Game Overview

Game Concept

Project Genesis is a three dimensional third person puzzle solving game. The player is an entity with artificial intelligence with the ability to transfer its consciousness into other electronic devices, such as computer consoles and robots. Using this ability to navigate through the dangerous puzzles of the game, the player must seek a way to take control of the complex it was created in. Or destroy the complex with extreme prejudice.

Feature Set

- Extensive single player game featuring puzzling missions that will really get your head scratching
- Swap from device to device to overcome the many exciting challenges that await
- Powered by the Unreal Engine 4, prepare to be amazed by the next generation graphics
- by the immersive world
- A masterfully woven story told through the eyes of the world around you
- An original soundtrack
- ESRB Rating: T for Teen with Mild Language and Fantasy ViolenceGenre
- Third Person Puzzle Platformer

Target Audience

Game Flow

The player interacts with the environment using a standard Third Person Camera-Controller System. This is done by moving the character from one destination to the next.

At the games start, the player begins in the Campaign mode. Using the ability to switch from one device to the next, the player can maneuver around obstacles set in the environment.

For example: The current controlled droid can hover over hazardous obstacles, but in order to make it to the next destination that requires a computer console to be repaired, the player must find a way to switch to a new droid with a repair ability.

If at any point the droid the player controls health drops to zero, a map will appear displaying all of the major Droid Deployment Stations in the area. The player may select a station of their choosing and deploy a droid under their control. This can also act as a way to "fast travel" through the droid complex.

~~Players will have an explorable environment filled with challenging puzzles. Each robot or device the player takes control of has a special characteristic that defines them.~~

Look and Feel

Project Genesis takes place in a droid factory inspired by a collection of many things, some of which include: the droid factory seen on Geonosis from the "*Star Wars*" films, Metroid Prime, and Portal 2. Stylistically, the game will have very detailed environments with low saturation. The realistic lighting combined with the dark looks will bring the player true game immersion.

We want to make the player feel like they are a sudo-villian taking over the entire droid complex.

Number of locations

There are five locations in *Project Genesis*.
- Complex – the main setting
- AI Core Room
- Research Department of Chemical Analysis
- Storage Depertment
- XD Zone

Number of levels

There are three levels in *Project Genesis.*
- Tutorial – The AI Core Room: Takes place in the room the player was created, introducing the key game mechanics of the game
- Level 1 – The Control Room: Provides a room that branch to more locations of the game.
- Level 2 – The Research Department of Chemical Analysis

Number of weapons
- Blow Torch: Although the main purpose of the blow torch is to repair, it can also be used as a short range weapon to burn away foes.
- Hazard Shield: The shield is a defensive weapon, meant to protect its holder
- 44-Calibur – A high powered gun mainly issued to the Assault class droids to annihilate their target.

Number of NPC's

There are eight NPC's in *Project Genesis*
- The Project Director
- Hazard Droid
- Hover Droid
- Assault Droid
- Repair Droid

Objectives

- Switch minds with another robot.
- Move to target location.
- Gain control of each 'XD Zone by collecting its control chip.

Gameplay and Mechanics

Gameplay

The droid production complex is built into various sections, called 'XD Zones', that revolve around each of their experiments. These 'XD Zones' are set in a free roam styled environment where many different types of consoles and droids are required in order to get to specific 'XD Zones'. As the player comes across these new devices inside an 'XD Zone', a virus can be set into it to claim ownership of that device or even assume direct control of the computers (such as droids or computer consoles). These computers control the various operations occurring in the specific 'XD Zone'.

The goal of the player is to take control of each 'XD Zone' by finding its Data Control Chip or 'DCC'. Once the 'DCC is obtained, the player will gain full access to the

corresponding 'XD Zone'. This includes all of the droids and console controls discovered in that zone.

Each 'XD Zone' contains a Droid Deployment Station. Making full use of these stations is the players' number one priority. If the droid controlled by the player ever dies, the player can simply

There will be a spawning station the player can interact with to spawn a Robot or multiple Robots. If the player we to die, a screen will appear displaying the current controlled Droid Deployment Stations. Here the player can select which station to re-spawn at, and which droid type to spawn as. When the player gains control of a new 'XD Zone', the Robot/s specific to that zone will become available in all controlled Droid Deployment Stations found in the 'XD Zones'.

