

Concept Document

Full title: Gravitron Ultra

Team name: Team Gravitron Ultra 2007

Genre: 360 ° Multiplayer space action!

Game modes: Multiplayer only.

Platform: PC (*however the final product would be geared towards Xbox360*)

Uses XNA: Yes.

Team members

Project Manager & Programmer: Steve Olofsson, steveo@kth.se

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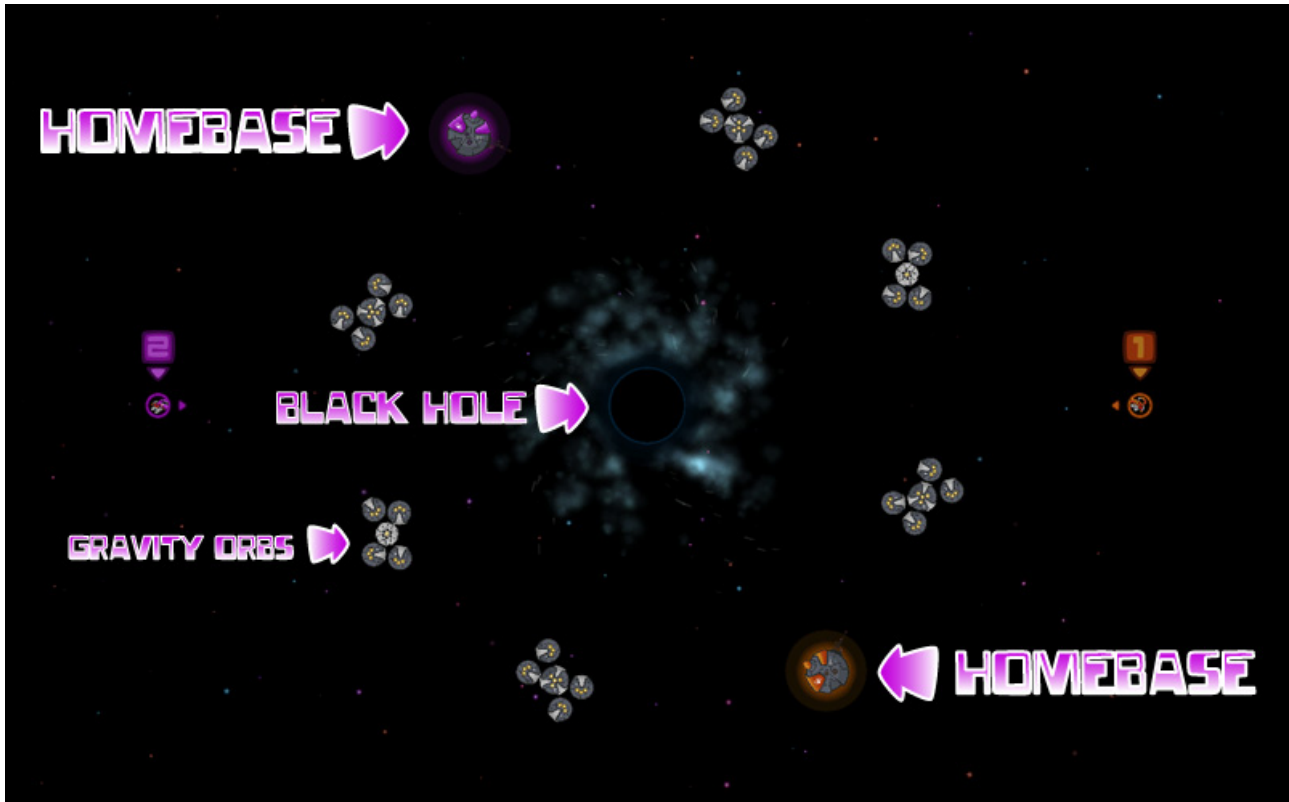
Abstract

In Gravitron Ultra you control your astronaut in a frenzied multiplayer struggle to save your Home Base from being swallowed by the Black Hole. To save your home from this grim fate you gather and attach Gravity Orbs to it. Once connected the orbs will provide your home base with some much needed lift effectively slowing it's decent towards the black hole. The game-play is essentially designed to be short and intense with fun-factor, team-play and *“friendly”* rivalry as its key elements.

The game concept

The game starts out with a miniature solar system orbiting a black hole. However, instead of planets and moons you have Gravity Orbs. In orbit you'll also find your Home Base. As the name suggest this is your home and as such it's your primary objective to protect it from all harm.

Each player controls an astronaut and in this version you can choose to play any combination of two to four players distributed over two teams, however we recommend 1vs1 or 2vs2.



