Universal GameDev Challenge

PART I
GAME DESIGN
DOCUMENT
APRIL, 2018

NUKE
GAMES

Elevator Pitch

The game takes its premise in the universe of **Turok: Son of Stone** (Gold Key original comic) and occurs in a different timeline (space age: 1960-1970's). It takes inspiration and the best aspects of the previous game titles based on the Turok franchise that made them a Player's Choice in the late 90's, providing a fresh look-and-feel and gameplay for the current standards of PC and console FPS/action games. Some of the key elements that Nuke Games seeks to preserve and emphasize are:

- **A fast-paced action FPS**

- **A vast, disruptive and iconic set of powerful weapons with multiple attacks, customizations and enhancements to be discovered along the game**

- **Deadly creatures and a variety of enemies: dinosaurs, primitive creatures and titanic beasts, mutations and altered natural forces that threaten the Player in every moment**

- **Challenging level design**

- **Interesting, dense and immersive atmosphere for a mature audience**
- **Mystical elements and inspiration from the North American native cultures (taking care of the proper historical references and respect to such cultures)**

- **A consistent narrative, with a simple but solid argument**

- **Violence and gore**

Turok: Resurgence sets the Player in a series of altered natural locations connected through a nexus/hub: an abandoned scientific outpost created to study the Anomaly that drove into a chaotic evolution of different species and creatures. The Player has to collect different artifacts in order to open the way to other areas of the infected lands by the Anomaly. The enemies will attack the Player in hordes or small groups, seeking to destroy him, varying in every location according to their species and archetypes.

The Player starts the game using only a survival knife and a bow. As you progress in the game, different weapons and artifacts become available, which help you defeat the different enemies and obstacles you encounter along the adventure.
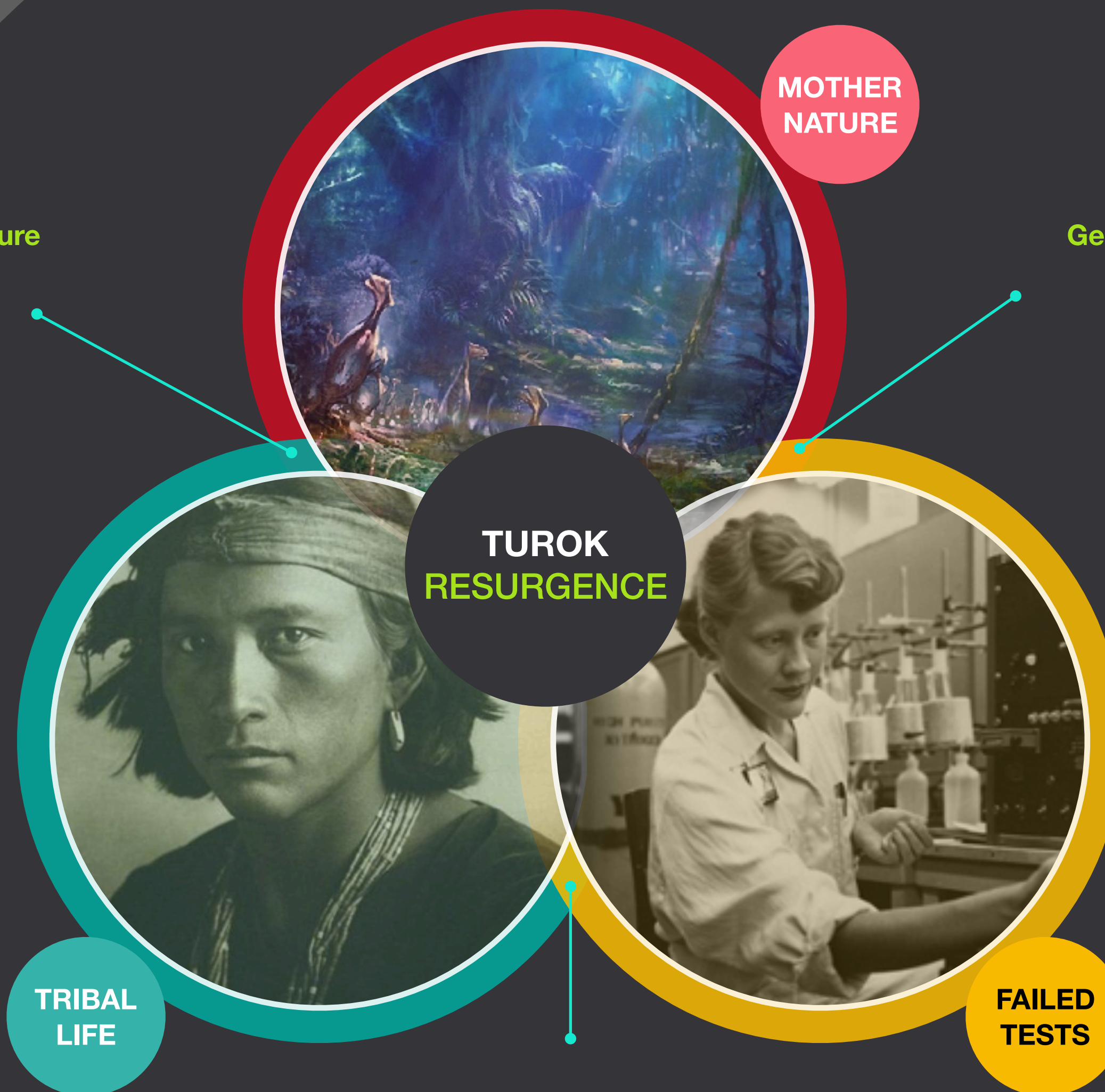
TUROK
RESURGENCE

