

The Game World

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 routine 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, ala 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 center, 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 Center/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).



Area 2 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

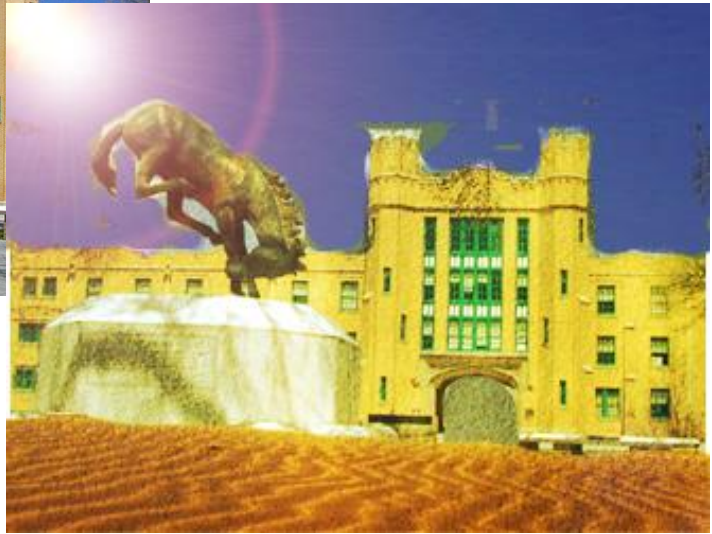
Based more on the Nevada Desert/Death Valley.

- 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, although echoy.



Area 5 Concept for the Zero Gravity environment

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.

Area 6 Concept for the Alien Nest environment



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 artifact in hand they are attacked and crash in the center of Roswell.
- On Foot – The rest of the game the main hero will progress only on foot, traveling 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 churbing.

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

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

Camera Detail #1

The camera will move around like this and that.

Camera Detail #2

The camera will sometimes move like this in this special circumstance

The World Layout

Overview

Here you'll find the general location of Roswell, compared to it's Neighboring 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 Neighboring 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 an 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.

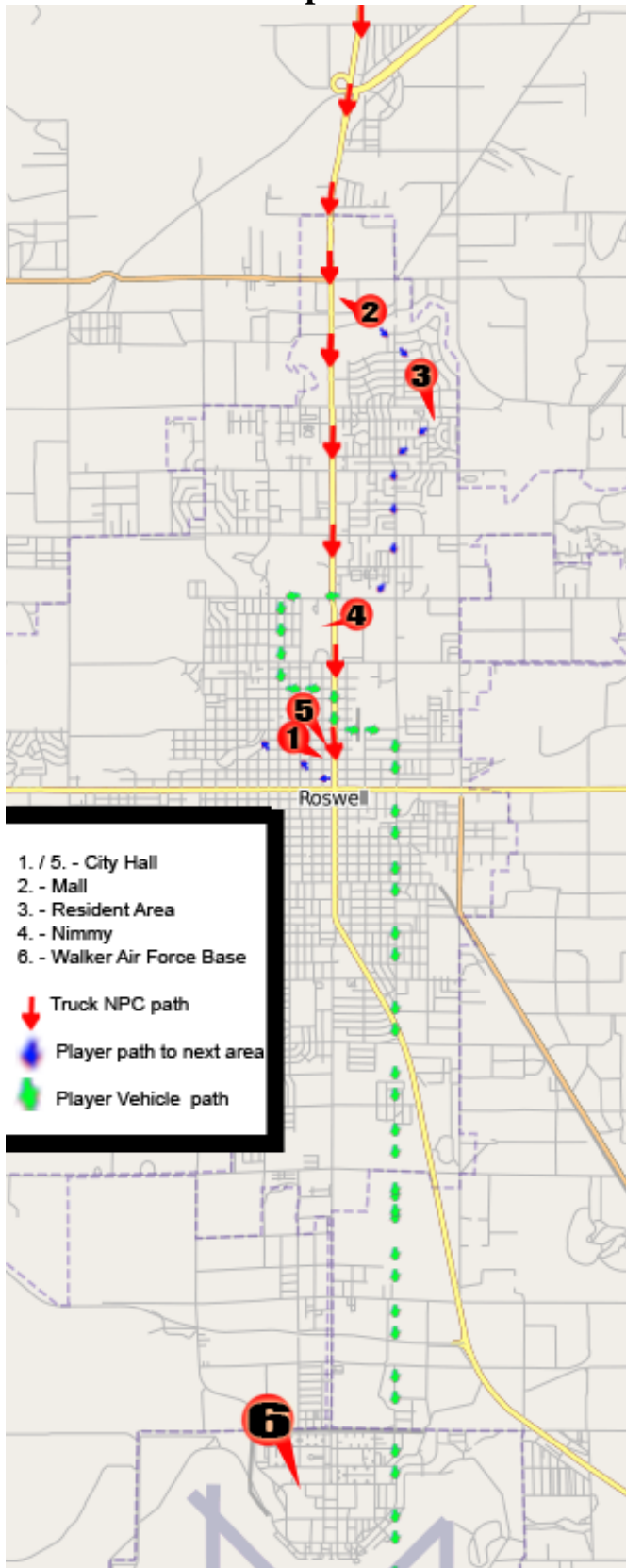
Temperature

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



Objects Appendix

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 Theater – Knives, 3 Bulb Lights, Table e.g.

Desks,

Lockers,

Alien Egg,

Boxes/Crates.