Most of the enemies are a high priority but a few can be scaled back or removed. The teleport personality will allow for a lot of diversity, but since it is a B level feature, all enemies who use it also can use Radial Guard if need be. Also, the Dragon is a B level feature, but if it is not in the final version, it will be replaced by a shrine that requires the Sword to pass.

ENEMY PERSONALITIES

Flying Enemies

These enemies will require the most effort, because they will need pathfinding and fairly advanced decision-making.

Kamikaze (B) – The simplest type of personality. They head directly for the position of the focused player, intent on collision.

Radial Guard (A) – First tries to get within a particular distance of the player, then tries to maintain that distance while firing. Note that if the player charges the enemy, it will not immediately respond with moving away, but after a certain tolerance time is reached, the enemy will try to get within the distance again.

Side Attack (A) – Similar to radial guard, but also attempts to get horizontal from the player in order to use certain attacks.

Ground Enemies

These enemies will only walk left and right. They will be unaffected by gravity, and will be unable to jump down from cliffs. If the enemy reaches the edge of a cliff, it will either a) stop, or b) turn around, dictated by its AI.

Ground Target (A) – Walks left and right on the ground, trying to remain underneath the player.

Ground Patrol (A) – Walks left and right on ground, firing at player but only changing direction when it reaches a wall or cliff.

Other Personalities

Stationary (A) – Does not move, on ground or air. Useful for Gun Turrets and perched gargoyles, as well as any enemies that are not yet in attacking range.

Teleport (B) - Disappears and reappears somewhere else nearby. Chooses another within a medium length radius of its current position, flies there, and then disappears again. The cycle repeats.

BASIC FIRING MODES

- Normal shot (A)

Shoots along the direction of a given vector.

Example:

Direction (0, 1)



Direction (1, 0)



Direction (1, 1)



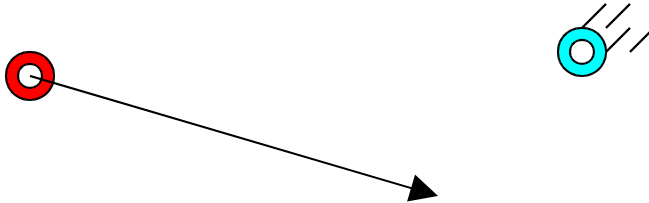
- Targeted shot (A)

Shoots in the direction of the currently focused player.



- Leading shot (B)

Estimates the point that the player will be at when the shot reaches him using the players given velocity vector, and shoots in that direction.



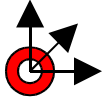
MULTIPLE SHOT FIRING MODES

- Multidirectional shot (B)

Shoots along each vector in a given list.

Example:

Directions: (1, 0), (0, 1), (1, 1)



- Fan shot (A)

Fires a fan of 'n' shots ranging between two given vectors.

CLOCKWISE or COUNTERCLOCKWISE must also be specified.

Examples:

Vectors: (1, 0), (-1, 0)

Orientation: COUNTERCLOCKWISE

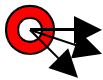
Number of shots: 5



Vectors: (1, 0), (1, -1)

Orientation: CLOCKWISE

Number of shots: 3

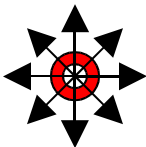


- Burst shot (A)

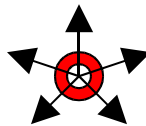
Fires 'n' shots in a set of directions spaced equally around a circle.

Examples:

Number of shots: 8



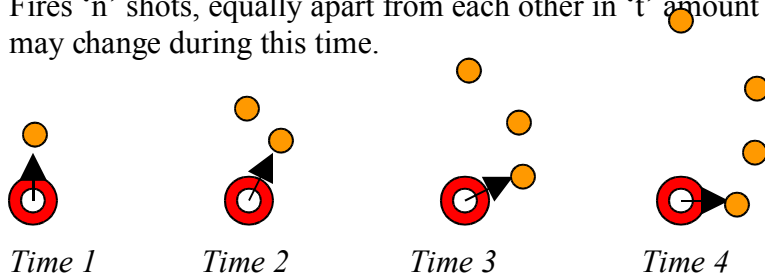
Number of shots: 5



TIME DRIVEN FIRING MODES

- Spray shot (A)

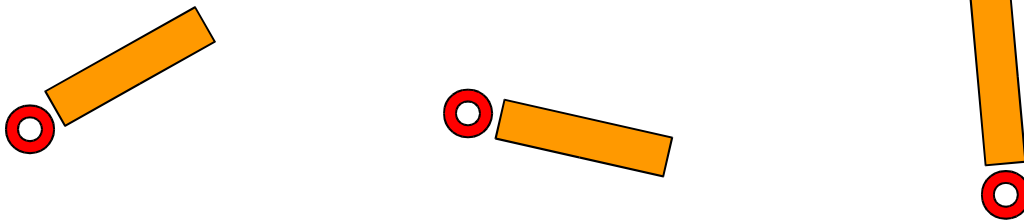
Fires 'n' shots, equally apart from each other in 't' amount of time. The vector direction of firing may change during this time.