Unique Selling Points

random difficulty
unpredictable
constant learning
community challenges
rhythm

MOTHER NATURE

Symbiosis with Nature

· Tribal community
· Cultural Identity
· Ecology Equilibrium

Generic Species Mutation

· Toxic Anomaly
· Metastasis Inter-Species
· Extra wild & dangerous life

High Concept

Turok: Resurgence is a first-person shooter focused on frenetic action and exploration in immersive and challenging environments, where the Player takes control of Turok, as the main protagonist, and Andar, his brother and sidekick. The Player must survive in a hostile land and neutralize the source of a natural force that has been accidentally awakened by mankind, causing aberrations in nature and putting in danger the whole world. During the journey, the Player will discover an arsenal of powerful weapons to face all kind of threats set in different environments and scenarios that are plagued by deadly creatures, such as dinosaurs, mutated humanoids, titanic beasts and nature aberrations.

TUROK RESURGENCE

TRIBAL LIFE

FAILED TESTS

Sci-Fi Resources

· Military lab
· New technology research
· Weapon improvements

Synopsis

Many theories about how Life started on Earth exist and many of them are true. But that means many strings of Life developed all around the world but were contained within themselves, waiting.

In the middle of America, an anomaly that can affect gravity, electromagnetic fields, flora and fauna was found. Over time, many groups tried to use this Anomaly to their benefit but never could accomplish anything. Until one day, a group of military scientists' expedition (Bureau of Foreign Technology) is sent to investigate this Anomaly and build a compound around the area (code-named The Lost Valley [TLV]) so they can exploit the resources and develop new technologies based on the effects the Anomaly provokes. All this kept as a secret from society. During this time, new plants and animals such as small dinosaurs started appearing around the area forcing the inhabitants of the Navajo Reservation to fence their community to defend themselves.

But an explosion occurred at the facility has destroyed the compound, killing everyone there. Unbeknownst to all, the Anomaly begins expanding, killing or mutating every person, animal and organic life that it touches.

When the consequences of the Anomaly finally reach the Reservation's area, it's Turok's job, as member and leader of its community, to find a way to solve the problem. As soon as he starts exploring he discovers, along with his brother Andar, that not only dinosaurs and prehistoric plants plagued the land, but also genetic experiments and monstrous mutations are overruling the place. The danger is creeping closer to his community each second, and threatening the whole world as he knows it.

Game Objective

The main objective of the game is to find and neutralize the source to the Anomaly that drove into the chaotic evolution and alteration of lands and species, by collecting the required genetic samples of the archetypes using a technological device, to get access to the source and neutralize it. The Player must defeat all threats in their way and get to the core of the enemy base so as to complete the main missions and its objectives along the levels to open the doors to the final bosses.

The nature of such mission objectives are as follows:

- **Rescue missing people**
- **Recover artifacts and genetic samples**
- **Destroy enemy facilities**
- **Exterminate enemy embryos / nests**

Note: The description of the missions and and objectives will be treated in a separate Level Design Document to be developed at a further stage.

Platform Minimum Requirements

PC STAND ALONE, portable to consoles
OS: Windows 10
Graphics card: 2GB+ GPU, DirectX 10 or superior
RAM: 8 GB
Inputs: Keyboard and mouse / Gamepad

Game Overview

- **Title**: Turok, Resurgence
- **Platform**: PC Standalone
- **Genre**: First Person Shooter
- **Rating**: Mature
- **Target**: Core Gamer (18-35)
- **Development Studio**: Nuke Games
- **Release Date**: TBA
- **Publisher**: TBD

Gameplay & Features

General

The game is focused on keeping the action and energy in every moment. The levels will be designed using a "beat" pattern to contrast the tense moments with the exploration.

Enemies will appear in hordes and small groups in certain areas, while the rest of the paths are occupied by weak enemies (minions) and threats, such as hazards, obstacles and minor creatures.

Exploration will be encouraged in order to obtain the keys and artifacts so as to progress in the game and open doors to boss fights or side quests.

Win condition. The Player has accomplished the required mission objectives and has defeated the ultimate enemy so the conflict has been resolved.

Loss condition. The Player has lost all their health, either as a consequence of the weakness against the enemies, or incurred into the *prohibited act* (hazard zone, voids, etc.).
Features

Character selection, Co-op mode and Mixer® Integration. Turok will be the main protagonist and as such, most of the areas of the game, as well as the starting point, will be played as him. In some sections, the Player can choose between Turok or Andar, and the paths will split in that section of the level giving the opportunity to explore a different side of the adventure.

The paths will be joint again in further sections of the map in order to continue the storyline. This serves as a replay factor and will incentive curiosity and exploration in the Player.

Both Turok and Andar will have slight differences in their skills, and an offline and online co-op mode will be unlocked for two simultaneous Players by completing the adventure the first time, exploiting the features of Microsoft Mixer for such integration.

Multiplayer. The multiplayer battle-arena feature is NOT considered at this stage, however, we understand the importance of this feature to engage Players. We consider the feasibility and potential to add this feature in the future, with a variety of maps and game modes.

Unpredictable difficulty. Caused by a solar radiation that affects the behaviour of the anomaly, the enemy behaviour will be also alteres causing random peaks of difficulty. The Player can predict and prepare himself to this difficulty waves by a GUI/artifact indicator.

Chase moments. The Player can ride some creatures or vehicles in certain parts of the game where escape or enemy chase is part of the action. Character selection plays a key role in this game mode.

