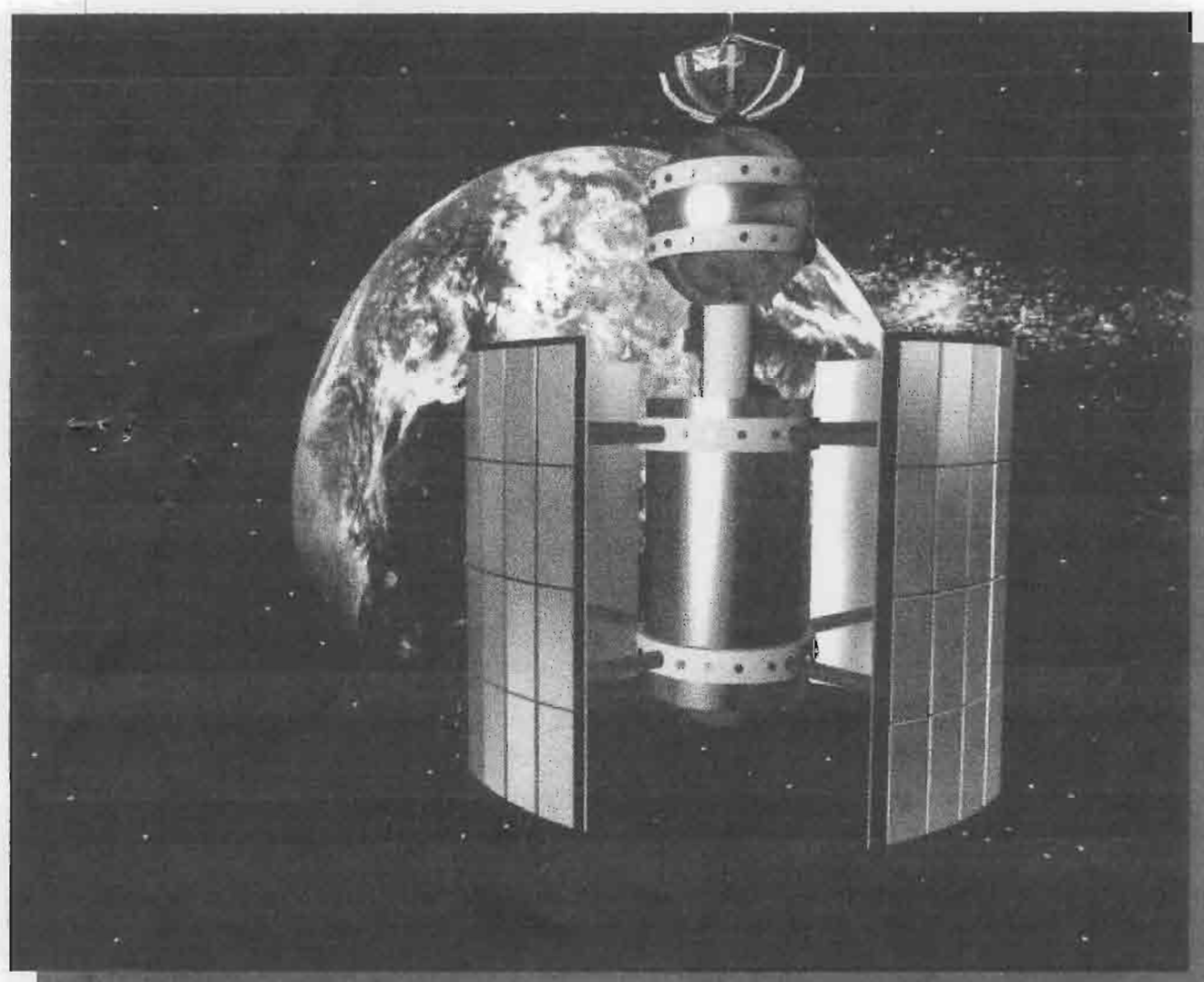


CORRIDOR 8



GALACTIC WARS



An Introduction to Intracorp Entertainment, Inc.

Intracorp is a developer, publisher, and distributor of multimedia consumer entertainment software for personal computers. Founded in 1984, Intracorp has in recent years made a significant commitment to expanding and enhancing its capabilities as a creator of quality interactive entertainment content. As an experienced long-term player in the entertainment software industry, Intracorp is well positioned to create compelling and fun interactive entertainment across all platforms including CD-ROM, Internet, and console game systems.

Through its acquisition of the assets of Three-Sixty Pacific, Inc. in 1994, Intracorp acquired a skilled staff of some of the industry's best military wargame developers, responsible for the popular HARPOON 2 franchise. At its corporate headquarters in Miami, Florida, Intracorp has assembled a talented team of artists, programmers, musicians, and producers who have worked on a wide variety of successful computer game titles. The company prides itself on its proven ability to deliver a quality product on time and on budget.

In addition to strong in-house development capabilities, Intracorp enjoys excellent relationships with leading 3rd Party developers and has strong ties to Hollywood and the licensing industry. The Company has worked closely with major movie studios such as 20th Century Fox and MCA/Universal; actors such as William Shatner, Brent Spiner and Ron Perlman; as well as authors such as Roger Zelazny, Jane Lindskold, Rob MacGregor, David Drake and Steven King to create games based on both original and licensed concepts. Intracorp has been very progressive with multi-player gaming technology and was one of the pioneers in including network and modem play options in its games.

Through its three distribution labels, CAPSTONE, THREE-SIXTY, and THE NEXT MOVE Intracorp has recently created and released titles including:

- *William Shatner's TEKWAR*
- *Witchaven*
- *Witchaven II*
- *Roger Zelazny's CHRONOMASTER*
- *V For Victory: Commemorative Collection*
- *Harpoon II Deluxe Multimedia*
- *Grandmaster Championship Chess*
- *Casino Tournament of Champions*
- *Anyone for Cards*

Intracorp is currently developing a number of exciting new interactive games which are well suited to be exploited across a variety of multimedia and gaming platforms. They include:

- *David Drakes' HAMMER'S SLAMMERS -- based upon Drake's best-selling series of sci-fi war novels.*
- *FATE -- a ground-breaking first person action game using the "BUILD" engine from 3D REALMS, with exclusive enhancements.*
- *CORRIDOR 8: GALACTIC WARS -- state-of-the-art sequel to the top-selling hit, CORRIDOR 7.*
- *BLOOD HOCKEY -- the first ever, in-your-face, bloody, brawling, first person 3D perspective hockey game.*
- *SOULKEEPER (a.k.a. Crystal Skulls) -- based on the novel by noted author, Rob MacGregor.*
- *V FOR VICTORY II: THE PACIFIC CAMPAIGN -- the long awaited sequel to one of the most highly regarded War Game series' of all time, featuring a brand new and exclusive state-of-the-art gaming engine.*

For a closer look at Intracorp and its products, please visit us on-line at:

www.intracorp.com

CONFIDENTIAL

CORRIDOR 8: GALACTIC WARS

Sequel to the Best-selling CORRIDOR 7!

One hundred years have past since the
Alien Invasion of Corridor 7.

