

# **Project Wild Aces**

**Working Title:**

Wild Aces

**Copyright 2009:**

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**Design History:**

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## Table of Contents:

- I. Introduction
- II. Executive Summary
- III. Game Overview
  - i. Targer Platform
  - ii. Target Audience
  - iii. Art Style
  - iv. Technology
  - v. Reference Games
- IV. Game Mechanics
  - i. Gameplay
    - A. Levels
      - a. City Holdup
      - b. Train Scramble
      - c. Saloon/Bar Fight Club
      - d. Graveyard Thriller
    - B. Stances/Modes
      - a. Gun Slinger Mode
      - b. Riot Mode
      - c. Gambler Mode
      - d. Demolition Mode
    - C. Combo System and Air Juggles
    - D. Weapon Damage
    - E. Health Count
      - a. Player Health and Death
      - b. Enemy Health Count
  - ii. Control/Interface
    - A. Keyboard
    - B. Game Pad
  - iii. Sounds
- V. Story
  - i. World Overview
  - ii. Story
  - iii. Characters
    - A. Good Guys
    - B. Bad Guys
- VI. Development
  - i. Development Team
  - ii. Schedule/ Budget

## **I. Introduction:**

Wild Aces is a fast paced side scrolling platform based shooter. Designed to be intuitive and addictive, Wild Aces aims to capture player interest by engaging the player with an interactive environments and an outrageous air juggle combo system.

The design of the Wild Aces is inspired by games such as Shadow Complex, Bionic Commando Rearmed, and Muramasa; but rather than just a simple remake, Wild Aces aims to be a reimagining of this game genre by taking steps to create new interaction between the player and the level.

## **II. Executive Summary: Why is this project worth building (Innovation? Uniqueness? Experimental factors? Etc.)?**

Wild Aces uses a familiar base of the western-themed side scroller to explore new dimensions and themes in game development, including user-environment interaction, non-linear storytelling, and complex fight mechanics allowing a new level of player customization in approaches in solving in-game puzzles and fights.

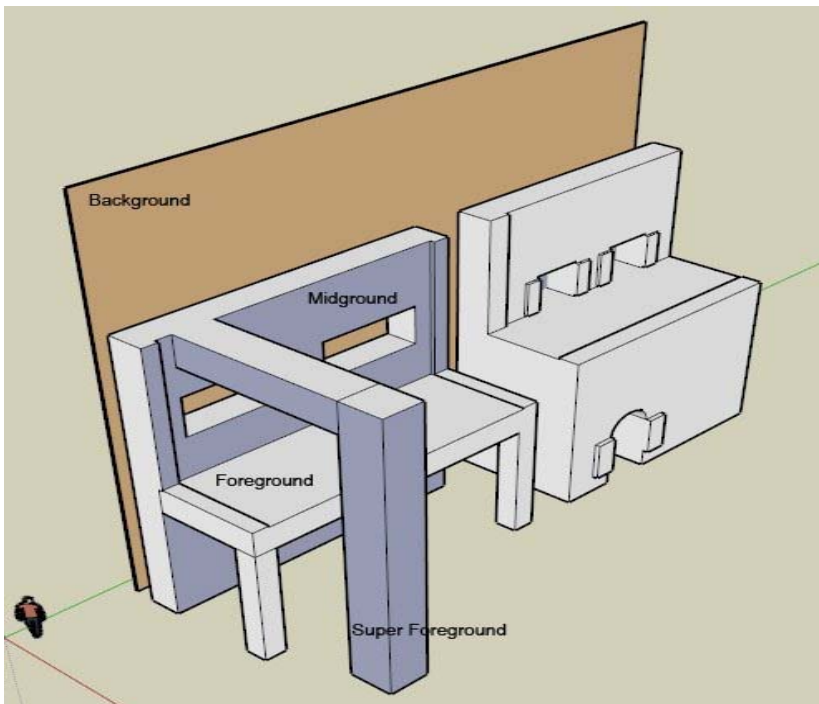
Other factors that will drive Project Wild Aces:

*Visually Driven:*

The artwork of Wild Aces will combine the use of steam punk and its modern aesthetics with the culturally embraced ideal of the spaghetti western.

