

Sack it to me Studios

Design Document for:

Roswell: The Beginning

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Design History

This is a brief explanation of the history of this document.

In this paragraph describe to the reader what you are trying to achieve with the design history. It is possible that they don't know what this is for and you need to explain it to them.

Version 1.0

Version 1.0 contained all the initial headings and base features of the game.

Version 1.10

Version 1.10 Contains significant changes to the following sections:

- Features
- Game Overview
- Weapons
- Multiplayer
- Characters

Game Overview

Philosophy

Philosophical point #1

We are taking an old form and remoulding it in our own image to create something new, we believe this to be important to see if we can survive in the target market.

Philosophical point #2

We are porting this game onto the three major platforms, these being PC, Xbox360 and Playstation 3, we are doing this to expand our market and let all types of gamers experience our game, which will essentially lead to a bigger profit.

Philosophical point #3

Including a race of aliens within our game gives the game potential to be popular and have a decent life cycle since the popularity of futuristic/alien technology and race has continued to rise over the decades. Due to the conspiracies and stories surrounding Arena 51 and Roswell it could attract a certain type of audience.

Common Questions

What is the game?

The game is a First Person shooter set in 1940s Roswell and will be our take on the Roswell UFO conspiracy. A Meteor crashes near Roswell, USA and an infestation of extra terrestrial aliens emerge, running rampant in the town, residency and nearby Air Base. The game will combine period weaponry with alien technology. It will be on the PS3, Xbox 360 and PC.

Why create this game?

Because we think it's an original - yet simple - idea that will give us plenty to write about yet not be so complicated that design choices will be hard to understand and create.

Where does the game take place?

The game will take place in 1940s Roswell, New Mexico, the surrounding suburbs and the Military Airbase. Furthermore, throughout the game the environments will change because the aliens will begin terra-forming the surrounding area so the play will have to venture through new alien landscapes.

What do I control?

The player will be in control of Corporal Striker Brigade, a soldier from the nearby Air Base. He's a man's man.

What is the main focus?

The player's goal in this is to find out what the aliens are doing on the planet and how to defeat them, thus possibly saving the world.

What's different?

What makes this game different is how the environments will change throughout the game, as the Aliens begin terra-forming the nearby areas, when players backtrack through levels the environments will change drastically and players will end up fighting in blistering heat, freezing cold and temperate alien

jungles. Also, as the game progresses the aliens will learn more and more about the planet Earth and will become more intelligent, using the environment to their advantages.

Feature Set

General Features

1. Level Based Game play
2. 3d Graphics
3. First Person Perspective
4. Period 1940s Weaponry/Environments
5. A whole town that slowly changes as the game progresses
6. First Person Cinematic (à la Half-Life)

Multiplayer Features

1. Team based and FFA mode game types.
2. Online Co-Op
3. Team Deathmatch
4. FFA Deathmatch
5. CTF variant
6. Assault variant (mission based)
7. Infestation/Horde Mode
8. Territorial Game Mode – Domination or similar
9. Up to 16 Players.
10. Aliens/Human skins available – Cosmetic, some customisation – unlockable skins/armor
11. Ranking System – As you rank up you unlock new cosmetic equipment also matchmaking/trueskill ranks for playing with equal skilled players

Gameplay

1. Both 1940s Weaponry and Alien weaponry is available to the player
2. AI Team Mates in parts of the game - some die, some go elsewhere etc
3. Melee finishers – QTEs to kill downed opponents
4. QTE Cinematics for boss finishers
5. Health Pickups around the level - Ration Packs, First Aid kits, etc
6. Enemy's initially come in hordes (easy to kill but fast paced action) as the game progresses the enemy's become larger, in fewer numbers but stronger and more intelligent
7. Quick Puzzle sequences – e.g. shooting locks or shooting something to open a door to progress
8. A sizeable single player story campaign with optional co-op.
9. In-game collectable secret items for Achievements/Trophies
10. Set in 1940s Roswell, New Mexico
11. Platform Elements
12. Throughout the game the world changes as the Aliens begin terraforming the world – New Landscapes
13. The Aliens evolve to their landscapes – New Enemy Types

The Game World

by Darren Arquette

Overview

The game is set in 1947 on the day of the, supposedly, UFO Crashing near the city of Roswell. The player takes control of Striker Brigade, a LT within the army, who is on a not so route mission to pick up the crashed UFO just North of Roswell. Upon the journey back to Walker Air Force Base, just south of Roswell, the convoy is attacked causing them to crash in the centre of Roswell. The town slowly becomes infected and the aliens begin to terraform the town into their own environment, featuring extreme cold, heat, a dense jungle and something not of this world.

1947 – Roswell, New Mexico

The game is set in the 40's at the time of the conspiracy of the UFO crashing near Roswell, New Mexico. As the town is going to be the main hub of the game world, and where most of the gameplay will be set, the town will/must be created to the original layout, and size, of the 1947 small town. The town has since then expanded to almost twice the size. However as the game progresses most of the town will be warped in some way to meet our gameplay needs to make it interesting and compelling to the player.

This section is not supposed to be called world feature #1 but is supposed to be titled with some major thing about the world. This is where you break down what is so great about the game world into component pieces and describe each one.

Terraforming

Within the game we come along a lot of new and interesting locations, although we stay within the city of Roswell. The player is introduced to 6 diverse and different locations which all offer different gameplay because of environment effects that each location brings.

The Arctic Tundra for example could offer stuff like the player needing to gather/save heat, á la Lost Planet 1, to traverse to the next area within that level or it could affect the player in some way, such as lowering visibility which could be used to give the player some scares.

Other environmental locations include; Rainforest/Jungle, A Desert, Zero Gravity and an Alien Nest

The Physical World

Overview

Over the course of the game the player will visit the entirety of Roswell from the local Mall to the City Hall but we'll have our own twist upon it with environment terraforming causing the locations to change some way to provide extra gameplay and puzzles.

The following describes the key components of the physical world.

Key Locations

Area 1 - Roswell

The opening area will be in a small section of Roswell as the US forces begin moving in to seize control of the town, putting all locales into a quarantine zone as some transform into alien life forms (somewhat like the thing – i.e. at this stage they're more like Parasites)

This area will be based around the town centre, near the town hall, before a hunt begins which leads the player down narrow backstreet/alleys to the next area and the first terraforming level.

- Alien types – Small bug type like stuff that infect other humans or take over them
- Environment Key Features – Town Centre/Near Mall
- Atmosphere – Blue. Silent (Only wind, and maybe some alien noises, and no radio contact).

Area 2 – Arctic Tundra

This area will be based around the Arctic Tundra, with Snow and Ice everywhere as well as that Atmospheric feeling of being alone.

The ideal location of this would be a supermarket type location to sure off the effects of this terraforming. Silent Hill – Shattered Memories would be a good reference for this.

- Alien types – North and South Pole inspired, i.e. Polar Bears, Seals and Whales.
- Environment Key Features – Mall
- Atmosphere – Blue. Silent (Only wind, and maybe some alien noises, and no radio contact).



Concept for the Arctic Tundra Environment

Area 3 – Rainforest/Jungle

This area will be based around a number of jungles, such as the Brazilian Rainforest, or more heavily inspired by the jungle in Predator, which will also help inspire some of the aliens in this area that have become almost stealthier because of camouflage.

- Alien types – Wild animals, such as Boars and Monkeys, but are starting to learn how to walk like a biped.
- Environment Key Features – Residential Area
- Atmosphere – Noisy (Radio transmissions and Alien creatures), Heat.



Area 3 Concept for the Rainforest/Jungle Environment

Area 4 – Desert

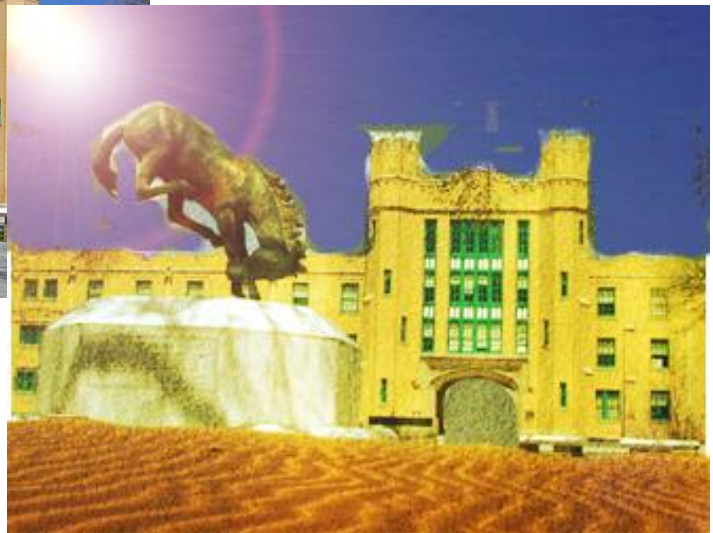
Based more on the Nevada Desert/Death Valley.

- Alien types – Desert animals, like scorpions but beginning to have human faces.
- Environment Key Features - New Mexico Military Institute
- Atmosphere – Silent (But have Radio transmissions and Alien creatures), Almost dystopian like.



New Mexico Military Institute (NMMI – colloquially pronounced "Nimmy".) Founded in 1891

Area 3 Concept for the Desert environment.



Area 5 – Zero Gravity

More heavily inspired by other games like Prey and Half-life 1.

- Alien types – Humanoid Aliens, i.e. every alien looks alike and are almost synced in movements
- Environment Key Features – Town Hall
- Atmosphere – Silent, with sound echoing.



Area 6 – Alien Nest

As the end finally approaches it is revealed why our main hero never received any backup during his struggle, it turns out it's because of the local base as been attacked and taken over by the Aliens. Now he and his last few remaining men must go there to destroy the last aliens.

