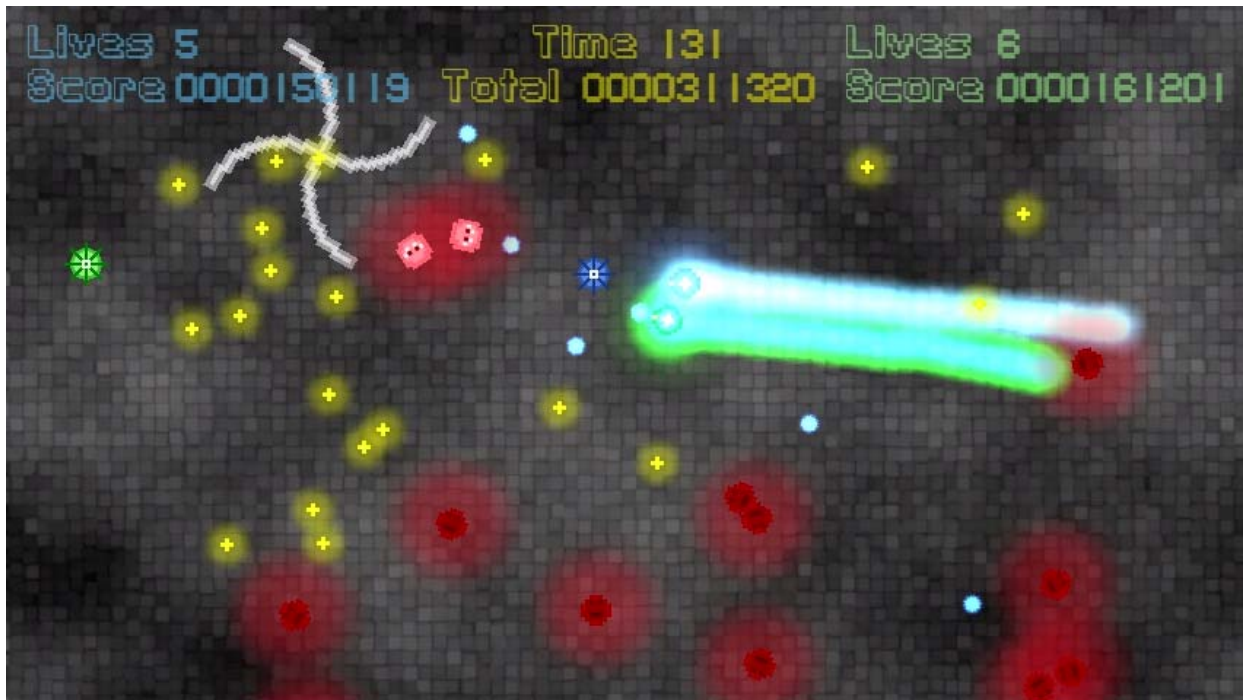


Retro Impact Design Documentation



Note: This document contains the design documentation for Retro Impact, a playable prototype can be found on the website <http://iamerror.co.uk>

Created by: Thomas Smith

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1 Game Concept

1.1 Introduction

Retro Impact is a twin stick Shooter-Party Game hybrid designed for digital distribution on current generation consoles, featuring gameplay tweaks relatively unknown to the genre, storyline takes a complete back seat in favour of arcade pick-up-and-play fun and multiplayer functionality consisting of both competitive and co-operative play.

1.2 Genre

Retro Impact is a twin stick shooter similar to Geometry Wars, which features a few different gameplay variations; a high-score chasing Championship Mode, and a scrolling Adventure/Arcade mode. The game also features a wealth of multiplayer (up to 4 players) modes focusing on party-play, reminiscent of Nintendo's Mario Party or Smash Bros. franchises; something that has never been attempted with the twin-stick shooter genre.

1.3 Platform

Retro Impact is in development primarily for the Xbox 360, although it is scalable for any of the big three consoles: The Nintendo Wii, Xbox 360 or Playstation 3 – since graphics aren't overly important to the game, visual effects could be scaled to the Wii without affecting gameplay. Since the game will be distributed digitally, the customer's console will require an internet connection to be able to purchase and download the game. The episodic upgradability of the game also requires internet connectivity, as does Leaderboards functionality.

2 Game Mechanics

2.1 Core Gameplay

2.1.1 Aim

Regardless of the different modes available, the general aim of the gameplay is the same.

Players take control of different playable objects (Pixel-Ships) and attempt to get the highest score throughout different available gameplay modes by shooting enemies, collecting “Pix” and powerups.