- Torch shot (B)

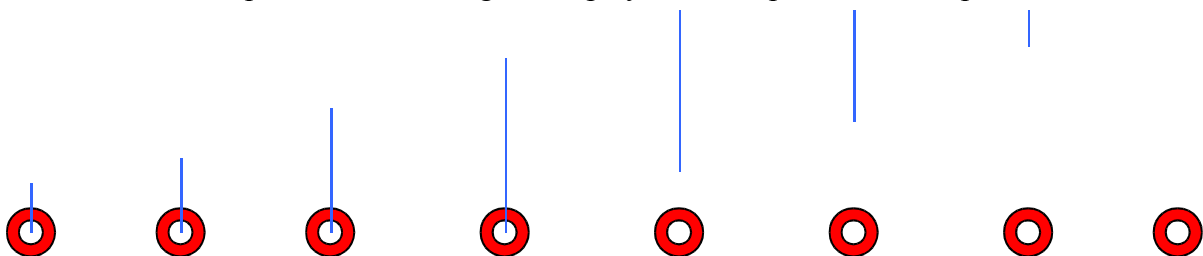
Fires a continuous stream, facing a particular direction and for a given distance. This stream should be considered a rectangle, and so should be also given a "height". The longer this is in contact with the player, the more damage he will take. Can be targeted at player, or at a predetermined position.

Examples:



- Laser shot (B)

Fires a long beam, extending out in one direction. This will be defined by a direction vector and two endpoints. While the beam is firing, the first endpoint will fire away from the enemy, while the second endpoint remains fixed at the enemies firing point. After the beam is fired, the second endpoint will fire away from the enemy as well. The player is damaged by crossing the line between the two endpoints. Can be targeted at player, or at a predetermined position.



ENEMIES

Note: All statistics used in these descriptions (Health, Weapon Speed, Damage) are qualitative, not quantitative. This is to emphasize that we will be building our systems around the need to balance out the enemy strengths and find the best numbers that fit those needs. When a more technical write-up is created, these statistics will have actual quantities.

Also, whenever a “number of shots” is specified for a burst or spray, these will be adjusted by the difficulty level. These numbers should be used for level 2-3, and subtract two bullets for level 1. Possibly also add 2 bullets for level 4.

The spirit variable determines how many spirit points a player gains for defeating the enemy.

When a certain attack is preceded by a percentage, this is the probability that the enemy will use that particular attack. This does not have to be random, just that the AI should decide to use a certain attack X% of the time.

Drone (A)

A small, round flying robot, blue-gray exterior, with a large red “eye” in the front. These patrol the less populated areas of the tower looking for intruders.

Unaffected by Hurricane.

Health: Low

Spirit: 2

Personality: Side Attack

Weapons:

Beam – Laser shot, Average speed, small length, small damage, limited to (1,0), (-1,0)

Gun Turret (A)

A mounted gun turret, the only part that moves is the cannon. There are a variety of different types, each differing only in the type of shot that they fire.

Unaffected by Hurricane.

Health: Medium

Spirit: 3

Personality: Stationary

Weapons: (One of the following)

Laser – Laser shot, average speed, medium length, medium damage.

Guard – Normal shot, fast speed, high damage, focused at the place it is “guarding”

Sniper – Targeted shot, medium-fast speed, high damage.

Bomb – Fan shot, slow-medium speed, medium damage, fan vectors are variable.

Spray – Spray shot, medium speed, medium damage.

Note: All attacks except laser use Energy Ball.

Gargoyles (B)

Gargoyles seem fairly harmless at first, sitting on a perch breathing fireballs at certain time intervals, but when the player approaches one too close, it will spring to life and attempt to roast the player with fireballs from the side. If the player gets within a very short distance from the gargoyle, it will fire a highly damaging torch.

Unaffected by Hurricane.

Health: Medium-high

Spirit: 5

Personality: Stationary when perched, Side Attack when flying.

Weapons:

Fireball - Normal shot, medium speed, high damage, limited to (1,0), (-1, 0), Fireball

Torch - Torch shot, long duration, high damage, limited to (1,0), (-1,0)

Guard Mech (A)

A large walking robot, intent on blasting the player with its cannons. If the player is within its field of vision, it fires targeted spray shots until the player is out of its vision again.

Unaffected by Hurricane.

Health: Very high

Spirit: 10

Personality: Ground Patrol

Weapons:

Machine Guns – Spray shot, medium speed, high damage, Energy Ball.

