

Remnants

'Humanity is shattered and the survival of the species now balances on a knife's edge. All that stands between the alien Rakai and victory is the crew of The Wreck and the last supersoldier left standing'

Game Design Document

Overview

Remnants is a first person shooter, science fiction, action game based in a dystopian future where humanities early attempts to colonise a new home amongst the stars have been thwarted by an invading alien force known as the Rakai. The game focuses on Stryder, the last known survivor of the Damocles supersoldier program, and the surviving human command structure hiding in a half decommissioned spaceship called the Wreck. Through the course of the game Stryder will fight hordes of aliens, uncover lost secrets of his past and race against time to get the last of humanity on New Avalon to safety.

The story follows Stryder, who has been lost since humanity finally fell under the Rakai assault six months previously. He has also lost his memory of the events from the past six months. He eventually runs into human survivors who take him to the Wreck, a half decommissioned colony ship housing the last of humanity's command structure. Their plan is to rebuild the ship and escape the planet and the Rakai forces that are still hunting them. Stryder agrees to help both to complete his mission but also as one of the scientists who made him is on the Wreck and willing to help him remember his past.

As a first person shooter the gameplay revolves around guns, both human ballistic and alien energy weapons. These provide a variety of gameplay styles and each gun has a unique part to play in any player's battle strategy. As the main character is a supersoldier, players also have access to many abilities not available to baseline humans. Stryder can run faster, hit harder and generally perform feats that would be beyond most people. He is also clad in high tech power armor that gives him tactical advantages over his opponents; such as enhanced sight and scanning capabilities, protective energy shielding and various enhancement modules that can be switched out to grant different perks and abilities.

Platform: PC, Xbox Series X and Playstation 5

Audience: 12-24 Male and Female

Story Overview

The story begins during the Fall of New Lincoln, humanities capital planet in the Aurora Sector. Originally humanity fled to the sector from Earth and sought to have a second start. Unfortunately they were soon assaulted by the Rakai, a fearsome and seemingly unstoppable alien race that drove humanity to the brink of extinction in just a few years. The Battle of Avalon and the Fall of New Lincoln shattered human civilization and left them as scattered remnants, surviving in the shadows of their worlds.

The Fall of New Lincoln was also the first deployment of the Damocles super soldiers, a secret unit developed specifically to combat the Rakai. No one knows exactly how but they were all wiped out during the battle. This actually proves to be incorrect as the last survivor, Stryder, wakes up in the ruins of New Lincoln six months later. Initially struggling to find his bearing or remember how he ended up buried in rubble, Stryder makes contact with the crew of the Wreck. Making his way through enemy territory he is able to locate the survivors and their vessel, which turns out to be a half decommissioned colony ship.

Though he is glad to find that something has survived the Fall of New Lincoln he is disheartened to learn that no one has seen any of the Damocles Soldiers since the battle either. Amongst the crew he meets; Captain Thatcher, the leader of the what's left of the military forces, Alexander Rasch, a scientist who worked on the Damocles Program and Isabel Tarsis, the leader of the Wreck. They explain to Stryder their plan, to rebuild the Wreck and use it to escape New Avalon. Seeing it as a chance to redeem himself after his perceived failure during the Fall of New Lincoln Stryder agrees to help.

As he leads various missions to acquire the needed parts for the Wreck and to draw the Rakai's attention away from the site, Stryder begins to see signs that he believes point toward the Damocles Soldiers survival and begins to become torn between finding his friends and helping the survivors. Eventually, a chance meeting with a Damocles Soldier called Mortis almost leads to Stryder's death

when his old comrade attempts to kill him for being a traitor. Stryder survives but is knocked unconscious in the struggle.

While unconscious he regains some memories about the events of the Fall of New Lincoln. During the battle the Damocles Soldiers were sent to evacuate the humans command structure, but some of the supersoldiers turned on their leaders and attempted to assassinate them. Stryder interrupted this exchange and attempted to stop it which left him unconscious in the ruins. Awakening Stryder makes his way back to the Wreck, discovering a Rakai force on its way to destroy the Wreck having discovered its location.

Racing back Stryder warns the crew and then offers to lead a diversionary attack to buy the Wreck enough time to be finished so it can spirit those left off world. Before leaving he confronts Rasch about his memories, the scientist confirms that the Damocles Soldiers were created as part of a coup to take control of the sector though the Rakai cut these plans short. Stryder leaves disturbed by the news and willing to sell his life, feeling cheated out of his seemingly heroic existence.

Stryder's plan works and the Wreck is able to escape the planet, though Stryder is eventually overrun and captured by the Rakai. Instead of killing him the aliens take him to a remote human base. Forced to use his suit to open the base, Stryder begins to recall this as a base for Project: Damocles. Within is revealed to be an ancient device of alien origin, something the Rakai have been seeking and the reason they came to the planet. Before the Rakai can begin retrieving it, and also finally killing Stryder, they are attacked by a squad of Damocles Soldiers led by Mortis.