Championship Mode

- In single player mode this means a challenge of reaching the highest score possible, in order to reach a high spot in the Leaderboards.
- In multiplayer mode this means working together/against one another (up to 4 players total) in order to reach the highest score depending on the mode

Arcade/Adventure Mode

- In single player mode, the aim is to reach the end of each level – destroying as many enemies and bosses as possible along the way, while also reaching the highest score possible
- In Multi-Player Mode, the players can either work co-operatively or competitively to complete the levels while reaching high scores

2.1.2 Objectives

In order to reach the highest score possible, players can adapt their style of play to approach the game differently for example in Championship Mode (a mode with a 5 minute time limit), a player could collect each batch of Pix that appear to cause power-ups to spawn, allowing them to destroy enemies more quickly.

Players can also hinder the progress of the other players in competitive multiplayer modes, in order to boost their own scores, or work together in the co-operative modes to build a high combined score.

More depth appears in the game through aspects described in the rules section below:

2.2 Modes of Play

The brief overview of the different gameplay modes available in the game are detailed below:

Championship Mode (Single player)

The standard Championship mode; One player attempts to gain the highest score possible given a 5 minute time limit, the player is then able to post their highscore to the online Leaderboards

Championship Mode Multiplayer

Championship mode is where the Party-Play is found within Retro Impact with a large variety of different multiplayer modes available, the use of statistic tracking throughout each game allows for the players to compare stats at the end of each match, in order to further customise their games in an Emergent way (for example, kill the most enemies etc...)

Championship Mode Co-Operative Multiplayer (2-4 Players)

Players co-operate to reach the highest score given the same rules as standard Championship Mode, online Leaderboards are only available when playing in 2 player mode. Certain powerups are only available in this mode of play (detailed in the Actors section).

Championship Mode Competitive Multiplayer (2-4 Players, Team Play available)

Players compete to reach the highest score given the same rules as standard Championship Mode, however they are able to use exclusive powerups for this mode (detailed in the Actors section) against each other in order to hinder each other's progress.

Multiplayer Championship Mode Variants

A variety of different “Variants” are also available for multiplayer Championship Mode play, these variants are based around the same core gameplay as Championship Mode except contain alterations and specific goals to be achieved.

Pix Count (2-4 Players, Competitive, Team Play available)

Players compete to collect a set amount of Pix (standard championship time limit does not apply).

Cleanup (2-4 Players, Competitive, Team Play available)

Players compete to destroy a set amount of enemies (standard championship time limit does not apply).

Crazy-Play (2-4 Players, Competitive)

Enemies continue to spawn forever; the first player to lose all their lives loses (standard championship time limit does not apply).

Arcade/Adventure Mode (1-2 Players)

- This mode of gameplay is episodic, with additional levels becoming available on a regular basis after release (Initially available for free, although a second series of content may be charged for).
- Players progress through different side scrolling levels using the same basic assets and concepts from the Championship Mode, new and exciting gameplay situations have been created by predetermined enemy encounters instead of the randomness of Championship Play.
- Each level contains a unique boss to defeat, each requiring a different method of thinking and tactics.
- The score at the end of each level is posted to online Leaderboards (one for 1 player mode, another for 2 player mode)

2.2.1 Rules

Championship Mode

- Fixed camera – no scrolling
- Five minute time limit in order to better create a championship gaming experience
- Random Enemies Spawning
- More enemies are spawned each time the number of enemies onscreen is less than 15
- The maximum amount of enemies that can be spawned at any time is 35
- Any player dying causes the screen to be cleared of enemies for 2 seconds, allowing the player some safety
- Players must wait ~2 seconds before they can lay another GoTo Point after using the dash attack

Arcade Mode

- Scrolling camera (forced scrolling, not player controlled)
- Enemies are placed at predetermined points throughout the level since this mode contains scrolling, with no random spawning based on the amount of enemies currently onscreen
- GoTo Points are automatically destroyed once they have scrolled off of the edge of the screen

Combos (All Modes)

Dying causes all multipliers to reset to 0 for that player

Pix

Each time a player collects 20 Pix without having died, the Pix Multiplier is increased by 1. The number of points awarded for collecting a Pix is:

20 * <Pix Multiplier>.

Enemies

Each time a player destroys 20 enemies without having died, the Enemy Points Multiplier is increased by 1.

Destroying an enemy while overlapping an enemy's glow effect with the player's glow effect causes the amount of points awarded to double.

The number of points awarded for destroying an enemy is (where if player and enemy glows aren't overlapping, OverlapMultiplier is 1, while if the glows are overlapping, OverlapMultiplier is 2):

Points Awarded = <Enemy Points Value> * <Enemy Points Multiplier> * <OverlapMultiplier>

Dashing And Weapons (All Modes)

Dashing and weapons add further opportunities for skill building and gameplay variations depending on the player, each have been described elsewhere in the report.