Imp (B)

Small, fast, and deadly. Imps teleport around, making them difficult to hit, since you can only hit them while they fly. During the moving portion of a teleport, Imps fire off one of two attacks. If they happen to teleport near a player, they fire off a torch.

Unaffected by Hurricane.

Health: Medium

Spirit: 10

Personality: Teleport(B), or Radial Guard(A)

Weapons:

50% Inferno – Burst shot, medium speed, medium damage, 6, 8, or 10 shots, Fireball.

50% Sniper – Leading shot, high speed, high damage, Fireball.

Burn – Torch shot, medium duration, high damage.

Gnomes (A)

The allies of Aleister and the most abundant enemy in the tower. There are various types of gnomes each with their own set of abilities.

Worker (A)

Unaffected by Hurricane.

Health: Very Low

Spirit: 1

Personality: Ground Patrol

Weapons: None

Soldier (A)

Unaffected by Hurricane.

Health: Low-Medium

Spirit: 2

Personality: Ground Target

Weapons: 50% Targeted shot, 50% Leading Shot, Energy Ball

Commander (A)

Unaffected by Hurricane.

Health: Medium-high

Spirit: 4

Personality: Ground Target

Weapons: Fan shot, 90*-180* aimed toward player, Energy Ball

Airborne (A)

Health: Low-medium

Spirit: 3

Personality: Radial Guard

Weapons: 50% Targeted shot, 50% Leading Shot, Energy Ball

Special Ops (A)

Health: Medium-high

Spirit: 5

Personality: Radial Guard

Weapons: Fan shot, 90*-180* aimed toward player, Energy Ball

Suicidal (B)

Health: Low-medium

Spirit: 8

Personality: Kamikaze

Weapons: Explodes on impact. When shot, releases Burst Shot – 8 shots, Fireball

Dragon (B)

The evil dragon that guards Aleister's lair. The dragon is extremely powerful and can only be slain by the sword. For simplicity reasons, he may animate somewhat but his actual personality will be stationary.

Unaffected by Hurricane.

Health: Extremely high

Spirit: 50

Personality: Stationary

Weapons:

Constantly fires fireballs from mouth in random vectors to the right.

Medium speed, high damage.

Sometimes fires lasers from eyes, long laser in random vector to the right.

Aleister (A)

The dark wizard that the player must defeat to win the game. Aleister has a high amount of hit points and fires various types of shots at the player.

Health: Extremely high

Spirit: 0

Personality: Teleport (B), or Radial Guard (A)

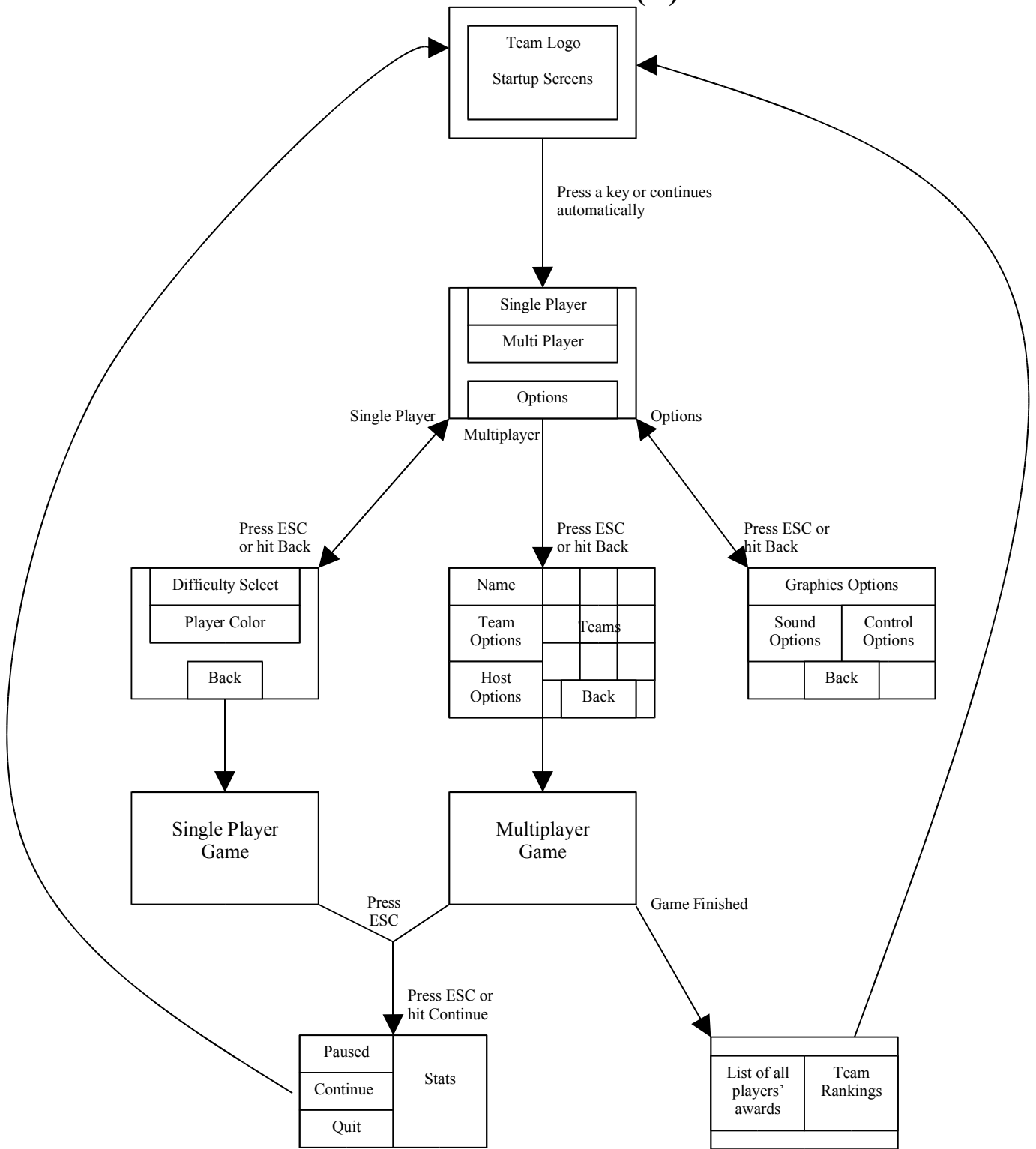
Weapons:

33% Fire blast – A series of three burst shots in quick succession. First one is 8 shots, second is 10 shots, third is 12 shots. Medium speed, high damage. Fireball.

33% Laser blast – Laser shot, high speed, high damage, fires 12 short laser shots in a circular pattern in quick succession.

33% Power Wheel – Four spray shots, one starting at each “axis” and rotating to the opposite axis. For example, the one that starts at [0, 1] will rotate to [0,-1]. Energy Ball.

USER INTERFACE (A)



Controls: Cursor based, can be controlled with either the analog joysticks or the mouse.
Font: There will be a standard 12-pt True Type font used throughout the game. We will implement the font using SDL_TTF, an open-source font reader.

SPECIAL EFFECTS

The game will feature a number of special effects, including particle systems, flames, and explosions. These effects will be a combination of animated sprites, models, and graphics trickery.

Particle Systems (A):

Particle systems will be attached to nearly every object. They will be used for everything from comic-book style motion lines to stray pieces of exploding objects, sparks from lightning, and trails from fireballs. Some systems will be affected by a gravity physics model, and can possibly (C) have momentum-based collision with the map as well.

Flames (B):

Flames will be used for both torch attacks and the flames that must be destroyed by the Blizzard spell. They will affect a particular line segment, causing that segment to become a pillar of fire. If unable to fully implement, a particle system will simulate the flames.

Explosions (A):

Either a particle system or an offshoot of the flames effect, explosions will be used for the splash damage of the higher-level fire spells, as well as the Kamikaze gnomes suicide attack.

Lightning (A):

This will take a line segment and draw zig-zag patterned lightning along its path.

Hurricane (A):

A particle system of small wind wisps that blow outward from the center of the player.

Absorb (A):

A soft glow surrounds the player.

Blizzard (A):

A particle system of small snowflakes extends outward from the center of the player.

Glacier (A):

A wave of ice is drawn on a line segment, emitting tiny snow particles as it moves.

Laser (A):

A shaded blue line segment.

Plasma Wall (B):

Same as flames, but a blue-gray color.

Auto Door (B):

A simple mechanized door opening.

MULTIPLAYER (A)

Thelema will have a unique multiplayer mode that is far ahead of the standard death match and capture the flag type games. It instead will feature a robust multiplayer mode that encourages both teamwork and competition. Using our Award system, the players are ranked based on their performance in the game, instead of just how often they can shoot the other guy. The fast-paced action and support for 8 players will restrict the game to be LAN-only.

When beginning a multiplayer game, the players begin at a team select mode. The screen will feature a chat window for the players to talk to each other. They can enter a name for their player (it will default to PlayerN, where N is the player's number). There are eight boxes on the screen representing the eight teams, and each player chooses a team. The first player to click a box also can rename the team to whatever he wishes and change the team color.

The host has a few extra options:

- Force even teams (Teams cannot differ in size by more than 1) (Default On)
- (X) Teams (X is the number of teams that can exist) (Default 8)
- Difficulty Select (Dependent on number of players)

Once a game has begun, the players can work together, or apart, however they see fit. The players are differentiated by their team color. The Award system keeps track of how well each player does (See **The Award System**), and the game ends when Aleister has been defeated.