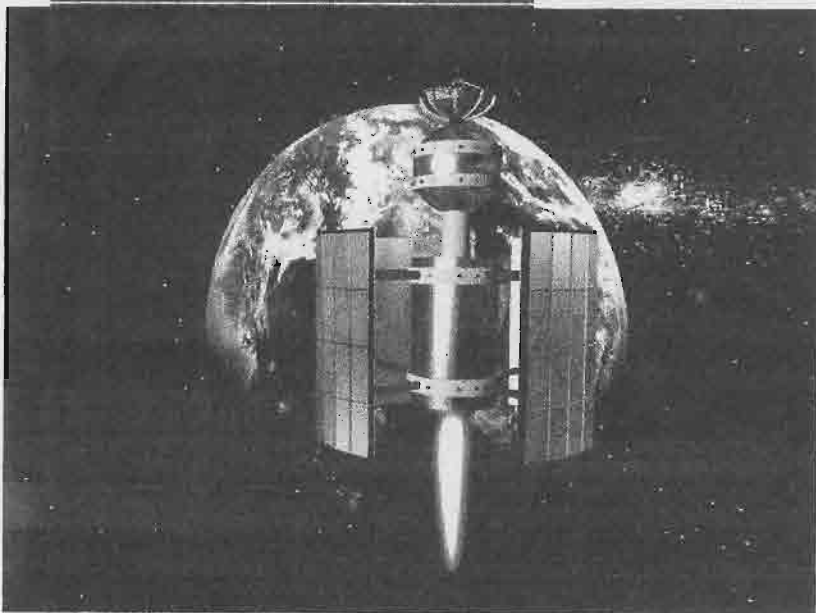
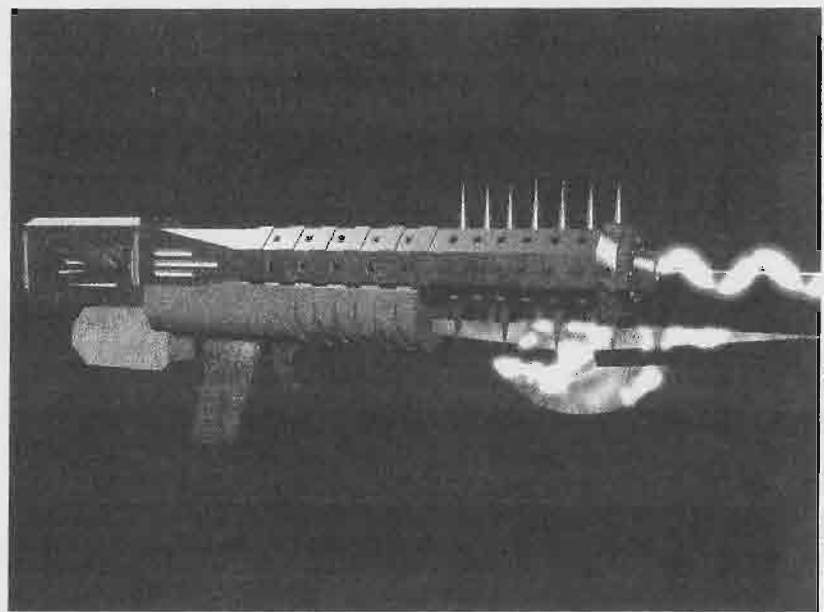
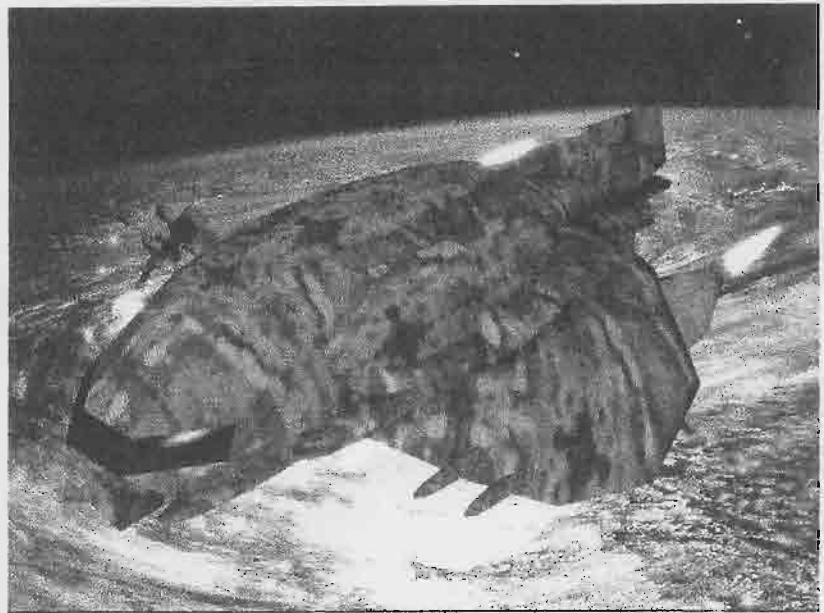
An evil intelligence has once again assembled a deadly army of warriors, bent on conquering the universe. Total destruction of the planets Ailoprobe and Semaj by the evil force has convinced other alien races to fight against them. This has created a chain reaction of events, resulting in the unification of the Rodex, Mechanoid and Human race in an attempt to fight the evil force.

Corridor 8: Galactic Wars takes you there!
Which side will you choose?

Corridor 8: Galactic Wars, a futuristic first-person action adventure, is the sequel to the best-selling **Corridor 7**. Players will be transported into a future where an alien intelligence is bent on conquering the universe. They will have the ability to choose and play allied or enemy characters, all with distinct and diverse attributes. Dozens of different, harrowing missions will need to be carried out as players rescue colonists from slave camps, escape from prisons, and crash land a ship to return its crew to safety. These are only a few of the assignments to be accomplished in **Corridor 8**.

As players battle the invading force, 3D animated sequences will guide them to their next assignment. From Plasma Rifles to Fusion Blocks dozens of powerful 3D- rendered weapons and devices will be at their disposal in order to fight and destroy the opposition effectively. Critical status information is readily available displaying health, armor energy, proximity and mission objectives. With inexhaustible options, **Corridor 8: Galactic Wars** will keep gamers in a battle for all time.

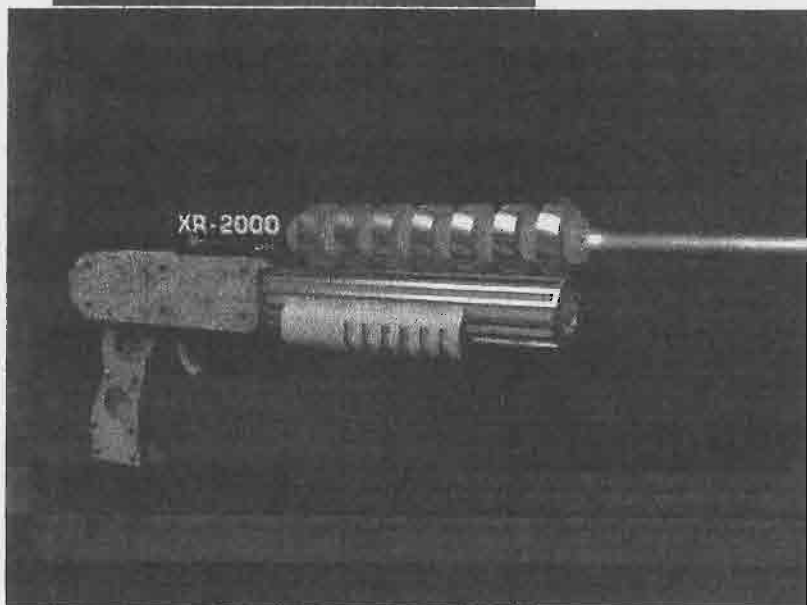
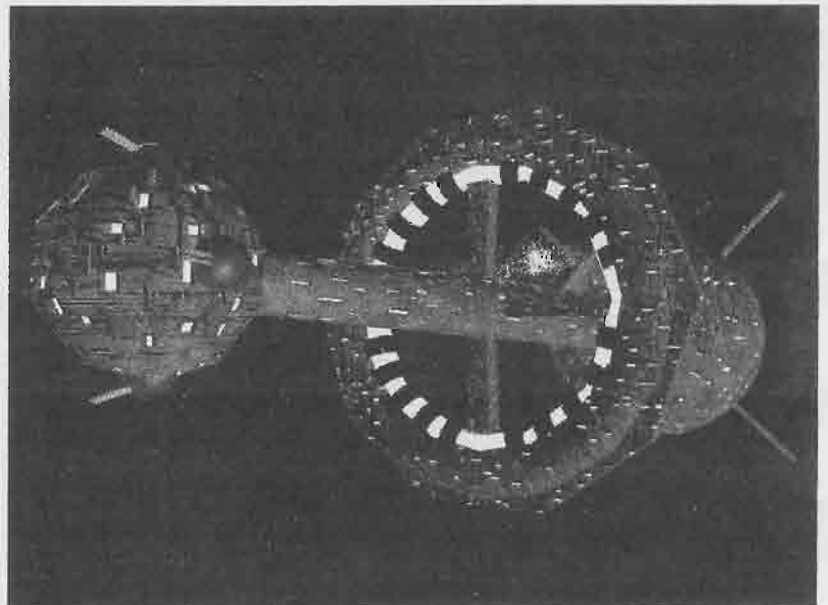
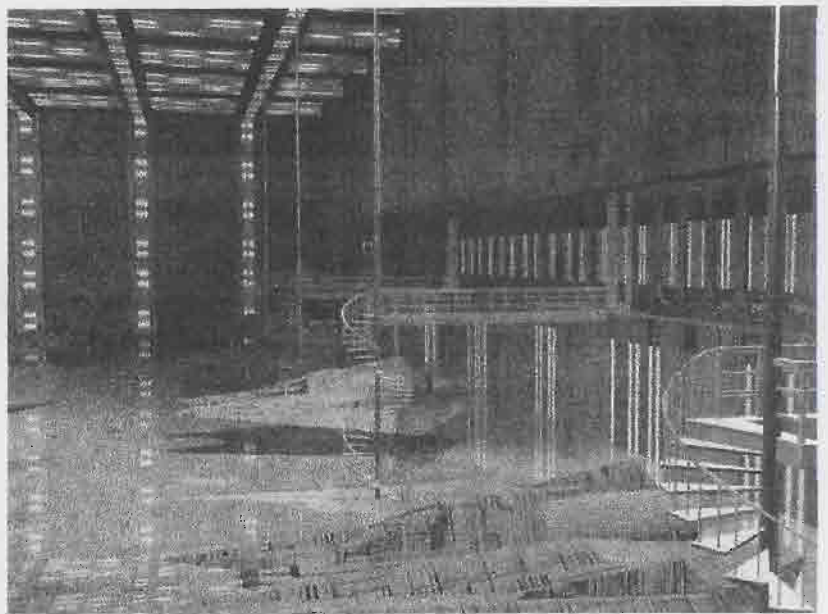
GORRIDOR 8 GALACTIC WARS...