Since the player and enemy glows are overlapping when an enemy is destroyed by the player using the Dash attack, the player will be awarded double points according to the Overlap Multiplier.

Achievements (All Modes)

As a rule for the Xbox Live Arcade, all games must contain achievements to unlock (totalling 200 gamerpoints). Retro Impact contains a variety of different achievements for players to unlock as detailed below, each achievement criteria refers to a single play session (eg: 500 kills = 500 kills in 1 “Championship Mode” game)

Name	Gamerpoints	Description
Still Alive	15	Survive Championship Mode for the first time
Why The Rush	15	Perform 25 dash attacks
C-C-C-Combo	20	Combo/Kill 500 enemies without dying
pwnage	20	Destroy 1000 enemies
High Res	20	Collect 250 Pix
Twice the Fun!	20	Destroy 100 enemies using the Energy Rope
Know No Fear	20	Survive for 45 seconds without shooting
STOP!	20	Survive for 45 seconds without moving
Speed Demon	20	Keep the speed boost gained from dashing for 15 seconds without releasing the analogue stick
gg	30	Survive Championship Mode without dying

2.3 Gameflow

Since the gameplay in Retro Impact is so arcadey and fast paced, it is difficult to put into words the flow of gameplay, instead it is something that is better seen or experienced in action (see attached video and prototype executable with the accompanying DVD).




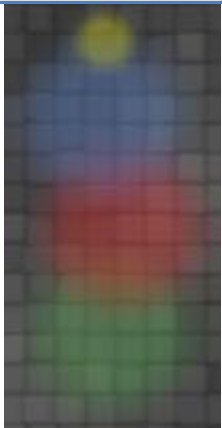
The player spawns in the centre of the playfield and instantly 15 Generated enemies pour in from the right side of the screen; the player destroys each of these enemies and decides to focus on collecting Pix for a short time. As the 30th Pix disappears from the screen after being collected, a Beam Emitter powerup appears with the next batch of Pix, the player grabs this elusive powerup and destroys the 3 large enemies that have just spawned with a single swipe, along with each enemy to attempt to enter the screen for the next 15 seconds.

2.4 Actors

This following section contains information on the different items/enemies in the game.








2.4.1 Game Objects

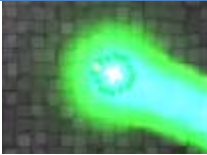
The following table describes the different player related objects displayed onscreen

Name	Description	Image
Player 1	The playable object controlled by Player 1	
Player 2	The playable object controlled by Player 2	
Player 3	The playable object controlled by player 3	
Player 4	The playable object controlled by player 4	
GoTo Point colour of player	<ul style="list-style-type: none"> Placed by the player, this point indicates where the player will dash to when the dash attack is used 	
Glows	<ul style="list-style-type: none"> As is noticeable from all images, each object has a glow effect surrounding it, the colour of this glow dictates the type of object, making new objects instantly recognisable to players. If the player destroys an enemy while overlapping the enemy's glow effect, the player is rewarded by receiving double points for that enemy – creating a risk/reward dynamic: Blue/Green - Player 1 or 2 (3 & 4 will have colours too) Red – Enemy Yellow - Collectable 	

2.4.2 Weapons

There are various different weapons available to the player, other than the Blaster (standard weapon) all weapons are only temporary for a set amount of time. The player can only use one weapon at a time. Other than the Blaster weapon, each weapon is coloured to show which player it came from.

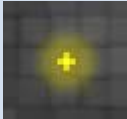

Weapon Name	Description	Longevity (seconds)	Screenshot
Blaster	<ul style="list-style-type: none"> Standard weapon Medium rate of fire Fast movement 	Unlimited	
Pixel Spray 	<ul style="list-style-type: none"> Is fired in a spray-like way (multiple directions relative to the direction of the stick) Rapid Rare of fire Slow movement 	20 secs	
Beam Emitter 	<ul style="list-style-type: none"> Solid beam that extends off of the screen, still directed by the right analogue stick like other weapons Instantly kills *any* enemy 	10 secs	
Energy Rope (multi Player only) 	<ul style="list-style-type: none"> A "Rope" of energy extending between two players Only works while both players are holding the X button while possessing the powerup (They cannot fire) Both players can move around the screen, destroying any enemy that 	15 secs (while holding button)	



	comes between them		
Downscaler	<ul style="list-style-type: none"> When collected, this item causes all enemies to transform into collectables for a limited time If the player collects 30 of these before the timer runs out for this powerup, they are rewarded with an additional bonus This item has a dynamic music component, explained in the music section 	20 secs	
Feedback Overload	<ul style="list-style-type: none"> All controllers except the one belonging to the player that collected the item will rumble uncontrollably This causes the rumble based notifications to no longer work for the affected players, while also hindering their ability to control properly 	20 secs	
Bubble Shield	<ul style="list-style-type: none"> A temporary shield that appears around the location where the Bubble Shield Powerup was picked up Players can freely move in or out of the Bubble Shield Enemies cannot penetrate the shield Bullets can penetrate the shield 	20 secs	
Dash Attack	<ul style="list-style-type: none"> Requires a GoTo point to have been placed Player moves quickly to the GoTo point (and slightly beyond), destroying 	N/A	