- Alien types – Humanoid Aliens, i.e. every alien looks alike and are almost synced in movements and a mixture of all of the above
- Environment Key Features – Walker Air Force Base
- Atmosphere – Dark, foreboding, terror, fear.



Walker Air Force Base was the largest Strategic Air Command base of the US Air Force at the time of its closure in 1967.



Travel

- NPC Truck – The beginning of the game will begin with the player on the back of the truck, that they have no control over, ending towards the crash site. On the way back to the Base, with an Alien artefact in hand they are attacked and crash in the centre of Roswell.
- On Foot – The rest of the game the main hero will progress only on foot, travelling from location to location. Sometime with friends, mostly not.
- Vehicle – Towards the end of the game the player will be given a truck and asked to drive to a few locations before the final attack on the Alien Nest can begin.

Scale

In the beginning we want to have a living city, in the first level, however shortly after that we want it to become quiet and almost a ghost town. Therefore most of the game will be an open world game, however we will also lead the player to where they need to go, so a sort of fake open world where they can go where they like in the area but must go a certain way to progress. This is all an attempt to keep the game away from being a corridor shooter.

Once the player gains access to the Vehicle, the world will allow the player to go further around the city, but much more linear, with us directing them via a objective mark of where they need to go. Maybe a few areas in this section of be a little open, such as parks or small residential areas.

Objects

As the game is set in a city, there's a lot that we want keep such as some of the basic layout of the city as well as some of the well known buildings that were around during the 40's.

Therefore we'll have a lot of specific buildings around in the game as well as every day things such as Street lights, benches. Not to mention the 1940's fashion, Advertisements, Products and vehicles.

See the "Objects Appendix" for a list of all the objects found in the world.

Weather

Area 1 - Roswell

Quite a nice sunny summery type of day, bit of wind, but very Disney-esque with birds chirping.

Area 2 – Arctic Tundra

Obviously now the weather has completely changed from a sunny summery day to worse than any Winter on record. Light snow fall with it sometimes getting heavier which will affect the visibility of the player.

Area 3 – Rainforest/Jungle

Now back to the summer day type of thing, except because of the humidity everything is somewhat wet but also the environment is dark, because of the trees blocking out some of the sun light.

Area 4 – Desert

The weather has now become unbearable; with prolong exposure causing some damage to the player (maybe).

Area 5 – Zero Gravity

No weather system at all.

Area 6 – Alien Nest

Heavy rain, parts of the area are flooded and everything looks slimy because of the rain.

Time

The game doesn't really have a day and night cycle however, time does progress as the player gets further into the story.

Area 1 - Roswell

Night/Dawn – 7am

Area 2 – Arctic Tundra

8am – 10am

Area 3 – Rainforest/Jungle

10am – 12am

Area 4 – Desert

12am – 2am

Area 5 – Zero Gravity

No sense of time at all.

Area 6 – Alien Nest

Dusk – Midnight.

Camera

Overview

All cut scenes will be made in game and first person as well as allowing the player control their view, similar to the Half-life games.

The World Layout

Overview

Here you'll find the general location of Roswell, compared to its Neighbouring towns, as well as the location of the crash site, the common year round temperature in Roswell and finally the game map detailing the movement of the players.

Local Neighbouring Area

Lubbock – 174 Miles
Las Cruces – 185 Miles
Santa Fe – 192 Miles
Albuquerque - 199 Miles
El Paso – 203 Miles
Amarillo – 215 Miles
Odessa – 240 Miles
Midland – 260 Miles

This is one of the main reasons why we think the City of Roswell would hold up in a environment where you're meant to feel alone, and cut off from the rest of the world. Sure there is an Airbase not far from the actual city, in 1947, but that place is currently being transformed by the Aliens shortly after the beginning of the game, of course the player doesn't find out until towards the end of the game.

Crash Site



Another reason why we choose Roswell as the main battle ground is because of the location of the local Air Force Base and the supposed crash site.

Which are respectively North and South of Roswell. Meaning the convoy will have to go through Roswell, and back to reach their base.

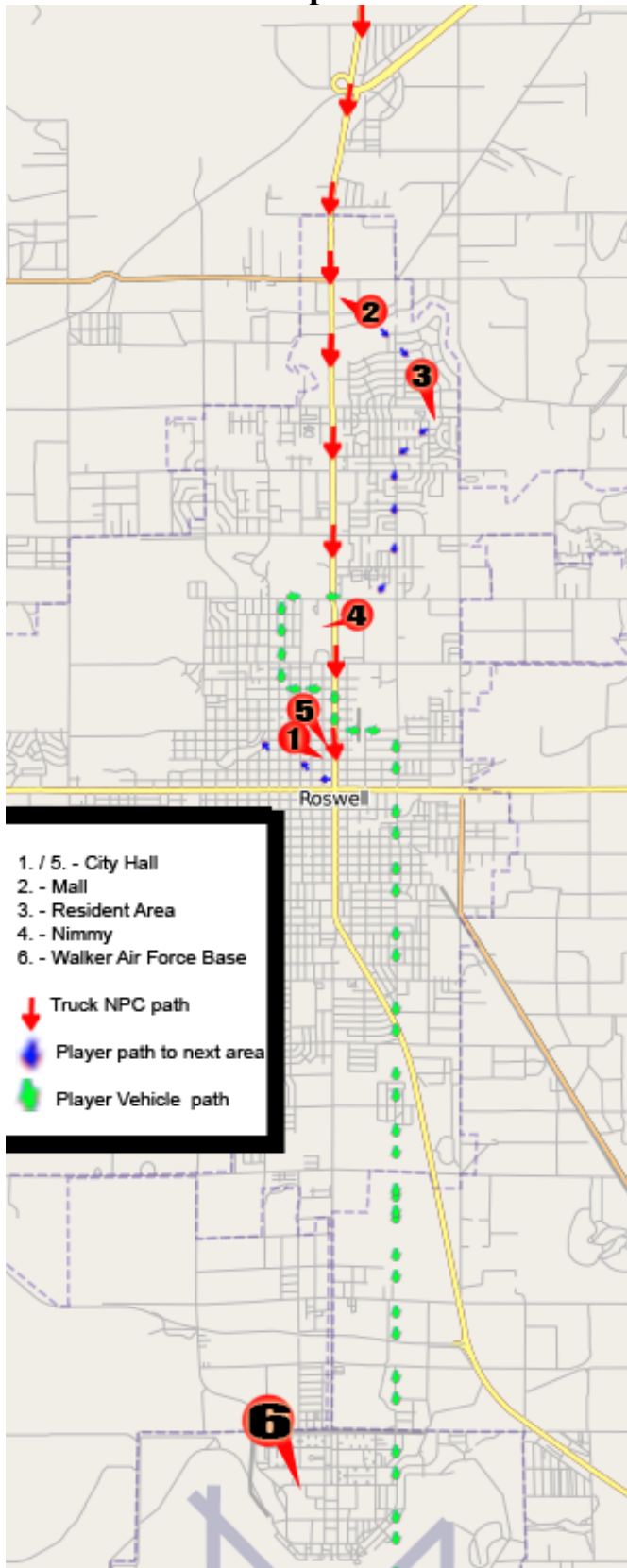
We believe this will offer some interesting events, along with our terraforming of the city, to bring a unique look and feel to the game.

Temperature

As we'll be playing around with the temperature of the game world I thought it would be best to get a record of what the temperature normally is within the city limits for the entire year round, so we can make our environments feel hotter than it is in Summer and colder than it is in December.

Monthly Normal and Record High and Low Temperatures												
Month	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Rec High °F	82	85	93	99	107	114	111	107	103	99	88	81
Norm High °F	55.6	62	70	77.7	86	94	94.8	92.3	85.7	76.5	64.5	56.3
Norm Low °F	24.4	29.3	35.7	43.3	53.2	62	66.7	65.5	58.3	46.3	33.3	25.1
Rec Low °F	-9	3	9	23	34	47	56	54	40	14	4	-8
Precip (in)	0.39	0.41	0.35	0.58	1.3	1.62	1.99	2.31	1.98	1.29	0.53	0.59
<i>Source: USTravelWeather.com</i>												

Game Overview Map



Game Characters

By Chris Walter

Single Player

Corporal Striker Brigade

Age: 25

Hometown: Roswell, New Mexico

Occupation: Corporal in the Army Air Force

Bio: Bored of the small-town life, Striker enlisted in the Army Air Force shortly before America's entry to World War 2 in 1941. During the War, Striker ended up with 509 Composite Group, responsible for the Hiroshima bombings in 1945. Upon his return to Roswell after the War, Striker was a changed man - hardened by the horrors of war. He is one of the first on the scene in 1947 when a Meteor crashes five miles out of town.

He's calm and collected in urgent situations and almost fearless in combat, which is why he's assigned to Sergeant Norman Charge's squad when the Meteor situation gets out of hand.

Sergeant Norman Charge

Age: 36

Hometown: Fairmont, Nebraska

Occupation: Sergeant in the Army Air Force

Bio: Norman was one of the first people to sign up for training in the 509 Composite Group, and was on the very B-29 Super Fortress that dropped the Atomic Bomb on Hiroshima in 1945. When the War was over the 509 Composite Group was relocated to Roswell and Norman was stationed there to continue his service for the encroaching Cold War. When the Meteor Crashes, Norman is given a squad of men from the 509 Composite Group to ensure the safety of the civilians that haven't already fled the town of Roswell.