The teams are ranked from 1-8 depending on the average of the entire team's Award scores. This encourages teamwork between all members, because a lagging score can hurt the entire team.

In-Game Communication (A)

The multiplayer mode will feature an in-game chat function. It will be simple; a player hits a key (Enter by default) and then can type in a message. They then hit enter to send that message. The message goes out to all players. If the player wants to send to only a particular player, the player hits the talk key and then types:

Player_name: Message

Finally, if the player wants to send to their entire team, they type:

Team: Message

THE AWARD SYSTEM (B)

In multiplayer mode, the players are scored depending on how well they play the game, giving the game a more dynamic play style and causing players to take more risks and try new things. For certain actions within the game, an Award is given to the player (Spells collected, doors opened, secrets found). Also, at the end of the game, special Awards are calculated (Most kills, Most Valuable Player, Chicken of the Day). These Awards are assigned point values, and at the end of the game all of the Awards the player has acquired are listed, the points are tallied up, and the teams are ranked depending on their points.

Awards

We hope to have hundreds of awards by the end of development, but here are samples of the awards we will definitely have, to get a flavor for the style of scoring. Many of these will have more clever names, (for example: Most Kills may become Angel of Death) but they are named here by how they are received for clarity.

Event Awards

Small point values for completing certain objectives in the game.

Spell: Fire	Spell: Lightning	Spell: Glacier	Spell: Hurricane
Spell: Blizzard	Spell: Absorb	Found Sword	Fought (Boss)
Found (Secret)	Accuracy		

Special Awards

Small-Large point values for playing well.

(X) Spell Upgrades	Most Kills	Fewest Deaths	No Deaths
No Kills (Pacifist)	Most Bullets Absorbed	Most Talkative	Most Smileys:)
Most Valuable Player	Masochist of the Day	Chicken of the Day	Human God
Most Shots			

Negative Awards

These Awards should be avoided, since they actually have a negative point value, resulting in a decrease in points at the end of the game.

Most Likely to Die	Most Reclusive Player
--------------------	-----------------------

ART REQUIREMENTS

Models: All models will be modeled and animated using 3D Studio Max, and saved in MD2 format. Each models polygon budget is listed alongside the model.

- Main Character** – 8 Colors - < 500 polys
- Gnome** – All Varieties. - < 500 polys with all accessories
 - Worker:** Basic Gnome Model.
 - Soldier:** Worker + Armored Shoulders, Gun.
 - Commander:** Soldier + Helmet, Different color, bigger gun.
 - Airborne:** Soldier + Jetpack.
 - Special Ops:** Commander + Jetpack.
 - Kamikaze:** Worker + Jetpack, TNT strapped to chest.
- Drone** - < 250 polys
- Guard Mech** - < 400 polys
- Gun Turret** – All Varieties look similar, different texture/barrel size. - < 150 polys
- Imp** - < 400 polys
- Gargoyle** - < 500 polys
- Aleister** - < 1500 polys
- Dragon (B)** - < 1500 polys
- Teleporter (B)** - < 1000 polys
- Windmill** - < 1000 polys

Item Pickups: - < 150 polys

- Fire
- Absorb
- Glacier
- Blizzard
- Lightning
- Hurricane
- Spell Upgrade

Effects: - 150 poly average

- Explosion
- Lightning
- Hurricane
- Absorb
- Blizzard
- Glacier
- Laser
- Flames (Torch)
- Plasma Wall
- Auto Door

Tilesets: 2 poly per tile, 64x64 pixels

- Gates
- Entrance
- Prison
- Barracks
- Haunted Halls
- Mech Hangar
- Courtyard
- Satellite Tower
- Dwarven Caverns
- Wizard's Lair

Backgrounds: Up to 512 x 512 per layer

- Gates
- Entrance
- Prison
- Barracks
- Haunted Halls
- Mech Hangar
- Courtyard
- Satellite Tower
- Dwarven Caverns
- Wizard's Lair

Bullets: 2 poly per bullet + effects

- Fireball
- EnergyBall

Fonts: 2 poly per letter

- Standard Font

SOUND REQUIREMENTS

The music will be streamed from disk, and will be recorded in 44khz sampling rate. All music will be recorded in Stereo.

All sound effects will be .aug format, and will be recorded in 44khz sampling rate. The sounds will be mono, but they will be sent to one or more of four speakers. Each speaker corresponds to a corner of the screen, and the sound effects are positioned within the speaker range according to where it originated onscreen.