*Environmentally Driven:*

Wild Aces allow for a new level of user interaction with the environment by using unique methods to approach problem solving in-game by utilizing aspects of the “background” environment finding new problem solving strategies.



(Example of a form of environment interaction)

*Mechanics driven:*

A unique combo system features four separate stances, enabling each unique individual to custom-tailor their approach to challenges. Stance switching allows for a wide variety of combos.

*Plot driven:*

Wild Aces is plot driven, but embraces a non-linear approach to storytelling. Although the final boss is always the final boss, the player is in complete control of the route taken to lead up to the final encounter, while allowing for multiple play-through.

**III. Game Overview (Focus):**

Wild Aces is a reimagining of the side scrolling platform based shooter. The aim of this game is to capture the feel of old school side scrollers while updating the genre with better graphics and a more in depth game play. Wild Aces will focus on game play as its number one goal using creative visual design, environment interaction, and plot as key factors to enhance the overall game play. It is a fast paced game with a complex but interesting fight mechanics that will allow the player to create different ways to juggle the enemy in combat while still keeping the

game light-hearted and fun. Many things will add to the unique factor in this game; for example, a steam punk meets western setting, a stance switch system which affects the movement and combat of the characters, and non linear story line that lets the player pick which stage to go next.

**i. Target Platform:**

Wild Aces will be a browser based game created using the Unity 3D engine with the current target platform being the PC. Since the Unity 3D software also support the Nintendo Wii, there will be a possiblility in the future that Wild Aces will be ported to the Nintendo Wii.

**ii. Appeal/Target Audience:**

The target audience for Wild Aces will be for everyone that is interested in gaming with the average age ranging from kids the age of 13+ to adults the age of 50+. More specifically, this game will aim at the high school and college crowd in the age group of 18 to 30.

**iii. Art Style:**

The art style of Wild Aces will be done in an artistic but yet colorful style. Since the characters will be pretty

small on the screen, it is important to focus more on the overall shape of each character design rather than the details. The art styles of each level will provide the player with a feel of the classic spaghetti western while also providing a feel of steam punk.

#### **iv. Technology:**

Wild Aces will utilize either the Unity 3D engine created by Unity Software or the Unreal III engine. Wild Aces aims to recreate the old fashioned side scrolling shooter in both game play and appearance. As far as hardware goes, Wild Aces will require a PC that has a web browser and can run most recent PC games.

#### **v. Reference Games:**

Games that have a similar feel to Wild Aces and/or have design concepts that will influence Wild Aces includes: Shadow Complex (Xbox), Muramasa (Wii), Bionic Commando Rearmed (Xbox 360), Super Contra (SNES), Batman (NES), Metal Slug Anthology (Wii), Metal Storm (NES), Strider (SNES), Shinobi (Genesis), Super Ghouls and Ghost (SNES), and Joe and Mac (SNES).

## **IV. Game Mechanics**

### **i. Gameplay:**

The gameplay for Wild Aces involves the player trying to accomplish several goals during. The first goal of the player is to advance pass the stage by reaching the end of the stage. The player will encounter many enemies that will attack the player along the way. The player will then have to defeat them in order to reach his designation. However, the player will have to use each of the four stances in order to perform air juggles and combos to outsmart and defeat each enemy. The player will be awarded points for each combo performed and the longer the combo is the more points will be earned. The player will also be able to interact with the background and use it to his advantage. For example, the player will be able to shoot a swinging sign pole and have swing back and hit the enemy. If the enemy hits the player with their weapons or physically, the player will lose health. Once the player loses all of his/her health, a loss of a life will result. The game is over when all lives are lost. The player will move on to the next stage when they have reached the end of the current stage.

## **A. Levels:**

Wild Aces will have a total of five levels. Each level will retain the feel of the overall world. Each level will feature a possible mid-boss encounter and an end-boss encounter. Each end-boss will represent an ace in a five of a kind poker hand (ace of spade, ace of hearts, ace of clubs, ace of diamond, and the joker as the wild card). Each level will reflect the theme of the end boss as well as the ace that boss is.