Private Andrew Davis

Age: 22

Hometown: Roswell, New Mexico

Occupation: Private in the Army Air Force

Bio: A Roswell boy through and through, Davis couldn't wait to head back after the War. He enlisted in the Air Force mid way through the war, but wasn't part of any major tactical efforts - instead being posted in Eastern Europe shortly before the War ended - this makes him nervous in combat situations and a bit of a liability. However, he is very organised when it comes to equipment and this makes him handy with a Radio. When the meteor hits and the aliens start attacking he is charged with receiving orders from Command in Sergeant Charge's squad.

Officer Anna Preston

Age: 31

Hometown: Wendover, Utah

Occupation: Officer in the Army Air Force - in charge of relaying orders to Soldiers on the Field.

Bio: A communications expert, her time spent relaying orders to troops on the field in World War 2 quickly had Anna rise up the ranks and eventually overseeing all of the communications for the 509 Composite. After the War she moved with the group to Roswell to continue her service. She's a keen outdoors woman and has taken the time to learn every street in the town making her assistance vital to Charge's group.

Soldiers in the Army Air Force

These hardworking men and women are the Soldiers stationed at Roswell Army Airfield and they're the ones currently leading the civilians of Roswell to safety whilst investigating the emergence of Life from the Meteor. These are NPCs that the player will encounter throughout the game. The player will need to work with the soldiers and sometimes save their lives for help fighting the aliens.

Creating a Character

In Multiplayer, Players will be able to customise their characters for a personal touch. The customisation will only be cosmetic with choices of player skins (Humans and Aliens) , clothes, armour, etc. Upon selecting Multiplayer in the menu, the player will be brought to a screen in which they can view and change their character - the choices of customisation they have are:

- **Appearance** - These will be Cosmetic Appearances for the person, essentially hair style, skin colour and eye colour.
- **Clothes** - The base garments that the player wears, from here players can change their avatar's Torso (Shirts, Jackets, Coats), Legs (Trousers, Shorts), Feet (Boots and Shoes) and any Accessories (Glasses, Gloves, Hats)
- **Armour** - These are optional pieces of gear that go over the base clothing, these include flak-jackets, helmets, shoulder pads, shin guards and others.

Enemies and Monsters

The Enemies in this game are all Aliens who appear coming out of the Meteor that crashes outside of Roswell. Initially the Player will be fighting the same one or two types of Alien but that rapidly changes as it is learned that the Aliens quickly evolve depending on their environment and even begin adapting the environment to adjust their needs. The aliens also take on characteristics of the indigenous species they encounter so as the game progresses the enemies get more and more humanoid as they encounter more humans and less animals.

The aliens all start from an initial stage, as the world becomes different due to terraforming the aliens change and adapt and quickly become more intelligent and deadly.

First Stage Evolution

Wasp

Damage: Low

Speed: Fast

Health: Low

Climate: All

Population: Lots

Detail: The very first stage of evolution of the Alien, these are the basis of all aliens involved with the attack on Roswell. There are hundreds of them but they're easily killed, however they're light and move very fast and can be overwhelming initially.

Rat

Damage: Moderate

Speed: Moderate

Health: Low

Climate: All

Population: Lots

Detail: A slight upgrade from the Wasp, these are Wasps that have began evolving in an urban environment to take the form of the most prolific species it can find; the Rat. They're slower than Wasps and stronger, too but they're just as easy to kill.

Second Stage Evolution

Lemming

Damage: Moderate

Speed: Fast

Health: Low

Climate: Snow

Population: Lots

Detail: The next evolution from the Rat, the Lemmings bear a similar appearance to the Rat, however they have four small legs and fur and look similar to a Lemming. They're pack hunters and attack in groups.

Lemur

Damage: Low

Speed: Very Fast

Health: Low

Climate: Jungle

Population: Lots

Detail: Another evolutionary upgrade from the Wasp, the Lemur is a step towards a primate-like species evolution of the Wasp. These live in the Jungle areas and swing from tree to tree, instead of attacking directly they prefer to try and attack from behind. They are very weak but very fast.

Spider

Damage: High

Speed: Fast

Health: Moderate

Climate: Desert

Population: Lots

Detail: The strongest Second Stage evolution, the Spider is a stealthy predator, hiding in burrows in the ground and surfacing unexpectedly when foes are nearby. They are fast, do decent damage and have moderate health.

Third Stage Evolution

Dog

Damage: High

Speed: Fast

Health: Moderate

Climate: Snow

Population: Few

Detail: Dogs are the next stage from a Lemming. They are larger, faster beings and attack in groups of five or six. They are cunning and deadly.

Chimp

Damage: Moderate

Speed: Fast

Health: Moderate

Climate: Jungle

Population: Many

Detail: Similar to the Lemur, the Chimps swing from tree to tree and surround their foes. They are stronger than their predecessors however they are easily scared, when the Chimps are outnumbered they begin to scatter and flee in terror.

Scorpion

Damage: High

Speed: Slow

Health: High

Climate: Desert

Population: Few

Detail: Evolution takes a bizarre turn with the Scorpion. They are similar to the Spiders in that they are stealthy predators and they are strong and have very high health however they are quite slow. Their appearance is that of a giant Scorpion however they have a humanoid-like face.

Fourth Stage Evolution

Werewolf

Damage: Moderate

Speed: Fast

Health: High

Climate: Snow

Population: One

Detail: The Height of the Snow Evolution tree, the Werewolf is part fierce canine part Human. It is incredibly fast and dangerous and can use a guttural howl to summon Dogs to fight alongside it. This is the first boss of the game.

Gorilla

Damage: High

Speed: Slow

Health: High

Climate: Jungle

Population: Few

Detail: Top of the Jungle Evolution Tree. Gorillas are fierce warriors that can appear in pairs. They are incredibly strong and very hard to hurt, however they are slow and quite stupid. When they are heavily damaged they go into a raging blood lust attacking anything nearby. This is the second boss of the game. They also appear as regular enemies afterwards but singular.

Sand Worm

Damage: Very High

Speed: Slow

Health: Very High

Climate: Desert

Population: One

Detail: The final stage in the Desert Evolution. The Sand Worm is an immensely large foe that can easily destroy buildings and flatten vehicles and people. They have incredibly armoured bodies and their only weakness lies in dealing damage to their mouth. The Sand Worm is the final boss and the strongest single unit in the game.

Fifth Stage Evolution

Human Soldier

Damage: High

Speed: Fast

Health: High

Climate: Zero-G/Alien Nest

Population: Many

Detail: The height of the Alien Evolution. The Human Soldier is an exact duplicate of what the Alien thinks is the human form. They don't wear clothes or wield guns but instead have camouflaged skin and one of their arms is shaped like a standard rifle. The Soldiers operate in perfect synch as they are the living embodiment of the meteor and a working hive mind.

User Interface

By Craig Miln

Main Menu



Goal of the Menu

The Main menu of the game needs to be clear and informative whilst staying interesting enough to captivate the audience. All headings must be clearly visible, easy to navigate and the style must be coherent to the game itself.

The team also wanted the menu to have an ominous theme. Because the game is based in Roswell, New Mexico, a night surveillance video would capture the eerie feel of the town and the mysteries surrounding it.

Visual Style

The games main menu has the available options in the bottom left and an animated video as the background. The background is an aerial view of Roswell at night with only the lighting from houses illuminating the scene.

Due to the low height of the lighting, the shadows are extremely distorted and occasionally shadowy figures run from building to building.

Singleplayer

The single player option drops down when selected and gives players the option to start a new game or continue a previously saved game. If continue is selected, a new menu opens up with the available games to load.

Multiplayer

The multiplayer selection opens a menu where the player can select their preferred match type and connect to a game via a lobby or a matchmaking system. There is also possibility for the player to recruit friends to their party, making playing online with friends easier.

Lobby

In the game lobby, the player is given a list of available games to join. These can be filtered to the players preference so they can quickly find their preferred map and game.

Matchmaking

This option places the player in a queue and matches them with other players also in the queue. The option is designed for people who want to quickly join matches without wanting to go through the trouble of searching through the game lobby.

In this option, the player has the ability to create game invitations for their friends and can mute other players in their group.

Once the matchmaking list is full, a countdown will begin from 10 and the selected map will appear on screen. If the players dislike the selected map, they have the ability to change it within the 10 second countdown. This ability is a majority rules decision and 60% or more of the players need to select to change the map for it to take into effect.

Once the map has been changed once, this option is not available again. This has been created in a way to give players the option to choose a level they prefer whilst removing the ability to abuse the system.

Create a Match

Some players have some specific requirements and do not wish to start a game which is already in progress. The option to create a game has been added for such an occasion. The menu lets the player select the following options:

- **Match Type**
Grants the ability to change the match type. Once the match type has changed, the options will be doctored to suit that map type. (e.g. flag captures will replace frag limit in CTF matches)
- **Map**
Lets the player choose from a drop down list of maps from the selected map type with an image for illustration purposes appearing alongside the selection.
- **Match Length /Frag Limit**
Changes the options for the length of the match or the frag limit. For quicker games the player can choose 15 frags/5 minute games and for longer matches the player can choose 100 frags/30 minutes. There are various options between these values for a more balanced setup.
- **Max Players**
Players can set the number of max players anywhere between 2 and 16 players.
- **Host Type**
The option to host locally or search for a dedicated server is here. Dedicated servers take longer to search for but will generally have less lag during matches.
- **Invite Friends**
Using each console's friend system, the player can link game invitations to friends and reserve match slots for them.

- **Host Game**

This final option accepts the chosen options from above and begins searching for players. During this time the player can still invite friends but no other option may be changed.

Matchmaking Settings

In a matchmaking game, the player's preferences are similar to Create a Match, but have been streamlined to increase rate of play. The player has the ability to select match type and host type as normal (see descriptions above) but the map and match length have been changed slightly.

In this mode, the player only has the ability to choose between map sizes, the maps will be categorised as large medium or small and an appropriate map will be selected for the matchmaking game.