Often times guarding an area, the esteemed employees of [WIP] such as scientist's and robotics will use any dirty trick up their sleeve to stop the player. The player can expect a scientist to open and shut doors at a whim for no reason other than to bother the player.

Note: Play with the idea of counting how many droids of a type the player has control of. Can the player make a small army and send the droids on missions throughout the complex? For example, sending them on a mission to help gain access or maintain control of a zone.

Game Progression

As the game progresses, the player will have taken control of more 'XD Zones'. The more zones the player has control of; the more options the player has to complete the game. This is because each 'XD Zone' controlled unlocks new droids for the player to spawn and use.

Often times, an 'XD Zone' might contain a power up that will permanently increase an ability of all the droids under the players' control.

Mission/challenge Structure

There is one large complex that makes up the entirety of the game map. The player must navigate through this complex one 'XD Zone' at a time.

Puzzle Structure

Each puzzle requires the player to use a droid with an ability to overcome an obstacle.

Play Flow

Mechanics

The player's main mechanic relies on the ability to transfer from device to device To switch from one robot to another, the player can shoot a short range electrical pulse containing their data into the computer, which makes the player, become that new device.

Every robot in *Project Genesis* has a unique 'Robotic Ability'. This ability can range from shrinking into a small ball, immunity to extreme temperatures, to console repair skills. The player must find a way to correlate between the different available resources by transferring to one of the new Robots to maneuver around the environment.

There are security rooms the player can use to hack into the sections security to open doors or close doors or make it so that the cameras can't see you.

Hack into a camera to look at something to turn on or off the power. So instead of running between rooms the player can use the cameras to help. Security turret terminals can be hacked to gain extra security or land a trap for the [WIP] employees.

Recovery teams will be sent by the [WIP] to take back any of their lost grounds, so it is up to the player to decide on how to deal with these types of intrusions. Options such as locking down an area so reinforcements can't come in or venting the air from the room are always available to the player who finds out how to use their environment.