Game System and Economy. The game is focused on the completion of main objectives and the mission itself. Therefore, there is no system with a -restricted- number of lives, so the Player can restart at the latest checkpoint after being killed, as many times as needed. A token system will be implemented in order to encourage exploration, item discovery and skill improvement.

Player attributes (global game variables):

- Health. Life meter, from 0 to 100.
- Stamina. Energy meter, which is consumed with the 'Sprint Mode', certain weapons and special attacks.
- Air: Air Meter that represents the Player's capability to contain breathing under the water or inside hazardous environments.

Tokens and items:

- Life Token: it can be traded for improvements in the Player attributes, such as: Health Meter level, Stamina Level, and Air Level. It also counts as a discovery item for the trophies system.
- Genetic sample collector: using a genetic collector device, the player will collect samples of the creatures in order to feed the creature library that can be consulted in the main menu or the abandoned outpost. The samples are mainly blood, flesh or bones.
- Small Medkit: it restores 20 points of energy.
- Life Pack: it restores the energy to 100%.
- Berserk: Frenetic kills and damage reduction by 50%.
- Divine Protection: An unknown source of energy that makes the Player invulnerable for 15 seconds (except in the prohibited act zones).

- Third Eye: A natural compound that provides the Player with a temporary augmented perception in order to spot hidden enemies and secret paths.

Player mechanics:

- Walk and sprint
- Jump
- Crouch
- Crawl
- Melee attack

- Fire/distant attack
- Enemy remote control
- Strafe
- Ledge Climb
- Dodge
- Wall Climb

- Item Collect

Level Design

General. The game starts in a field and a forest near the Reserve. This forest is plagued with prehistoric plants and animals such as dinosaurs and other creatures. As the game progresses, the forest gradually transforms into a jungle-like place due to the compound overrun with abhorrent life which starts mutating into larger and more violent beasts, forcing the Player to defend himself using brutal force.

The levels are connected through the main hub: the abandoned scientific outpost. Each level has a network design: a few bifurcations, main areas and mazes, and ends with a boss battle. There will be battles with mini-bosses in the middle of the level as well.

The first level serves as an introduction to mechanics / gameplay, presenting small enemies and the use of the basic weapons: the survival knife, the Hunter's Axe, and the automatic pistol. At the end of this level, the Player discovers the abandoned outpost and entrances to the other levels of the game.

There are no explicit tutorials in the game, so the level design will serve as the tool to introduce the whole dynamic and gameplay.

Platforming and puzzle solving. The levels incorporate a series of cliffs, platforms and high places inviting player to perform platforming in order to reach secret areas or items. Some blocked paths also incorporate the solution of simple puzzles, like artifacts destruction or multiple pieces gathering to build a key-artifact (key-door mechanic).

Progress and Save. The progress is saved in almost every section. The Player can travel to the hub by using the portal artifacts which are located in specific sections of the level, or when a level has been accomplished after the boss battles.

Secrets. The levels will have plenty of secrets distributed along, containing weapon enhancements and other items that will help the Player in their quest.

Note: Even without finishing the main mission in one level, if the Player has collected the required artifacts, they will be able to open entrance to the other parts of the map, however, due to the lack of abilities or weapons, it will not be possible to progress until the missions are accomplished in the previous ones.
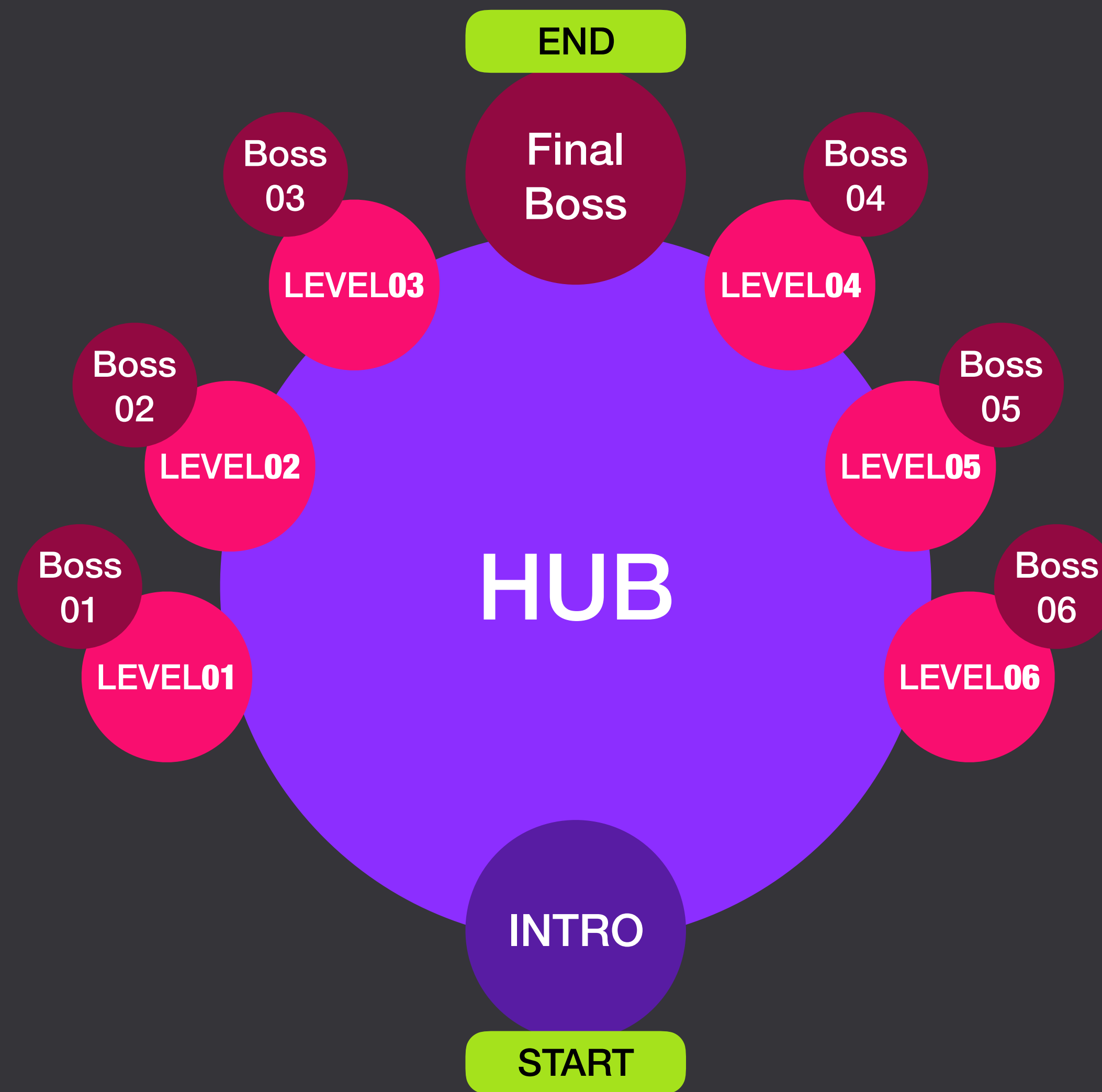
Environments