Match length will be in two parts. Firstly the player can choose frag or time and then the player can choose a match length. As this has been slimmed down, the option to choose specific times has been removed and the player must choose from short, medium or long match lengths.

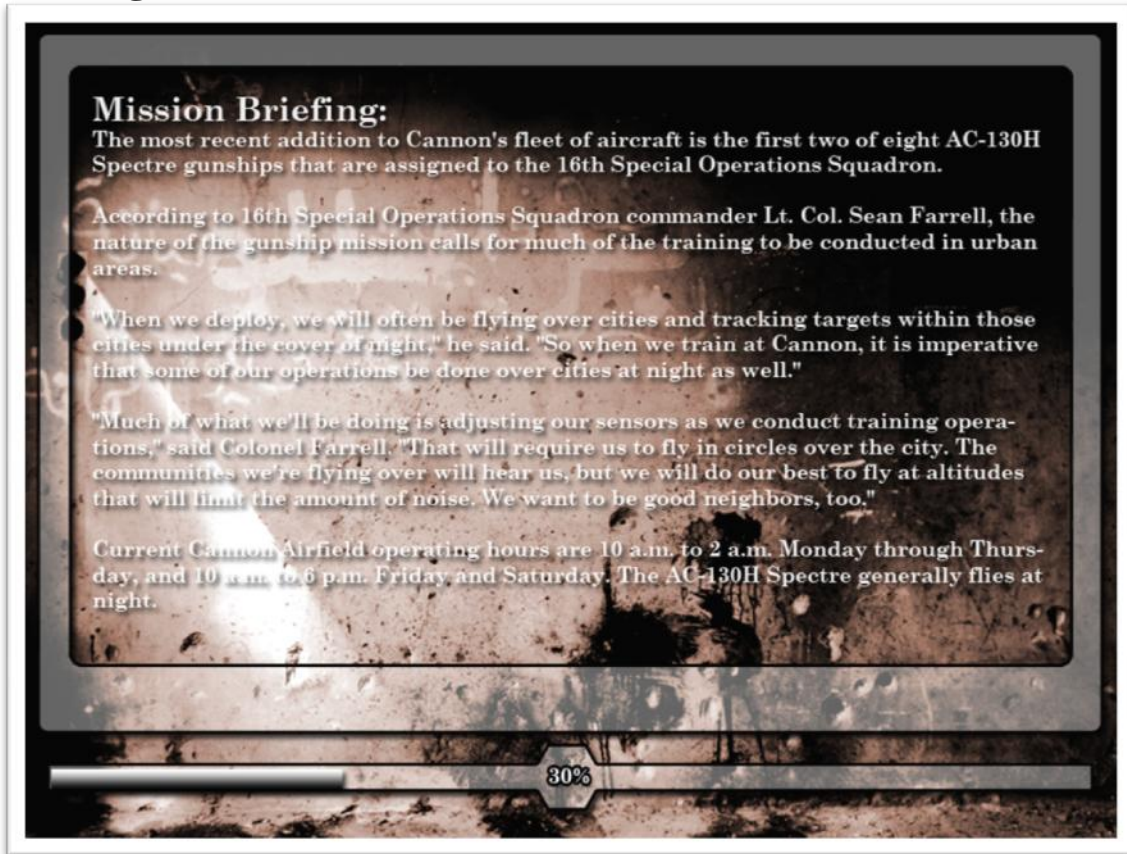
Options

The options menu offers the player the ability to change the weapon orientation, controller layout and brightness settings. This option is mandatory to cater for all playing styles due to the diversity of some player's preferences.

Extras

In the Extras menu, the player can view trophies which are awarded for completing certain tasks within the game which are not tied to the storyline. Other rewards include concept art and unlocked video sequences.

Loading Screens



Visual Style

The loading screens represent the alien's ability to terraform their surroundings. The entire screen is a section of wall which grows a grass-like organism on it from that point, a random environmental effect happens. This can range from bullet damage to incineration.

Overlaid on the background is white text explaining the current scenario and a loading bar at the bottom of the screen to display the loading progress.

Game Hints

When the game loads after the player dies or if a scene has been repeated, the briefing screen is replaced by a similar screen showing hints to help the player survive future encounters. This feature has been implemented to help struggling players continue through the game by displaying tips that they may have otherwise overlooked.

In Game Menu

Visual Style

When the game is paused, the screen de-saturates and morphs to a liquid form to represent the terraforming ability which the aliens have. When the player wishes to return the gameplay, a reverse effect happens.

Alongside the visual transformation, any audio heard in gameplay slide to a dull hum on pause and rise to the appropriate levels on return to gameplay.

Control Options

In this option, the player has the ability to change their controller settings and the weapon alignment.

Graphics Options

The player is given the ability to configure the screen resolution and brightness levels in this option.

Quit To Main Menu

If the player wishes to escape the game, they may use this option to return to the main menu. When the player selects the menu, they will be reminded that all unsaved data will be lost should they wish to continue.

Multiplayer In Game Menu

During a multiplayer game, the player may sometimes be unhappy with the selected weapon loadout or their assigned team. Within the multiplayer menu, the player has the ability to select their team and weapon loadout as well as other various options.

Headings

Game Options

Just like the single player option, the player can change their controller settings and weapon alignment.

Choose Race

The player can choose to switch race between the humans and xenomorphs. This removes any killing spree and does not count as a kill/death for either team. Once a player has switched teams, they may not switch again for 2 minutes.

Players may only switch if there is available slots on the other team.

Choose Loadout

The player can choose their loadout for the next time they spawn. If the player is a human, they can only choose one of the four human weapon loadouts and the same applies to the xenomorphs.

Invite a Friend

If there are slots free in a game, the player is free to invite their friends to help them or fight against them. This option links the player to the respective consoles friend system so players can send game invites.

Statistics

The player is shown an up to date table showing the players in the game, this table is ranked per team and is sorted by most kills = highest.

Quit To Menu

The player can quit the game using this option. A popup menu will appear asking if the player is sure they wish to quit.

HUD

Purpose of the HUD

The purpose of the HUD is to give the player information about their current status. This includes bullets available, what weapon is equipped and where the gun is aiming. These features are purely to aid the player through the game and are not seen by the character.

These features must be kept large enough so that the player can see the information he/she needs but must also be small enough so they do not obstruct gameplay.

Understanding the HUD



Health Bar

The Health Bar is located in the bottom right of the screen and shows the characters current health. A visual bar was chosen over a numeric system as it is easier for the player to see the urgency of the characters health by using a visual cue.

Weapon Equipped

The currently equipped weapon is shown on the HUD in the bottom left of the screen. As the player changes weapon, the icon blurs and slides off the screen and is replaced with the new weapons icon.

Ammo

Ammo can be seen next to the currently equipped weapon, in the bottom left of the screen. The current clip is shown by a series of bullets relative to the weapon. For example: When the M1 Garand is equipped, 8 9mm bullets are shown to represent the clip size. As bullets are fired each icon darkens so that the player can see how many bullets are left in the magazine before reloading is needed. The weapons ammo can also be seen in numerical value above the bullets and shows:

- Ammo in Magazine
- Maximum Ammo per Magazine
- Total Bullets Held

Crosshair

The games crosshairs are located in the centre of the screen and provide the player assistance with aiming. Human weaponry will use traditional crosshairs and the weapons used by aliens will have modified versions to give a more genetic appeal to the weapons.



When alien weapons reload, the crosshair spins in a clockwise direction and glows white once reloading has completed.

Other HUD Elements

Damage

When the player takes damage, blood splatters onto the screen. This partially distorts the players view, making it an incentive to avoid being damaged. After a short period of time, the blood fades and full visibility is restored.

Directional Incoming Fire Indicator (DIFI)

When taking incoming fire, the player would know what direction the fire is coming from if they were there. Because not every home is set up with surround sound, the DIFI has been introduced. When taking damage, a semicircle appears showing the player the vague area of which they have been hit from.

Low Health

When the player is low on health (10% or below), the screen emits a red glow and a fog surrounds the players vision. This effect is to cut off the player's link with their peripheral vision, showing the characters distress and need of medical attention.

When a character uses a Medi-Kit, the whole HUD pulses white and the Health Bar gradually increases.

Level Hints

If a player gets stuck in a certain area for too long, an arrow will appear at the top of the screen to offer the player guidance towards the next section of the game. The arrow will point to the location of the next checkpoint within the game and it does not account for walls so the player must navigate the environments to reach their destination. The reason the Hint Arrow works this way is because it has been designed as an aid to progress through the game, not a guide to essentially do all of the work for the player.

Weapon Placement

The equipped weapon is located at the left side of the screen aiming towards the centre. This can be changed in the options menu so that the character can be holding the weapon with their right hand. The choice was implemented for consumer comfort. If a player prefers a certain style of play, their needs should be seen to when possible.

Weapons

By Craig Miln

Single player

In the single player campaign there are a total of eight different weapons available to the player (not including grenades). Four weapons manufactured by humans and four retrieved from the xenomorphs. The weapons cover four requirements in any military squad:

- Sharpshooter
- Suppression
- Mobility
- CQB

The alien weaponry has been tailored to mimic the human equivalent but with higher firepower and damage. To counteract this, these weapons will be harder to attain and due to low ammo availability, they must be preserved and used sparingly.

Weapon Availability

The weapons in the game are scattered throughout Roswell with some easier to find than others. When the player walks up to/ over a weapon, it will automatically be added to the player's inventory and the weapons icon will flash in the bottom left to show it has been picked up. A sound will also ring to notify the player of the event.

The uncommon weapons in the game are hidden in areas which do not require exploring to progress through and complete the game. This is designed to encourage exploration and to tie in with in-game achievements. Naturally, these weapons (both human and xenomorph) have limited ammo to compensate for their high firepower.