### *a. City Holdup:*

The town of Steamwall is one of the largest cities located in the New West. If one is seeking wealth and knowledge, they can both be found in Steamwall. Originally founded to support the building of railroads, the discovery of large amounts of gold mines has allowed this city to grow and prosper. An easy target with an abundance of wealth, it was only a matter of time before the Wild Aces would make their appearance. The Wild Aces have picked a weapon of true destruction for this job, The Dreadnaught. A fearsome site to behold, The Dreadnaught is used to place a city under siege. Its sheer size and firepower could easily overwhelm most city defenses. A common tactic used by the Aces is to let The Dreadnaught attack a town and place it

under siege while continuously sending out henchmen to rob the town until there is nothing left.

*City Level Enemy One: City Raiders*

City Raiders are enemy in carts that are in charge of the goons that raid the city Dreadnaught targets. They cannot jump and will always appear on ground level. If they encounter the player on the same level, they will try to run the player over. If the player is on a higher or lower level than the raider, it will follow the player and shoot at the player while continuing to follow the player.

*City Level Enemy Two: Dreadnaught Engineers*

Dreadnaught engineers are enemies that work on the Dreadnaught. They make sure that everything in the Dreadnaught is working properly. When they spot the player, they will throw wrenches at the player and then attempt to run away stopping only at a safe distance again to throw another wrench at the player.

*City Level Mid-Boss: Head Engineer (Fight)*

The Head Engineer will come out of the Dreadnaught and attack the player as he/she tries to board the Dreadnaught.

The engineer will come out of the hatch of the Dreadnaught and shoot a few times at the player with his gun. After taking a percent of damage from the player, the engineer will run back into the hatch and close it. During this time, the Dreadnaught will cause the earth to shake and cause huge debris to fly up into the air. The player will have to dodge the debris as they are falling down. Once the debris clears, the engineer will come out of the hatch again. This process will repeat until the engineer is defeated.

City Level Boss: *Blue "Dreadnaught" Biggs*

b. *Train Scramble:*

The Iron Titan train was heralded as the crowning achievement of steam technology in the New West. Two stories of solid iron along with unrivaled traveling speed, the Iron Titan made the ideal mode of transportation for both cargo and people. Unfortunately, only the wealthiest of nobles and businessmen could even afford the thought of purchasing seats for themselves and their cargo. The untold wealth carried in the massive hauls of the Iron Titan makes it a prime target for hijacking, if anyone dared to try. Little did everyone know that such a vehicle

of massive scale and value is surprisingly undefended. The wild Aces gang has set their eyes on the Iron Titan and aims to take all she has to offer. To make sure that the massive hauls of the Iron Titan is easily breeched; the Wild Aces have chosen Sparks for this job. A natural with explosives and bombs of all types, Sparks will make sure that the Iron Titan is nothing more than a heap of useless metal when he is through.

*Train Level Enemy One: Train Bombers*

Train Bombers are enemies that will be stationed at certain areas of the level and they carry a bag of timed bombs. Once the player approaches them, they will start throwing the timed bombs in an arc at the player. When the player attacks the bomber, they will drop the bag of timed bombs. If the player does not kill them with a combo they will run back towards the bag of timed bombs. They will keep doing this until they are defeated. Once they are defeated, the bag of timed bombs will go off shortly. The explosion of the bomb will destroy part of the train level and let the player advance in the level.

*Train Level Enemy Two: Flying Steam Machines*

Flying Steam Machines are a type of grunt that is in a flying machine. They will fly into the screen and then hover back and forth around the player while swooping down to try and hit the player. The player can either shoot down the flying machine or they can just out last them and wait for a tunnel which the flying machine will crash into and destroy themselves.

*Train Level Mid-Boss: Explosives Expert (Event)*

This mid-level event will feature 2 two-story trains and ladders connecting to each story. Each train has an opening at the top and the bottom and train bombers will come randomly out of one of these opening while shooters will come out of the other three. The player must get to the Train Bomber and defeat him while trying to dodge attacks from the shooters. Once the player defeats the Train Bomber, they will drop their bag of bombs and cause an explosion in that opening. The 3 shooters will run back into their opening and run back out with another Train Bomber who will once again come through the opening at a random opening. The player will have to defeat a total of 12 Train Bombers in order to move on.