	<p>anything in its path regardless of enemy type</p> <ul style="list-style-type: none"> • After dashing, the player will move at a higher speed until they next move the left analogue stick into the neutral position • After dashing there is a period of 2 second where the player cannot create another GoTo point 		
--	--	--	--

2.4.3 Items

The different items available for the player to collect during the game, points listed are prior to the current multiplier value being applied

Name	Description	Points	Image
Pix	<ul style="list-style-type: none"> • In Championship mode, collecting all 30 of these causes another 30 to appear in random positions onscreen as well as a weapon powerup (random chance) • Pix automatically move towards the player when the player is near to them, making collecting less of a hassle 	20	
Downscaled Enemy	<ul style="list-style-type: none"> • Enemy that has been affected by the Downscaler powerup, is collectable • Enemies will not remain in this form forever, as soon as the powerup wears off they will change back to their standard forms 	50	
Pixel Spray Powerup	Collecting this powerup enables the Pixel Spray weapon for a short time	N/A	

Beam Emitter Powerup	Collecting this powerup enables the Beam Emitter weapon for a short time	N/A	
Energy Rope Powerup	Collecting this powerup enables the Energy Rope ability for a short time (<i>only available in multiplayer co-operative modes</i>)	N/A	
Downscaler Powerup	Collecting this enables the downscaler powerup	N/A	
Feedback Overload Powerup	Collecting this enables the Feedback Overload Powerup (Only available in multiplayer competitive modes)	N/A	
Bubble Shield Powerup	Enables the BubbleShield Powerup	N/A	

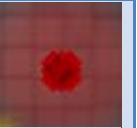

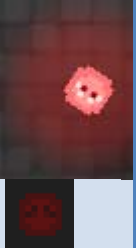

2.4.4 Enemies

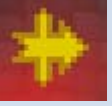



The following table contains descriptions of the different enemies found in the game.

Points listed are prior to being multiplied by the current multiplier value.

Small Enemies

Small enemies always spawn from the outside of the screen, moving inwards from the edges


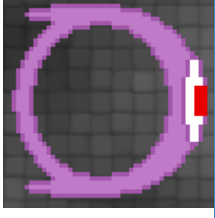
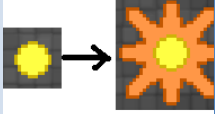

Name	Description	HP	Points	Rarity (3=rare)	Image
Genered	<ul style="list-style-type: none"> Moves around in smoothly but unpredictably Occasionally faces the player 	1	10	1	
Shiela	<ul style="list-style-type: none"> At first this enemy moves either left to right or up to down the screen After being shot once, the outer yellow ring disappears and the enemy now follows the player instead of moving in just 1 of 4 directions Each second, speed increases gradually until a maximum speed has been reached 	2	20	1	
BillBox	<ul style="list-style-type: none"> Moves smoothly around the screen in random directions Randomly charges towards the player (changing to red colour) Occasionally gives up while charging, going back to standard behaviour and colour 	2	15	1	
Dodge	<ul style="list-style-type: none"> Highly unpredictable movement, randomly picks a direction to move in 	1	15	2	

	<ul style="list-style-type: none"> If the player gets close, this enemy will move away from the player If the player shoots at this enemy, it makes an attempt to dodge 				
D'Arrow	<ul style="list-style-type: none"> Constantly chases the player, rarely looking in a different direction 	1	10	2	
Blop	<ul style="list-style-type: none"> Moves slowly and fairly harmless After being shot 3 times, is destroyed leaving behind 3 "Blips" 	3	10	3	
Blip	<ul style="list-style-type: none"> Moves the same speed as Blop, but are of more danger to the player since their small size can make them more difficult to notice in hectic situations 	1	1	From Blop	
Peta-Pixel	<ul style="list-style-type: none"> This enemy simple moves outwards from where it was created Is destroyed either when shot by the player or once it reaches screen edge 	1	1	From Peta-Pixel	

Large Enemies

Large enemies spawn from Portals, which appear in the screen for 2-3 seconds before spawning a large enemy – giving the player time to move out of the way and prepair. In Championship mode these enemies appear 3 at a time, with no more than 4 onscreen.