- A futuristic first-person action adventure
- 20 different fierce missions

** Actual Screen Shots*

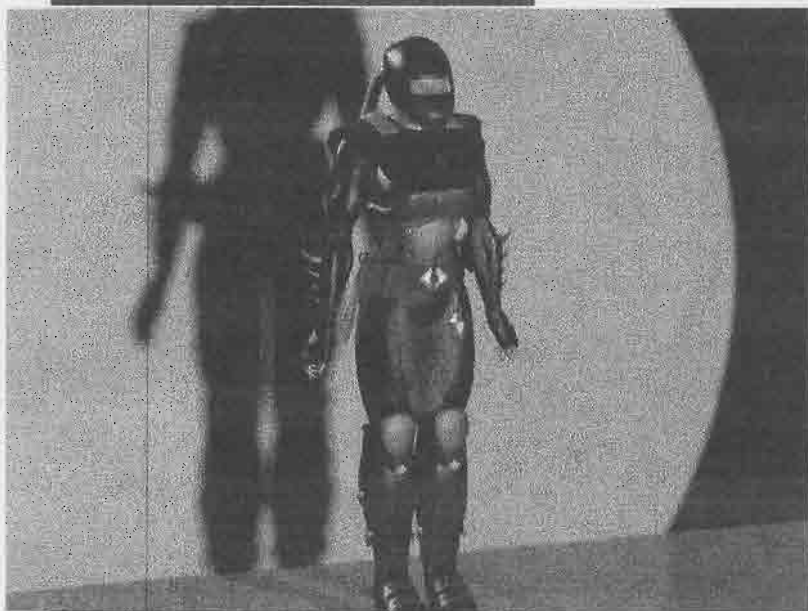
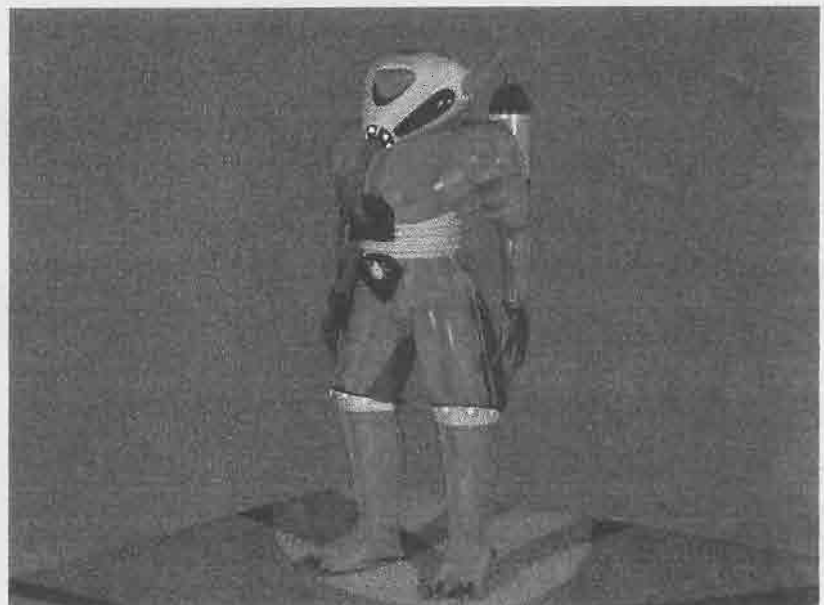
CORRIDOR 8 GALACTIC WARS...



- Choose to be the ally or enemy
- SVGA Graphics

** Actual Screen Shots*

CORRIDOR 8 GALACTIC WARS...



- 10 Futuristic 3D-Rendered Weapons
- 15 different 3D-Rendered Characters

** Actual Screen Shots*

Revision 5
Produced by Ruben Cabrera
Programmed by Les Bird

"C8GW"
Which side will you choose?

Corridor 8 Galactic Wars

One hundred years after Corridor 7 Alien Invasion "C7AI" reports of the destruction of the alien artifact and closure of the doorway has strenghted rumors of the power of the human race. The rapid expansion into other solar systems has worried galactic rulers, and unpredictable. Another alien intelligence has once again assembled an army of warriors. This time they are bent on eradicating human life from the universe.

System Requirements

Computer: IBM 486/50+ MHz or higher

MS-DOS version 5.0 or higher

2X speed CD-ROM or higher

8MB RAM or Higher

Video Card: VGA or SVGA

Sound Card: All major sound cards supported

Controls: Mouse, Joystick, Keyboard, any type of VR- headgear and other popular device.

Players: 8 with IPX compatible network or internet using (M-Path) also 2 player Modem Head-to-Head (9600 Baud+)

Product Position

Corridor Eight: Galactic Wars, sequel to the best selling, award winning Corridor Seven: Alien Invasion, is the next step in first person shoot-em-up games. It's fast action gameplay, advanced 3D graphics and integrated level editor will set new standards in the computer gaming market.

Product Description

Corridor Eight is a fast pace shoot to kill action game. Based on Apogeas Build engine, it offers quick freedom of movement within a three dimensional environment. The player can battle the alien enemy one more time or become the alien enemy and battle the humans.

Key Features

- * With the press of a single key, players will be able to modify game maps or create their own maps using the quick integrated level editor
- * Enhanced Build engine technology creates for a fast pace three dimensional war fest
- * 18 Fully rendered characters plus six addition aliens, redone from the original Corridor Seven
- * 20 weapons to choose from plus one secret weapon and an editor that allows you to modify any weapon
- * Sophisticated artificial intelligence enhances the characters to think and behave like you were playing a real person
- * Battle the alien enemy one more time or become the aliens and battle the human enemies
- * IPX Network, Modem, and Internet Play for up to 8 Players -- Play Head to Head or Team Play
- * Realtime lighting effects makes being afraid of the dark a realistic experience.
- * A total of 6 different Episodes, 60 different Maps
- * Player can choose to be the aliens or the humans from six distinct characters creating for a different gameplay every time.
- * Sequel to the best-selling Corridor 7! Over 180, 000 units of Corridor 7 sold at full price, with hundreds of thousands re-released as bundles, including the popular 5Ft. 10 Pack from Sirrus.
- * 254 new textures not appearing in the game to help you customize and create your own levels.

