RockBots 3000 Game Design Document
By Jonny Rice

Short Description

RockBots 3000 is a musical 3rd person action adventure game for the PC developed with the UDK game engine. In RockBots 3000 players take control of Giant Sized Musical Robots and literally rock the world.

Game Type/Genre

RockBots 3000 is a story driven 3rd person Action Adventure game that combines classic platforming and collecting gameplay with a musical theme that makes the soundtrack as exciting as the action.

Scenario

The game takes place in the urban landscape of Hip-Hopolis, where the M.A.N. has outlawed music in order to try to control the world and shutdown the RockBots. The RockBots and the Hip-hopBots join forces and "fight the power" buy sticking it to the M.A.N. and liberating Hip-hopolis from the M.A.N.s anti music campaign.

Long description

CHARACTERS

1. Hip-hopBot: (player character) Run DMC meets the Iron Giant. Influenced by the style of rap and hip-hop, part boom box part DJ.
2. RockBot: (non player character) Like Black Sabbath meets Voltron. Influenced by rock and heavy metal, part electric guitar part lead guitarist.
3. PopBot: (non player character) Pop Idol meets "Maria" the robot from Metropolis, a chrome siren influenced by love songs and techno
4. The M.A.N.: After Democracy was banned in favor of capitalism the M.A.N. (Media Assault Network) assumed the role of alpha authority and outlawed music and thus declared war on the RockBots.
5. Anti Music billboards: The M.A.N. uses these propaganda machines to keep the locals docile and music free, their static fields are also hazardous to the RockBots.
6. Police Tanks: Now that music is outlawed these Robocop's are patrolling the streets to bust the RockBots in the act.
7. Corporate M.A.N.BOT: In an effort to fight fire with fire the M.A.N. has forged a robot in his own image to protect his supremacy.

LOCATIONS

1. The Hood: Streets: This is the first level of the game, after navigating through the tutorial portion of the level where you learn the basic movement, jumping, and rocking mechanics this is where the Hip-hopBots and the RockBots battle and eventually join forces, the PopBot is also introduced.
2. Midtown: Rooftops: This level is made up of more elevated areas and roof jumping. You follow the PopBot across the rooftops. At the end of this level you run into the M.A.N.Bot
3. Financial District: Skyscrapers the last full level of the game. Here you battle the M.A.N.Bot and chase him to the corporate headquarters of the M.A.N. for the final confrontation.
4. Boss building: the final stage of the game takes place on the M.A.N. headquarters, a super robot building that you must scale and shut down for good.

ITEMS

1. Lightning Shredder: A super guitar weapon that channels sonic energy into a destructive force that is used to rock the world. It acts as a melee weapon and can also deliver powerful ranged attacks. It can also be upgraded to act as a hover board that you ride through the city.
2. Musical Powerups: These various audio items are collected to charge your Rock Power and also provide appropriate musical sound loops to enhance the soundtrack of the game.

Game Play

COMBAT

1. Rocking out: Players have a variety of ways to "Rock out"
    a. Melee Attack: The player can attack at close range with a brutal guitar smash attack
    b. Standard ranged attack: The player projects a sonic attack that damages enemies from a distance by riffing on their guitar.
    c. Super Attack: After charging their Rock Power all the way the player can unleash a mega powerful sonic attack that rocks the surrounding area with a blistering mini solo.
2. Liberation:
    a. The power of music isn't only to destroy, by rocking out the players also liberate the world around them from the oppression of the M.A.N.'s anti music campaign. It's a secondary object to light up the whole city with the power of music.

EXPLORATION

1. Platforming: The primary ways the player will move throughout the city are walking through the streets and jumping and double jumping from building to building.
2. "Skating" The player's guitar will upgrade to give the option to change the guitar weapon into a hover board. The flying V "Hover board guitar" will allow players to fly through the

streets at an increased speed. Some areas will feature ramps where the Flying V will be necessary access certain areas.

3. Collection items: These items are used as exploration tools. Boom-boxes, Record players, DJ Turntables, Headphones, MP3 devices, etc, when collected musical sound effects are played like a song sample or DJ scratching. At the end of each level players are given a score rating on how many were collected.

4. Path Items: Mark the main path of the level and are tied to an actual background track that plays when you pick it up and then fades out after a few seconds. These serve to instruct the player to the next step necessary to complete each level.

Art Style

1. The world of RockBots is musical in nature, the objects and buildings have elements that suggest instruments or audio tech. The architecture could be described as graffiti-inspired. Instead of ridged lines and hard angles for a building there would be slight curves and tweaked angles that almost suggest movement. When a player liberates a building by rocking near it; the windows will light up. Almost like they are building a city on Rock and Roll ☺

Game System

ROCKPOWER

1. Your ROCKPOWER gauge essentially acts as an ammo counter for your rock attacks. When the player collects items the Rock Gauge fills, when the player uses a rock attack the gauge decreases in relation to the power of the attack; when the player unleashes a super attack by holding down both mouse buttons simultaneously the rock gauge will decrease by a third. For the melee and standard attacks the rock gauge decreases on a much smaller scale.