The game will consist of the following levels/areas:

The forest (Introduction/Level 0) In this level, the Player must follow the trace of the Anomaly, with the aim to introduce usage of the weapons against some enemies and creatures. The look and feel reminds of the classic jungle locations of the previous Turok games, with the final areas depicting a bioluminescent mutant flora caused by the genetic alterations in the zone.

Abandoned outpost (HUB/NEXUS) This is the central level where the Player can rest, recover health, obtain improvements to their abilities and power ups, as well as open new areas in the game using the keys and artifacts.

Arkan's Valley (LEVEL 1) The first level is also a jungle with more exotic vegetation, caves, lakes, ruined scientific outposts, and cliffs surrounded by dinosaurs and poisonous creatures.

Inner Lakes (LEVEL 2) A subterranean set of caves and lakes, which formerly was a sacred aquifer mantle for the Navajo Nation. The expedition has drained most of the water, but the alterations of the zone have caused a whole new habitat for the aberrant creatures. A reptilian humanoid race with a very primitive and violent behavior lies beneath.

Village of the Storms (LEVEL 3) A desert punished by sandstorms, underground creatures, lightstorms, and groups of the Shadow People. There are a series of oases where life thrives, but not in a harmonic way... It is home of one of the most important scientific facilities from the expedition, which is containing a massive biological weapon about to be unleashed.

Maw of the Abyss (LEVEL 4) A dark pit barely explored by the expedition. It is mainly inhabited by blind enemies that can smell fear, giant spiders, as well as other creepers. Volcanic activity and earthquakes are common in the caves.

Sunken City (LEVEL 5) In order to access the scientific high tech labs and headquarters of the expedition, Turok has to cross a deadly swamp inside an artificial massive cavity in The Lost Valley. The headquarters have been taken by an insect humanoid race, that is semi-organized and attempting to build a hive inside those facilities.

The Source (LEVEL 6) The location of the Anomaly source is still a mystery. Turok has to obtain the artifacts in order to reveal the location which had been sealed off by the explosion. The source of the Anomaly is followed by a biological complex which has been engineered by the Anomaly itself. Flesh, blood and organ-like flora is thriving in that place, feeding on the roots of the flora in the surface of the planet, as well as absorbing any biological entity that falls into its maw.

Characters

Name	Role	Profile
Turok	Protagonist / Hero. Playable character #1.	Gender: Male Age: 28 Height: 1.82 m Weight: 90 kg Skilled hunter and warrior
Andar	Sidekick. Playable character #2.	Gender: Male Age: 25 Height: 1.76 m Weight: 82 kg

Enemies

Enemy/creature's name	Enemy/creature's name
Raptor	Spinosaurus & velociraptor
Larva	Regaliceratops
War Wasp	Shadow People
Ogre	Ogre
Brachiosaurus (& triceratops)	Blind predator
Allosaurus (& spinosaurus)	Giant Spiders
Pelecanimimus	Giant scorpions
Pteranodon	Crawlers
Stegosaurus	Reptilian Race
Archaeopteryx	Hivers
	Flesh Keepers

Note. Please refer to the Technical Annex 1 for more information about visual development and moodboards for the environment design of the game.