In Adventure/Arcade mode, the spawning rule is more flexible, these enemies may scroll into view like any other

Name	Description	Points	Image
Portal	<ul style="list-style-type: none"> Appears and animates a swirling animation for 2-3 seconds, then an enemy appears from the portal After creating an enemy, the portal fades away while continuing to animate Does not hurt the player, cannot be destroyed There is an equal chance of any large any being created by a Portal 	N/A	
Peep	<ul style="list-style-type: none"> Constantly follows the player The only way to cause damage to this enemy is to fire directly into its eye – can lead to the play becoming cornered 	50	
Petal	<ul style="list-style-type: none"> Does not move Slowly grows into the shape of a flower. Once fully grown, this enemy will explode into 32 Peta-Pixels which fire outwards Destroying the Petal enemy before it can become fully grown will stop it from exploding into Peta Pixel 	50	
Blur	<ul style="list-style-type: none"> Quickly moves and changes direction causing it to occupy a small space since it changes direction so randomly 	50	

2.5 Controls

2.5.1 Rumble

Rumble plays a big part in the gameplay of Retro Impact; various different situations trigger different intensities and patterns of rumble which if the player learns, allows them to realise conditions without having to check the information at the top of the screen

Event	Force (1 = Weak, 5 = Strong)
Player dies	5
Player collides with an enemy while dashing	4
Player picks up a powerup	4
Player is using the Beam Emitter	3 (constant)
Player is using the speedboost available when they continue moving after a dash attack	1
Player is being affected by the Feedback Overload attack	5 (constant)
Player places a GoTo Point	2
Player's Enemy Points Multiplier increases	3
10 seconds remain until time runs out (Championship Mode)	2 (once per second)

2.5.2 Controls

The controls for the game are explained below in relation to the Xbox 360 control pad – Retro Impact is perfectly suitable for the Nintendo Wii and Playstation 3 consoles, in which case the controls could easily be applied to these consoles thanks to the similarity between Playstation 3 and Xbox 360 controllers, and the Classic Controller for the Nintendo Wii.

View 1



View 2



Action	Button	Description
Navigate/Move (Menus)	D-Pad	Allows the player to navigate through game menus
Move	Left Stick	Moves the player object around the screen
Shoot	Right Stick	Shoots the current weapon in the direction the stick is pointed constantly
Set GoTo	Left Bumper	Places a GoTo point
Dash Attack/GoTo	Right Bumper	Dashes the player towards the GoTo point they placed – destroying any enemies on the way
Energy Rope Attack (Requires Powerup)	X Button (both players)	Creates a “Rope” of energy extending between two players. Only works while both players are holding the X button while possessing the powerup (They cannot fire). Both players can move around the screen, with the rope destroying any enemy that comes between them
Guide Panel (Console OS)	Guide Button	Brings up the Xbox 360 Guide Panel (Automatic Console OS feature)
Pause	Start Button	Pauses the game, allowing the player to continue or quit
Check Achievements (Prototype)	Back Button	Displays the achievements list in the prototype version of the game, since the Xbox Guide functionality is missing

2.6 Actions

2.6.1 Movement

The player is able to move around the screen in 32 directions via the analogue stick; allowing for smooth flowing movement. The player cannot leave the edges of the screen – in forced-scrolling areas of the adventure mode, the screen edge will “drag” the player forward. The GoTo markers are useful since they allow the player to easily and quickly destroy enemies if there are many.

2.6.2 Life Management

Since the game is based on a modern approach to the old arcade genre, the player will lose a life instantly when colliding with an enemy, projectile or scenery. There is a variety of different powerups that can aid the player in staying alive longer although these never allow the player to stay alive for more than 1 collision with an enemy. The player has a limited number of lives, which varies depending on game mode.

The scores of all players are displayed around the different corners of the screen, and fade to semi transparency while players are near them in order to remove any possibility that they obstruct the view.