Music:

- Title/Interface – Slow/Medium tempo epic heavy metal ballad.
- Gates – Loud, triumphant guitar rock, fast paced.
- Entrance – Somewhat quiet, hard-edged acoustic style.
- Prison – Slow, distorted heavy grunge.
- Barracks – Guitarified military march.
- Haunted Halls – Slow, heavily distorted metal. May share music with Prison.
- Mech Hangar – Fast paced, loud, high-octave adrenaline rock.
- Courtyard – No music, just ambient noise. Wind, crickets, rustling leaves.
- Satellite Tower – Fast paced, loud futuristic industrial-metal. May share music with Mech Hangar.
- Dwarven Caverns – Distorted acoustic style ballad.
- Wizard's Lair – Loud, triumphant guitar rock. May share music with Gates.

Sound Effects:

Player Sounds

- Hit (Take Damage)
- Use Teleporter

Weapon Sounds

- Fire
- Glacier
- Lightning
- Fireball
- Absorb
- Blizzard
- Hurricane
- Energy Ball
- Torch
- Laser
- Burst Shot

Enemy Sounds

- Teleport
- Hit (Take Damage)

Ambient Sounds

- Windmill
- Plasma Wall
- Flames
- Teleporter

Other Sounds

- Auto Door
- Explosion

Interface Sounds:

- Click (Simple click sound)

CREDITS SEQUENCE NOTES

Our credits sequence must contain the following:

Note: This is not the entirety of our credits, which we will not know until the end, but we must include the following names.

Team:

Joe Bourrie
Pete Dunshee
Sang Park
Alex Yopp
Peter Young

Special Thanks:

Aaron Chiasson
Pat Hackett
Joe Lemmon
Luis Correa
John Zimmerman
Heidi Turrell
DigiPen Institute of Technology
Christopher Erhardt
Ben Ellinger
All Professors at DigiPen
Konami & Treasure

TECHNICAL ANALYSIS

Experimental Features

- Python scripted reusable AI is definitely an experimental feature. We wanted more advanced AI than a simple movement pattern. Our Lead AI Programmer has been working on how to implement this feature for the past few months.
- The short-but-replayable concept is rarely used in games, but we feel that it will give the players a reason to play it multiple times, and it will give us the ability to fine tune each area until we are satisfied with it.

Major Development Tasks

Base

- Game framework (A)
- Testing (A)
- Weapon system (A)
- Level Design/Enemy Placement (A)

Graphics

- Background graphics system (C)
- Tile display (A)
- Model display (A)
- Scene themes (B)
- Animation (A)
- Particle systems/Special effects (C)
- 3D Art and textures (B)

Sound

- 3D Sound Effect Engine (A)
- Sound Effects (A)
- Music Engine (A)
- Music Composition (A)

Interaction

- Input Object (A)
- AutoMapping (B)
- Teleporter Implementation (B)
- User Interface (A)

Artificial Intelligence

- Python Interpreter/AI Controller (A)
- Pathfinding (A)
- AI Scripts (A)

Multiplayer

- Networking Research (A)
- Network Engine (A)
- Multiplayer code (A)
- The Award System (B)

Production

- Level Editor (A)
- Level File Format (A)
- Configuration File (B)
- Packaging and marketing materials (A)
- Manual (A)

Milestones

- Pre-Alpha (A)
- Alpha Milestone (A)
- Beta Milestone (A)
- Final Product (A)

Estimated Completion Times (Out of 30 weeks)

Week 5

Game Framework – Joe
Networking Research - Sang

Week 6

Model Display - Peter
Tile Display – Joe

Week 7

Input Object - Alex

Week 8

Level File Format - Joe

Week 9

Level Editor - Joe
Animation - Peter

Week 10

Python Interpreter/AI Controller – Pete
Network Engine - Sang

Week 11

3D Sound Effect Engine (No positional effects) – Alex

Week 12

Weapon Systems - Joe

Week 15

AI Scripts (for non-pathfinding enemies) - Pete
Level Design/Enemy Placement (Preliminary) – Joe
User Interface - Peter
Testing - All
Pre-Alpha Milestone

Week 17

3D Sound Effect engine (With positional effects) – Alex
Special Effects (Weapons) – Joe

Week 18

Background Graphics System - Joe

Week 20

Special Effects - Peter
Level Design/Enemy Placement - Joe
Pathfinding - Pete
Sound Effects – Alex
Music Engine – Alex
Multiplayer Code – Sang
Particle Systems - Joe
Testing - All
Alpha Milestone

Week 25

The Award System – Joe
Music Composition - Alex
AI Scripts - Pete
3D Art and Textures – Sang
Special Effects - Peter
Testing – All
Beta Milestone

Week 29

Packaging and marketing materials - Alex
Manual – Alex
Testing – All (Peter focus on Single Player, Sang focus on multiplayer)
Final Product

Risks

- This is a very large project, and each of us is doing something we have never done before, such as networking, scripted AI, cross-platform development, and 3D sound. We have been planning and learning what we need to learn for months, and we feel that we are ready to take on the challenge.
- The game is dependent on pathfinding and AI. If we run into difficulties with AI, it could set us back a while. In case of AI problems, we have a few scalable features, such as graphics, so that our programmers can spend more time with AI if need be.