Narrative Structure

STORY: The story of RockBots 3000 is a somewhat symbolic pop culture poem. It's a satirical projection of the world we live in. The musical technology of today evolving from gadgets into robots; the story of rock and roll retold and upgraded into the future. It's a world where the revolutionary soul of rock is downloaded into the artificial souls of machines. In this world of sex, droids, and rock 'n roll; the alpha authority (THE M.A.N.) is losing power and has outlawed music to keep control.

Just like rock and roll, the RockBots were not willing to log off and shut down. RockBots 3000 is the story of how the Hip-hopBots and RockBots rose against the tyrannical M.A.N. and defeated him with the power of their music.

Title and Information Screens

Title screen (IDEA!! shows a 4 disc DJ turntable) (the levels are represented with 4 different records) as the player progresses through the game the records become selectable.

Main Menu

1. Play
   a. Level Select
      i. The hood
         1. Story screen 123
         2. Rating screen
      ii. Mid-town
         1. Rating screen
      iii. Financial District
         1. Rating screen
      iv. Boss
         1. Rating screen
         2. Story Screen 456
2. Instructions
   a. Moving
   b. Rocking
   c. Hover boarding
   d. Items
3. Credits
   a. Credits Roll
4. www.RockBots3000.com
   a. Opens link to website
5. Upon exiting game, 1 splash screen showing highlights and web link are shown.

Audio Requirements

The audio aspect of RockBots 3000 is absolutely essential.

Background music/sounds

1. A subdued background track will always be playing during gameplay, this is the default music. Ideally we should have 1 for each of the 4 levels.

2. When a path item is picked up it will cue a small segment of separate audio that adds a layer to the default music track. After a few seconds this audio will fade out and stop until the next path item is picked up continuing the additional layer of music. Path items are placed in such a way that it should be possible to play the main song of the level continually as long as the player keeps standard forward momentum through the level. This will require fairly meticulous placement of path items. Ideally we should have 1 path item track for each of the 4 levels.

3. Collection items: These items are used as exploration rewards and can add additional layers to the background track. At the end of each level players are given a score rating on how many were collected.

   A. Boom-boxes: Adds a short song sample loop to the background track
   B. DJ Turntables: Adds a scratch sample loop to the background track
   C. Drum Set: Adds a percussion loop to the background track

Player Sounds

MOVEMENT

1. When the player moves there should be heavy robotic sounding footsteps
2. When the player lands from a jump there should be a hydraulic hissing sound as well as a cracking rumble sound
3. When the player jumps there should be a mechanical launching sound.

ATTACKS

1. When the player performs a melee attack it should sound like an electric guitar with distortion being smashed against the ground, it should also include feedback and audio corruption if possible. We could use 3 or more separate sounds to cycle through. This sound is triggered when a melee attack successfully hits a target.

2. When the player swings the guitar for a melee attack there should be a sound of fingers sliding up and down the frets of an electric guitar with distortion. We could use 3 or more of these sounds to cycle through; sliding up the frets, sliding down the frets, sliding up and down quickly, sliding down and up quickly. This sound is triggered every time a melee attack is attempted.

3. When the player makes a standard attack there should be a short riff that plays and could possibly loop as long as the player is holding the fire button. We could use 3 or more of these to cycle through. Ideally they would be real riffs from popular rock and metal songs…we will see.

4. When the player unleashes a super attack there should be a small high speed guitar solo or flourish that plays. We could use three or four of these sounds to cycle through each time a player executes a super attack. To enhance the audio experience of the super attack there

would be a speaker feedback ringing sound that would fade out at the end of the musical sound.

5. Adding different samples of screaming applause after each of the attacks would further enhance the musical attack experience and highlight the idea that you are liberating the world with your rock.

Environment Sounds

1. The world of RockBots takes place in a busy urban background, car motors, cars honking, people's voices, police sirens, passing planes, helicopters, and jackhammers all make up the ambient sound.

2. Quite often the RockBots will cause some collateral damage in their adventures. When the player collides with the many kickable objects in their way there should be some breaking and crashing sounds that are triggered. We could use four or five of these to play randomly when this occurs.

Enemy sounds

1. The Ant music billboards will produce a static "Bug-fight" sound like when your old TV didn't have a signal, "Ssssshhhhhhhsssshhhhh" When they are destroyed the static stops.

2. The Police Tanks
   a. a clear siren sound,
   b. a heavy tank engine sound. Almost like a huge semi truck.
   c. It should also have mega phone voice line that says "Stop Rocking"

3. The M.A.N.Bot: This bot has a kind of cell phone weapon, when it calls you it does damage to you. It will need telephone sound effects, like
   a. dialing
   b. automated messages, "We are sorry, all lines are busy" "your call is important to us" "please stay on hold"
   c. busy signals

4. M.A.N.Headquarters Super Giant Skyscraper Bot: The final boss of the game, (needs to be conceptualized more before we decide what sounds are appropriate.