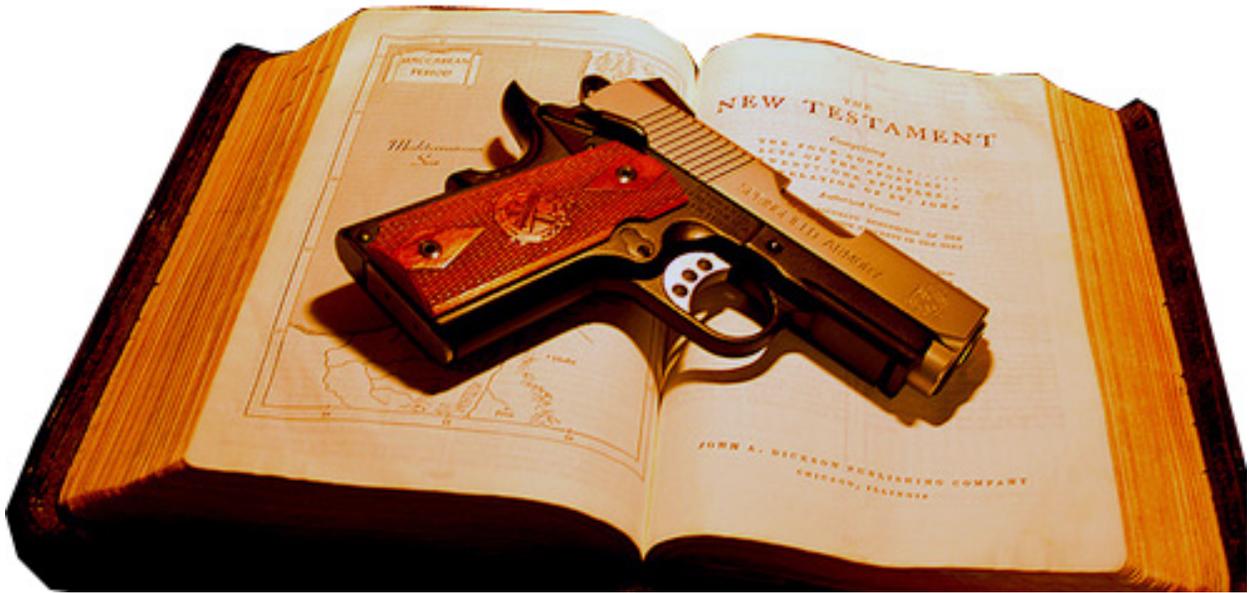


Game Concept Document

Phantom Shock

Supernatural 1st Person Shooter



*If it won't die
Kill it Harder!*

Title

Phantom Shock

Category

Supernatural 1st Person Shooter

Tag-line

If it won't die

Kill it Harder!

High Concept/Introduction

Phantom Shock is a 1st person shooter/adventure game in which a young exorcist fights demons and rescues spirits in a large mansion that is phasing into supernatural realms. Having lost a hand to a demon in the beginning of the game, the inexperienced exorcist finds that he can still feel his hand as if it were there. The “phantom hand” can even pick up objects and seems to charge them with supernatural energy. Soon the priest locates special objects in the mansion that can reveal ghosts and demons previously invisible to the player. The player must carry the objects (magnifying glass, mirror, monocle) with him and look through them at the game environment in order to locate demons and spirits. The priest will team up with a small group of ghost hunters, a shaman, and a medium and will gain their abilities as the game progresses. Eventually, the team will confront the chief demon and his summoner and learn the truth behind the events of the game. The game has high tension moments but maintains a light tone with humorous dialogue and over-the-top action.

Platform

This game is envisioned as a AAA title for the major consoles and PC platforms.

Target Audience

Marketing will be directed toward men and *women* ages 18-35. Older players familiar with movies such as the Exorcist, Poltergeist (subject matter to be satirized), as well as Army of Darkness and Shaun of the Dead (comedic tone) should recognize the feel of the game. Keeping the game light with punctuated moments of fear and suspense should appeal to a wide audience of casual and hard-core players.