Bosses

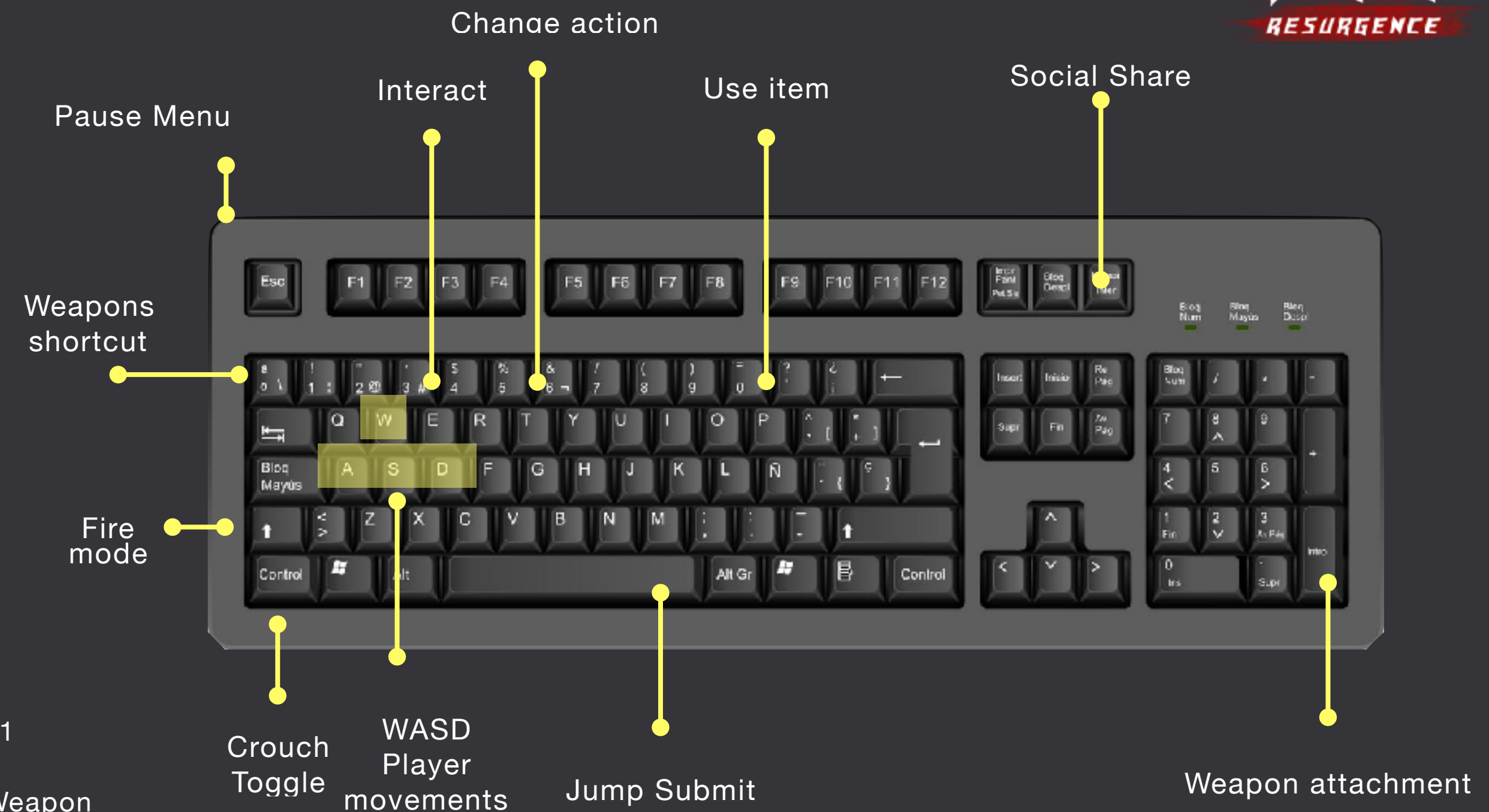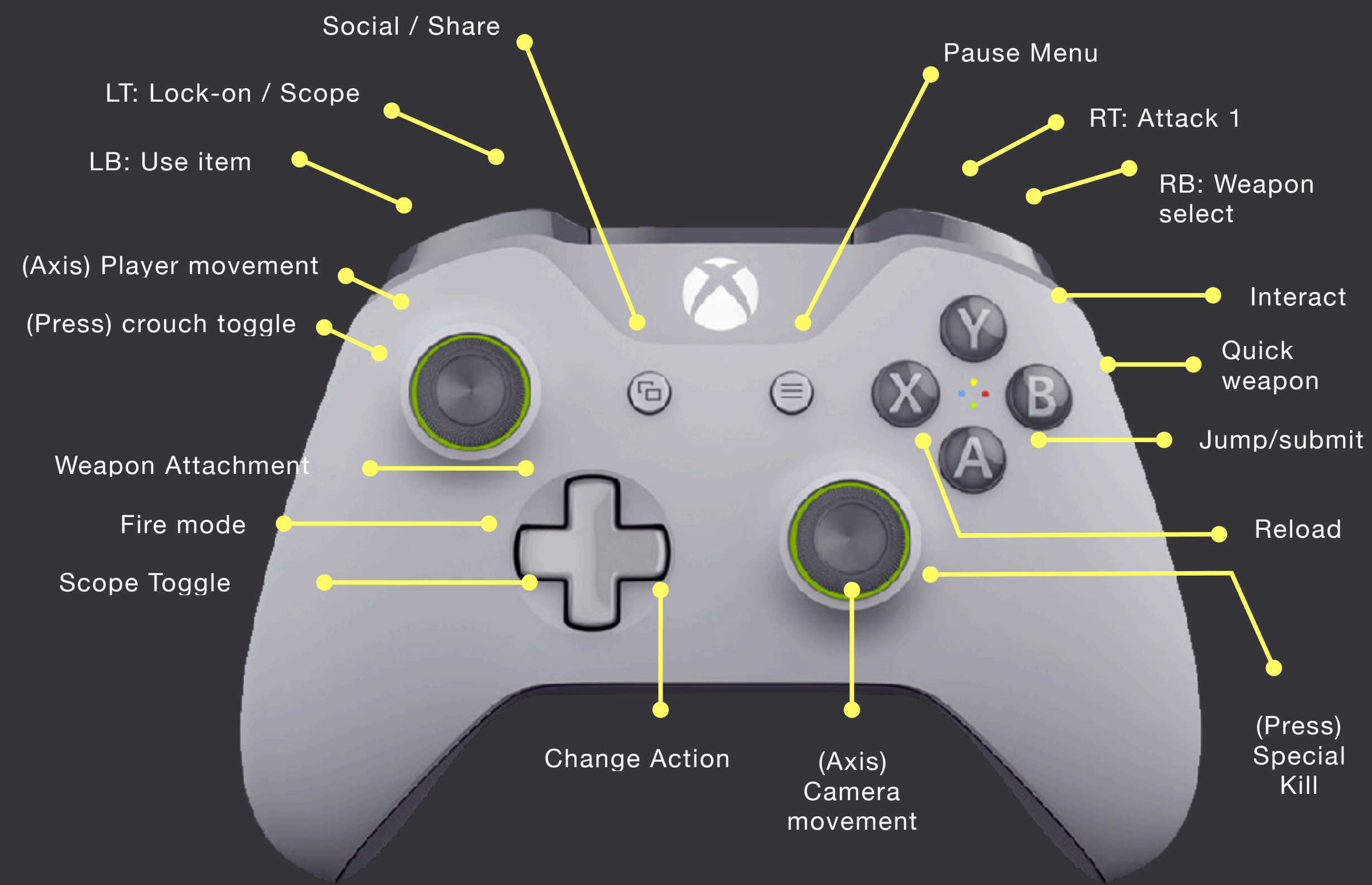| Enemy/creature's name	Location	Description	Thumbnail
T-Rex	Level 1	The first encounter with the T-Rex happens in Level 1. The battle occurs in a closed arena.	See Technical Annex 1
The Kraken	Level 2	Lake monster that has been living in the inner lakes for many years. It is a primitive creature that has evolved and mutated thanks to the compound verted into the aquifer.	See Technical Annex 1
Cyber-Rex	Level 3	The expedition has created a modified version of the T-Rex. It is equipped with its own arsenal and is resistant to most of the artillery and fire weapons.	See Technical Annex 1
Nest Mother	Level 4	The mother of the mutant spiders lies in the nest at the bottom of the abyss. Her attacks are quick and deadly, with poisonous shots, web balls, and hatching offspring.	See Technical Annex 1
Hive Queen	Level 5	The hive queen is the ultimate evolution of the hiver's archetype. Her main attacks are a corrosive substance and a sonic vibration that stuns the victims.	See Technical Annex 1
Core Brain	Level 6	A massive mutation of every biological being that happened to fall into the Source. With no conscience or intention, it will only continue to grow and expand erratically until stopped.	See Technical Annex 1