2.6.3 AI Features

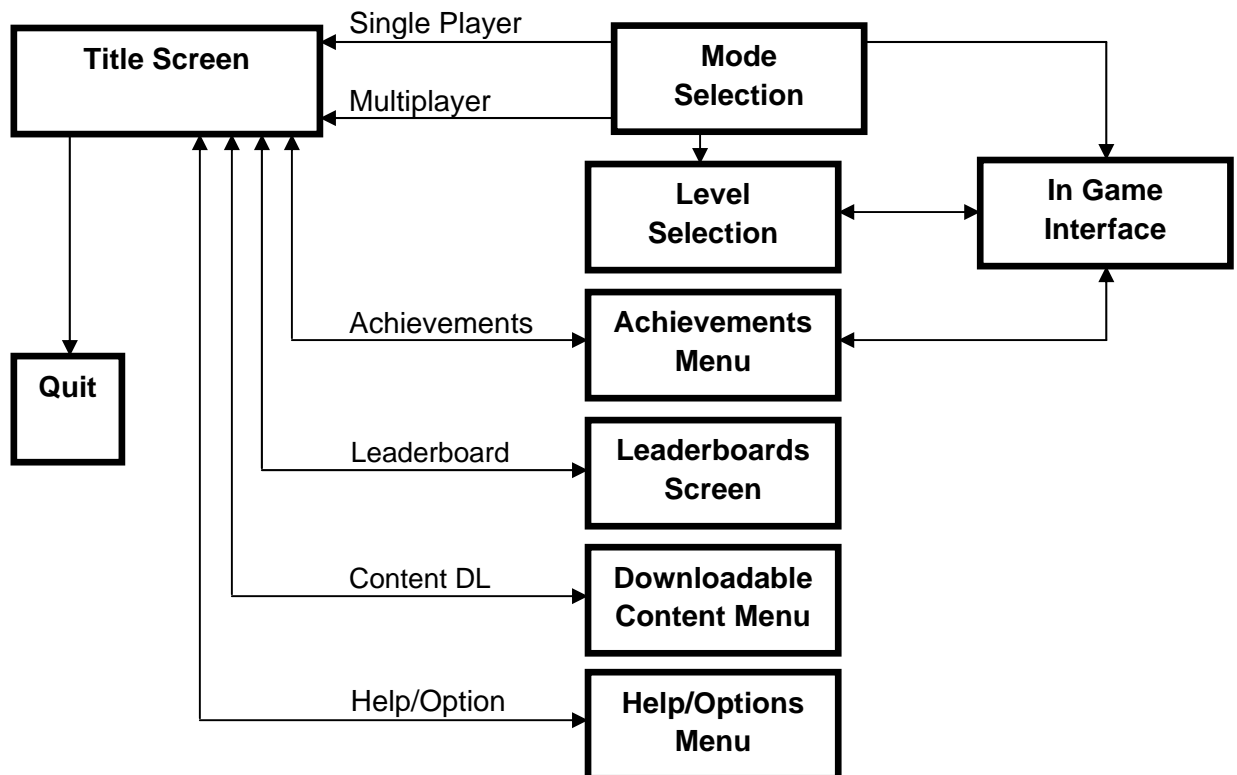
Each enemy has their own unique personality as described in the enemies section. Certain enemies are able to fire projectiles at the player, which the player must then avoid. In Arcade/Adventure mode the player will encounter bosses which also have their own attack patterns which must be countered by the player in order to defeat them.

The camera in Arcade/Adventure Mode moves along a predetermined path.

3 Interface

The interface of the games menu system is described in this following section.

3.1 Interface Flow Chart



3.2 Interface Flow by Screen

In order to allow first time users to instantly know how to control the game and gain a basic understanding without the need to consult the help screen, a small playfield is available on the title screen for the player (or players depending on the mode currently highlighted) to test the controls of the playable Pixel Ship while viewing a controller diagram directly underneath showing a simple definition of the controls available.

To select a menu item from the list in the main menu, the player navigates using the D-Pad on the controller, then selects a menu item using the A button. If the player wishes to go back from a menu item they have selected, they can simply press the B button to go back one level in the menu system. The details on what button does what in relation to menus is also shown onscreen, in a different position to the controller diagram to avoid the possible confusion of what button does what function at what time.

3.3 Menu Screens

3.3.1 Title Screen

The current version of the title screen according to the prototype build is shown below:



- Single Player – allows the player to chose which single player mode they would like to play; Championship Mode or Arcade/Adventure Mode, then starts the selected mode (or asks which level the player would like to play if Arcade Mode has been selected)
- Multiplayer – Asks how many players will be playing (2-4) then allows Player 1 to choose a multiplayer gameplay mode. The selected mode then begins
- Achievements – Displays a screen detailing which achievements in the game have been unlocked, along with details about the achievement and how to unlock more
- Leaderboards – Displays the current Leaderboards for each mode (Online)
- Content Download – Displays a screen which allows the player to check for additional content; extra levels for the Arcade Mode are online episodically
- Help/Options – Displays a detailed help screen explaining the basic concept of the game, along with some settings which can be tweaked

- Exit Game – Confirms the player is sure they want to quit, then exits from the game, returning the player to the Dashboard (Xbox 360 version)

3.3.2 Help/Options Screen

This screen contains images and text explaining to the user how to play the game.

Daily Score

This section of the help screen shows the players daily score (based on the first time they play the game each day) in Single Player Championship Mode in the form of a chart, allowing them to see how they improve the more they play the game. This interesting addition is perfect for competitive players eager to achieve high scores, since they can visually see how much they have improved over time.