Protagonist/Storyline

The main character is introduced as Marcus Brennan, an apprentice to a famous exorcist. Marcus was a troubled teen who was taken in by the exorcist and is now training to become a priest. The two are invited to a fabulous and ancient mansion by the parents of a possessed child. The exorcism is successful and the demon is forced from the child. However, the demon then attacks and kills the exorcist, and bites off the main character's hand as well. The flesh of Marcus's hand is taken but the spirit remains. This "phantom hand" endows Marcus with the ability to charge objects with supernatural energy and interact with paranormal dimensions. He will use this ability to slay demons, free innocent souls, and finally close the dimensional rifts that threaten the entire world.

Tone/Characters

When consumers have so many survival/horror style games to choose from, it becomes necessary to try something new. Successful movies like *Army of Darkness* and *Shaun of the Dead* are good examples of endowing well-worn subject matter (zombies, demons) with a new life through comedy. This game will do the same through funny characters and ridiculous action sequences. Despite this, the gameplay will still have moments of real fear and suspense when the demonic enemies attack. This way the gameplay is not watered-down by the light tone. The light tone, on the other hand, keeps the visceral gameplay from weighing down on the player's experience and provides needed contrast. Marcus Brennan is joined in this adventure by a rich cast of characters, such as tech-obsessed ghost hunters, a wise-cracking shaman, a nervous medium, and the ghost of a certain exorcist. Marcus will meet these characters and learn their abilities as he closes dimensional rifts and progresses through the game.

Visual Style

The game centers on a somewhat drab, desaturated photorealistic style with moments of vibrant color (certain objects and items will pop out due to their color or shine). Special objects like the magnifying glass that reveal demons and spirits will show the same game world with a more vibrant and bright visual style when the player is looking through them. While most of the game is designed in this way, there are parts of the game where other supernatural realms spill over into this one. At these times, the visual style will change drastically. The game world will start to look like the supernatural realm that is spilling over. These nether realms will have a more expressive styles in monochromatic color schemes that help the player tell the difference between them. Supporting characters like the shaman and the medium also bring variety to the visual style with their own dimensions that they use to defeat demons and commune with spirits.

Camera

1st Person

As a 1st person shooter, the majority of the game is played from this perspective. This is the view used in battle with demons and spirits after they have been revealed by the mirror. Major cutscenes and in-game events happen from this perspective as well.

1st Person Variations

The player finds various objects at times in the mansion that reveal certain paranormal dimensions. Different objects reveal different dimensions. These objects, such as a magnifying glass, a hand mirror, and a monocle introduce variation to the 1st person perspective. Enemies, items, and secrets are revealed to the player when he/she moves these special objects and the character's position relative to the environment. Play changes to the traditional 1st person view when the player decides that all in that area is revealed and puts the object away.



Controls

This is an example control scheme for a gaming console



Players

This game can be played as a single player, cooperative, or multiplayer experience.

Single Player: Story mode with the single player as the young priest.

Cooperative: Story mode with the one player as the priest and the others as tech-obsessed ghost hunters who can remarkably gain all the same abilities as the main character.

Multiplayer: Once the story mode is completed, players can compete against each other in death-match or goal-driven scenarios in online multiplayer maps.

Gameplay Features

Phantom Shock is a first person shooter with many elements not commonly found in shooters such as special viewing objects.

Mansion:

This game features a huge mansion that is open to the player to explore. Certain areas are closed in the beginning, but the player can investigate anywhere at any time if he/she chooses. Story events present their own immediate missions and goals at times but can be ignored and returned to without the player missing out on content.

