

Game Design Doc.

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(doc in development)

DESCRIPTION

Fly is a 3rd person action/adventure game where you have to learn to fly and become a hero. You will have to fly to the sky to fight Dark Angels in their sky cities and save your world from slavery.

GAME GOAL

Give the player a great feeling of flying freedom.
Be a hero

PLATFORM

Next generation consoles. Xbox, Gamecube and PS2.

GAME TYPE

Action Adventure game.

FEATURES

- You can jump from a cliff, fly to the sky and nosedive to earth.
- Live and adventure where you will have to learn to fly, join the winged ones and fight in the sky to protect your world.
- Innovative weapons. With the generator you modify the wind, create waves and modify clouds.
- There is an immense world to explore, vast landscapes, impressive views, huge fields and high mountains that reach the sky.

GAME MODES

- Adventure mode: Single player experience. It is story driven and players must learn how to fly, join the winged ones and defend the world.
- Multiplayer mode: Team based battles. Players can choose between winged ones and dark ones. Each team starts at their base and fly to attack the other team. It is based on the final battle of the adventure mode.

GAME WORLD

The world is inhabited by people who have wings and people who don't. They live in harmony and help each other. The ones without wings cultivate vegetables and take care of the fields while the winged ones protect towns from menaces. You live in a small town and must learn how to fly and join the winged ones.

CONTROLS

These are the default actions for in game controls.

- Analog Pad: Moves the character around the screen. When flying, inverted controls are used.
- Jump/Fly Boost Button: This is the main button. If you are touching the ground you perform a small jump. If pressed again while in the air you start flying. If you hold it down you increase your speed.
- Primary weapon: You use it to shoot with your bracelet. If you hold it down you can lock on to enemies and fire guided shots.
- Secondary weapon: With it you can shoot secondary weapons like the generator and the web.
- Change object: Toggle objects in your secondary weapon inventory.
- Camera Pad: Rotates the camera around. If pressed down toggles between different camera views.
- Left and Right Shoulder buttons: They perform a strafe movement. If pressed twice you perform a roll. For the gamecube controller the additional click can be used for the roll.
- Left + Right Shoulder buttons. When pressed at the same time you perform the nosedive.
- Start: Pauses the game and shows the options screen.



GAME STRUCTURE

The game is divided in 2 main sections. Before the attack and after the attack.