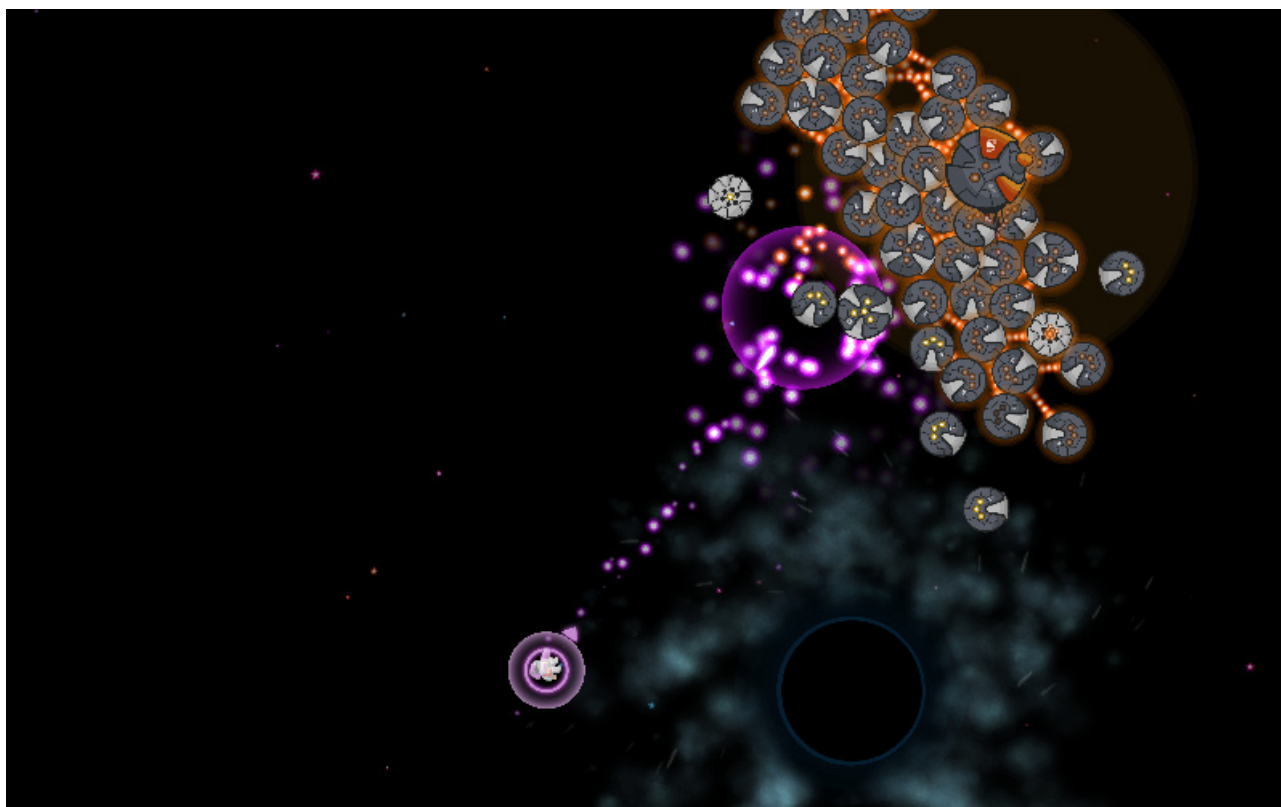
The initial layout of the game.

The most pressing threat to your home is the black hole. To protect your base from it, you must gather the Gravity Orbs in orbit. To do this simply aim and fire your weapon at one of the orbs. Once the projectile, called *ping*, collides with the orb it will form a connection between you and the orb. You can repeat this process to connect several orbs in various structures. Once you've gathered enough orbs return to your Home Base and attach them using the same mechanic. Simply aim and fire a ping at your home and the orbs that were formerly attached to you will now be attached to your home.

After a certain time the black hole will increase its gravitational pull causing your Home Base to start moving towards it. The more orbs you have attached to your base, the slower it will descend. In fact, if you gather enough orbs it will even start to move away from the black hole. This is where the battle intensifies, as there are only enough orbs to save one of the two bases. The race is on to steal your opponents orbs and guarantee the safety of your own home!

Rules of engagement

Your weapon is not only meant for gathering orbs, it can also be used to disconnect them, more specifically your opponent's orbs. To do this, first fire a ping at one of your opponents. This will stun him for a short while. You'll also notice a new, homing ping moving towards you from the astronaut you hit. Once this ping returns to you, you will receive a power-up known as the *Super ping* ability. Once acquired your astronaut will start flashing and a small green bar will appear, showing you how much time that remains until the power-up fades. With this ability you can disconnect your opponent's orbs simply by firing at them. *However, when fired at the enemy Home Base it will disconnect ALL orbs attached to it.* Please note that while you have the Super ping ability, you're not able to form any connections.



The purple player has just fired a super ping at one of the enemy orbs, disconnecting it from the Home Base.

Obviously, taking a direct hit to your Home Base is not a pleasant experience. The tighter the structure you build around it, the less exposed it will be thus leaving you less vulnerable to attacks. The game allows for any kind of structures, however as you've probably already figured out long strings of orbs are not recommended. Should you find yourself under attack with your Home Base exposed you can always try to block the Super pings using your own body!

Gravity Orbs

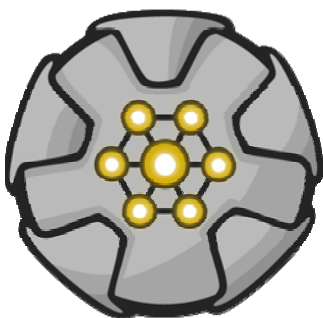
There are three types of Orbs:



Gravity Orb: Your average Joe in terms of Gravity Orbs. Plenty to go round' but provide only limited lift.



Super Gravity Orb: The Gravity Orb's bigger brother. Weighs twice as much but provides five times the lift!



Shock Orb: While rare you'll want to get your hands on this baby because this little orb's got a trick up its sleeve! Once connected it has the ability to stun nearby opponents. As you get closer to an enemy Shock Orb it will start flashing and eventually (if you're not careful) send out a shockwave stunning you for a short while; perfect for defending the Home Base.



In Closing

We'd like to emphasize that this is the core game-play of Gravatron Ultra. Rather than implementing several half-way balanced features we've chosen to focus on creating a balanced, fast-paced, short and fun game-play demo. What you see is not the finished product but rather a display of the mechanics on which we've built our game. Gravatron Ultra definitely has room for more power-ups and we're already considering some ideas we've come up with during testing and development (such as a massive orb, requiring two players working together just to move it). However, it is our belief that for a game to succeed its core game-play must be rock solid, thus that is what we deliver.