Train Level Boss: *Kaiser "Sparks" Blaize*

c. *Saloon/Bar Fight Club:*

The Loveless Saloon is one of the most famous saloons in the New West. Many have traveled there to try their luck in a game of Poker, Faro, or Three-Card-Monte while others have come for the dice games. Whether it's for the games, the drinks, or the lovely ladies, the Loveless was the place the place. It is indeed true that many have left the Loveless Saloon with more money than they can dream of. At the same time, many more have left the Loveless broken hearted and in debt. With the daily inflow of large amounts of wealth, it was only a matter of time before the Wild Aces gang would target the Loveless Saloon. For this job, the Wild Aces have picked the Thrasher. Under his brute strength, a bar fight or ten means nothing. He is ready to take out anyone in his quest to take all the love out of the Loveless.

*Saloon Level Enemy One: Enemy Gambler*

Enemy Gamblers are enemies that are gambling in the Loveless Saloon. They are seated at the tables and will flip the table they are sitting at and charge the player when they walk close. If the player gets hit by the table,

they will take damage and in addition be stunned for a short time.

*Saloon Level Enemy Two: Loveless Girls*

Loveless Girls are enemies in the bar that serves drinks. They will throw drinks at the player when the player gets within range. When the drinks hit the floor, they will create a spill which will last for a short while. The player will have to jump over the spill and each girl can only create one spill at a time. If the player steps on the spill, they will slip and be stunned for a short time. If the player is stunned by the spill, she will throw another drink at the player which will damage the player but it will not stun the player.

*Saloon Level Mid-Boss: Showgirl (Fight)*

This mid-boss fight will take place in the stage. A steam powered robot girl will come on to the stage and perform a dance routine. As she is doing her routine, she will shoot at the player with missile attacks and try to kick or step on the player. After taking a percentage in damage she will do the twirling part of her dance routine. When she starts this part, she will move from one side of the stage to the other side of the stage. She is completely

invincible while she is doing her twirls. The player will have to just jump over her when she gets close enough to jump over her. She will go back to doing her normal routines once she does her twirls 6 times.

Saloon Level Boss: *Brock "Thrasher" Fierce*

d. *Grave Yard Thriller:*

The Royal Oaks Cemetery is the premier place in the New West to be buried for the rich and wealthy. It seems that you can take it with you when you go as the rich and famous are buried here adorned with priceless jewelry and rare gems of all kinds. The security force of Royal Oaks typically keeps out the grave robbers and thieves while making sure that the cemetery is properly kept. This security force is of no match for the Wild Aces gang who has come to claim the vast wealth hidden beneath the earth. There is only one person in the Wild Aces gang that is fit for this job, and it is Grave Digger. Without a hint of fear or respect for the dead, there is no rest for this wicked.

*Grave Level Enemy One: Grave Shooter*

Grave Shooter is enemies that hide under a grave stone in a hidden spot. They will lift up the grave stone so they can take a few shots at the player. Once they are done shooting at the player, they will go back into hiding under the grave stone. The player can destroy the grave stone by shooting at it. It takes quite a few shot in order to destroy the grave stone. Destroying the grave stone will stun the Grave Shooter.

*Grave Level Enemy Two: Steam powered Zombies*

Steam Powered Zombies is enemies that will pop out of the ground and lumber slowly towards the player. Unlike other enemies, Steam zombies will try to attack the player by latching on to him/her. Once they have a grip on the player, they will bit the player over and over for damage. At that point, the player will have to wiggle the directional controls back and forth to shake off the steam zombie.