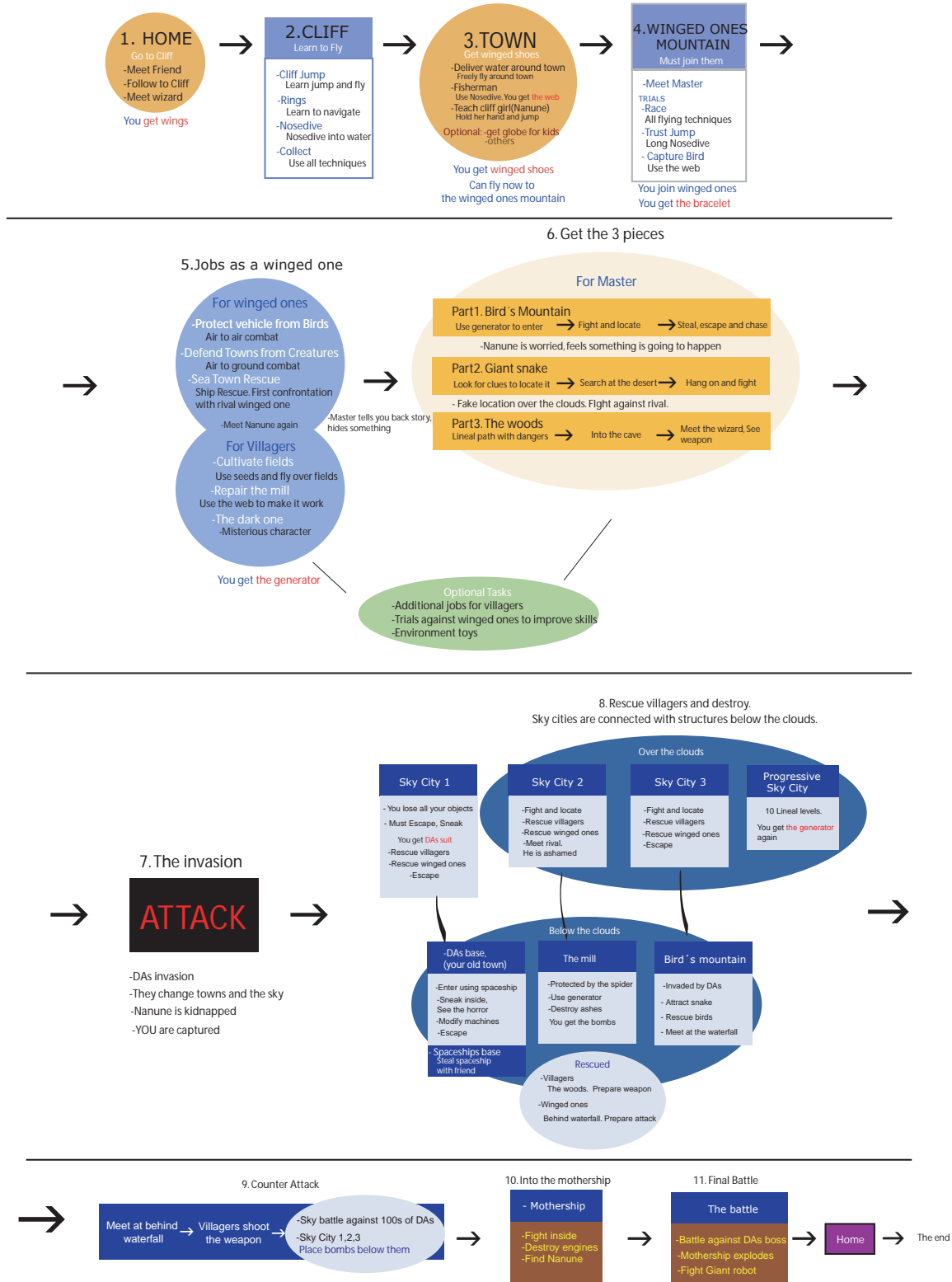
Before the attack the game is focused on learning how to fly and work as a winged one, training your skills flying and shooting. After the attack you must use all your techniques to defend the world.

Areas are locked because of level design and the need of key objects. The key objects to get in the game are: winged shoes, the bracelet, the generator, DA suit and bombs.

- Area 1 presents the hero's town, your close friend and tells you about the wizard.
- In Area 2 you meet the wizard and learn how to fly,
- Area 3 is your first free flight part of the game. You can fly around the town and accomplish tasks for villagers. You get the web, meet the cliff girl and finally get your winged shoes.
- Area 4 are the trials to be a winged one. Introduce the winged ones master and your rival character. You get the bracelet that allows you to shoot.
- In Area 5 you do the first missions as winged one. You fly with other characters and accomplish the tasks together. They guide and help you around the world. You use the bracelet in different combat situations like air to air and air to ground. You learn about the back-story and start a connection with the cliff girl, Nanune. There is a confrontation with your rival character. There is a mystery
- Area 6 consists of 3 lineal tasks. You must get 3 pieces of the secret weapon for the master. You explore the world freely to find clues and get them. There is a fight with rival winged one.
- Area 7. The attack. DAs invade the world and change it. You are put in a jail at a sky city and all your objects are taken away.
- Area 8. You must escape and rescue villagers and winged ones. Sky cities are connected by rays to structures below the clouds. You must destroy them and prepare the weapon.
- Area 9. Counter attack. Shoot the weapon to open mothership. Huge battle in the sky between DAs and winged ones. You fight and place bombs in sky cities.
- Area 10. Into the mothership. Fight, destroy engines and locate the boss.
- Area 11 Final battle against DAs boss. Fight against huge spaceship.
- Area 12. Go home with Nanune. The end.