Missions (4)

There is going to be six episodes with ten maps each for a total of sixty maps. The episodes will be broken up into two sides, the "Allied" and the "Axis". Each side will have three episodes. There will be a menu selection screen depicting all three episodes on either side. The player will be able to choose between the three episodes.

"Allied" or human side

Humans attack a alien outpost
Humans attack a alien spacestation
Humans attack a alien skycity

"Axis" or Alien side

Aliens attack alpha base
Aliens attack a human spacestaion
Alien attack a human spaceship

Mission Objective

The main misison objective in general is to eliminate life on the other side. I want to have a secondary objective that will prompt them to search around the map. Finally you will have to return to the dropoff point. If you return to the dropoff point and your main mission is not complete then it should inform you of that in some way. Secondary objectives are only calculated for end victory sequence. I want to do two end Flics, one where the aliens defeat the humans and one where the humans defeat the aliens. The Flic that plays will depend on which side has more points. This is decided by the secondary missions. There will be items they have to find in secret rooms. For example in the mission "Aliens attack alpha base", the player will have to find pieces of artifact that the humans where mining. Another example Humans attack an alien outpost, they will have to rescue captive hostages which can be found in secret rooms. In the intermediate screen these items will be calculated and when the player has played all six missions, the side that has the most points gathered calculated be the secondary goals wins and their flic gets played.

Secondary Objective

"Allied" or human side

Humans attack an alien outpost - Must find Missing in Action and rescue them.

- a. This will be a sprite that the player walks over. They will be found in secret rooms and hard to each areas.

Humans attack an alien spacestation - Turn off shield generators so war party can attack

- a. This will be a switch that they operate normally. It will be found in hard to reach areas and Secret rooms.

Humans attack an alien skycity - upload information off alien computers

- a. This will be a wall tile that they just spacebar and computer says something, similar to C7 how you got a pass card.

"Axis" or Alien side

Aliens attack alpha base - Must find fragments of the artifact that the humans destroyed.

- a. This will be a sprite that can be picked up

Aliens attack a human spacestation - Must rescue alien prisoners from jail

- a. This will be a sprite you pick up

Alien attack a human spaceship - download virus control program into computers

- a. This will be a switch that they operate normally. It will be found in hard to reach areas and Secret rooms.

Icon Bar / Character's Strength

All the information that you need will be in the Icon Bar. The menu in full screen mode will behave in much the same way as in Corridor 7. The icon bar should be 320 X 32 or 320 X 64.

Health Level - This number represents how healthy or how close to death you are. When the number reaches 0, you die.

Armor Level - This number represents how much body armor is remaining.

Shield Level - This number represents the remaining shield power surrounding the users body.

Inventory - Any item picked up in the game will appear in the inventory menu. Each item picked up will also appear at the top right hand corner of the playing screen for a few seconds. I will need to play around with this. My problem is that I want to show rotated views of all the items and weapons but I don't know where it is going to be displayed.

Ammo/Energy Level - Will be displayed by a three digit number in the menu bar. This number represents the remaining ammo used by the weapon they are currently holding.

Kills - This menu will show you how many characters you have killed.

Score - This number represents how many points the player has accumulated.

Character's Strength

Least Damage

1. Field Scout
2. Female Military Specialist
3. Alien Slaver
4. Freedom Fighter
5. Savage Alien
6. Mercenary
7. Snake Warrior
8. Reptile Bounty Hunter
9. Space Trooper
10. Time Traveler
11. Space Marine
12. Insect Robot

13. One Eye

14. Cyborg

15. Alien Power Armor

16. Assault Robot

17. Devastator

18. Dominator

Most Damage

Weapons (6)

The game will have 20 different weapons, 10 alien weapons and 10 human weapons. There will also be one secret super weapon.

Level of Technology

- 1 . Particle Beam - A beam of atoms or subatomic particles that have been accelerated by a particle accelerating device, aimed by magnets, and focused by a lens.
- 2 . Plasma - fully ionized gas containing approximately equal numbers of positive and negative ions. A plasma is an electric conductor and is affected by magnetic fields.
- 3 . Photon - The particle composing light and other forms of electro magnetic radiation. Light imparts energy to a charged particle when one its photons collides with the particle.
- 4 . Laser - light amplification by stimulated emission of radiation. In a laser , the atoms or molecule of a crystal, such as ruby or garnet - or of a gass, liquid, or other substance - are excited so that more of them are at lower energy levels. The bombarding photon and the emmitted photon may then each strike other excited atoms, stimulating further emissions of photons, all of the same frequency and phase. This process produces a sudden burst of coherent radiation as all the atoms discharge in a rapid chain reaction.
- 5 . ion - electric potential and electromotive force.
- 6 . Phonon - The quantum of acoustic or vibrational energy, considered a discrete particle.

Human

1. Semi-Auto handgun - operates like doom pistol - 8 rounds - starts with 3 clips
range medium
2. Lazer rifle - operates like dark forces blaster - 50 rounds
range medium
3. M - 25 machine gun - operates like machinegun style doom pistol - 30 rounds
range medium
4. M - 12 pump blaster - operates like doom shotgun - 6 rounds
range short
5. Rapid fire lazer pistol - operates like dark forces blaster but quicker - 40 rounds
range medium
6. Flame thrower - operates like in body count - 120 rounds
range short
7. M -343 tribarrel blaster - operates like rapid fire doom shotgun - 20 rounds
range medium
8. M - 40 proximety mines - operates like in C7 - box of six mines
range short
9. M - 120 mini missile launcher - operates like doom rocket gun - 1 round
range long
10. M - 200 rocket launcher - operates like doom rocket gun - 1 round
range long

Alien

1. Ion pistol - operates like darkforces blaster - 27 rounds
range medium
2. Phonon pistol - operates like doom plasma rifle - 18 rounds
range short
3. Particle beam dual blaster-operates like double doom plasma weapons - 37 rounds
range medium
4. Rapid fire plasma ejector - operates like doom plasma rifle - 275 rounds
range medium
5. Ion assault cannon - operates like doom BFG - 16 rounds
range medium
6. Particle stream cannon - operates like body count flame thrower fire BFG -33 rounds
range short
7. Gravatonic Gatling gun - operates like doom gatling gun - 240 rounds
range medium
8. Reflex particle launcher - operates like doom rocket - follows player when locked on - 5 rounds
range long
9. Plasma rocket gun - operates like doom rocket gun - 17 rounds
range medium
10. Photon cannon - operates like doom BFG - unlimited recharge time
range medium

Secret Weapon

1. Cosmic Ray Gun - operates like doom BFG - unlimited - Kills everything
range long

These weapons are arranged from least ammount of damage to most ammount of damage.

Least ammount of damage

1. Phonon pistol
 2. Semi-Auto handgun
 3. Ion pistol
 4. Lazer rifle
 5. M - 25 machine gun
 6. M - 12 pump blaster
 7. Rapid fire lazer pistol
 8. Particle beam dual blaster
 9. Rapid fire plasma ejector
 10. Ion assault cannon
 11. Flame thrower
 12. Particle stream cannon
 13. M -343 tribarrel blaster
 14. Gravatonic Gatling gun
 15. M - 40 proximety mines
 16. M - 120 mini missile launcher
 17. Reflex particle launcher
 18. M - 200 rocket launcher
 19. Plasma rocket gun
 20. Photon cannon
 21. Cosmic Ray Gun
- Most ammount of damage

Character Design

(1)

All characters in the game will be rendered in the "C8GW" palette. This palette will be provided for you. I will also provide a drawing of each character. I am looking for something similar but not the same. The drawing that I will be providing are not mine. Designers will have total creative input to the appearance of the characters. As soon as a character is designed it would be greatly appreciated if I could look at it before all the frames are done. I will also provide the characters with weapon meshes that some of our artist have already come up with. You may also modify and enhance these weapons if you so wish. Remember all of the characters will be armed. If you want to create your own weapon for the character that would be fine. I will also require meshes as soon as they are created.

Character Angles

Total number of frames per character - 57 frames per character, 855 character frames
All characters will have will have five angles of rotation with three flipped angles.