*Grave Level Mid-Boss: Ziggy and Fred (Fight)*

This mid-boss fight takes place in a mausoleum on the graveyard level. Both Ziggy and Fred are mechanical zombies that balance off of each other. Ziggy is the large

brute-ish/gorilla style character, who carries the smaller more agile chimp like creature, Fred on his back. Ziggy will shoot blasts at the player with a large gun that he is carrying while Fred will try to attack the player by lunging at the player and then running back on Ziggy's back. When Fred lunges at the player, he will do it in an arc pattern. The player can attack both Ziggy and Fred but if they attack Fred while he is away from Ziggy, they will be able to daze him for a short period after doing a percent of damage to him. Once Fred is dazed, Ziggy will run over to Fred and attempt to awaken him. At this point, Ziggy is completely open and will ignore all attacks until Fred comes to. This pattern will repeat until they have both been defeated. If the player defeats Fred first, Ziggy will go into anger mode where he jumps up and down and charges at the player. The player will have to jump over and slide under Ziggy while continuing to attack him. They can also change into Riot Mode to stun Ziggy for a short period of time. If the player defeats Ziggy first, then Fred will do the same as Ziggy thing and go into anger mode in which he will do the same thing Ziggy does in anger mode except that it will be faster because Fred is smaller.

*Grave Level Boss: Alister "Grave Digger" Crowe*

e. *Final Round Breakdown:*

Currently ideas are still being developed for the wild card stage.

**B. Stances/Modes:**

The player will be able perform different attacks by using the stance switching feature. The stance switching feature allows the players to quickly change weapons as well as movement.

a. *Gunslinger Mode:* In this mode, the player will be able to move at normal speed and perform dashes (both on the ground and in the air). The arc of a jump will be normal and max height of the jump will be normal. The player will be able to perform double jumps in Gunslinger Mode.

This mode uses the double pistols as the method of attack.

b. *Riot Mode:* In this mode, the player will move at a reduced movement speed. Dashes and jumps cannot be performed while in Riot Mode. A jump arc performed in the air in another mode will be reduced as soon as the player switches to Riot mode. This mode uses the Shotgun as the method of attack.

c. *Gambler Mode*: In this mode, the player will be able to move at normal speed. Dashes cannot be performed while in Gambler Mode. The jump arc of the player will be increased while the max height of a jump will be increased as well. The player will be able to perform double jumps while in Gambler Mode.

This mode uses playing cards as the method of attack. While the cards will do less damage than the other weapons, playing cards can stun the enemy for a short period of time.

*\*killing an enemy in Gambler Mode will reward the player playing cards (the enemy will drop it). The value of the card dropped will be based on the length of the combo in which the enemy is juggled in the air (for example, a 30+ hit air juggle combo will reward the player with an Ace card).*

Cards are collected by the player and then used in purchasing upgrades in the Upgrade menu. Once in the Upgrade Menu, the player can select the upgrade they desire and then form poker hands with the cards they have collected to pay for the cost of the selected upgrade.

Each of the upgrade will have a value assigned to it such as three of a kind, four of a kind, full house, etc.

d. *Demolition Mode*: In this mode, the player will move at a normal speed. Dashes cannot be performed in Demolition Mode. The arc of a jump will be normal and the max height of the jump will be normal. The player will be able to perform double jumps while in Demolition Mode.

This mode uses dynamite as the method of attack. In demolition mode, the player is able to throw dynamite on to the ground and use the explosion to perform a launch which will let the player jump even higher (similar to a rocket jump).

### **C. Combo System and Air Juggles:**

The combo/juggle system in Wild Aces is complex while at the same time fun. Each of the four weapons carries a special function in creating an air juggle chain. There are two basic types of juggle weapons. Launcher weapons which launches the enemy into the air and juggle weapons which allows the player to keep the enemy in the air thus performing an air juggle. The shotgun and the dynamite are launcher type weapons and the double pistols and the playing cards are juggle type weapons.

The ability to switch stances in mid juggle creates a combo system for the weapons. For example, a player could launch the enemy/enemies up into the air in Riot Mode with the shotgun. Once they are in the air, the player could then switch to Gunslinger Mode to start an air juggle or the player could continue to launch the enemy/enemies slightly higher by staying in Riot Mode which would also be an air juggle. With the current combo/juggle system, the combinations for air juggles are almost endless. Once the enemy touches the ground again, the juggle chain is ended. The total number of hits the player used to keep the enemy in the air is then tallied. The larger the juggle chain a player is able to perform, the more points are rewarded.