About the following graphic: Circles represent areas in the game where you don't have to follow a lineal path. Squares represent areas in the game where you have to follow a lineal path. They can be grouped and represent several non lineal tasks or several lineal paths that can be made in any order.

GAME STRUCTURE



WALKTHROUGH

• 1. Home.

Introduction: Fly around the player's town. Show winged ones saluting villagers while they fly. You get out of your house and your friend **Martin** tells you that the wizard has something for you. His house is near the cliff. You must follow him.

If you talk to villagers they tell you that you must be happy about the present the wizard is going to give you, you are lucky.

• 2. The Cliff. Learn to fly.

The wizard gives you your first **wings**. You have to learn how to use them.

- Cliff Jump. The cliff is in front of a lake and near a waterfall. You have to jump from the cliff and get to a small island in the lake. Then you have to go back to where you jumped. You learn basic flying moves.
- Go through rings. You have to pass through rings that float in the air. You learn how to move around the space.
- Nosedive: Learn how to do the nosedive and get into water.
- Collect objects within time limit. Some are floating, some in water. Use all your learnt techniques.

The wizard tells you that if you want to be a winged one you must go to the green mountain to join them. To get there you need the winged shoes that villagers will give you if you help them

Martin guides around the town flying. He shows you where villagers work, the river, the barn and who needs help.

• 3. First Tasks in town. You must get the winged shoes.

Villagers need your help.

- One villager tells you that they need water in houses. You carry and deliver it flying. You know who needs water because they wave their hands looking at you. You freely explore the town.
- By the river there is a fisherman who challenges you to get fishes. To get them you use the nosedive. In reward you get **the web**.
- Optional. Find some kids a missing globe. It is floating over houses. If you get it to them they tell you how good you are and that you should be a winged one.
- Teach a girl how to fly at the cliff (Nanune). She is trying to learn how to fly just like you. She is scared of the height and needs your help. You hold her hand and jump. While flying you have to be careful because she is not secure and could fall down.

After completing these tasks you get the **winged shoes**! The wizard tells you to fly

to the green mountain with Martin.

- **4. Winged ones town.**

It is at a very high green mountain. To get there you use your winged shoes. You see the winged ones training, flying away at great speed. It is like a training camp. You meet **the master**. He is the winged ones boss. He tells you that to be part of them you have to pass some trials first.

The trials.

- A race against some of the fastest flyers. It is a 4 players race around the winged ones town.
- Trust jump: Long nosedive from mountain to earth. You jump against a winged one (rival). You must be the last to change direction before hitting the ground.
- Capture a wild flying bird. It is fast and flies over the clouds. You must hide inside clouds and catch it. Must use the web.

Once you accomplish them they give you **the bracelet** and make you part of them.

- **5. Jobs as a winged one.**

You start working as a winged one protecting villagers and following orders they give you in town. Missions can be triggered at the winged ones town and at villagers towns. Optional tasks are triggered at different locations around the game world.

There are houses in the town; each one represents a team that is going to do a mission. You go inside a house and a winged one explains the mission. The group then flies to the location to accomplish it:

Winged ones missions:

- Protect a villager's vehicle that is traveling from town to town. It has to go through a canyon where flying creatures attack it and steal goods. This is Air to air combat.
- Defend towns from small terrestrial creatures' attacks. They are in open fields and organize themselves in groups. This is an air to ground combat with easily destroyable enemies.
- Sea town. There is a small island near the coast. Some villagers need help to carry a boat that is going to sink. Rescue them. Here takes place a confrontation with your **rival** character, he attacks you. He doesn't want you to be better than him.

You meet the **cliff girl** again. She is called **Nanune** and is happy that you taught her because she is now a winged one too and works at the town. Go to see her whenever you want.

Villager's missions:

- Cultivate the fields. You fly over the vast fields and drop seeds while you pass over them. Villagers give you more seeds and water.
- The mill. It is broken. You must repair it. Use the web. Grab it and fly around

making circles.