Character Frames

Each character will also have the following frames.

standing

- a . One frame in all five angles of rotation
 - 1 . The character will be standing in a guard type of position, weapon in hand.

fast walking

- a . Four frames in all five angles of rotation
 - 1 . Since it would be to many frames to do walking and running of each character, I have opted for a combination of both. The character will also be holding a weapon.

shooting

- a . Two frames in all five angles of rotation
 - 1 . The first shooting frame will have the character with a weapon getting ready to fire. The second frame will be similar to the first except this is the frame where the character shoots the weapon. There should be a slight recoil action in the arms and very slight in the body positioning. The fire that comes out of the gun will be added later on by our 2d artist.

dying

- a . seven frames from the front only
 - 1 . A dramatic death sequence should be captured in seven frames. There should be a different death sequence per character. Blood and body parts flying will be added later.

pain

- a . One frame in all five angles of rotation
 - 1 . Try to capture getting hit by a bullet being deflected off your armor.

Crouching

- a. One frame in all five angles of rotation
 - 1. Character will have his weapon out ready to shoot

Crouch firing

- a. . One frame in all five angles of rotation
 - 2. There should be a slight recoil action in the arms and very slight the body positioning. The fire that comes out of the gun will be added later on by a 2d artist.

Art File

- a. Tiles000.art
 - 1. ranges from 0 - 254
 - 2. only wall tiles will go in this artfile
- b. Tiles001.art
 - 1. ranges from 255 - 509
 - 2. only wall tiles will go in this artfile
- c. Tiles002.art
 - 1. ranges from 510 - 764
 - 2. only wall tiles will go in this artfile
- d. Tiles003.art
 - 1. ranges from 765 - 1019
 - 2. only wall tiles will go in this artfile
- e. Tiles004.art
 - 1. ranges from 1020 - 1274
 - 2. only sprites will go in this artfile
- f. Tiles005.art
 - 1. ranges from 1275 - 1529
 - 2. only weapon related stuff will go in this artfile
- g. Tiles006.art
 - 1. ranges from 1530 - 1784
 - 2. continuation of weapon stuff, menu related things, backgrounds, misc.
- h. Tiles007.art
 - 1. ranges from 1785 - 2039
 - 2. only character sprites will go in this artfile
- i. Tiles008.art
 - 1. ranges from 2040 - 2294
 - 2. only character sprites will go in this artfile
- j. Tiles009.art
 - 1. ranges from 2295 - 2549
 - 2. only character sprites will go in this artfile
- k. Tiles010.art
 - 1. ranges from 2550 - 2864
 - 2. only character sprites will go in this artfile
- l. Tiles011.art
 - 1. ranges from 2865 - 3059
 - 2. only character sprites will go in this artfile
- m. Tiles012.art
 - 1. ranges from 3060 - 3314
 - 2. only character sprites will go in this artfile
- n. Tiles013.art
 - 1. ranges from 3315 - 3569
 - 2. only character sprites will go in this artfile
- o. Tiles014.art
 - 1. ranges from 3570 - 3824
 - 2. only character sprites will go in this artfile
- p. Tiles015.art
 - 1. ranges from 3825 - 4079
 - 2. Instead of giving them editart which is a little complicated to use and they literally fuck up the actual game, I opt to give them this artfile full of tiles and sprites that will not appear in the initial game.

Characters (3)

There will be a total of 18 characters in the game. The "Allied" or Human side will have three bosses and six human characters. The "Axis" or Alien side will have three bosses and six alien characters.

Characters you can choose in the game

If you choose the "Allied" side you will be able to pick between three different human bosses. If you choose the "Axis" side you will be able to choose between three alien bosses. Each of these bosses will have unique attributes providing different game play depending on which boss you select. A menu will show these bosses illustrating their appearance and background information. This concept lends some creditability to the idea of one character stomping through a level and taking out a whole army, because this time you are the boss. Bosses are stronger, heavily armed combat, experienced characters. In the world of Corridor Eight, when armies fail or are not expendable, bosses are sent in to take care of business.

Bosses as computer controlled enemies

Bosses in Wolfenstein and Corridor Seven appeared only once and had great power. You had to pump more lead in them than any other character. In Duke Nukem their demo boss character was extremely hard to kill. I like the challenge that bosses provide. I want to instill the same challenge in Corridor Eight. Bosses should bring fear into a players heart. The only difference I see between those games is that I would like to use the same boss more than once in an episode. They will still be very rare but you may encounter two of them on the harder levels, maybe even three on the final levels. Regardless of anything, bosses will be bigger, take more damage, maybe behave better in terms of A.I. and should provide a lot of challenge.

Computer controlled minions

Minions are those characters who are not bosses. These characters are the bulk of many armies and may appear in the hundreds throughout an episode. There will be six different minions on either side. They should behave in the same manner as in Corridor Seven and Doom.

General character A.I.

Characters will behave like in Corridor Seven. This involves the placement of arrows to indicate what a character is going to do. We will also go one step further in adding goals to the characters. They will now have the same goals as the player. They will go after health, ammo and items in much the same way a real person would playing the game would. This should create for an interesting combat challenge. They should be able to open doors. Characters when blown to bits by a powerful weapon should fly into the air. There should be a lot of blood spurting. Similar to Rott when you blow a person. I think all characters should fall back upon explosions, if it doesn't kill them then they should be able to get back up. For example, I'm playing one of the episodes and I am on the last level. I have a rocket gun and blast a boss right in the chest with it. The boss should fly back and fall down. It would be cool if he stayed down for a few seconds "random if possible" and then get back up and begin fighting. Some characters will be blown to bits when hit by a rocket in the chest. Characters should fire and behave in much the same manner as Doom. A Tekwar criticism was that the characters aim was too accurate and that you could not dodge their weapon fire.

Main Menu (3)

The Corridor 7 main menu is where you select all the options in the game. To use the main menu, the player will press the up and down arrow keys to the option they want to choose, then they will press enter. To back out of any choice or return to the main menu, the player will press Esc. The player will also have the option to use the mouse or joystick to move the arrow and click the left mouse button or joystick button 1 to choose an option. When the player is in the game they will be able to press Esc to go to the main menu. Here is the order and description of options and sub menu's within the main menu.

A . Options

- 1 . New Game
 - a .choose Sides - Axis, Allied
 - b. choose character - choose between three different bosses
 - c. choose difficulty - Easy Medium Hard
- 2 . Load Game
 - a . This option enables you to restore a previously saved mission
- 3 . Save Game
 - a . This option enables you to save a mission to disk for later retrieval
- 4 . Options
 - a. Graphics Options - lighting, auto horizon, Bobbing on/off, any others you can come up with
 - b. Sound Options - Music volume, sfx volume
 - c. Controller Options - mouse enable, adjust threshold, sensitivity, customize controls
- 5 . How to Order
 - a. Order information screen.
- 6 . View Scores
 - a. Same as the original "C7AI"
- 7 . Demo
 - a . A running Demo of the Game, like in Doom
8. Quit
 - a. Exits to the DOS Prompt.

Programing Extras (4)

Camera - This effect is similar to Duke Nukem as seen in the Demo. You are looking at a third person view of the area. The camera should follow the player just like in the demo. I really like this look because it gives it a different feel to the game. When the player walks in the sector the view will be changed to the camera angle.

Menu - I really like what they did with ROTT in there menu system. Maybe we can have something similar to that.

Flics playing from within the game - I know that in the menu system I am going to have animations playing when it comes to selecting your mission and charcters. I would hate it if we had to put this stuff in the artfiles cause it would take up a lot of slots. Worse case senario, I have nothing animated.

Diminished lighting - I would like it if the diminished lighting in the game can be colored. Like instead of diminshing to grayscale, it would diminish to colors. This effect was introduce to V.P.E. and I think on some of the Alien Levels it would greatly enhance the look.

Camera Eye - The Camera Eye is a protable, free- flight monitor sphere. With this nimble litle device at your disposal you can keep a watch on your enemies. The camera eye is the only sprite that will behave like a character. It will patrol the halls lighting them as it goes. It is only used as a warning device. It will not attack, but if it spots you it should be able to warn other enemies to that area. I think it would also be cool to use the camera eye. There should also be a camera eye that you can pick up as a sprite, a deactivated camera eye. The player will tham be able to use that camera eye as a second sight. It might work like when you insert a charcter and move it around, I will leave it up to you. It would be cool also if you can realease the probe on an player in network play and it could follow the player so you would know where he was hiding. I really think this can be a cool idea. If anything we got to have the probe as a patrol lighting up the hallways.