3.4 In Game Interface

3.4.1 Championship Mode (and variants)



(Note: The above screenshot is from 1 player Championship Mode, if the game was set to 2-4 players, the Lives and Score of each player would be displayed in each corner of the screen)

1. Info-Bar – In order to maintain visibility of the playfield, all of counters and text displayed here will become transparent as a player reaches the top of the screen
2. Lives – The current amount of lives each player has remaining
3. Time – The amount of time remaining
4. Score – The current score each player has accumulated
5. Total Score – Combined score of all players
6. Points Awarded – Appears to indicate the amount of points awarded when an enemy is destroyed

3.4.2 Arcade Mode

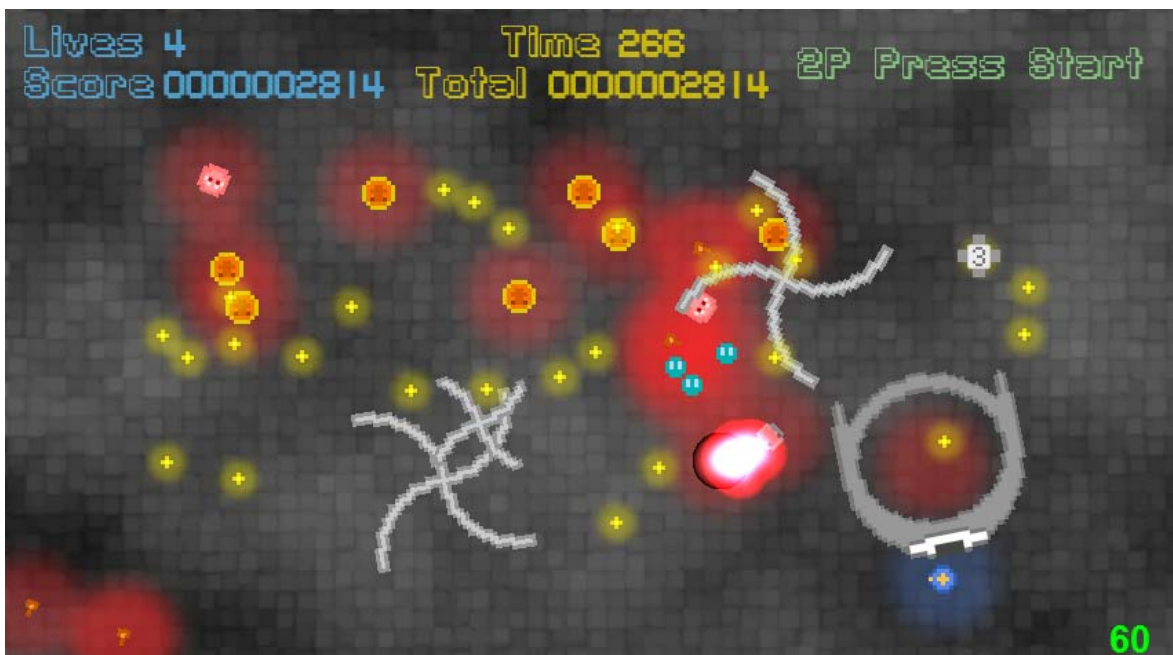
Arcade Mode contains the same in-game interface as championship mode, except the Time Remaining counter has been replaced with a Notification of the current stage.

4 Style

The artistic style of Retro Impact is a mixture between old school super low resolution pixel artwork with modern graphical effects.

- All enemies found in the game have a pixellated appearance similar to the graphics Pac-Man
- During Championship Mode, the background image changes as the timer ticks down with the small pixel-boxes style effect becoming smaller and smaller – allowing the player to see how much time they have left without having to refer to the timer
- All effects in the game use new modern ink effects (eg: transparency, trails etc...) and glows to create a contrast with the pixel graphics
- Each time an enemy is shot, the ink effect of the enemy changes from colour to black and white until the next time they are shot (or vice versa)
- All objects in the game have a glow effect surrounding them, allowing the player to instantly realise whether the object is player, enemy, or collectable:

Red = Enemies
Blue/Green Tints = Players
Yellow = Collectables



Gameplay screenshot from current prototype

4.1 Marketing and Packaging Art

Since this game will be distributed exclusively via digital distribution channels, a game packaging has no purpose. However a game icon used for displaying the game in the console's online store and Xbox Live Arcade (Xbox 360) can be seen below. (created at 64x64 pixels)



4.2 Environment

The style description of Retro Impact really describes the choice of environments too – depending on the level (in Arcade/Adventure Mode), the current environment is created to reflect a different period in retro history as 3d graphics continued to rise in the games industry as a standard. An example of this being a level based on the early 80s, containing wireframe based versions of the existing characters, with wireframe backgrounds and props. Another example would be a level based around the first filled polygons in gaming, with enemies and props being made up of polygonal cubes, leading to their destruction animations being the cubes exploding apart from one another.