-The dark one. Villagers tell you that they have seen a dark character around. You chase him and fight but escapes.

Optional tasks. They available in this Area of the game and in Area 6.

- Races and nosedives against winged ones.
- Hunt wild birds for villagers. They fly over the clouds; you must hide inside clouds, chase and catch them. The web can be used too.
- Deliver wheat packets and water from the fields to the barn.
- Get fishes in the river for the villagers. Do the nosedive to get them.
- Toys: you can grind over water, jump over plants that float in the water surface. Plants react.

Winged ones boss' house. He tells you the backstory. He fought in the ancient war with your father, the war against the dark ones who came from the sky. Show main Bad guy and how he used a big gun to wipe out towns. Your father killed him in the lake and the gun exploded into pieces. The bad guy escaped but killed your father first. He died. You get **the generator**

- 6. Get the 3 weapon pieces.

6. Get the 3 weapon pieces use generator de alguna manera. Para entrar en pueble de pajaros. Mission en agua.

The winged ones boss' tells you that you must collect inmediately 3 pieces of an object. He is nervous. He doesn't want to tell you why. You must hurry. He gives you clues to locate the pieces.

- Piece 1. Hidden in Birds' Mountain. It is in a town that passes over the clouds. To get in you use the generator. You have to infiltrate the birds town and steal the piece. You have to prepare a trap for them with the web in order to be able to escape. In your way back birds chase you and steal the piece from your hands; you must take it back.

-In the town you meet Nanune. She talks, is worried. Feels something bad is going to happen.

- Piece 2. Inside giant snake at the desert. You use the web to stop it but get carried by it. She jumps wildly above sand but you must hang, control it and move it to a rock formation nearby to get her stuck. The piece is inside it.

Piece x. A winged one tells you a bird has a piece over the clouds. It is a trap. You fight against your rival in a battle. There is no winner.

- Piece 3. It is into hidden town in the woods. They are covered by trees and rocks so you can only get into through one path. Linear level structure. You are attacked by animals and plants with spikes that move and close your path. Your rival is there too and flies before you.

- 7. The invasion.

The earth shakes and suddenly... huge metal structures fall down to earth, towers and bases are built, dark angels start kidnapping villagers taking them to the sky in jail spaceships. You and the winged ones rush to towns to help villagers. Nanune is kidnapped in front of you. The entire world is affected with this invasion and changed according to them.

They **capture you** and put you into a jail spaceship. It flies to the sky and goes through the clouds. Giant metal and white marble cities float in the sky. Spaceships go into them through holes in the shields. You are taken into one of the smaller sky cities and put into a locked room. Your wings, bracelet and generator are taken away.

- 8. The rescue. Sky cities and invaded towns.

Each city is connected with a structure below the clouds.

Spaceships fly from sky cities to the landing base (winged ones mountain) and then to the main base (your town).

Over the clouds:

- Sky city 1. You have to escape with another winged one from this jail room and **get a DA suit**. (Stealth mission). The suit allows you to fly over and below the clouds and shoot laser beams. The controls are the same as with your old wings (nose dives, rolls) and bracelet (fire, lock on) although much more powerful. After getting the suit the winged one tells you to rescue villagers from several sky cities, he will fly to find others below the clouds. You must rescue winged ones and villagers inside this sky city. The rescued ones tell you about your next objective.

Rescued Villagers hide into the woods, they are preparing the weapon to shoot the mothership.

Rescued winged ones hide behind the waterfall and prepare the counter attack.

- Sky city 2. You must get in but they are protected by DAs and firing towers. DAs also surround them and attack you if you fly nearby. Once you destroy the towers and DAs you can rescue the villagers and winged ones inside them. You rescue your rival winged one. He is ashamed. Will help you.
- Sky city 3. Also heavily protected by towers and DAs. Get in and rescue them.
- Progressive sky city. Rescued villagers tell you that the generator is here. Inside the city there are different closed lineal areas. Each area is more difficult and has different dangers that must be overtaken. For example: Area 1, Fight against two DAs. Area 2, Three sculptures shoot at you when you pass through them. Area 3, Kill 100 weak enemies. Area 4, The invisible enemy. Area 5, Boss robot that protects the energy engine. - Area 6, 7, 8 9....- Area 10. Get the generator and destroy the sky city.