Menu effect - Like in Doom. The menu dissolves to the bottom of the screen and reveals the game. A different effect like that would be cool.

Morph arrow for charcters - Like in C7 and Bodycount, we might want the charcters to be doing something differnt than just walking. Like in Bodycount, some of the enemies were sitting down on stools before they came out and attacked.

Charcter death dynamics - In rott every time the charcter died it was different. Sometimes the camera circled the character while it played the death sequence and other times it zoomed in on him while it played the death sequence. I think it would be cool if we could have a special death sequence that is dynamic.

Network, Modem, Internet

(3)

Number of players

Two Player
Three Player
Four Player
Five Player
Six Player
Seven Player
Eight Player

Choose Episode

Alien Outpost
Alien Spacestation
Alien Skycity
Alpha Base
Human Spacestation
Human Spaceship

Skill Level

Hard
Medium
Easy

Type

Play Cooperatively
Death Match to 10
Death Match to 25
Death Match to 50
Death Match to specified number
Unlimited Death Match

Characters you can choose from in network, modem and internet

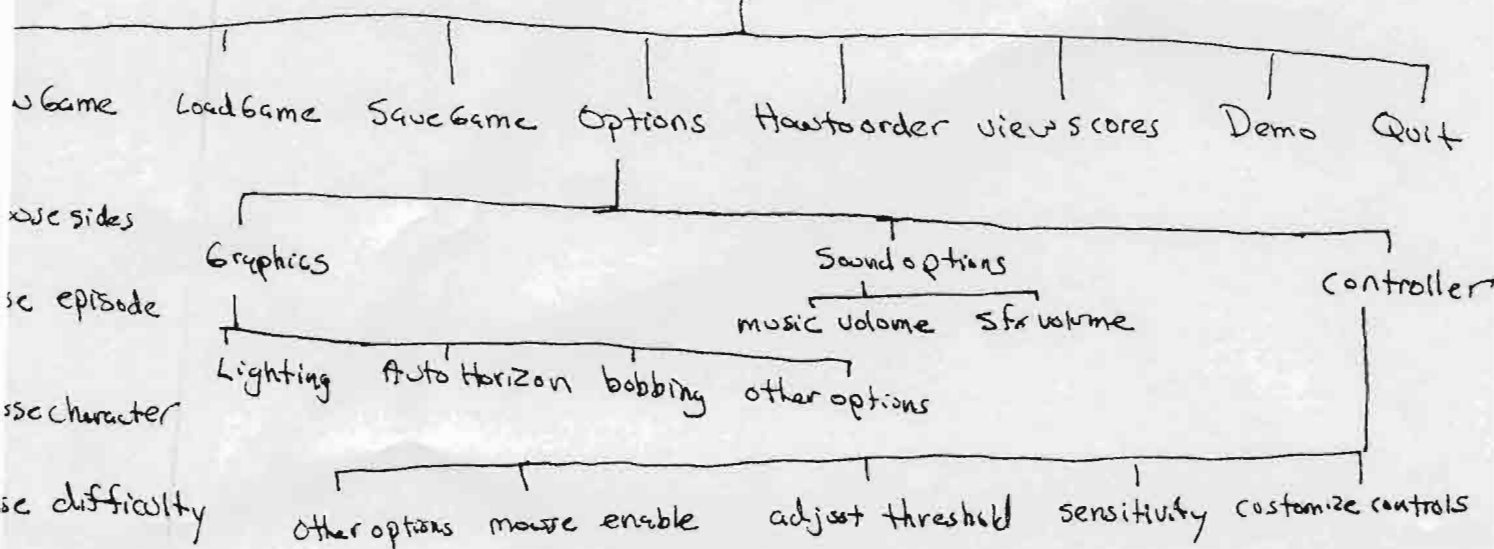
Players will be able to choose between any of the characters in the game, this includes Bosses. Attributes should carry over in the same way they are in the game. Bosses will be more powerful versions of their minion counterparts. A player should be aware if they choose a minion and is up against a Boss they are going to get their ass kicked most of the time, unless they are real good. I like the Boss characters because it can create for some interesting gameplay in network, modem, and internet play. Seasoned players can create some great challenges for themselves by picking a minion and going up against a boss. everyone can all be bosses, or everyone can all be minions. I want to create an atmosphere where people will match other players abilities with their character counterpart. I also want to provide a network, modem, internet option where all the characters start with the same abilities, even bosses. Similar to Doom, there are no advantages, everyone is the same. Winning and loosing will depend on a persons skill. Any player that chooses a Death Match game will be prompted to make a second choice between Real or Equal . Real everyone has the same attributes as when playing the game. This means bosses are more powerful than minions. If they select Equal then everyone everyone is equal like a doom death match.

Game Flow Chart

Type in C86W

Intro FLC

Main Menu



→ When all episodes are
Finished and scores calculated
Ending FLC will Play

Items and Devices

(2)

General stuff

It would be cool if the A.I. of the characters could choose any one of these items describe. All items and devices will be rendered in 3DS with 30 frames of rotation. No item should be bigger than 128 X 128 unless it is necessary for it to look good. Make the items with as much detail as possible.

Survival pack - Sometimes a person's injuries are too extensive to risk treatment on the spot. In such cases, a portable survival pack can be used to keep the individual stable until he or she can be transported to a proper medical facility. These packs can be accessed from wall units. Once accessed the packs will appear in the player's inventory. They will be able to use the packs when they feel low on health. This will not be an instant health recharge, like in "C7AI". Survival Packs will be found on the walls similar to "C7"

I will take care of this one

Alien recharge pods - Works the way as the survival packs except that it gives more health points.

I will take care of this one

Alien Invulnerability spheres - Makes you invulnerable for a short time. Should operate in the same way as in "C7AI". An effect should occur letting the player know it is about to wear off.

This is an idea of what one might look like.

Appearance: Should look like a globe of some sort, possibly glowing.

Adrenaline Boost - This is the human way of making the player invulnerable. Functions in the same manner as the Alien Invulnerability spheres except that the time being invulnerable should be quicker.

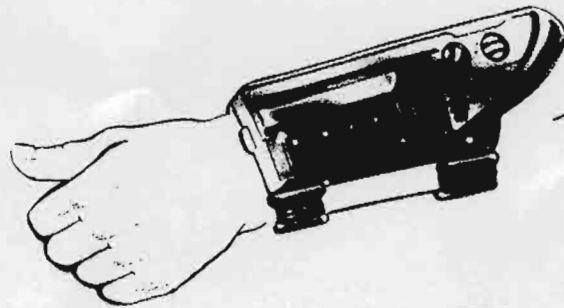
(Note this is different than the way it operated in "C7AI".)

This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



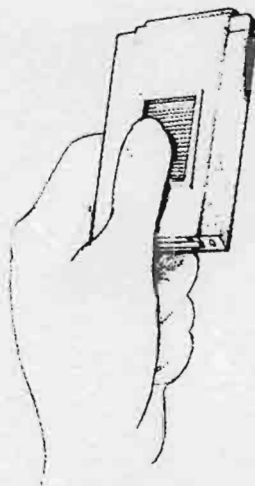
I really like
this design
do something
similar without
getting my ass sued.