Target Demographic

Thelema is primarily targeted at 18-35 year old gamers who have a past history with shooters such as Gradius, R-Type, and more recently Bangai-O and Ikaruga, as well as an interest in adventure games such as Castlevania and Metroid. We also hope to attract new gamers to the shooter genre with our deep and dynamic gameplay.

We feel that this demographic is the most willing to try new and different things in video games, and they also appreciate fast twitch action games. We also hope to attract older gamers who played Robotron and Centipede, and some younger gamers who are ambitious enough to give 2D gameplay a chance.

Thelema would be best marketed in boutique stores where the more mature, hardcore gamers like to hang out. It would also do well in large electronics chains, but it may not have the mass market appeal to do well in department and variety stores. Marketing materials should convey a feeling of futuristic heroism (see The Matrix), but with magic spells replacing weapons as the ass-kicking device of choice. Any filmed promotionals (E3 video, TV spots) should feature fast action, loud music, and a variety of explosions and carnage.

All three platforms have a lack of 2D shooters, as well as side-view adventures, so we would be tapping a market with very little direct competition. For many gamers, especially those who do not own console systems, Thelema may be an introduction to a new type of game.

Target ESRB Rating

E – Everyone
Mild Animated Violence

There should be no reason to get anything higher than an E. There will be no blood, no over-the-top violence, and no swearing or suggestive themes. These would only detract from the gameplay experience, and therefore should not be included at all. The Mild Animated Violence tag would be from the sheer amount of carnage and fighting that occurs in the game, but it is all done in a harmless arcade style.

Packaging

Box (A) – The box will be a standard compact size. The front cover features game art and the title, as well as a splash in the bottom right corner: Includes Original Sountrack CD Featuring Queen Floyd Scorpions from Boston Who Journey in a Zeppelin on the Sabbath. The minimum and recommended system requirements will be on the top or bottom of the box, and the back will feature a series of screenshots, a small blurb about the story (no more than three sentences), and a bulleted feature list (See **Key Features**).

Game CD (A) – The game will ship on one CD.

Soundtrack CD (B) – The game will feature the original soundtrack on a separate disk.

Double Jewel Case (B) – The game CD and soundtrack CD will be inside a double jewel case.

(Note: If the soundtrack CD is not included, a single disk case).

Manual (A) – The manual will be in staple-bound book form, and will be included in the box.

Map (B) – The game will include a printed map of Aleister’s Castle.

Marketing Materials

The marketing will consist of two campaigns, one beginning early February and running through early March, the other from late March through release.

The first campaign will be a single page magazine ad with little or no game art of any kind, simple and mysterious, saying something to the effect of “Thelema is coming...” The second ad will be a two page spread featuring a scene from the game, a short feature list, and the title displayed prominently.

Manufacturer Suggested Retail Price

We propose that the MSRP for Thelema should be \$30. Thelema will appeal greatly to a niche audience, but to attract impulse and casual buyers we need to keep the price down. Considering the feature list, the number of pack-in materials, and the general quality of the game, \$30 will be a very attractive price for any gamer.

COMPETITIVE ANALYSIS

Ikaruga

Arcade, Dreamcast, GameCube

Developer: Treasure

Publisher: Atari

2003

The most recent shooter to be commercially successful is Treasure's Ikaruga. This is a shooter designed specifically for the hardcore market, and is considered by many to be the most difficult game ever made, but many also consider it to be the best shooter ever. It has also been a great inspiration for Thelema's design. Ikaruga debuted 5th on the Weekly Famitsu Magazine Top 30 in Japan, and was very successful in Japanese arcades. Unfortunately the American release on GameCube was underfunded and underhyped, leading to poor sales in the states. Overall, however, the game has been a critical and commercial success due to the low budget and great arcade performance.

Thelema, however, is a different type of game. Ikaruga is forced scrolling, so there is no exploration element at all. Also, there is only one weapon and no power-ups, causing the gameplay to be fully shifted toward the player's ability to maneuver their ship. Thelema puts a much heavier emphasis on exploration and level design, and also allows a variety of weapons to fit different playing strategies. We feel that these features give Thelema a broader appeal.

Units Sold: Approximately 50,000 console, unknown arcade income.

Half-Life 2

PC

Developer: Valve

Publisher: Vivendi

2003

Although not yet released, the hype surrounding Half-Life 2 (HL2) will ensure a commercial success. HL2 is the most highly anticipated PC shooter ever, and most people believe that it will easily best all other first-person action games on the market.

Thelema does not directly compete with HL2, because Thelema gives the player a third person, side view perspective, allowing for a more aware, and therefore faster paced, gameplay experience. The commercial success of Half-Life 2 may boost the action game market, which in turn may actually help the sales of Thelema.