Below the clouds:

- DAs base. You have to get in using a spaceship. If you don't they shoot at you. A rescued winged one will help you. You go to spaceships base (winged ones

mountain) and steal a spaceship. You hide behind it and get in. Inside you see the machines the dark ones have to transform people into dark ones. You have to modify the machines and escape.

- The mill. It has been transformed into a giant weapon. It has 2 big spheres connected that rotate at great speed when something approaches it. It shoots everything that moves and protects the bombs inside it. You must defeat it using the generator. It is also protected by a giant spider like robot. Destroy the mill and get **the bombs** from inside. You need them to destroy sky cities.
- Bird's mountain. It has been invaded by DAs. You must attract the snake from the desert, distract them and rescue the birds. They will follow you now.

• 9. Counter Attack.

Meet behind the waterfall. Prepare the counter attack.

Villagers shoot the weapon hidden into the cave to open a hole in the mothership's shield. The battle starts.

Sky battle. You, the winged ones and the birds fly to the sky to fight against the DAs. Hundreds of them start getting out of sky cities and the mothership. The winged ones tell you to place the bombs in sky cities while they fight.

• 10. Into the mothership.

The Mothership. It is a giant city with one big main entrance. Inside there are landing towers for spaceships, energy engines and bases full of DAs. It is a huge space where you must fight and destroy the engines. At the end there is a big building with violet marble towers. DA's boss is waiting for you there with Nanune.

• 11. Final battle.

You fight against DAs boss. First in an air to ground combat, then air to air. When he dies you and Nanune escape. The villagers shot the weapon again and the mothership explodes. A huge metal structure appears after the smoke vanishes. DAs god is not dead yet. You fight against a giant metal spaceship. It has twenty arms that shoot at you while rotating, a metal wing that attacks you and a sphere that creates shockwaves. You have to destroy it gradually get inside it and finally kill him.

• 12. Home

You go to the earth and villagers and winged ones applaud you and celebrate a party by the cliff.

THE END.

PLACES AND LOCATIONS

The gameworld is a big island with high green mountains, huge fields, cliffs, canyons and smaller adjacent islands. The design and structure must enhance your flying. The gameworld limits are made by the sea, the sun and the clouds.

Your first accessible areas in the game are places **below the clouds**:

- Your town: Here is where you start the game. The town is surrounded by a mountain and a small river. There are small wooden houses where villagers live and large barns to store wheat. Villagers go to the fields to work and are helped by animals to use vehicles.
- The fields. Villagers cultivate mainly wheat and vegetables. Fields are across the river and around mountains.
- The cliff: It is at one side of the mountain that surrounds your town. At the bottom of it there is a lake and nearby a waterfall. Here is where you learn to fly.
- The lake. Surrounded by mountains and in front of the cliff. Plants float over its surface. You can play with plants, jump over them and get into water doing the nosedive.
- Wizard's house: It is at the top of the mountain near the cliff. You can talk with him for advice in your tasks and missions in the game.
- Winged ones town: It is a very high mountain. It is covered by grass. Clouds usually surround its top. It is located across the river and not far from your town. Having a population that can fly houses are built across the mountain and don't usually have a walkable entrance. At the top there is a big esplanade which is later used by Das as a landing platform for spaceships.
- The mill. Villagers use it so much that it broke down. You have to repair it.
- Over the clouds: There is one slow flying bird that dominates the sky. It attacks you if you stay there too long. You can bounce over some clouds that have a different color. It has a nest at the bird's mountain.
- The desert. It is located at the end of the fields. They blend into a sandy and dry location with red rocky landscapes. A giant snake lives here.
- Bird's mountain. It is in the middle of the desert. It is full of nests and birds attack you if you try to enter their domain.
- The woods. They are behind the mountain that surrounds your town. Trees and foliage are so dense that the only way to get inside is through one main path. Inside the woods there is a dark atmosphere with mist. Plants and creatures attack you. The hidden town inside it is built on top of trees. Villagers hide here.
- The cave. It is circular and surrounded of wet stone. There is a lake inside it with a small island in the middle. The secret weapon villagers use is hidden here.
- The sea town. It is located in a small island nearby. Villagers use a ship to sail.