Personal security shield - This device generates a localized force field around the wearer. Operates in the same way as armor. If the person is being attacked and has a personal security shield, damage would be subtracted from that, then armor if any, then health.
This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR

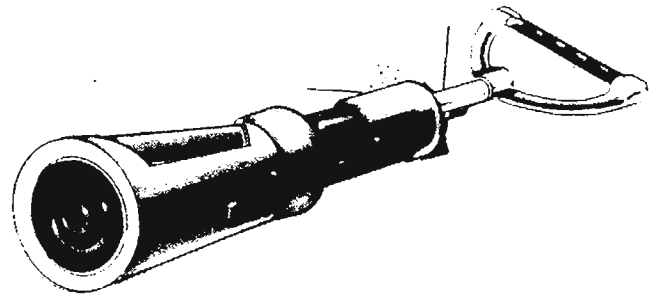
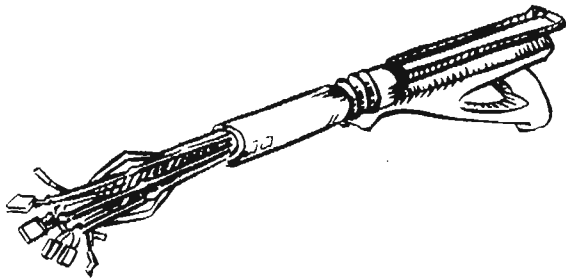


will probably
go on the
wrist like
this one

Security Computers and Pass Cards - These computers will operate in the same way as in "C7AI". The player will be able to acquire Pass Cards. There will be six types of pass cards: blue, red, green, silver, gold, and Access Denied. Once acquired it will appear in the inventory.
This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Alien Pass Cards - Similar to Security Pass Cards except player must find these pass cards. They won't be on walls but be sprites the player can pick up. There will be four different looking pass cards. This is an idea of what one might look like. They should not look like a card but still resemble a key device of some sort. Warning do not copy design!!!! DO SOMETHING SIMILAR

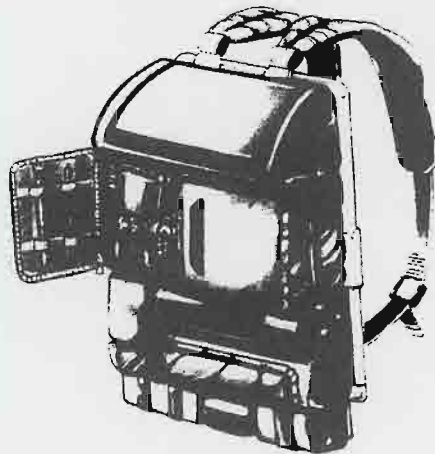


Ammunition Bay - Works the same as in "C7AI". Ammunition bays are built into the walls. These bays dispense standard ammunition for the Semi - Auto handgun, M-25 machine gun, M -12 pump blaster, M - 343 tribarrel blaster. No alien weapons can be recharged by this unit. The player will be able to fully reload their weapons more than once. (remember other non player characters can use the ammo bay too) We will have to play around with how many times it can be used. I figure it can have so many bullets, like 500 rounds. Each weapon has a max round capacity. The user will be able to reload until the ammo is used up. Which ever weapon the player has out, that is the weapon that will be recharged or reloaded. I will take care of this one

Weapon Recharge Bay - Depending on the weapon, recharge time may vary. These bays recharge the laser pistol and the rapid fire laser rifle. All alien weapons can be recharged. The operation of this unit will be further explained in map layout descriptions which I will provide for each level. Basically it works like the ammunitions bay. It will have a certain ammount of charge like 1000. Each weapon will have a certain max charge capacity. For example if I am recharging the Ion assault cannon which holds 16 rounds, I can recharge my weapon at least 90 times. Remember there will not be many of these on a map. Other characters can recharge from this unit too. Which ever weapon the player has out, that is the weapon that will be recharged or reloaded. I will take care of this one

Alien Weapon recharge Bay - Works identically as the weapon recharge bay. It just looks a little more alien. I will take care of this one

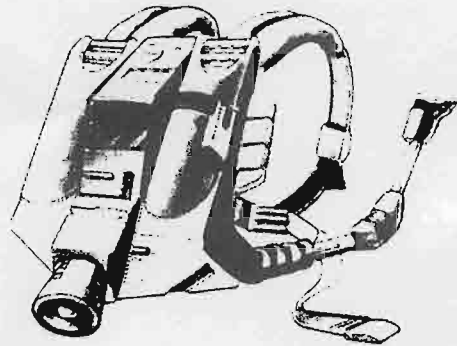
Ammo Backpack - adds 100 rounds to Semi - Auto handgun, M-25 machine gun, M -12 pump blaster, M -343 tribarrel blaster. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Handwritten notes next to the backpack sketch:

- the backpack
- will hold 100 rounds
- of each weapon
- the player can use it
- to reload their weapons

Energy Backpack - adds 100 rounds to any energy weapon. This includes Alien weapons. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Alien Energy Backpack - adds 300 rounds to any energy weapon. This includes human energy weapons. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Missile Ammo Box - I would like it to work like Quakes health packs. The Ammo Box will be a polygon shape made in build then dissapears when player walks over it. If this cannot be done then it will be a sprite. The box will recharge the weapon to its max round capacity. This Missile Ammo box will reload the M-40, M- 120 and M- 200.

I will take care of this one

Grenades Box - Once the player picks this up he or she will have 10 grenades to throw.

This is an idea of what one might look like.

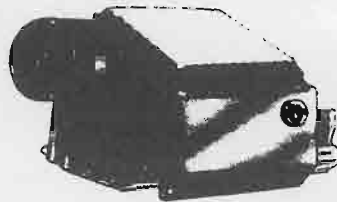
I will take care of this one

Alien Rejuvenation pod - Should operate in the same manner as "C7AI" health chamber. Design of this unit will be later described once the artwork is done. The player should be able to recharge in this unit more than once. This is the same principle as the weapons recharge units. Once the rejuvenation pod is empty, unlike the ammo and recharge units, this pod can be recharged with any energy pack. This will be further explained.

Health Chamber - Will work in much the same way as in "C7AI" with the only exception that once the chamber is empty, it can be recharged with any energy pack.

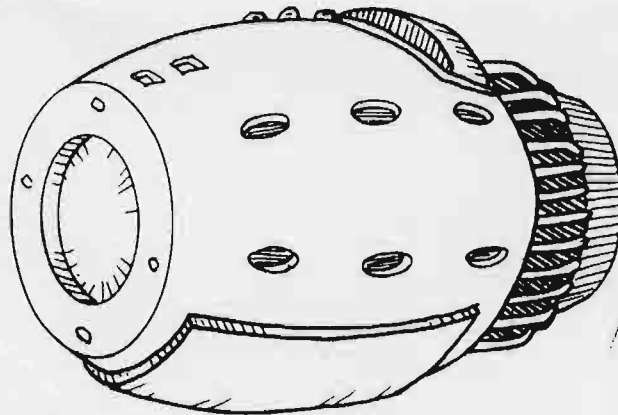
Energy Charge Pack - These packs are used to recharge Health chambers. We could play around with the numbers but each pack should be able to charge half the health amount back. This will also be explained further when the health chamber is finished. Alien energy charge packs will also recharge the health chamber.

This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR

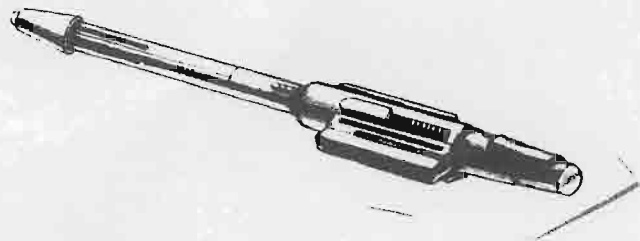
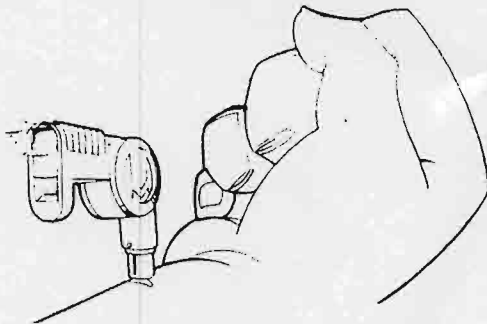


Alien Energy Charge Pack - These operate in the same manner as energy charge packs but will provide greater charge capacity. These packs will work with the alien rejuvenation pod and health chamber.

