

High Concept

Alpha Mud

By: Håvard Furø Pettersen, Kristoffer Borgen and Dylan Paul

Lesperance

Brief Overview

Title: Alpha Mud

Genre: FPS, Action-Adventure

Platform: Playstation 4

Audience: People over 18 years old.

Length: Main story 20+ hours.

Story and Setting

Alpha mud is set in a chaotic United States in the 1960s that have been conquered by a power hungry man named Bob Jones. He was in a group of people that got their hands on a nuclear weapon in 1945 and managed to take over the United States. The streets and towns are now full of crimes and fighting. Different states are also affected by nuclear weapons that have been launched at them. Then in the start of the 1960s you as the main character managed to get a crew of people to fight Bob Jones in a wartorn United States. The main goal is to take the power from Bob Jones and fight down his army in different states. In the end the player can choose how the new United States will be, the player can be a new Bob Jones or someone that makes the country go back to how it was before Bob Jones got the power. The player is free to do what he wants all the time, the main story will only move forward when you do certain main missions. The climate and setting in each state will be close to how it usually is in real life.

Main Character

The game starts by the player making a character. When you choose to start the campaign, the player will get the option to choose a name, the gender and the visuals of the character. The player can choose a wide variety of skin colors, hairstyles, facial hair and also the color of the hair and facial hair separately. When it comes to the more physical aspect of the character, it is possible to choose to stretch your nose, eyes, mouth, ears, chin and overall face to create what you have in your vision. It is also possible to choose height and body types.

The character will only speak when the player choose one out of four possible answers in a conversation. By the end of the game it is possible to be looked at as a sick and power hungry person or as a hero that saved the country. It all depends on how you interact with the people and what you choose to do in different scenarios before reaching your main goal by taking down Bob Jones.

Gameplay

The game has some key parts that you will be spending time on. Building and managing your own settlements. Handling other factions in different ways, like befriending them, spying on them and going to war with them. You'll also be exploring the world, finding new allies and enemies, finding resources that you need to survive. The player walks through the streets equipped with weapons to handle bandits, while scavenging for resources and exploring. The player can also find vehicles to travel around faster with, to go out of the city or transport items between settlements. The player can take part in battles with their soldiers with a range of melee or ballistic weapons or send them out on smaller missions by themselves. By the end of the game all resource gathering and supply making can be automatic with the help of NPCs. Throughout the game you can choose to do the main mission or to just focus on other elements of the game..

Controls

R2 = Shoot
R1 = Throwable items
L2 = Aim
L1 = Throwable items
X = Jump/Interact/Yes
O = Crouch/prone/No
Square = Reload
Triangle = Use item in item slot
Start = Menu
Touchpad = Inventory
Left analog = Walk/run
Right analog = Look around
D-Pad = Quick change of weapons/items

Graphic Style

The Graphics will look realistic, it doesn't necessarily have to be the best quality, but all our graphics should be smooth. Many other open-world games like Arma and DayZ lack in animations, where they generally are choppy and buggy. We do not want to continue this trend with our game, so we will make it a point to have smooth and realistic looking graphics.

Sound and Music

Sound and music will play out through the game. Sounds and music have a huge part in visualization when it comes to shooter games. You will mostly hear what your actions are apart from when you are standing still then NPC sounds will become louder and clearer. Some examples of what has sound are: reloading, jumping, running, walking, shooting, fighting and throwing to name a few. When you engage in a war with another state the music pace will speed up to support the gameplay. The music style will be related to war and a post apocalyptic time. Music to be used will have a fast and heavy metal-inspired sound and will be used to hype the player for big enemy encounters and boss battles.

Multiplayer Game Modes

The gamemode is called "Mud survival" The multiplayer focuses on you conquering other states in America. To do so you must build your defenses, grow your alliance and kill the enemy. By killing the leader for each different state you take over that state. This will give you more resources, weapons and armour and make you a stronger fighter. Each state has a set difficulty so its not best to attack the strongest without having conquered other small states to enlarge your army. Once all states have been conquered, you win and the game ends. You can play this online using the party finder, You can also play it solo or with friends with a maximum of 4 people at the same time. The difficulty of the gamemode scales depending on how many people are playing it at the same time.

Target Platform

The targeted platform for Alpha Mud will be the Playstation 4. This platform provides an enthusiastic online community, and in our opinion it has the best controller among the three main consoles. Since the game requires precision and skill, the Playstation 4 provides more than enough in order to achieve this goal.

Target Audience

Target audience for this game will be 18+ and older, our game will have PEGI 18 so as long as you are older you are good to go. Finding the target audience requires some research of other games in the same genre, find out what the best game in the genre is and what audience their targeted and how similar our game could be and compare those. What skill do you need to play the game, if high skill is required you may need a bit higher audience and that's where our game gets in the picture. Our game is above average skill and a dark and rich story with realistic combat, therefore we chose to have PEGI 18 so we know we hit the right audience right away.