Alien Cell Charges

Alien weapons use an unknown technology which has been named as cell charges by the US Army Air Force. The cell charges are a blue, light emitting sphere wrapped in a black vine-like substance. The charges react to weapons like a living organism and can be seen reaching for nearby weapons to morph into them.

The cell charges fit into each alien weapon by morphing into the weapons chassis and forcing out the old cell charge. The weapon drains the energy of these charges which initially emit a bright bluish white light and when drained lose their brightness.

To compare with the human equivalent, the alien weaponry is thought to use cell charges by draining their energy at different rates. If, for instance, all cell charges start off with a value of 100% each shot from a Syringe, will decrease the charge in the currently equipped cell charge by 10% and every shot from a Pinpoint will decrease the charge by 20%.

Giga Cell Charges

Giga Cell Charges work in the same way as cell charges but are substantially larger. They take longer to load into a weapon and may only be used with the Doom Hammer. In appearance, they are the same as a cell charge in relation to their vines but glow red instead of the standard cell charges blue glow.

Weapon Use in Harsh Conditions

Due to the terraforming environment of Roswell once the aliens land, the environment has become a statistical anomaly with icy tundra metres from a tropical spring. In some of these conditions, Stryker Brigade will find it difficult to holster his weapon or aim correctly.

As well as this, when hurt in the midst of battle, Stryker will be feeling immense pain and will find it difficult to aim and shoot as well as navigate the environment.

To show this in game, the targeting reticule will shake or sway to represent Stryker's current physical status. If he is cold, the crosshair will jitter slightly to represent shivering and when wounded, large spikes of motion will occur to show Stryker feeling the intensity of his wounds.

Jamming

At certain points in the game, unexpected events occur to throw the player off guard. Realistically, this would stop the player acting out whatever they were doing and pay attention to the unexpected event. In the game, this factor has been taken into account during one of the most fragile moments of any fire fight, when the player is reloading.

If an enemy shoots or strikes Stryker when he is reloading, he will either drop the ammo/ cell charge or jam it into the weapon, causing a technical malfunction. This can easily be fixed by Stryker but it doubles reload time which can be deadly during particularly tense moments in the game with multiple enemies. This element has been implemented into the game to help create a sense of realism in the fictional surroundings. The game was not designed to be a run and gun shooter and we found it beneficial to our aim, making the player scan their surroundings for cover when they need to reload.

Carrying Maximum Ammo

When the player walks over a weapon but already has the maximum ammo available for that weapon, red writing will appear below the crosshair at the centre of the screen informing the player that they cannot pick up any more ammo for the aforementioned weapon.

The weapon will remain in position if has not been picked up and can be collected on another occasion if the player does not have maximum ammo.

Multiplayer

The multiplayer feature uses all of the available weapons in the game but the Doom Hammer and the M2 Browning are the games 'Super Weapons' and only one of which is available depending on the level. In each level, the selected Super Weapon is located at a difficult to reach area and often leaves the player open to ambush.

At the beginning of a multiplayer game, if the player has chosen to be a human, they are given the M1917 Revolver and a single grenade as standard and the class system lets the player pick a weapon depending on their preference. If the player chooses to play as an alien, they are given a Syringe and a single Splash Grenade.

To keep the gameplay balanced, the alien weapons have been reduced in effectiveness in regards to firepower but have doubled ammo capacity. The maximum amount of grenades available to be carried is also one of each type.

Human Firepower

M1917 Revolver

Firepower: 980 ft/s

Damage:

Ammo Capacity: 6 bullets

Maximum Ammo Held: 64 bullets

Effective Range: 50 meters

Availability: High

Notes: The standard sidearm of the US military. Since the UFO crash in Roswell, all members of the US Army Air Force have been required to have their sidearms equipped at all times which has made them quite common throughout Roswell.

Thompson Sub Machine Gun

Firepower: 920 ft/s

Damage:

Ammo Capacity: 20 bullets

Maximum Ammo Held: 320 bullets

Effective Range: 50 meters

Availability: Medium-High

Notes: As a precautionary measure to the UFO crash in Roswell, The US Army Air Force supplied all units with Thompson Sub Machine guns. These weapons were not needed at the start of the investigation so a large amount can be found in the camps surrounding Roswell.

M1 Garand

Firepower: 2800 ft/s

Damage:

Ammo Capacity: 8 bullets

Maximum Ammo Held: 64 bullets

Effective Range: 402 meters

Availability: Medium

Notes: The M1 Garand was issued to sharpshooters within the US Army Air Force at the time of the Roswell incident. There are two variants of the weapon. One of which is the standard issue rifle and the second bears a golden insignia of the US Army Air Force, this model was only issued to squad captains and exceptional marksmen.

M2 Browning .50 Calibre Machine Gun

Firepower: 2,910 ft/s

Damage:

Ammo Capacity: 100 bullets

Maximum Ammo Held: 300 bullets

Effective Range: 1.8 kilometres

Availability: Low

Notes: Because of its weight, the M2 Browning was initially used as a placement and perimeter defence system. It can be used without its mountings but is extremely heavy and awkward to use.

Grenades

Firepower: N/A

Damage:

Ammo Capacity: N/A

Maximum Ammo Held: 3 grenades

Effective Range: 40 meters

Availability: Medium-Low

Notes: Grenades used by the US Army Air Force have a standard three second timer once the pin has been removed.

Alien Firepower

Unlike the human weaponry, the alien weapons are powered by cells (similar in effect to batteries). The cells for each weapon vary in size but all emit a blue glow and provide the weapon with firepower and energy for its use.

Specimen L8H34 – Codename: Syringe

Description: The syringe is a small torus-like weapon with a red circular hollow at the rear for cell charges to be inserted. The weapon charges an orange laser from two points at the front of the weapon, which merge together to create a more powerful beam. To shoot the weapon, the user must squeeze it when aiming at its target. (The majority of the inner torus will act as a trigger).

Firepower: Instant (fades at effective range)

Damage:

Ammo Capacity: 10 shots per cell charge

Maximum Ammo Held: 3 cell charges

Effective Range: 20 meters

Availability: Medium

Notes: Tests have shown that this weapon works like a syringe, hence its codename. A very small incision is made to the target and the beam incinerates the cells from within the victim. A single shot can kill enemies when directed to the head or heart areas.

Specimen L2B68 – Codename: Acid Ball

Description: To use the Acid Ball, the user must place his/her hand inside the rear of the weapon and become intertwined with its vine like innards. This mechanism makes the weapon act as a living being and work on the users responses. The weapon is a large cylinder with a four fingered claw at the end. When firing the weapon, acid grows from the space between the four claw points and rotates upon production. The energy from creating the ball of acid is stored within the weapon and propels the ball towards the target when required. The cell charges are stored on the bottom of this weapon to make transferring easier in battle.

Firepower: 540 ft/s

Damage:

Ammo Capacity: 20 shots per Cell Charge

Maximum Ammo Held: 6 Cell Charges

Effective Range: 30 meters

Availability: Medium-Low

Notes: This weapon creates a glowing ball of acid which is propelled at a target. Whilst its effective range is not incredible, the damage it deals is amazing. The weapon can tear through flesh without resistance.

Specimen L1A04 – Codename: Pinpoint

Description: This weapon is a self serving tripod as well as a rifle. It has two long thin barrels, two triggers and a handle at the rear of the weapon. The weapon is designed to make snipers as comfortable as possible due to its ability to morph to its surroundings when the first trigger is pulled. When this happens, the rear of the weapon shifts to the users shoulder to provide support and the lower barrel falls to the floor and hardens to serve as a flexible tripod.

Firepower: 2800 ft/s

Damage:

Ammo Capacity: 5 shots per Cell Charge

Maximum Ammo Held: 4 Cell Charges

Effective Range: 1.2 kilometres

Availability: Low

Notes: It is believed that this weapon is the alien equivalent of a sniper rifle due to its ammo capacity and range. The weapons are an incredible improvement over the earthen equivalent, the only downside of the weapon is lack of ammunition on Earth.

Specimen LXGXX – Codename: Doom Hammer

Description: Doom Hammer is a heavy weapon, bursting with tubes of electrical energy. The weapon works by harnessing all of its energy in one position and firing it in a cone in front of the user. Being created on another planet, the energy in the weapon has carried xenomorph DNA inside it and as a result, terraforms the environment when fired.

Firepower: 890 ft/s

Damage:

Ammo Capacity: 2 shots per Giga Cell Charges

Maximum Ammo Held: 2 Giga Cell Charges

Effective Range: 760 meters

Availability: Extremely Low

Notes: Doom Hammer is a specimen in the US Army Air Force science labs within Roswell. The weapon devastates landscapes, decimating any life forms in its way and terraforming the environment to its controllers will. It seems that this weapon was to be used as a siege prototype for the alien invaders.

Specimen L2B68G – Codename: Splash Grenades

Firepower: N/A

Damage:

Ammo Capacity: N/A

Maximum Ammo Held: 3 grenades

Effective Range: 40 meters

Availability: Low

Notes: These grenades emit a flash of light to disorientate the enemy as acid (the same acid from Specimen L2B68) propels in every direction.

Music and Sound

By Ash Smith

Music

Overview

Since our game takes place in 1940s Roswell the music of the time must also be reflected within the game. The music in 1940s was mainly built around the jazz and big band genre. Artists like Rosemary Clooney, Artie Shaw and Count Basie. This was also the era of World War II and many artists old and new created music reflecting the pain of war. Artists such as Vera Lynn, Glenn Miller, Bing Crosby and Tommy Dorsey. World War II was taking its toll on the people of United States and abroad but the artists kept continuing there upbeat music to take countries minds of the war. They even took their talents to the troops to keep them entertained and up their morale. 1940s musical styles helped give way to rock 'n' roll styles of the decades to come.