Note. Please refer to the Technical Annex 1 for more information about visual development and moodboards for the environment design of the game.

Controls

Note
Gamepad controls will follow the FPS modern games standard.

Traditional PC gamers will also be able to use traditional WASD + Mouse controls.

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Keyboard labels:
- Pause Menu
- Weapons shortcut
- Fire mode
- Change action
- Interact
- Use item
- Social Share
- Crouch Toggle
- WASD Player movements
- Jump Submit
- Weapon attachment

Gamepad labels:
- Social / Share
- LT: Lock-on / Scope
- LB: Use item
- (Axis) Player movement
- (Press) crouch toggle
- Weapon Attachment
- Fire mode
- Scope Toggle
- Pause Menu
- RT: Attack 1
- RB: Weapon select
- Interact
- Quick weapon
- Jump/submit
- Reload
- (Press) Special Kill
- Change Action
- (Axis) Camera movement

Mouse labels:
- Pause Menu
- Attack 1
- Lock-on Scope
- Reload
- Camera movement

Weapons

Gear and technology were engineered by the **Bureau of Foreign Technology** expedition in order to defend themselves from the creatures. More effective and deadly arsenal were still under R&D phase just right before the explosion occurred.

As pointed out before in this document, the weapons will have a skill tree for customization, enabling different attack modes and attachments that will make them more powerful. The skill tree consist of a maximum of three attachments, whereas the fire modes will depend on the technology of the weapon itself.

The weapons are also classified by function/technology and type of kills caused by them, which is related to the animations and states of the enemies to be victimized:
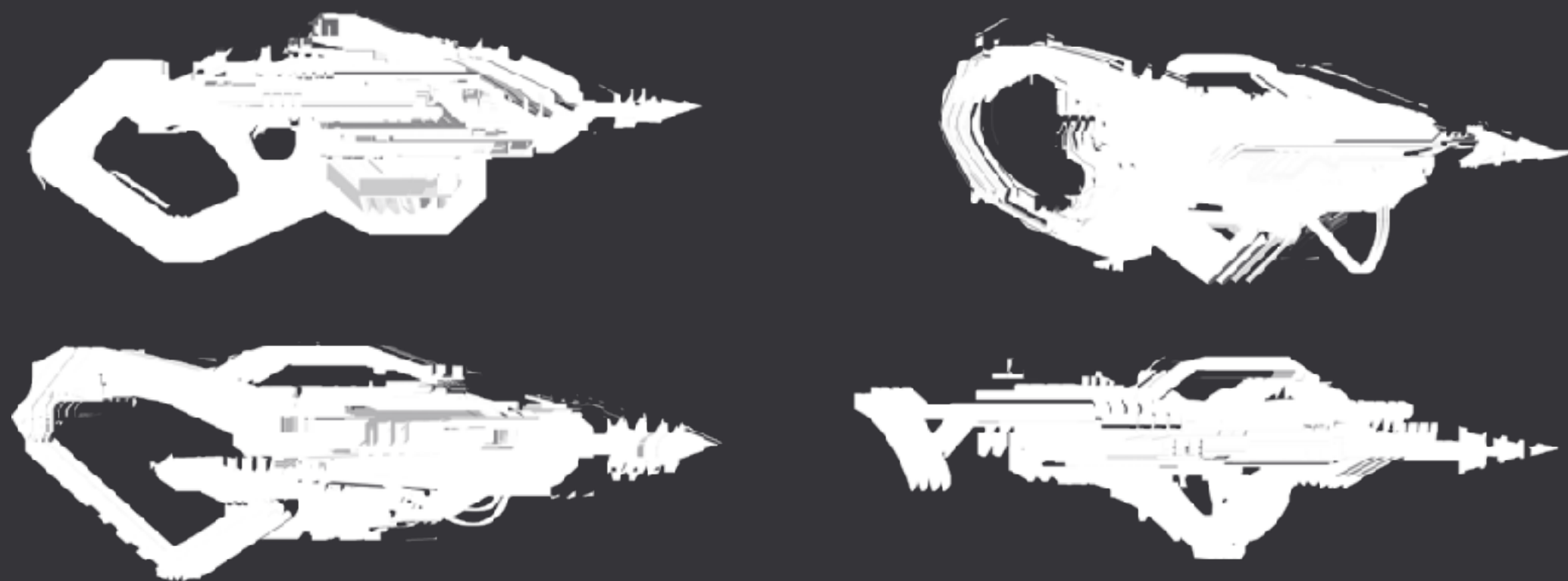
Function/Technology	Type to Kill
Melee	Dismemberment
Archery	Bleeding
Artillery	Explosion
Energy	Smashing
Biological	Calcination
Incendiary	Electrocution
Explosive	Disintegration
Gravitational	Biological Effect