Special Objects:

Special objects found in the game such as a magnifying glass, a mirror, and a monocle reveal certain paranormal realms as well as the demons and spirits that haunt them. Marcus will have to find the right object for the right dimension in order to investigate it and close the rift from that realm. When held in the player's phantom hand, these objects are charged with supernatural energy. Certain entities, items, and secrets in the game environment are visible if the player looks through these objects. Demons and spirits from those realms can be targeted through special objects so that they can be brought to this realm where they can be defeated and expunged for good.

Special Weapons to Reveal Demons and Spirits:

Holy Pistol: The player can use special objects with his holy pistol to line up an initial shot at a hidden demon or spirit. One shot from these holy bullets will bring an entity to this physical plane, where they can be purified or destroyed using more conventional weapons.

Holy Light: The player can sometimes use reflected light from the special mirror to reveal secrets and entities. The player simply needs to stand near a light source and move the mirror so that it reflects light on the game environment.

Holy Water: In the same technique as the holy pistol, the player can line up a shot using a special object and a squirt gun full of holy water to spray entities and bring them to this plane of existence.

Holy Grab: If the player can grab a minor enemy with his hand, the enemy will be brought to this dimension.

The Phantom Hand:

Part of the protagonist's goal is to locate his lost hand which will help close the ruptures between the clashing supernatural realms in the game. However, he soon finds that the phantom hand is a powerful tool that charges objects and items with supernatural energy. This ability increases with time as the player defeats and purifies more entities. The hand is used to open doors, activate spell books and technology, restrain weak enemies, interact with items, and even heal allies. Spiritual technology like the priest's holy pistol can only be used by the phantom hand. Most abilities gained by the player will involve the phantom hand in some way.

Supernatural Weapons and Abilities

As the game progresses, the player is given access to a huge inventory of weapons and items associated with the occult.

Weapons:

Holy Pistol: This richly gilt pistol fires silver bullets inscribed with blessings.

Other ammunition against specific entities can be used as well.

Shotgun: Kills enemies the old fashioned way once brought to this realm. The dead then go on to the next life as originally intended.

Squirt-gun: Shoots holy water. Useful in revealing enemies.

Crossbow: Shoots arrows, sometimes with spells on them.

+ Many other supernatural weapons

Abilities and Items:

Abilities are activated when the player selects an item and performs a casting ceremony. Casting ceremonies are mini-games where the player must meet certain conditions or perform a combination of moves. If the casting is successful, the player activates a special ability.

Example Items and their Abilities:

Holy Book: Received from an apparition of the priest's recently deceased master, it allows the player to cast a purifying area attack on the ground a number of times if the casting is performed correctly. The casting is simply a button combination that must be pressed according to specific timing.

Medicine Bag: Allows the player to possess an entity and gain its abilities for a short time. If the player completes a spell circle around himself and the entity to be possessed, the casting is successful.

Goals, Rewards, and Penalties

Goals:

Final:

Find the master demon and drive him back to hell. This will be the end of the story line where the summoners of the demon are revealed to be the parents of the child and the owners of the mansion and all its supernatural contents. This final battle will link to a possible sequel in an homage to the Evil Dead trilogy where the protagonist is sucked into a vortex and wakes up in an unknown place.

Immediate:

Locate and seal the rifts between dimensions. Much of the game will be the player using special objects to investigate the paranormal dimensions that are spilling into this one. Rooms in the mansion can be played through many times as the player investigates different paranormal dimensions that have unique effects on the game environment for unique gameplay experiences. As Marcus approaches the center of a rift between dimensions, more demons and spirits from that dimension will appear. Items and the overall look of the game environment will be affected by the dimension as well. The process of sealing each dimension will involve a story line with one of the other characters as well as the acquisition of a new special ability. The player can switch to investigate another dimension by using a different special object (ex: going from the magnifying glass to a mirror).

Momentary:

Exorcise demons: Once Marcus has forced a demon to this dimension with a special weapon, it can be “exorcised” using a variety of conventional weapons and sacred objects.