In our game we are going to have to replicate this sound of happiness to war-time music. There are many variations of the style of music we can create because of the genre of the music at the time, big-band can be created to appear both upbeat or tense depending how it is used.

Over the decades films have been made covering WWII most with accurate music which stayed with the people for years to come e.g. Dam-busters and 633 Squadron. It would also be possible to extract and research the music from these films since they accurately reflect the year of 1940.

Sound Design

There will be a different musical score in each level, and a main theme which might be used on menus etc.

Main Theme - Opening

For the opening theme for our game the music needs to be victorious and triumphant, this music which would play on the main menu and as the player is introduced into the game should set a suspense which would be un-revealed through the course of the game. Brass instruments and drums have always been good mood builders. A fine example of how the music could sound is 'Aaron Copland's Fanfare For the Common Man'.

An alternative angle would be to forget about the WWII back story of our game and simply go for something which is more mysterious and alien-like, this may include very heavily edited music's with synthesized effects. The song would be slow and slow to build up suspense, it should leave the player nervous but eager to what is to come, 'James Horner's Aliens' theme is a good example.

Map 1 - Roswell

The atmosphere for the first level will be blue and silent, eerie too, the music will be quiet and 'wispy' like wind passing by the player. The eeriness can be formed by violins, they give a great effect when played using long quiet strokes, piano when used correctly can also give a very suspense danger feeling, 'John Carpenter's Halloween' theme is a great example however piano is usually quite loud and within first-person shooter games the music is subtle and draw attention from the players focus. This levels music should build up suspense for a further alien attack and what the future holds for the game.

Map 2 - Arctic Tundra

The atmosphere for the second level will follow the pace of the first level and be very similar; be blue, silent and eerie, the music will be quiet and wispy. The eeriness can be formed by violins, they give a great effect when played using long quiet strokes, piano when used correctly can also give a very suspense danger feeling, 'John Carpenter's Halloween' theme is a great example however piano is usually quite loud and within first-person shooter games the music is subtle and draw attention from the players focus. This levels music should build up further tension for the player as they realise the alien attack is far from ending.

Map 3 - Rainforest

The rainforest level of the game will be a noisy level, primarily the level soundtrack might not be that of music but a mixture of sound effects created by the aliens, animal life, wind passing by leaves. This will leave the players confused and on their toes since they will have to distinguish enemy sounds from that of soundtrack, it may also slow down the player and alter their tactics, e.g. they may go more stealthy since they need to concentrate because of distractions. It is also good to use a secondary track which may play alongside the primary this soundtrack would include wind instruments to create a authentic jungle piece that would put the players in a more immersive jungle.

Map 4 - Desert

The atmosphere for the desert may vary throughout the course, by this point in the game the enemies are starting to become more fierce and the player may start to feel more isolated and overwhelmed. To reflect this the music may go from being slow and suspense building to finally breaking into a more high alert piece of music which will tell the player that danger is still around. Once this high paced action scene has blew over the music may go back to being silent and slow.

For creating the action/alert music for this level it may be wiser to use something more simple like just rock drums, they give heavy bass and a good feeling for action, if the soundtrack is too distracting for example electric guitar work it may draw the players attention.

Map 5 - Zero Gravity

The atmosphere for the fifth level will be eerie, echo and hold an alien feeling to the sound. This type of sound will probably be synthesized and heavily edited with effects to make it sound more like the feeling that is trying to be converged. Choir voices can also be used to portray a certain amount of horror element into the music. The music for this level should set a 'lost and confused' mood since players will be distorted through the level the music should reflect this, it should also build up suspense for the final challenge approaching.

Map 6 - Alien Nest

For the final level of the game there may be a variation of different pieces of music within the level the first maybe a calming string/violin piece to set the suspense and mood of the upcoming challenge. Secondly the next piece of music should start to strike the terror of the situation into the player a piece of music which brings back the rock drums and puts the players back into the action of the final alien coming. Once the final alien boss has shown the music may go silent as the boss is introduced by once the fight has started the music may start to bring in guitars, and have more of a rock feel to get the final adrenaline running as the player completes the last goal of the game.

Ending Credits

The ending boss theme will fade as the credits start to roll and will introduce the ending credits for the game, this may have such the same feeling as the introduction to the game, it should be victorious and triumphant as our hero as finally rid Roswell of the alien infestation. Therefore once again looking at using French horns, other brass instruments and orchestra hits. A fine example of how the music could sound is 'Aaron Copland's Fanfare For the Common Man'.

Sound Effects

By Ash Smith

Overview

The sound effects in our game will have to reflect the action, mood and scenery of our game set in 1940s Roswell. We could split the sound effects into two sections;

Diegetic (sound coming from within the games world)

1. Voices of characters
2. Weapon/reloading noises
3. Monster noises and screeches
4. Explosions and collapsing buildings
5. Terra-forming of landscapes
6. Vehicle's passing
7. Local animals
8. Medic/healing sounds

Non-Diegetic (sound coming from an outside-story space)

1. Sound effects added for dramatic effect.
2. Mood music
3. Narrator/mission giver.

Sound Design

Weaponry

All man-made weaponry in the game was used in WWII and therefore can have their default firing sounds replicated into the game for accuracy, from the 'ping' of the M1 Garand to the 'ratatat' of the M2 Browning. As for the alien-made weaponry all these sound will have to be created.

1. **Codename: Syringe** - Because of the small incision it creates the syringe will have fire fast and accurately probably making a 'swish' kind of noise and once the cells burn creating a burning type sizzle noise. Reload noise will include a switch of cells maybe a 'click' type of noise.
2. **Codename: Acid Ball** - As the ball of acid is fired it may sound slightly 'squelchy' and more of an organic sound. The reloading sound may be the refueling of acidic liquid within the gun.
3. **Codename: Pinpoint** - Due to the power of this weapon the sound will be loud and may sound like a standard sniper. The reloading sound will be a cooling down release of steam as the cells come out and new cells are put back in.
4. **Codename: Doom Hammer** - This weapon will have a charging sound as the cells are charged and created within the weapon, once released it will be a 'booming-rumble' sound and a cool-down as the weapon cools. When the cell hits an enemy it will emit a disintegration sound. When a cell hits the landscape a loud rumble will sound as it begins to change the landscape.
5. **Codename: Splash Grenades** - The grenade will emit a high pitch deafening noise as it blows and a 'squelchy' sound as the acid hits the landscapes and enemies around.

Terra-forming

Terra-forming could have many different kind of sounds depending on exactly how the environment is changing to fit the alien race. The default sound would be a earthquake type rumbling sound with the sound of the earth's crust cracking and deforming.

Such terra-forms to say when the landscape goes snowy/icy could bring in the sound of the landscape freezing with a crackly ice sound as well as the snowy weather bringing wind into the sound.

Terra-forming to a jungle like scene would bring in new jungle type sounds such as trees swaying, the falling and destruction of trees, and swampy areas.

Urban terra-forming could introduce the falling and destruction of buildings creating large rumbling sounds along with dust storms from debris, cars being destroyed as well as car alarms setting off.

Each area of terra-forming would bring in its own set of sounds which the player could recognize what type of area they are in even just from the sound.

Healing

A quick sound of a bandage for Med-kits, Syringe noises for Adrenaline shots, a slight up-lifting noise for Alien Med-kits and a swallowing noise for Food Rations.

Dramatic Sound

This sound could be the adding sounds of other squads fighting against the alien race, this could set some kind of adrenaline into the player to know that the war is still going on other places, this kind of sound could die down and then start again as each side prepare for war again.

Other sounds could include flying over airplanes, explosions in the distance anything to remind the player the war isn't just happening where they are.

Yellow Book Audio

It would be possible for our game to take advantage of using Sony's Yellow Book which they offer to other companies. We could take full advantage over this by creating high quality soundtracks that were not true CD quality however to untrained consumers they would not notice they lower sample rates. The advantage of using such a method in our game means that the game could access other data on the disc without interrupting the music, but at the cost of CPU power used to render the audio stream.

3D Sound Editors

There are many 3D sound editors that are available on the market. They range from low audio sound files to studio sound editors. These include;

1. DirectShow
2. DirectPlay
3. BASS Library
4. Java API

DirectPlay is specifically designed for editing sounds for computer games and therefore one of the better ones to use for editing our sound.

Single-Player Game

By Chris Walter

Overview

The single player game will guide the player (as Striker Brigade) through the events at Roswell from the Meteor crash landing to, ultimately, the destruction of the attacking Aliens. The story will have the player rescuing trapped civilians, fighting Aliens as they transform Roswell to their needs and battling their way to the Army Air Base where they'll destroy the Alien Hive.

Story

The game opens with a meteor crashing a few miles North West of Roswell, New Mexico in 1947. When it crashes a group of scientists are sent out from Roswell Air Base to investigate the Meteor, they take a portion of it back to the Base to run tests, however small insect-like animals start appearing from both parts of the Meteor. These insects start rapidly growing and taking on characteristics of nearby animals and people and quickly become hostile. The aliens start rapidly multiplying and taking over Roswell and the nearby deserts.

The Soldiers at the Air Base are drafted in to deal with the situation including Striker Brigade who is put in with a squad of Soldiers to round up civilians to escape and then destroy the Alien Threat before it terraforms Roswell into an Alien Hive.

(For the full story see Appendix 1. Story)

Hours of Gameplay

A good First Person Shooter will have about 8-12 hours of Single Player with side objectives and other goals for replay value so it would be ideal to have 8 hours of Main Gameplay with side missions and objectives adding 2 or 3 more hours to game.