#### **D. Weapon Damage:**

##### *Double Pistols:*

The Double Pistols will do about 10 damage to the enemy per shot on all enemies.

##### *Shotgun:*

The Shotgun will do about 30 damage to the enemy per shot on all enemies.

##### *Ace Playing Cards:*

The Ace Playing Cards will do about 5 damage to the enemy per shot on all enemies. But with the Ace Playing Cards, the damage will stack and receive a percentage bonus extra according to how big of a chain a combo is.

*Dynamite:*

The Shotgun will do about 50 damage to the enemy per shot on all enemies.

**E. Health Count:**

a. *Player Health and Death:*

Both player one and player two will start the game with 100 health. Each time they are hit by the enemy or an enemy attack, they will lose 20 health. While in Gunslinger, Gambler, and Demolition Modes, the player will also get knocked back a little bit. The player will not experience knock back and take a reduced damage while in Riot mode. Once the player's health falls below 0, the player will lose a life and the level round will restart. Once the player has lost all of his/her lives, the game is over.

b. *Enemy Health Count:*

Grunt - 500 health

Shooter - 500 health

Brute - 800 health

Level Enemy One - 500 health

Level Enemy Two - 500 health

Mid-Boss - 3600 health

Boss - 7000 health

## **ii. Controls/Interface:**

The controls of Wild Aces are designed for both keyboard play and a controller (either a game pad or a Xbox 360 controller which can be used on the PC via USB connectors). For keyboard play, Wild Aces will use the WASD keys to control movement, the space bar to jump, and the arrow keys to control main and secondary fire.

Basic control scheme for Wild Aces should look something like this:



### **A. Keyboard/Mouse:**

W - makes the player move up (this is not the jump, it just makes the player move up stuff such as a ladder).

A - makes the player move left (tapping A twice will make the player dash towards the direction the player is facing in Gunslinger Mode).

S - makes the player crouch (hitting the jump key while holding down the S key will make the player do a slide - the direction of the slide will be the direction the player is facing).

D - makes the player move right (tapping D twice will make the player dash in the direction the player is facing in Gunslinger Mode).

Space - makes the player jump up (hitting the space again while the player is in a jump makes the player jump again - performing a double jump in Gunslinger, Gambler, and Demolition Mode).

1 - switch to Gunslinger Mode.

2 - switch to Gambler Mode.

3 - switch to Riot Mode.

4 - switch to Demolition Mode.

Esc - brings up the game menu.

Mouse - controls aim and moves the crosshair around on the screen.

Mouse Button 1 - Fire Weapon.



## **B. Game Pad:**

The left analog stick will serve the same functions as the D-pad while the right analog stick will be used to change stances.

Up on the right analog stick - switch to Gunslinger Mode.

Down on the right analog stick - switch to Gambler Mode.

Left on the right analog stick - switch to Riot Mode.

Right on the right analog stick - switch to Demolition Mode.

Up - makes the player move up (this is not the jump, it just makes the player move up stuff such as a ladder).

Left - makes the player move left (tapping left twice will make the player dash towards the direction the player is

facing in Gunslinger Mode).

Right - makes the player move right (tapping right twice will make the player dash towards the direction the player is facing in Gunslinger Mode).

Down - makes the player move down or crouch (hitting the jump button while holding down will make the player do a slide - the direction of the slide will be the direction the player is facing).

X - fire weapon.

A - jump (hitting A again while the player is in a jump makes the player jump again - performing a double jump in Gunslinger, Gambler, and Demolition Mode).

Start - brings up the game menu.

The interface of Wild Aces consists of different screens.

The game screen:



(possible game screens (a and b))



This the main screen where most of the game takes place. Players will be moving either from left to right, right to left, top to down, down to top, or any of the combination in order to reach the end of the stage. Enemies will spawn

and run into the main game screen as this is where all the action is.