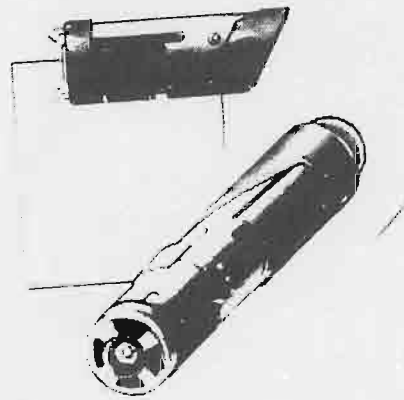
This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Alien Booster Injection - Can acquire all the charge from any health and alien rejuvenation pod. That means if a health chamber has 500 hit points of charge, the player will acquire that much in hitpoints. This will be a one time charge, the booster back will be inoperative afterwards. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



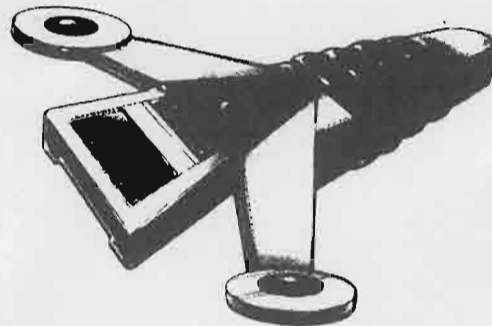
Night vision battery - Used in dark combat areas. The player will start with night vision goggles. After they wear out the charge, they must recharge with these batteries. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Weapon sprites - All weapons in the game will have a sprite in which the player can pick up. Once a player picks it up the weapon will be at hand. The weapon dynamics should be identical to Doom's. Like when you run out of ammo how it goes to the next lowest weapon with ammo, stuff like that. I will take care of this one

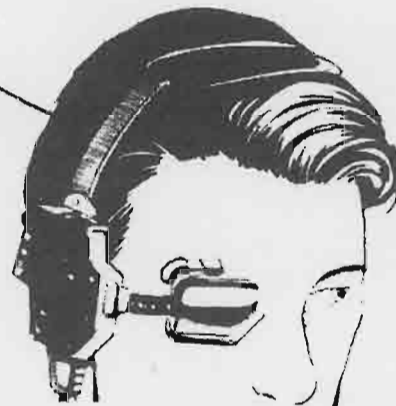
Proximity Mines - Same identical thing as in "C7AI". Players will find these mines on the walls. This is an idea of what one might look like. I will take care of this one

Alien cloaking device - Turns the player totally invisible to any character or player if playing any network games. If they have a projectile weapon, then you should only be able to see the projectile. This effect will have a time limit, like the invulnerability sphere, adrenelin boost, visor battery and so on.... This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR

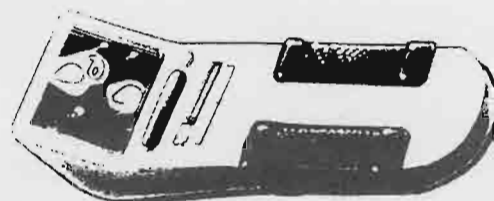
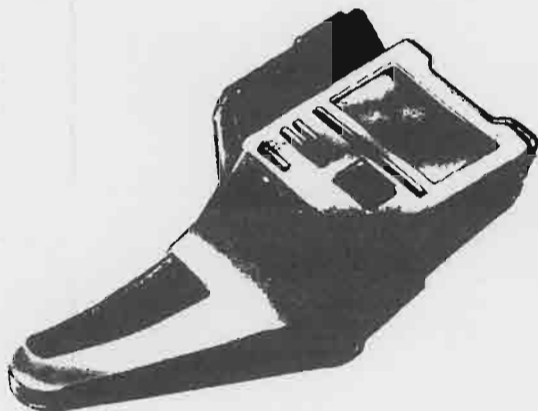


Visual cloaking goggles - Can see any player or character that is cloaked. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR

*don't
make your sleep*

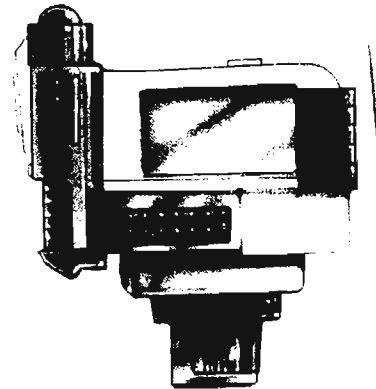
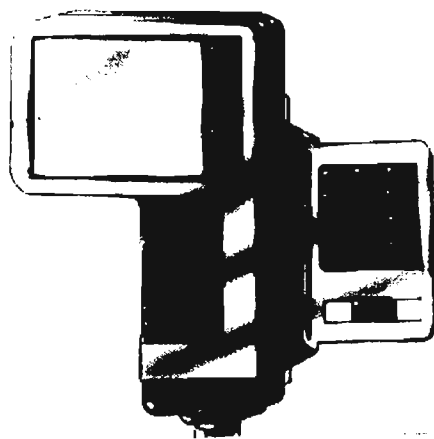


Proximity map - This handy device triangulates lifeforms and pinpoints their location to within 20 meters. This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Surface area mapper - You'll never get lost if you have the most recent addition of personal outdoor survival technology. This handy device triangulates communications transmissions from orbital satellites to pinpoint your location and map out surrounding area. The player must have this device in order to have the tab for a map.

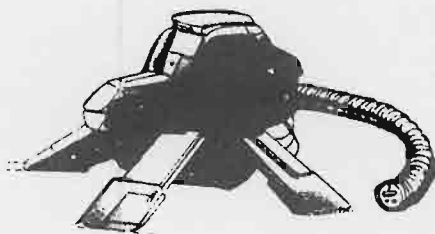
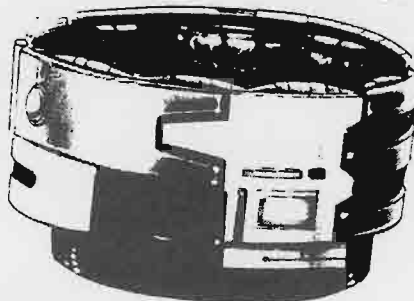
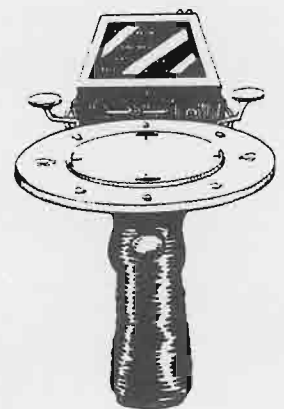
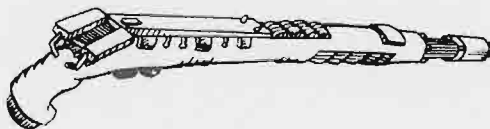
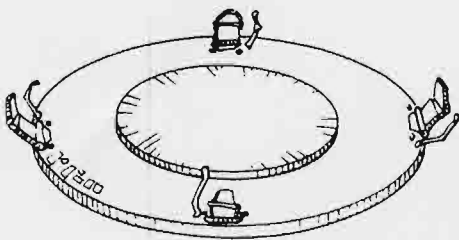
This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Prisonor sprite - This sprite will be throughout hidden chambers in the alien areas. Each prisonor sprite is worth points. It will function like gold in Wolfenstien.
I will take care of this one

Alien Prisonor sprite - This sprite will be throughout hidden chambers in the Allied areas. Each prisonor sprite is worth points. It will function like gold in Wolfenstien
I will take care of this one

Alien artifact fragments - Aliens once want to rebuild the portal which was destroyed in "C7AP". They must find the fragments located in different areas of the Human structures. This is what the aliens will be finding in secret rooms. These should just be weird mechanical devices. I will need about six of them
This is an idea of what one might look like. Warning do not copy design!!!! DO SOMETHING SIMILAR



Camera Eye - Two heads are often better than one. The Camera Eye is a portable, free-flight monitor sphere. With this nimble little device at your disposal you can keep a watch on your enemies. The camera eye is the only sprite that will behave like a character. It will patrol the halls lighting them as it goes. It is only used as a warning device. It will not attack, but if it spots you it should be able to warn other enemies to that area. I think it would also be cool to use the camera eye. There should also be a camera eye that you can pick up as a sprite, a deactivated camera eye. The player will then be able to use that camera eye as a second sight. It might work like when you insert a character and move it around, I will leave it up to you. It would be cool also if you can release the probe on an player in network play and it could follow the player so you would know where he was hiding. I really think this can be a cool idea. If anything we got to have the probe as a patrol lighting up the hallways.