Multiplayer Game

By Ash Smith

Overview

The multiplayer game will only be accessible online. There are ranked and non-ranked matches. No EXP will be earned in non-ranked. There are many different types of match within our game, these are;

- **Free for All** - Up to 16 players verses each other in a all out blood brawl. Players can choose either Human or Alien characters it is up to them.
- **Team Death Match** - Team based game up to 8v8, humans on one side and aliens on other.
- **Online Co-Op** - Two players go through the game together, increased difficulty. (*Cannot earn EXP*)
- **Capture the Flag** - Team based game up to 8v8, players must catch the flag from the enemy team and bring it back to their base flag to score.
- **Assault** - Two opposing teams up to 8v8. One team must assault a base and the other defend the base. The maps are set up with objectives to complete in sequence so that offensive players can successfully attack the base. If the defence is successful then the game is won however if not the defending team must then attack the base within the time that the original attackers captured the base.
- **Infestation** - Up to 4 players must survive oncoming hordes of alien monsters, after each round the horde increases in size or difficulty of enemies. Dead players will spawn after each round, game only ends once every player has been defeated within a round. Ammo will drop after each round to ensure the team has a decent chance of surviving.
- **Territorial/Domination** - 8v8 team based game. There are points scattered around the map each team must capture and hold these points to win the game, to catch a point a player must stand over the point and wait till the bar fills to capture the point an enemy can capture the point by standing on the spot and re-taking over it.

Max Players

- **Free for All** - Up to 16 Players
- **Team Death Match** - Up to 16 Players, 8v8
- **Online Co-Op** - Up to 2 Players
- **Capture the Flag** - Up to 16 Players, 8v8
- **Assault** - Up to 16 Players, 8v8
- **Infestation** - Up to 4 Players
- **Territorial/Domination** - Up to 16 Players, 8v8

Rule Specifications

This rules can be edited within dedicated servers or private online matches, however it is not possible to edit these settings on a console since the matchmaking automatically creates predefined games, however still in private console matches the options are still editable.

Game Rules

- Time Limit - unlimited, 5, 10, 20, 30 minutes
- Score Limit - unlimited , 2500, 5000, 7500, 10000, 15000 (100 points per kill)

Player Options

- Number of Lives - unlimited, 1, 2, 3, 5, 9
- Re-Spawn Delay - 5, 7, 10, 15, 25 seconds
- Health Regeneration - none, fast, normal, slow
- Kill-cam - enabled, disabled

Team Options

- Spectating - disabled, team-only, free
- Wave Spawn Delay - 5, 10, 15, 30 seconds
- Force Re-spawn - enabled, disabled
- Friendly Fire - disabled, enabled, reflect, shared

Game Play Options

- Headshots Only - yes, no

Maps

There are a various number of maps within the game, some of these maps are free for all only and some are team maps only.

Map 1 - Roswell

An urban map, set in the town of Roswell near the town centre, the town center building is directly in the middle of the map and will be the 'choking' point where teams will meet resistance from other teams. Plenty of cover behind buildings, cars, broken walls and inside buildings. Sniping points in buildings from broken windows and alley ways and back doors to enable players to sneak upon enemy points and take stealth kills.

Can be played on:

Team Death Match
Capture the Flag
Assault
Territorial/Domination

Map 2 - Arctic Tundra

Another urban map, square in size, one team starts outside the mall and one team starts from within the mall with a direct advantage in cover, only skill and persistence will allow the other team to infiltrate the mall. Sniping points from windows and on top of the roof of the mall. Cars provide cover for other team and there are back entrances to the mall as well as ladders going to the roof allowing teams to infiltrate from the roof. It is an icy level and snow reduces field of sight making it difficult for snipers to be truly effective.

Can be played on:

Free for All
Team Death Match
Capture the Flag
Assault
Territorial/Domination
Map 3 - Rainforest

A wilderness map set in a heavily forested area, teams start off at each end of the jungle and work their way towards the middle meeting the choking point and engaging in battle. Because of the heavily forested area the players are engulfed in cover automatically, it is very difficult to notice other players and usually the main aim is to go for stealth kills. In such modes like capture the flag the flag will be a give-away to the players location and therefore very easy to take down, it is essential to have backup to hold back stealthy killers.

Can be played on:

Team Death Match
Capture the Flag
Assault
Territorial/Domination

Map 4 - Desert

Another wilderness map, set around New Mexico Military Facility, outside the area lies a desert with very little cover from enemy fire from within the facility, however regularly dust storms will cover the vision of long range snipers. Team work and skill will allow the team to infiltrate the facility and take over it forcing the over team to spawn outside. There are side and front entrances into the facility some through doors, vents and broken windows the vents and windows are usually safest since doors are usually covered or planted with explosives.

Can be played on:

Free for All
Team Death Match
Capture the Flag
Assault
Territorial/Domination

Map 5 - Zero Gravity

An urban transformed map, this area will be one of the most confusing for the players, with lowered gravity and floating platforms, sniper plays will aim to jump platform to platform to reach the highest peaks to enable best sniping positions, normal players will strive to jump into floating tunnels and areas in which they can fight safely without fear of falling from open platforms. In modes such as domination and capture the flag snipers will be feared as they can easily pick off jumping/floating players who are slowed by the lower gravity.

Can be played on:

Free for All
Team Death Match
Capture the Flag
Assault
Territorial/Domination

Map 6 - Alien Nest

Map is based around the Walker Air Force Base, map will contain open areas and a few warehouses for players to enter and take minimal cover, in the open areas of the map, broken laid to waste planes will provide cover from long range snipers as each team will slowly work their way to the center of the map, there will lie a huge plane in which players can enter from the sides and back and front, whichever team secures this plane first will have an advantage to any oncoming enemy players since windows can provide easy cover to shoot from.

Can be played on:

Team Death Match
Capture the Flag
Assault
Territorial/Domination

Infestation Specials

These maps are only for infestation mode. This maps will mostly be created similar to square arenas not giving the player much room to hide while providing minimal cover, team work is survival.

Map 1 - Roswell

The town hall in Roswell will be the teams location as the infestation begins, there will be two floors within the town hall and stairs connecting them, the second floor in the building however is simply just a balcony running around the edges, it provides sniper cover however not suitable for facing a full horde. On the ground floor pillars will provide small cover to hide from hordes however the dark corners may habitat some of the alien species. The staircase is a good camping position since players can keep track of waves coming from the ground and second floor by standing on the landing connecting the stairs.

Map 2 - New Mexico Military Institute

Players will be held up in the institute and have to fend of waves of aliens that will come through windows, vents and doors. There are three floors within the institute, the second floor provides cover for the first floor however is dangerous since waves can come through windows on the second floor. The third floor provides cover for all floors however it is unsafe because of the distance from other team members, if all members are on the third floor hordes will have to come from stairs or climb up the walls which means players can huddle together near a corner wall and defend, on the ground floor desks and other furniture provide small cover for players.

Map 3 - Alien Nest

Players will be situated at the Walker Air Force Base and start of in the large crashed plane. Immediately noticeably that the place is cramped players may venture outside of the plane into an open area however soon realise that hordes will come from all directions and will quickly overwhelm the team. Inside the plane there are four entrances in which the hordes can enter through, that is one teammate per entrance, the players may find that they are pushed back into a huddle into the middle of the plane and posed in a dangerous position. The alien nest is one of the most difficult infestation maps only good planning and team work will enable the team to succeed against the most deadly attack.

Voice Chat

Voice chat is enabled on PC, Xbox 360 and PS3, it is possible to use voice chat in all game modes also. For team based games players can only talk to other players on their team and also hear only from other team mates. On free for all, all players will be able to hear and talk to each other. It is also possible to mute all other players or a selection of players during game play if the player wants to block out another player.

Private Matches

Private matches for just invited friends are also possible within the game, each game mode on each platform will have the option to run private matches in which the host can invite friends into the game without other interruptions from unknown players. Private matches still have all the same rules and limitations of normal online games.

On private matches it is also possible to enable a password system in which users must enter a password before being allowed access into the sever, this is another prevention method if you have unwanted friends that you don't want joining the game.

Customization

Throughout the multiplayer experience, players can earn experience e by playing ranked online matches. This experience gained will go against ranking up the player through ranking up the player can unlock items.

- Rank 50 is the highest rank.
- New rank icons become available.
- Brand new armours and skins.

Internet and Server

The game will feature dedicated servers, LAN play, matchmaking and true-skill system of bringing players together.

Dedicated Servers (PC)

Dedicated severs are internet hosted severs which one user is in full control of, dedicated severs can have the settings of the game changed to whatever the admin wants. Also the server will always be up meaning players and simply join/leave games without the match being interrupted at all.

Local Area Network Play (PC)

This feature enables PC gamers to play a game by making sure several PCs are all connected on one network then a group of people can get together and play together. The main difference is that the player will not be playing over the internet and can only play with those on the same network.

Matchmaking (Console)

Matchmaking randomly choose a player to become host of the game then find other players to fill up any spots that are unfilled, if a player is part of a group of others then everyone will join that game first before it is filled with other single players. This is an effective way of making sure games have full and even teams. If someone should leave the game half way another player can join in that spot. If the host should leave the match the game will automatically try and find another host to host the game and then carry on playing.

Local Multiplayer (Console)

Very similar to Local Area Networks, by linking together multiple consoles the players can enjoy a game with a group of people on the same network.

Split-Screen Play (Console)

Feature enables two players on the same console to play the game through co-op mode by splitting the screen horizontally. If the player is playing online the player can also invite a local guest to play on the same console via split-screening.

TrueSkill (Console)

The TrueSkill ranking system is a skill based ranking system created for Xbox Live. The purpose is to identify and track the skills of each game in a game in order to match them up into competitive matches with others of the same skill. This enables players to be no better or no worse than others in their game for a more comfortable online game.

