

Title: *Pestilence ... (Vessel 013)*

Genre:-Action

-Science fiction-Horror

Game-play Features:

- First person Shooter Squad-based game play
- Four player co-op

Synopsis (High Concept):

A gritty military biohazard unit is sent in to investigate a research instillation orbiting around Pluto after all contact with the station is lost. Once inside they are trapped and in order to escape must fight their way through hordes of the infected to escape.

-Dawn of the Dead / Virus meets Fear = visuals

-Gauntlet Legends meets F.P.S. = game play

Introduction:

This game is a first-person-shooter, four-player co-op dungeon quest. It is set in the future when humanity has spanned the solar system. The game takes place on a research facility attached to a colony on Pluto, the furthest outpost of human existence. Days after the station reports having found true evidence of alien life all contact with the station is lost. Players play as one of a team of four members of a military unit whose purpose is recon and investigation to provide intel so that the CORE government can best decide what course of action to take (Dragoon, Medic, Technician, A.I.).

This game is a Science fiction-Horror whose battles are fast paced with hordes of enemies; while having disturbing cut scenes in between designed to get underneath the players skin and slow down the pace at key story points. Game play is reminiscent of Gauntlet Legends in that players will have to navigate there way through the 'dungeons' that are the various floors of this instillation finding what they need to advance to the next level or boss chamber (i.e. person's hand for finger print identification, I.D. card, etc); while facing legions of enemies spawning from generators; whom provide an unending amount of enemies till they are destroyed. Visually the game is claustrophobic and dark.

Advantages:

- social game (4 player online/network co-op), but also capable of entertaining single player gameplay
- necessary 4 co-op game-lay means players must work together to complete the game
 - If in single player mode CPU squad will be substituted
- fear & anxiety inducing levels combined with hordes of enemies = adrenaline rushes for player
- RPG elements incorporated: such as a basic character class sys. and leveling-up to unlock new features, which reward the player for playing more
- fast paced horde style game play not seen in the F.P.S. genre for a while = hole in needing to be filled

Class System: 4 basic classes (Gauntlet Legends meets Ghost Recon meets KOTOR) + choose sex of character: differences between classes= initial stats and weapons available, which effect game-play. Players being able to choose type of character allows for more **Player Identification = better game experience.**

- Dragoon/Hoplite: heavy infantry i.e. shotgun....grenade gun...flamethrower, etc
- Medic: dually pistols....auto-pistols....biological cartridges (to destroy host tissue)...acids, etc
- Engineer/Technician: electrical pulse....massive taser...electrical discharge, etc
- A.I Support: similar to light infantry i.e. light machine guns, charged blasts, etc

Key Goals: work together with your squad to battle your way through hordes of enemies, while navigating your way through the 'dungeon(s)' and eliminate the final boss(s)



Level/story Progression:

-Setting: orbital station: level to work on in class (i.e. docking bay, maintenance levels, laboratories) An orbital outpost station above the planet Pluto, where a growing human colony is beginning to prosper on the fringe of humanity's solar system. Space travel is possible at this time, but humanity has yet to reach beyond its solar system. This orbital outpost serves primarily as a research vessel for many different space technologies such as: advanced space craft design, developing technology so as to make life in space and in the colonies more suitable for human life, as well as serving as a launching platform for test flights beyond the solar system and as a dock and for ships needing refueling on their way back into the core of the solar system. This outpost and colony mark the advancing fringe of humanity, being so far from the core systems of Earth and Mars. Humanity has yet to encounter any other forms of intelligent life in the universe.

During a sweep of nearby space by the orbital station researchers a signature is detected of some unknown artificial structure on a meteor (the disease container) and it is retrieve it. Upon examination they determine this to be truly of alien origins and contact the Core government with their find. Upon the vessel is encoded some type of message which the scientists are unable to decipher, (too much like alien 2?); the order is given from CORE to open the vessel and investigate. The vessel is opened by the orbital scientists while under watch from CORE representatives as well as leading scientists. Upon being opened a few small scraps of alien-tissue are found. Seven days later all contact from the space station is lost and the bridge between the colony and the station is deactivated from the station's end due to the fact that someone on the station commenced a

complete quarantine lock down. Alarmed by the unusual timing of this communications blackout and seemingly self imposed quarantine of the station a military/biohazard vessel is sent to dock with the station and determine what has happened....here is where the game begins. Comprising this crew are the main characters/job classes open to the player(s): medic/scientist, technician/engineer, dragoon, A.I.

Players enter station to discover it in shambles in certain sections, blood, but no bodies or station workers. As players progress through station various holo-recordings done by crew and camera surveillance videos reveal what happened, as well as encounters with infected personnel:

The tissue samples contained within the alien vessel were massively infected by a biological pathogen of some sort. The pathogen quickly spread via physical contact; beginning with a few station operators who appeared to be having the stomach flu on the third day after the opening; the following day a few more. On the fifth day while others became sick those who had become ill the first day appeared better and continued their duties. It was assumed some flu virus was working its way through the crew. It usually happened once or twice a year, when a virus managed to slip in among the supplies sent up from the surface; but the disease and pestilence sweepers usually took care of everything before it ever entered the station. The stations medical team filed a report saying this with the colonial authorities whom monitored the station from the surface. On the sixth day some crew members failed to report to duty, and still others became sick, while others worked on. On the seventh day communications as well as other major systems were taken out by an unknown source, more crew were sick and more were missing. Unable to neither determine nor understand the exact cause of what was happening to the crew the medical chief along with the chief of staff initiated the quarantine. Following this action the main power was shut down from an internal attack and then in the dark the monsters came out.

Contained within the vessel was an alien pathogen, alien life and thus undetectable by humanities sensor technologies: an intelligent pathogenic alien life-form. First contact. (Collective Consciousness or individualistic) The pathogen works by first subduing and merging with its host. This occurred when the crew members who were initially sick appeared to become better, but really their immune system and entire biological systems had been overridden and taken over by the alien pathogen. This is stage 02 of the disease. Stage 01 is infection. At stage 03 the hosts become delusional: here the consciousness' of the host(s) begins merge with pathogens and then eventually be controlled by it: it was at this point that the more severely infected crew members began to sabotaged the systems of the station and disappear. At stage 04 the host may begin exhibit varying forms of mutation or none at all depending upon the will of the pathogen and its/their needs. It is from this stage four mutation that the games varying types of enemies are manifested.

The overall story for the player is to first determine what has happened to the crew, the station, and the alien artifact. Upon discovering the extent of the situation their vessel, which they came on is destroyed via sabotage and thus the player and his team are stranded. The characters now must seek another means of the station: a prototype space vehicle located in the research docks. Through fighting their way through the vessel the player learns of the true nature of the pathogen as well, as its history, where it has been, and what it has done to other civilizations.

- Sequel setting: planet surface after infected enemies after orbital station crashes to planet surface
 - ~urban conflict: quarantined off area around crash (i.e. Resident Evil: Apoc.)
- Story and Game Structure leaves room for Sequel(s); one could build a franchise!

Game-play Experience:

Being that this is designed around horde battle gameplay and should be fast paced the traditional worries of a FPS for a player such as ammo amount or weapon are not a concern (just as in Gauntlet