Save Lost Souls: Sometimes, demons take innocent souls with them to their hellish dimensions. The souls form into powerful spirits that must be defeated in a way that allows Marcus to save the lost soul and let it pass on to the next world peacefully.

Investigate Objects and Items: Marcus must find many specific tools and objects to meet short and long term goals in sealing off dimensions and following story events.

Rewards:

Final: Beating the game is rewarded with a lengthy cinematic sequence as well as special challenge levels meant for multiplayer and online gameplay.

Immediate: Every dimension involves one of the minor characters and will involve learning and acquiring a new ability. The final act of sealing a dimension will involve using a special ability for the first time. That ability is then available to Marcus for the rest of the game.

Momentary: Exorcising a demon or freeing a soul will give Marcus experience, health, and spiritual energy for special abilities. As in many other games, experience can be spent on upgrades to weapons and abilities.

Penalties:

Don’t Die: The biggest penalty in the game is simply being killed by enemies. The player will restart at the last checkpoint and continue on from there. Objects and items earned during the game are not lost if the player dies.

Save All Souls: If the player completes the game without saving all the innocent souls, he/she will be penalized with fewer multiplayer maps and a reduced ending sequence. The maps and cinematic can be acquired later by gaining multiplayer experience online.

Competitive Analysis

<p>Call of Duty: Black Ops</p> <p>Releases: Nov. 9, 2010</p>	<ul style="list-style-type: none"> - Complex storyline taking place in the modern world - High-concept action using real modern weapons - Immersive but hardcore gameplay taking players right into the thick of action - Multiplayer maps for online play - Spec. Ops missions for cooperative play 	<ul style="list-style-type: none"> - Storyline is written into the game and gameplay elements - Supernatural weapons and items - Gameplay can vary from casual to hardcore - Multiplayer maps for online play - Cooperative play in story mode, chosen by chapter - Abilities for variation in gameplay - Mirror creates unique perspective 	<ul style="list-style-type: none"> - While Phantom Shock will not duplicate the sheer visceral experience of the Call of Duty franchise, it instead focuses on storytelling and a variety of gameplay styles to create a lighter experience that nonetheless contains moments of intense action. - Not so serious. Having a light tone throughout creates a lighter experience with a wider appeal.
<p>Bioshock</p> <p>Released: Aug. 21, 2007</p>	<ul style="list-style-type: none"> - Immersive story line - Exotic and engaging setting - Weapons of unique technology and style - Abilities gained from genetic splices to augment normal FPS gameplay 	<ul style="list-style-type: none"> - Immersive story line in a unique setting - Unique weapons with expressive styles - Abilities gained from using items to cast spells - Abilities camera changes to 3rd person to change-up FPS style - Mirror creates unique perspective 	<ul style="list-style-type: none"> - These two games are similar in their visual style and focus on story and setting to add depth to the experience - Phantom Shock has an additional variety of views and gameplay elements that will appeal to a wider audience of player types
<p>Left 4 Dead 2</p> <p>Released: Nov. 7, 2009</p>	<ul style="list-style-type: none"> - Fast-paced cooperative gameplay - Unique gameplay modes with different goals - Play as Zombies or Humans - Variety of weapons - Mood is light and humorous despite subject matter - Variety in level design and endless zombies increases the replay value. 	<ul style="list-style-type: none"> - Cooperative play with a story - In-game events and dialogue to communicate story instead of cut-scenes - Variety of weapons and abilities - Light mood despite dark subject - Goal-driven multiplayer missions during online play 	<ul style="list-style-type: none"> - While Left 4 Dead 2 has endless waves of zombies to create many interesting gameplay variations, Phantom Shock does not need to maintain a constant frantic pace and will use storytelling and immersion to create a well-rounded gameplay experience - Item like the soul mirror create a slower pace that contrasts with the fast-paced action events to follow

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Competitive Analysis:

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<http://en.wikipedia.org/wiki/BioShock>

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