Saving and Loading

This feature is for Co-Op online and for PC. The host must go to the pause menu and choose to Save the game, the game file must be named and saved to the computer. To reload the game the player must once again host the game privately then invite the person to the game then re-load up the file, this will then send the players to where they saved in the game.

Gaming Clients

Our game should support the use of Steam. Steam is a game client for pc that lets users control their games through the program, steam will automatically update the client and the games for the user. Steam can also hold a friend list so that gamers can join or invite their friends to their games. Also with steam players can buy the game from steam and have it automatically install meaning no unnecessary CDs. GameSpy client also offers a similar experience.

Persistence

Our game world will not be persistence since we aren't running a massive multiplayer online game and our games run off host servers and once everyone has left the game the world/map will be no more.

Music

There will be no background music within the online games, it will simply be distracting if players are on voice chat or listening for enemy fire. The sound effects for weapons and explosions etc will come directly from the single player game to keep consistency and it would be unnecessary and time consuming to recreate these sounds anyway.

Appendix 1. Story

By Chris Walter

July 8th, 1947 - a Meteor crash lands just outside of Roswell, New Mexico. Scientists based at the Roswell Air Base and a group of Soldiers are sent out to investigate the crash and deal with any scientific material.

One of the soldiers sent out with the expeditionary team is Corporal Striker Brigade [the player]. Upon arriving at the crash site something is immediately unsettling about the Meteorite - it's giving off a faint glow and there's a strange, gooey liquid seeping out of it. One of the soldiers sticks their hand in the goo and rubs it between their thumb and fingers then flicks it off with disgust.

"Come on, let's get this thing out of here" orders one of the senior soldiers. The soldiers begin loading the meteorite into a Chevrolet G506 Pickup truck using winches and tools. Whilst they're loading several strange looking insects fly out of the meteorite and into the night sky, unnoticed.

The team begins moving back to the Air Base in a convoy when suddenly one of the transport jeeps jack-knifes and crashes, suddenly Soldiers are yelling and giant insects are swarming over the flipped jeep. The convoy quickens it's pace and soldiers start shooting from the jeeps.

The player then takes control of Striker Brigade sat in one of the rear jeeps; the player needs to shoot at oncoming insectoids as they try to run the jeep off the road.

The Pickup makes it back to Roswell but needs to transport the meteorite through the town. Upon entering the centre of town the streets are lined with chaos as the familiar insectoids and some unfamiliar forms are chasing the local populous around the town and killing those they can get. A radio transmission comes in to Striker; "Corporal Brigade," the feminine voice begins "you've been assigned to a squad. Get out of the convoy and head to city hall. Sergeant Charge is waiting for you."

"You got it." Striker replies.

The first real level begins; the player needs to fight his way to City Hall. Along the way the player will see and be able to fight alongside other soldiers who are trying to control the unknown threat.

Striker makes it to City Hall and sees a small group of soldiers stood at the top of the steps at the entrance to the building. He is greeted by a gruff figure holding a Thompson in one hand a radio in the other; "You the only who made it, Soldier?" Enquires the Sergeant, surveying the area around him; oddly for July the wind has become very cold and a slight snow fall is beginning.

After a quick briefing, Striker is told to track one of the Aliens that has been seen nearby as it moves through the town.

The next level begins and the player has to stick on the tail of a particular Alien, the player gets glimpses of its form throughout the level as it leads them through side streets and into the sewers. The player also fights the first stages of Alien evolution (bugs and other insectoids).

Upon emerging from the sewers, Striker almost can't believe his eyes. Roswell has been transformed into an Arctic Wasteland. A Soldier with a radio (Private Davis) tries to contact the Air Base for assistance, but to no avail. Seeking shelter from the severe snowstorm the rest of the squadron he is with head inside what used to be a nearby shopping mall. The inside of the Shopping Mall is like something from another world; almost unrecognisable are most of the concrete walls and shop windows, replaced instead with vast sheets of Ice and Snow. As the soldiers step inside they spot the familiar form of the Alien that they have been fruitlessly tracking.

The soldiers step forward to pursue, when the Alien makes a guttural howl which echoes throughout the frozen hall. Suddenly, several canine forms appear. On first glance they appear to be similar to Husky dogs, but something isn't quite right about them. However there is no time to discuss what they are because they immediately charge at the group of soldiers.

The level then begins with the player having to fight alongside fellow soldiers to kill the alien dogs and resume their chase. The level is set inside a large frozen shopping mall with the player fighting through the various sections (along the "streets" of the indoor mall, in the food court and a large department store) until they finally catch up to the alien they've been chasing.

The soldiers finally pin down the Alien and can see it clearly for the first time. It's almost humanoid but with a lupine-esque head, and bizarre patches of alien flesh and white shimmering fur. It cries out it's familiar guttural howl and charges and the squad of soldiers, tearing at one of them - killing him instantly.

The player then gets a boss battle wherein the player needs to avoid the alien's melee attacks and shoot it from afar. Occasionally it will howl summoning two alien dogs to its aid.

Once the alien has been despatched the soldiers sit down for a brief rest, Davis' radio begins to crackle to life and the familiar voice of Anna Preston is broadcasted; "I repeat," the broadcast begins "all units make your way to the Nimmy for further orders."

"You heard the lady, Soldiers" Sergeant Charge says, heading towards the exit "let's get to the Nimmy." The rest of the Soldiers pick up their weapons and follow him.

After a short while walking, the soldiers come across an even odder occurrence than when they exited the sewers; the snow starts to peter out and is instead replaced by a vast jungle. The distance is obscured by a thick mist resonating from the canopy of trees. "What the ..." A soldier musters in awe of what stands before them. Sergeant Charge grunts, and slings his Thompson over his soldier "Guess we have to go through," the gruff Sergeant begins "let's move out, Soldiers."

The group of soldiers then must traverse the eerie Jungle, the environment is almost completely different but some forms are still reminiscent of the former residential areas that were originally there. The level begins of strangely silent, but shadows dance across the tree canopies. As the player and the squad of soldiers progress through the level the sense of imminent danger increases and the player soon finds himself surrounded by ape-like alien forms as well as more dangerous looking insectoids. The player and the soldiers fight their way through the Jungle in the rough direction of the Nimmy. The closer they get to their target the more signs of life are broadcasted over the radio. The player can hear reports of the Ice area they were just in, the Jungle area they're currently in and hints of what the rest of the world has changed into.

The soldiers eventually make it out of the Jungle and are, they think, back in a stable area with familiar environments (desert). "The Nimmy is just ahead," Sergeant Charge states "not too far now."

The player resumes control and starts heading toward the New Mexico Military Institute (the Nimmy) when a radio message is broadcast, loud gun fire booms from the radio "They're attacking the Institute!" the urgent broadcast begins "We're surrounded, all units get here immediately to defend!" suddenly large scorpion-like aliens tunnel up to the surface from under the sand and begin attacking. The player fights them off and then heads to the Nimmy, where more Scorpion Aliens and several unfamiliar types are being fought off by a large amount of human soldiers. The player assists in defending the siege and when all the Aliens are seemingly dead the soldiers begin to head inside.

However, a giant serpent bursts out of the ground, destroying half of the Institute and a number of soldiers along with it. Panic ensues, but a voice over the radio booms "Take down that giant... thing!"

A boss fight begins wherein the player has to use a mounted gun to shoot the inside of the Snake's mouth while it hisses and spits venom and the player and the other soldiers. The player needs to avoid the serpent by hiding behind debris otherwise the venom will burn them. If the player takes too many hits of venom by the snake then the gun he's using will melt and the player needs to then switch guns.

The soldiers cheer triumphantly as the giant serpent falls down dead and they then head inside to what's left of the Nimmy. Inside the soldiers are sat down in a lecture theatre and given a brief run through of what they know so far about the Alien threat and possible suggestions of where to go from there. After a lengthy

talk, Sergeant Charge's team is told to head to the Army Air Base to find out why there haven't been any radio transmissions in the last few hours.

The player is given a jeep to drive through the level and as the player gets closer to Roswell Air Base the gravity and environment becomes rapidly more distorted and skewed. The player eventually arrives at the Air Base and is greeted by two soldiers who immediately open fire on Striker. The two figures look 100% identical to each other and their guns are part of their bodies.

When Striker enters the Air Base the Radio comes crackling to life and Striker is told that Anna and the other soldiers are being held in the science lab on the air base in the same room as the meteorite.

The player then must battle to the Science Lab where they rescue the soldiers and set off a bomb to destroy the meteorite.

As the Air Base blows up, Striker and the other soldiers escape on jeeps to safety. While this is happening, the terraformed environments begin reverting back to normal. As the world begins to recover, a familiar large flying insect flies off into the sunset.

Appendix 2. Objects

By Darren Arquette

As the game is set in 1947 Roswell, we will incorporate;

40's era Vehicles,

Park Benches,

Street lights,

Fire Hydrants,

Fashion – such as era specific dresses and military uniforms,

Advertisements & Products in that era,

Trees & Hedges,

Roswell based buildings during that time, such as the Nimmy for example.

And area specific props such as;

Area 2

Ice Stalactites/Stalagmites,

Frozen People/Animals/other objects e.g.

Area 3

Dense canopy of the forest,

Destroyed Cars (Vines)

Vines,

Alien/Earth Plants,

Rainforest like trees.

Area 4

Destroyed & Rusted Vehicles,

Rusted playground – Swings, roundabout, see-saw e.g.

Area 6

Computers,

Aircraft,

TVs,

Mugs,

Broken/Destroyed Weapons,

Uniforms,

Aircraft Engines,

Medical centre/Operating Theatre – Knives, 3 Bulb Lights, Table e.g.

Desks,

Lockers,

Alien Egg,

Boxes/Crates.