## **ii. Sound:**

Various remixes of music loops will be used for most of Wild Aces' levels. Examples of the music type include Bionic Commando Rearmed (Xbox 360), Batman (NES), Wild Arms 3 (PSX), and Journey to Silius (NES). There will be different music at different points. For example, boss music will be a different music from the stages themselves.

## **V. Story:**

### **i. World Overview:**

Wild Aces takes place in a steam punk meets western world setting. Each of the levels will feature some aspects and themes of both steam punk and the west. The player will be able to clearly see the theme of both steam punk and western throughout the game.

### **ii. Story:**

In the early 19<sup>th</sup> century steam power came into popularity after the discovery of Geo Geysers in the west. Geo Geysers are large craters on the planet surface that emits

steam directly from the core of the planet. Cities quickly formed around Geo Geysers with the richest cities found closest and around the biggest of Geo Geysers.

The wide spread of so many wealthy cities with little law attracted criminals from around the globe. Deemed as easy targets, gangs of criminals attacked and robbed cities in what is known as the first form of organized crime.

Although there were many gangs, the biggest and most powerful gang was the Wild Aces gang. The Wild Aces gang, capable of holding an entire city under siege made the west their personal playground. Powerless by themselves, a central government was formed to unite all the western cities in an effort to create law and protection. But members of the government quickly fell to corruption, busying themselves with making their pockets fatter.

To keep up public opinions and ratings, bounty hunters were enlisted with the task of fighting crime and capturing criminals. Called cowboys by the general public, these carefree bounty hunters traveled from cities to cities seeking bounty and fame.

### **iii. Characters:**

## **A. The Good Guys:**

Name: Winston Valentine (player one)

Sex: Male

Age: 24

Story:

Winston was born into a family of rich aristocrats. He is well trained in rhetoric, grammar, mathematics, history, martial arts, gunmanship, and languages. At the age of 19, Winston left home to attend university. While at the university, Winston became bored with education and his life as an aristocrat. He picked up gambling and boozing and soon found himself in trouble with the law. Winston was kicked out of the university after a fight in which he single handedly took out an entire gang of 15 members. Looking for a life of excitement, Winston decided to head west and become a cowboy. After five years of small bounties, Winston now sets his eyes on the biggest catch of them all, the Wild Aces gang.

Name: Charlette "Charlie" Clemens (player two)

Sex: Female

Age: 19

Story:

Charlette never had the luck of having a good life being born to a single mother who worked the streets as well as the bars. At a very young age, she learned the ways of street smart and learned to survive on her own out on the streets. She got her big break at the age of 11 when she ran across a wealthy family. She tried to steal from the family but was caught, having always wanted a daughter the family took her in. From there she given a good education and taught how to be a rich aristocrat. But her life on the streets and the call of adventure never stopped haunting her. She eventually ran away from home with a large sum of stolen money at the age of 17. Fast forward two years and she is working as a showgirl to cover her other job of being a bounty hunter.

## **B. The Bad Guys:**

The Wild Aces is the name of the bad guy group (the idea is taken from a five-of-a-kind poker hand where the 5 cards are the 4 aces and 1 wild card). There will be henchmen that follow the theme of each main bad guy. The Wild Aces gang will consist of these archetypes of bad guys.

Name: *Blue "Dreadnaught" Biggs* (the machine guy)

Sex: NA

Age: Unknown

Story:

Blue is the boss for the city level and he is known as the Ace of Diamonds. It is rumored that the head engineer that pilots the Dreadnaught is Blue Biggs. But nothing could be farther from the truth. Blue "Dreadnaught" Biggs is actually the giant machine itself. The pinnacle of steam engineering at this time, the Dreadnaught is actually a self aware machine with a central core processor that can process logic and reasoning. However, due to its massive size, it needs the engineers to keep it maintained.

Name: *Kaiser "Sparks" Blaize* (the explosive guy)

Sex: Male

Age: 35

Story:

Kaise is the boss for the train level and he is known as the Ace of Clubs. Kaiser is the explosive expert of the Wild Aces and he is never seen without his signature bag of bombs. He is known for is rash judgments and explosive temper. Kaiser is a rather small man, but his size surely does not affect his performance on delivering major fireworks. A little unknown fact about Kaiser is that both of his arms are actually steam powered mechanical arms

because both of his arms were blown off handling explosives.