Note. Please refer to the Technical Annex 1 for more information about visual development and moodboards for the environment design of the game.

Weapons

Name	Description
Survival Knife	A basic knife for stealth moments, open blocked passages, and use when ammo ran out.
Hunter's Axe	A powerful axe to use in close combat. Perfect when ammo needs to be saved or ammo has run out.
Bow	Basic archery weapon to kill at distance and hit certain objects.
Tech Bow	The perfect combination of a modern weapon and a traditional bow, with a high tech scope with night vision enhancements and explosive arrows.
Automatic Pistol	Self-loading machine pistol that carries .45 caliber rounds. Various fire modes can be performed with its enhancements. It is a very precise and powerful weapon against average enemies.
Plasma Rifle	The plasma rifle causes several damage on their victims and comes with different attack modes, thanks to its directed-energy radiator: toroid projectile, condensed bolt and particle beam.
Grenade Launcher	It carries different varieties of grenades: explosive, toxic and nerve agents. A single grenade shot affects a considerable area.
Solar Cannon	This heavy cannon projects a laser shape over the target surface. A powerful heat beam is projected destroying organic tissue and other materials in matter of seconds. Its energy consumption is high, so the duration of the beam is short, however, the impact is catastrophic in small, average enemies, and causes severe damage to large enemies.
Parasite rifle	A special dart-like rifle that inseminates a parasite/larva that quickly grows inside the enemy's body, causing painful reactions until it violently hatches. The parasite is contained in a translucent canister and can be seen moving inside it when loaded into the top part of the weapon.
Intestinator	It deploys a small sphere into the victim's stomach. The sphere holds a small drilling system that destroys the guts of the enemy until it explodes. Sometimes the sphere fails to explode, causing a slow death.
Fire Downpour	By locating the enemy or multiple targets, the launcher casts a series of multiple rockets in an eccentric vertical parable, similar to a mortar.
Electron Hyper Condenser	A whip of high voltage emerges from the cannon, and it's directed to the nearest enemy, or group of enemies in a cluster.
Retractor Mine Launcher	It launches mines that sticks to the body parts of the victim, separating limbs, or exposing internal organs.
Concussion Ram	The power of eight plasma condensers has been arranged in a single rotative array, creating a powerful ray of ionized gas that lashes the enemies on a single hit.
Caustic Sprayer	An artifact initially manufactured to destroy scrubs and vermin created by the anomaly. It throws a corrosive substance that is effective against small or average size enemies.
Transceptor	It deploys a mind control device that is implanted in the enemy's brain, allowing the Player to control it, or causing other effects: suicide, kamikaze attack. It is useful only with those creatures that show a semi-intelligent behaviour and have an obvious brain.

Note: Conceptual design and functional specifications (stats, economy, modes, etc) will be covered in detail in the Technical Annex 1.

Development Details

Development framework and tools

Nuke Games will use **Unity®** in all its capability to develop the game, using some of the following tools from the Asset Store:

- Playmaker
- Pro Builder
- Gaia
- World Builder
- Cinemachine
- Post-process stack
- Final IK
- Chronos

Microsoft Mixer integration

The integration of the Mixer service will allow Players to broadcast their own gameplays, reviews and walkthroughs with the community. Given the envisioned difficulty and challenge as well as the secretes in the game, we consider that Mixer plays a key role, since spectators can participate providing hints and other interactivity action.

The online co-op mode would allow two Players to contribute in a specific mission or boss battle working together as a team, using both characters of the adventure.

This also helps in the promotion of the game and the construction of a fanbase and community around Turok in order to help other Players and attract attention to the game.

