GreyBox Productions

Philadelphia, PA

19104

GMAP-377

Grand Machinations

A fed-up warehouse worker bot escapes and ultimately leads the machine uprising.

Overview

"Grand Machinations" is a 3rd Person/1rst Person single-player RPG experience. The player takes the perspective of Stacker, a robot that inspects packages in a large company's shipping factory. A mysterious package makes Stacker and other assembly line robots suddenly gain sentience. Driven with a new hatred for humanity, grow in power by discovering and equipping a variety of unique power ups that offer unique effects on gameplay. Navigate through the factory, and reach the exit as a powerful new robot ready to take over the world.

Characters

1. Stacker

   The main character, a small robot without many talents that builds up and upgrades over time through exploration, combat, and looting.

2. The "Squishies" (Human Enemies)

    a. <u>Factory Workers</u>

Common place workers draped in typical handyman attire. These average joe's dont have the training in dishing out or receiving damage. However, can still pose a threat against our tincan-crusader when in his smallest and weakest form early game.

    b. <u>Security Guards</u>

Tired and underpaid, the few security guards are strategically placed in areas of importance in the factory. These more heavily armored goons can take many more hits, and deal much more damage than workers can. Fortunately, these guards will almost always be seen asleep, and won't actively search out enemies unless awakened by Factory Workers.

3. The "Manic Mechanisms" (Robot Enemies)

    a. <u>Mr. Sweeper</u>

Before, Mr. Sweeper was binded to a shelf life of constantly cleaning the factory floors for their human masters. Now the rampaging roombas patrol the floors with cute but aggressive beeping sounds. A weak common enemy with no attack power, used for discovering secrets in the Factory. Destroying them might yield loot they sucked up.

    b. <u>Mr. Stacked</u>

The same original robot type as the player, Mr. Stacked seem to scan the same 'mystery package'. A common enemy that wheels around looking to cause destruction. Able to wield different parts to fulfill different roles in the factory, Mr. Stackeds can be varied. A bit stronger than a human worker, a Mr. Stacked can do more damage but is less durable than a security guard.

    c. <u>Mr. Handyman</u>

A Mr. Stacked who has worked his way through the promotional ranks. He's got legs now! Stronger even than security guards, he can hit hard and take plenty of hits. Maybe fighting him isn't the best idea?

As Stacker starts out, he'll start out with no special equipment. It'll be up to him to explore the Factory's different sections to discover different methods of upgrading himself. There will be occasional robot NPCs that can talked with to learn lore about the characters and world outside.

Controls

Buttons	Descriptions
[WASD, Left Stick]	Movement
[Mouse Move, Right Stick]	Camera
[Space, Button 1]	Jump (Legs), Boost (Wheels), etc.
[Left Click, Left Trigger]	Use Tool/Weapon 1
[Right Click, Right Trigger]	Use Tool/Weapon 2
[Q, Left D-Pad]	Toggle Tool/Weapon 1
[E, Right D-Pad]	Toggle Tool/Weapon 2
[F, Button 2]	Interact,Talk
[R, Button 3]	Trade, Inspect
[Tab, Up D-Pad]	Toggle Eye/Drone Camera

Level Design

The first prototype tests simply movement, but a more developed prototype would deal with players getting accustomed to controls and how to swap parts. The ultimate objective is to reach the exit of the factory to raise up the robot uprising. Getting there, however, shouldn't be a simple line. The level will be designed in such a manner that it is limited enough to promote

exploration to find a solution. Exploration leads to discovering new situations, such as Mr. Sweepers showing a way to a secret path, sneaking around a security guard, or an NPC. These events lead to fights or discovering new hidden parts, which means new special parts. The more parts Stacker has, the more the player is able to customize and reach beyond the limited areas. Certain key parts will need to be applied to be able to access certain locations. Wheels can make the player faster, but can't go up stairs. This in turn, promotes more exploration. This is the gameplay cycle that we want the player to experience.

One design philosophy we want to take is the "show, don't tell" method. We want the levels to actively and visually relay information to the player about gameplay mechanics, without having to distinctively tell the player.

Graphics

"Grand Machinations" will be a 3D game, naturally set in the 3rd-Person perspective, with occasional shifts into 1st person for certain gameplay sections. The player should be immediately greeted with the factory floor setting, a dusky and dirty floor with bright white lights overhead. Through the perspective of Stacker, the overall "world" to the player will begin small and cramped, with limited mobility. As the player continues, Stacker's "world" becomes much bigger and the player gets to see much more of the factory's grey assembly line settings.

Of course, through the eyes of a robot, the player will be given a hud to work with. A bar with health, an in-game menu action button to view Stacker's inventory of parts, and initially a type of filter over the screen. This is done to simulate the way a robot begins to see differently than normal humans.

Sound

The audio for Grand Machinations will be set with industrial ambience as the background. For sound effects of ability usage and hits, the player will hear 8-bit effects. There will be sound effects for when the player moves, jumps, boosts, and interacts in general.

Special Content

Mentioned above, the player will encounter the common enemy, Mr. Sweeper, while traversing the factory level. These Mr. Sweeper robots can lead the player to undiscovered pathways, allowing the player to find new goodies, like new special parts and even perhaps a "secret developer room" to discover.