- Other towns. There are more towns around the fields. They are also surrounded by high mountains.
- Sky cities: They are giant metal and white marble structures that float in the air. Firing turrets and patrolling DAs protect them. Inside kidnapped villagers and winged ones are put into locked rooms. Spaceships and DAs fly inside them.
- Progressive sky city. It has 10 lineal levels. Each area has different dangers that must be overtaken. For example: Area1, Fight against two DAs. Area2, Three sculptures shoot at you when you pass through them. Area 3, Kill 100 weak enemies. Area 4, The invisible enemy. Area 5, Boss robot that protects the energy engine. - Area 6, 7, 8 9....- Area 10. Get the generator and destroy the sky city
- DAs base. It is your town that has been transformed with a surrounding metal structure. It has a big underground level where machines transform villagers into DAs. Only spaceships can get into it.
- Spaceships base. It is the winged ones mountain that has been transformed into an airport. Here you can steal a spaceship with the help of a winged one.
- The mill. It has been transformed into a firing turret that protects the bombs inside it. It has 2 big connected spheres that rotate at great speed when something approaches it.
- Invaded bird's mountain. DAs surround it and have placed small mines in the air. You must use the generator to destroy them and then attract the snake to attack DAs.
- Behind the waterfall. It is near the cliff. Rescued winged ones
- The mothership. It has a shield that protects it. Inside there are metal and marble towers with firing machines. At the end there is a big building with purple and black towers where Nanune is.

OBJECTS

- Wings: You get them at the beginning of the game. They are made of wood and *cloth*. With them you can only fly below clouds.
- Water bottles: You have to carry them around town.
- The web: The fisherman gives it to you. You can use it to catch birds or to prepare traps. It has a rope so you can take it back.
- Winged shoes: The wizard gives them to you after you finish your tasks in the town. They allow you to get to the high green mountain where the winged ones live.
- The bracelet: You get it after passing the winged ones' trials. It is a shooting device that you use to defend yourself from creatures. All winged ones carry one. It shoots repeatedly fast energy balls. If you hold it down it locks on to enemies and fires guided shots.
- The generator: You get it after finishing your jobs as winged one. It generates wind,

when it touches clouds it generates storms and when it touches water it generates waves.

- Das suit: You steal it from a sky city. With it you can fly over and below clouds. It has an integrated shooting device.
- Small rocks: They can be picked up and used to distract Das.
- Big rocks: They can be pushed to make them roll or fall down from places.
- Bombs. You get them from the modified mill. You must place them inside sky cities to destroy them.

MAIN CHARACTERS in order of appearance

- You
- Friend
- Villagers
- The wizard
- Key Villager
- Nanune
- Master
- Rival
- Main bad guy

TECHNICAL NEEDS

- Outdoors engine capable of creating vast landscapes.
- Real time weather with wind, rain, storm effects and moving clouds with volume.
- Accelerated time with real time day and night changes.
- The generator. Objects must be affected by wind. Waves must be created when the generator touches water. Clouds must grow and be dragable.

PITFALLS

- not creating a great feeling of flying freedom
- making it difficult to aim while flying and shooting air to air targets.
- not having missions and architecture that reinforce flying
- guiding the player with onscreen maps that don't make you look at the world.
- having too much story told to you and not living it.
- not mixing and interrelating missions and objects you get or features you learn.

SUGGESTIONS

- Add toys to create interactive environment. Plants that react when you fly near them. Rocks you can drop into the lake take them later, fly high and drop them from the sky...
- Make players think they are clever. Add not so obvious ways to accomplish missions.

That's all for now!!