Name: *Brock "Thrasher" Fierce* (the big guy)

Sex: Male

Age: 29

Story:

Brock is the boss of the Saloon level and he is known as the Ace of Hearts. When it comes to size, no one comes bigger than Brock. Brock has a short temper and loves to fight. He is also immensely strong as he carries a steam engine on his back. The steam engine is used to power parts of his armor. His signature weapons are machine guns that are typically attached to vehicles. Brock also has a skull painted on to his face.

Name: *Alister "Grave Digger" Crowe* (the ghoul guy)

Sex: Male

Age: 57

Story:

Alister is the boss of the graveyard level and he is known as the Ace of Spades. While not very physically imposing, Alister is a scary man no matter how you put it. Tall and extremely skinny, Alister is almost ghoulish looking

himself. Alister is obsessed with death in all its forms. He often wears what looks to be an air filter mask but it is not an air filter. The mask he wears is actually an air capture mask. Alister loves the smell of death and wears the mask to capture the smells so that he can enjoy it anywhere he goes.

Name: (*the joker*)

Sex: Male

Age: Unknown

Story:

Currently ideas are still being developed for the wild card character.

Other Enemy Types:

*Grunt:*

the standard goon for each of the levels, they are not very smart and will just run around aimlessly at the player.

Grunts look like standard western cowboys with a cowboy hat and a red scarf over their faces.

*Shooter:*

a bit smarter than the grunt. The shooter will hide behind an object and then pop up to shoot at the player before

going back into hiding. Shooters look like a standard western cowboy similar to the grunt but they have a pair of scope goggles over their eyes and they do not wear a cowboy hat.

*Brute:*

the muscled goon for each of the levels, they will try to chase the player in order to hit them. At a distance, the brute can also toss big chunks of rocks at the player.

Brutes look like very muscular cowboy with a steam powered arm. They are bald and do not wear cowboy hats.

Each of the levels will also feature two enemy types that are tailored to the theme of the level and the boss.

Level Enemy One: Depending on level (see level section).

Level Enemy Two: Depending on level (see level section).

Level Mid-Boss/Event: Some levels will have a mid boss while other levels will have no mid boss but some kind of mid level event instead (see level section).

## **VI. Development:**

### **i. Development Team:**

The current development team for Wild Aces is 5-6 members.

As a small team, members will carry one than one task. One

member of the team will be the game designer. One-Two members will be used for character concept design and modeling. One-Two members will be used for level designs and modeling assets. One-Two members will be used for programming. One member will be used for sound design. Once the game is finished in the development stages, a test group of alpha and beta testers will be needed to report in glitches and bugs.

The roles of each member are as follows:

Game Designer:

- Brainstorm concepts
- Create prototypes
- Playtest and revise prototypes
- Write concept and design documents and update throughout production
- Communicate vision for the game to the team
- Create levels for the game (or works with level designers)
- Act as advocate for the player

Programmer/Coder:

- Draft technical specifications

- Implementing technical aspects of the game (including the following)
  - Software prototypes
  - Software tools
  - Game modules and engines
  - Data structures
  - Management of communications
- Documenting code
- Coordination with QA Testers to fix or resolve bugs

Visual Artist:

- Design and produce all visuals for the game (including the following)
  - Characters
  - Worlds and world objects
  - Interfaces
  - Animations
  - Cut scenes

Level Designer:

- Implement level designs
- Coming up with level concepts

- Testing levels with working with the designer to improve overall gameplay

QA Tester:

- Create a test plan for the project based on the design and technical specifications
- Execute the test plan
- Record all unexpected or undesirable behavior
- Categorize, prioritize, and report all issues found during testing
- Retest and resolve issues after they have been fixed

**i. Schedule/Budget:**

A complete schedule for Wild Aces' development time from start to finish is aimed at about two years. This will be broken down to farther details once the project is underway. A playable demo will be set to be ready at about six months once the project is underway.