Units Sold: Undetermined

Bangai-O

Dreamcast, N64(Japan)

Developer: Treasure

Publisher: Crave Entertainment

2001

Bangai-O is the spiritual predecessor to Thelema, and is the main influence to our gameplay. It is the newest evolution of games like Robotron 2024 and Smash TV. It features the same dual-analog joystick configuration as Thelema, and encourages you to be as destructive as possible for the highest scores.

Bangai-O is not as much a competitor as it is a game that players will ultimately compare Thelema to. In that respect, we have a challenge making sure that gamers don't take one look and say "Bangai-O was better". It was an arcade style action game, with separate levels, little story, and only two weapons. Thelema will contain a stronger story, with a connected, more intricate world, and a much larger variety of weapons.

Units Sold: 300,000 worldwide

Metroid Fusion

Game Boy Advance

Developer: Nintendo

Publisher: Nintendo

2003

Metroid Fusion is the newest incarnation of the series that began the side-scrolling adventure genre nearly twenty years ago. It features similar fast action and a larger world than Thelema, but where we have the advantage is in the replayability. Our game will not be puzzle-based, so when a player starts the game a second time, he will not have much of an advantage over the first time he played, other than the experience of having already completed the game. We also give the player the ability to fly and fire in any direction, definitely allowing the player tighter control through dangerous situations.

Units Sold: Over 1 Million worldwide

Gradius IV

Playstation 2

Developer: Treasure

Publisher: Konami

Expected 2004

Gradius IV has not yet been released, but is currently scheduled for release near the same time as Thelema. This makes it possibly our most direct competitor. Gameplay has not fully been announced, but the past Gradius games were forced-scrolling, side view shooters with various types of ship upgrades and powerups.

If Treasure continues the forced scrolling tradition, Gradius IV will not have the same type of exploration and full control that Thelema has. Also, in past Gradius games your ship was only capable of firing directly in front of you, giving our game more freedom of control.

COST ANALYSIS

Resources:

Producer – Peter Young	\$70,000
Technical Director – Pete Dunshee	\$70,000
Designer – Joe Bourrie	\$70,000
Art Director – Sang Park	\$65,000
Product Manager – Alex Yopp	\$65,000
<hr/>	
<i>Total Salary</i>	<i>\$340,000</i>

Computer Costs:

Five PC Computers, \$1200/ea	\$6,000
One Macintosh G5	\$2,000
3D Studio Max	\$3,500
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<i>Total Computer Costs</i>	<i>\$11,500</i>

Production Costs:

Advertising	\$50,000
CD/Packaging	\$300,000
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<i>Total Production Costs</i>	<i>\$350,000</i>

Total Cost: **\$701,500**

Monthly Burn Rate

Salary	\$42,500
Computers	\$1,438
Production	\$31,250
Expenses	\$5,000
<hr/>	
<i>Total Monthly Cost</i>	<i>\$76,688</i>

Suggested Retail Price: \$30

Income Per Unit (40%): \$12

Break-Even Point (At full cost): 54,292 Units

Projected Sell-Through Figures: 100,000 Units

Projected Sell-Through Income: \$1,200,000

Total Projected Profit: *\$548,500*

Worst Case Sell-Through Figures: 60,000 Units

Worst Case Sell-Through Income: \$720,000

Worst Cast Projected Profit: \$18,500

Best Case Sell-Through Figures: 300,000 Units

Best Case Sell-Through Income: \$3,600,000

Best Cast Projected Profit: \$2,898,500

Royalties: 5% per member after 54,292 Units sell through. \$3 per Unit

LEGAL ANALYSIS

Licensing

There are no binding licenses in the concept, engine, or other that may become a legal issue.

DigiPen Ownership of Software

All rights of ownership of Thelema will be property of DigiPen Institute of Technology. The developers retain rights to distribute the software free of charge.

Legal Disputes

All disputes involving illegal redistribution of the software will be handled by the publisher, DigiPen Institute of Technology.

Copyrights

Ikaruga, Centipede © Atari

Bangai-O © Crave Entertainment

Half-Life 2 © Valve Software, Vivendi Entertainment

Metroid, Metroid Fusion © Nintendo

Gradius IV, Castlevania © Konami

Robotron © Midway Entertainment

The Matrix © Warner Bros. Studios

All names, places, and events featured in Thelema are fictional. Any resemblance to actual persons or events is purely coincidental. No animals, plants, or household appliances were harmed during the making of this game. Except a toaster that burned my Eggos. Boy was I pissed...

Signoff

By signing this, you indicate that you have read this document thoroughly and you are willing to help make the game described within. If you have any questions about either a) the contents of this document or b) the game project itself, please ask Joe or Pete before signing.

Joe Bourrie_____

_____Pete Dunshee

Sang Park_____

_____Alex Yopp

Peter Young_____