5 Level 1 Overview (Arcade/Adventure Mode)

5.1 Concept

This first level introduces the player to this mode of play, being relatively small in size with a smaller amount of enemy encounters.

5.2 Challenges

- The player must navigate through various pixellated doorways which must be blasted open quickly in order to progress (if the forced scrolling causes the player to collide with an object, they die)
- At certain points in the level the automatic scrolling stops temporarily and enemies pour in from all edges of the screen, once the player has defeated these enemies the scrolling continues

- The latter section of the level involves a series of tunnel mazes the player must go through before the forced scrolling catches up with them
- The boss for this level is a giant tunnel maze, which the player must navigate through to certain parts, then blast the (brightly coloured and obvious) weak points until all weak points have been destroyed

6 Sound

In Retro Impact, attempts are made to make more use of sound than for simply providing background music; in some way adding a more dynamic feel.

6.1 Sound effects

6.1.1 Interface

A sound effect will be played each time a new menu option is highlighted (a different sound effect for each item). A different sound effect is played when a menu option is chosen (and yet another different one when the player goes backwards through a menu).

6.1.2 Gameplay

- Downscaler – A ticking sound effect can be heard to indicate time running out with this power up
- Enemy Deaths – Different sound effect depending on the enemy
- Enemy Spawning (Championship Mode) – Different sound effect depending on the enemy; this allows the player to “learn” what players are being spawned
- Player Death
- Final 10 Seconds of gameplay – To inform the player that time is running out
- Goto Point Set
- Dash Attack

6.2 Music

Music in Retro Impact dynamically changes depending on certain gameplay conditions.

Below are some descriptions of Music in the game.

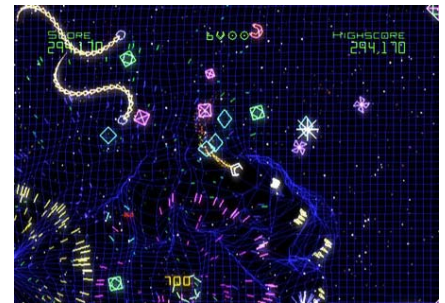
- Championship Mode – Final Minute involves a faster song, which builds up for the last few seconds of gameplay hopefully to remove the need for the player to be checking the timer
- Downscaler Item – A song is played one note at a time with each of the changed enemies (which have been converted into point items) collected – if the player is able to collect enough enemies; therefore making the song last the entire way through, by time the timer runs out, they get an additional bonus amount of points awarded. Each second passing while the Downscaler item is in effect is indicated by a “tick” sound effect and a small rumble effect in the controller, this sample changes pitch as the powerup runs out.

7 Support Documentation

7.1 Similar Products

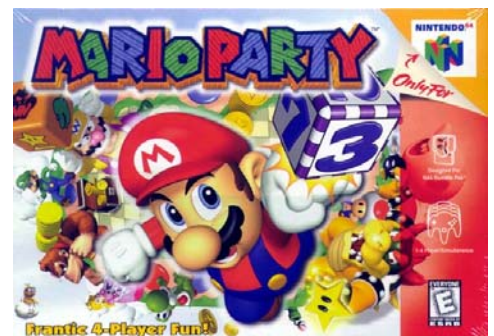
7.1.1 Geometry Wars: Retro Evolved (Xbox 360)

This game perfected the twin-stick shooting mechanic when it launched via digital distribution for the Xbox 360 in 2005. This game is the partial inspiration for Retro Impact, which aims to take this basic concept much further since Geometry Wars offered only one mode of play, with no multiplayer functionality.



7.1.2 Mario Party (series)

Although the fundamental game mechanics in Mario Party are vastly different to Retro Impact, this game is where the party game genre began; with a wealth of different mini-games available for players to compete against each other within. Retro Impact aims to take the multiplayer mayhem concept from Mario Party, and apply it to the twin-stick shooting genre.



7.2 Game Engine Analysis

The game engine used for Retro Impact would need to be capable of analogue gamepad input for player movement and firing. Various different graphical effects are also a requirement of the engine (for example, glowing). A 3D-based engine is not a requirement since this games concept is strictly 2D, although the use of 2D gameplay in a 3D world is perfectly possible.

In order to create a Vertical Slice style Game Prototype, a custom game engine has been created in a program from Clickteam; Multimedia Fusion 2.0 – this will allow an ease of development for the obvious gameplay requirements such as animations, ink effects etc...

7.3 Credits

Thomas Smith – Everything (Prototype and design documentation)

Music (royalty free) - Sam Beddoes