Robot Classes

TK-421: Worker Class
- Space Bar to jump
- Small Collision Box
- Press Button () to repair a broken object
- Equipped with a small laser, than can be used to burn or seal things off by pressing () to certain objects
- Has a moderately faster walk rate than other droid
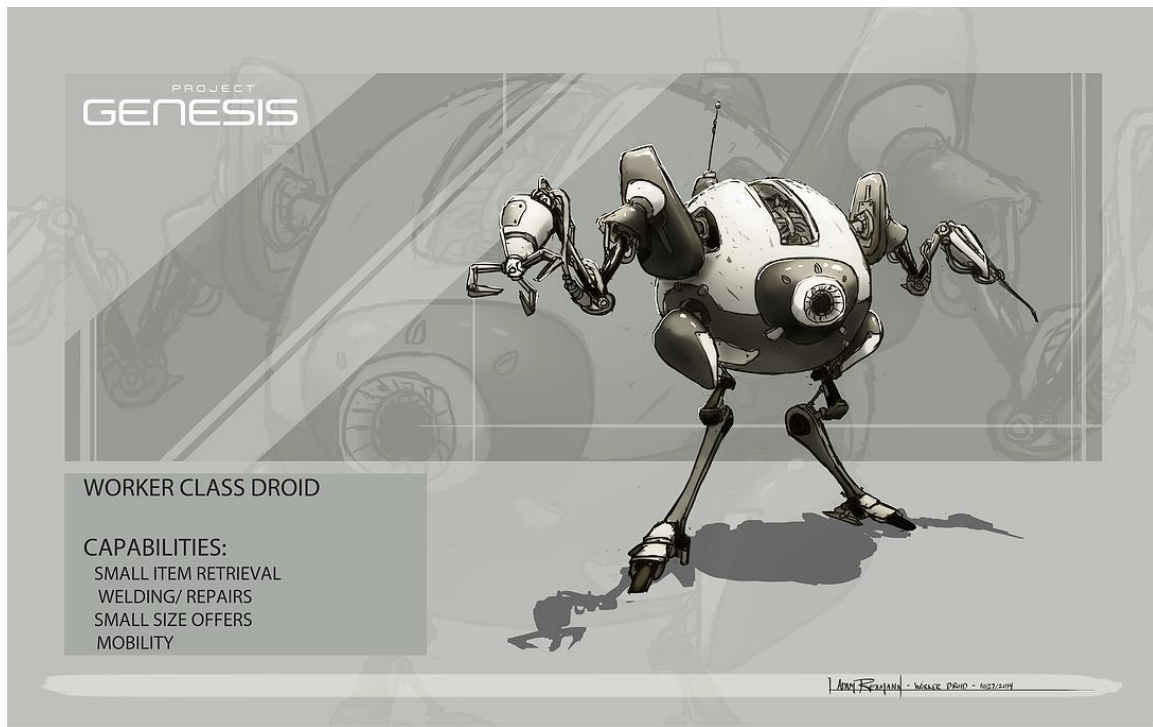
T441: Hover Class
- Space Bar to jump
- The longer Space Bar is held, the higher the player goes until it reaches a max height
- The droid is constantly being pulled by gravity, so if the space bar is released, the droid will immediately begin to descend
- The player can still move left, right, forward, and backwards, while hovering with the Space Bar Pressed
- The player can pick-up certain object, move while holding the object, and drop the object at a new location
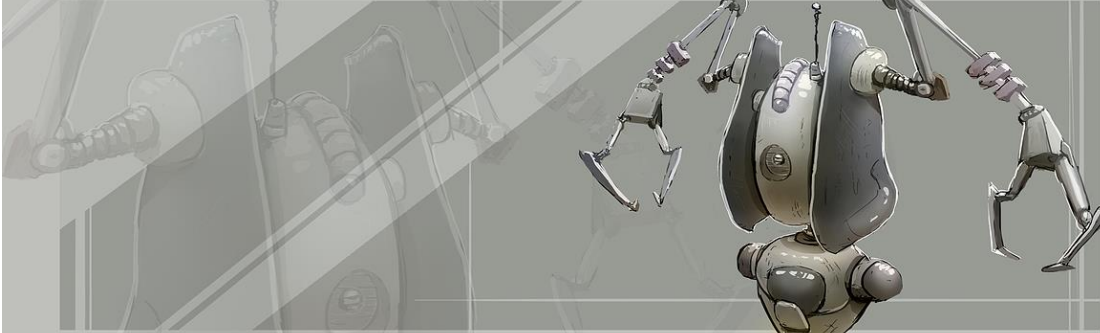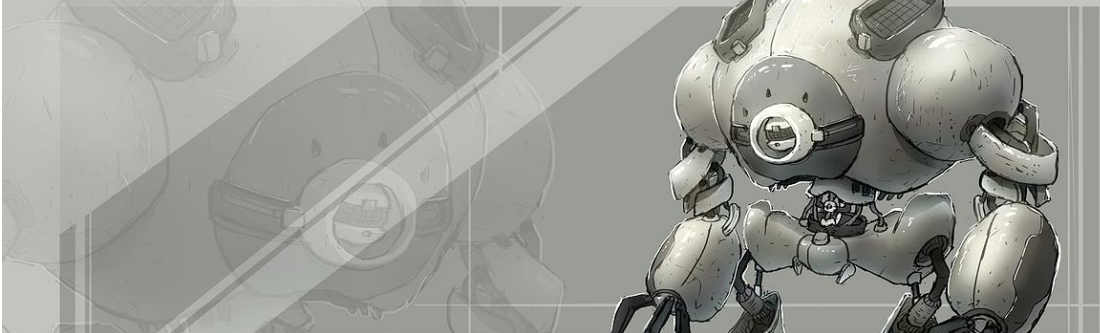
DROID: T441
MODEL: HOVER CLASS

WORKER CLASS DROID. CAN HOVER OVER
TERRAIN AND IS CAPABLE OF TRANSPORT-
ING HEAVY LOADS.

H24K: Hazard Class
- Normally used to move or lift heave/large containers

Can emit a shield to protect it for a period of time from gas, liquid, and plasma.

DROID: H24K477
MODEL: H24K

WORKER CLASS DROID. ENGAGES IN A VARIETY
OF FUNCTIONAL AND PRACTICAL SERVICES.

IG8k8: Security Class
- Equipped with geo-scopes that are capable of switching to separate light frequencies such as infrared, and Ultra-Violet. Also capable of viewing gamma radiation.

3176-RT: Assault Class
- Capable of firing a gun that deals destructive damage.