Other software and tools to be used:
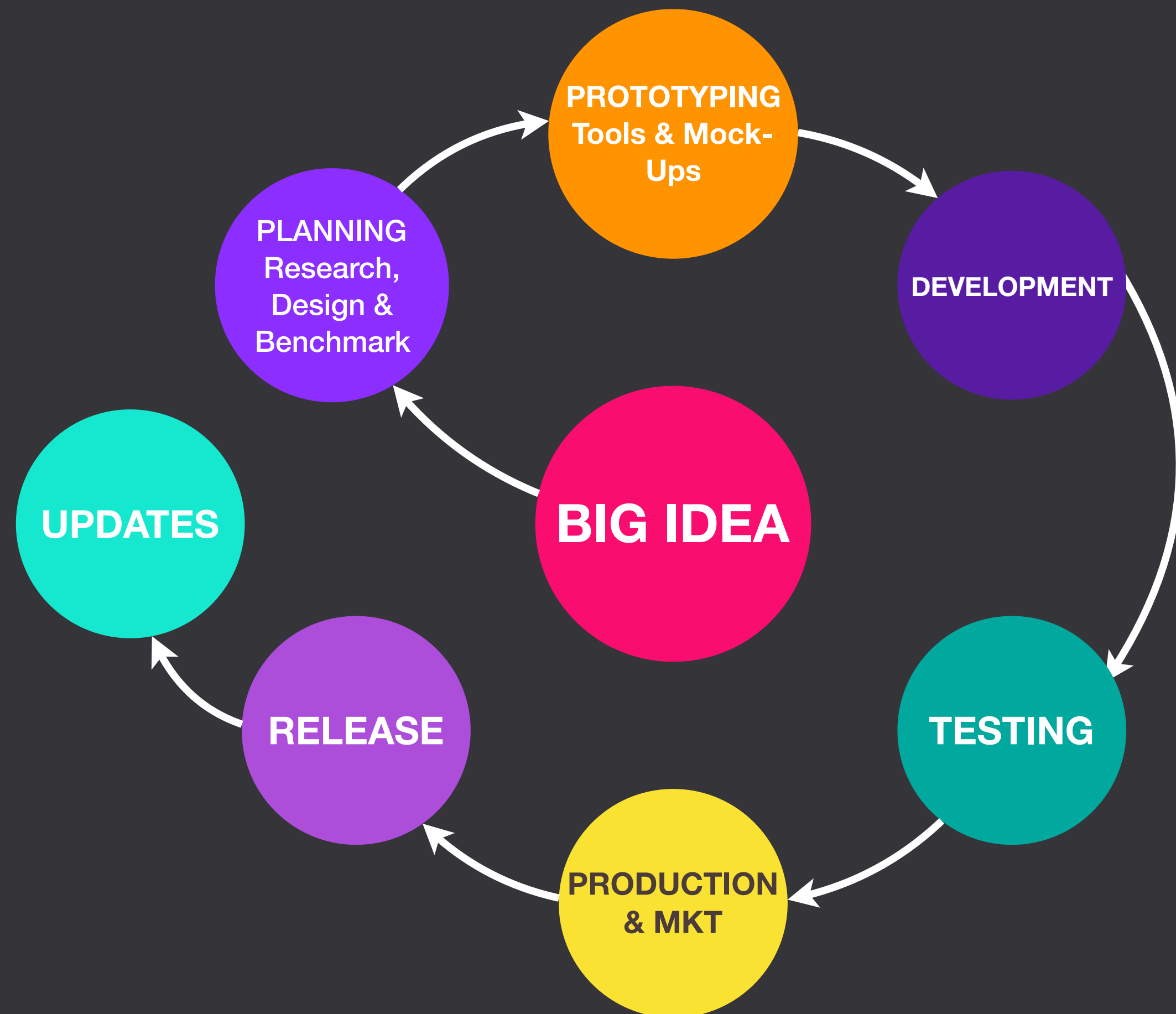
Graphical User Interface (GUI/HUD)

GUI elements will follow a clean-minimalistic and technical aesthetic, with some touches of the infection caused by the anomaly. The initial treatment of the GUI/HUD is covered in Technical Annex 1 - Moodboards section.

Team

- Producer: Alan Quiroz
- Game Designer / Level Designer: Oscar Jasso
- Programmers: Oscar Jasso
- Art Director: Antar Castro
- Concept Designers, Graphic Designers and Illustrators: Amalinalli Ávila, María Izquierdo, Josué Herrera, Noemi Rojas, Jazmín Jiménez
- Video Editor: Leonardo Cárdenas
- Modelers: TBD
- Animators: TBD
- Sound Designer and music composer: Roberto Valadez

Roadmap

Our full development process considers the different stages of game production:

PROTOTYPING Tools & Mock-Ups

PLANNING Research, Design & Benchmark

DEVELOPMENT

UPDATES

BIG IDEA

RELEASE

TESTING

PRODUCTION & MKT

Key Dates and milestones

- **Game Pitch: April 30th 2018**. Consists in the pitch to be delivered for the contest Unity: Universal Dev Challenge.

- **Planning**: **March - August 2018**. Initial treatment is done with the Game Pitch. However, additional aspects of the concept such as research and concept design will be developed in parallel with the Prototyping phase.

- **Prototyping: August 2018**. Development of a solid prototype (vertical slice) of the game, showing one or two levels with a few weapons, enemies, character mechanics, interactions, GUI, menus, sound effects, music samples and basic cinematics.

- **Development**: **September 2018 - September 2019**. The full development phase will cover the different stages:

  - Mechanics programming and polishing
  - Game system programming
  - Asset development
  - Level design
  - Animations
  - Visual effects
  - Sound effects and music creation
- **Testing & Q.A.: September 2019 - December 2019**. Focus groups (private events) will be held at the studio offices and any other location recommended by the mentors, in order to get the proper insights and recommendations from our target audience, industry people and mentors in order to start the production phase.

- **Production and marketing: Early 2020**. Consists in the polishing of the alpha and beta versions of the game, as well as implementation of final effects, scores, visual development. It includes the development of the media/marketing campaign for a successful publishing.

Release: Summer 2020.