As a pitched battle begins between the two sides Stryder is contacted by an alien consciousness within the device. Imploring Stryder to destroy it before either side can claim it. Following its instructions Stryder fights his way through the facility he is able to set the facility to self destruct, managing to disable but not kill Mortis in order to do it. Before making his way to an escape pod, though it is left ambiguous whether he survived or not.

Character Profile

Overview: Stryder is thought to be one of the last Damocles super soldiers that appeared at the end of humanity's war with the Rakai. He is a consummate fighter trained in various combat tactics and the use of both human and alien weaponry. During training he was noted for his adaptability and endurance though was never known as the best of the group, actually scoring quite low. Nevertheless this puts him above most human soldiers in terms of raw skill. However by the time the story starts he only faced one battle, during which he was knocked out. As such he is untested and during the course of the story learns to put his training into practise.

Due to his memory loss and a life spent training for battle his personality and social skills suffered as a result. He is blunt, straight to the point and awkward around most people but is good natured and kind hearted enough for it not to come off as disrespectful. His perceived failures during the Fall of New Lincoln drive him to prove himself, leading him to take unnecessary risks which can put him at odds with his new comrades. He is also determined and won't give up on something easily, such as searching for clues about what happened to him and the other Damocles Soldiers.

Abilities: As a supersoldier Stryder can perform feats above and beyond what a normal human can achieve, even out of his powered armor. He can move faster, allowing him to quickly close distances with foes or avoid enemy fire, and perform other acrobatic feats such as leaping great distances or climbing into hard to reach areas. His increased strength allows him to wield certain heavy weapons a normal human couldn't and engage in advanced hand to hand combat.

His suit provides both protection, with heavy armor and an energy shield, and a suite of tools to aid in various tactical situations. An advanced scanning and detection system grants him a radar to detect enemies with a 30 meter radius and can be used to scan the battlefield for useful tools or combat opportunities. There are also a variety of modules that can be swapped out and customised at the Wreck. These include; an increased shield package that can overload the shielding system to provide better protection and a knockback to nearby enemies, a stealth

suite that lowers the armor profile and provides an active camouflage feature that draws power from the shield as well as an improved armor system that increases damage resistance, ammo capacity and adds an arm mounted ordnance launcher. Each of these suit modules can be upgraded and customised by the player to compliment different play styles.

First 15 Minutes of Gameplay

Gameplay begins with the Fall of New Lincoln and the Damocles squad coming into the city via a dropship. Their objective is to fight their way to the central government building to evacuate High Command and try to get them off the planet. They arrive in a heavily contested courtyard which they need to fight through to reach their objective. On their way they run into a group of troopers, led by Captain Thatcher, who are holding the ground in front of the building. The Damocless work with the troopers to hold the line and eventually blunt the alien assault.

Once the immediate area is clear the supersoldiers move into the building, leaving the troopers to cover the front. Inside the Damocles Soldiers find signs of a struggle and begin moving quickly through the building. Soon after entering they are contacted by the security detail for High Command, telling them soldiers that a Rakai force has made it into the building and is heading straight for the command staff. Mortis chooses to split the squad up, taking three others with him to cover the command staff while sending the rest of the team to cut off the Rakai and make a path for them to escape down.

Travelling a short distance down a series of corridors the team almost runs headlong into the alien group coming the other way. The Damocles soldiers move in quickly to secure the breach. After a few minutes of combat it becomes clear that the Rakai have completely broken through the flank and the team begins to fall back. The Rakai also begin jamming all signals, cutting the teams off from each other.

With their communications down and the Rakai forcing them back further into the command building Thane, the team leader, orders Stryder to fall back to Mortis's group and find another exit. The rest of the team stay behind to keep their flank clear. Quickly heading back through the building and dealing with the few Rakai that broke past Stryder almost makes it to Mortis's position before a wall explodes open next to him and a blinding white light fills the screen.

Core Gameplay Elements

Core Mechanic

The core mechanic of Remnants involves moving through a level and engaging different Rakai enemies in combat. Players also need to manage their health, ammo and suit energy to ensure they don't start running low or even run out at a crucial moment. The specifics of each level might alter these somewhat, such as during a more stealth based level the player will need to make sure to engage enemies carefully without attracting attention. Regardless of the specific requirements of the mission the moment to moment gameplay will be; moving, aiming, shooting and managing resources.

Secondary Mechanics

In combat secondary mechanics include a lot of the tools of tactical awareness and planning. Most often the player is going to be outnumbered so staying aware of their surroundings and planning ahead will often help them survive. Keeping an eye on the tracker to see what enemies are around them, using the scanning system to identify dangerous or important enemies to target or combat opportunities to make use of.

During combat the player will also want to be looking out for useful equipment or new weapons to improve his arsenal, this can also include using environmental effects such as exploding barrels to use against the enemy.

There are also collectables hidden throughout the level that the player can find to improve their armor modules or provide backstory to the world.

Suit Modules

During the game players can alter various attachments to Stryders power armor to improve functionality in different types of combat situations. Initially one suit module is provided when the player first reaches the Wreck, the others need to be assembled from parts that can be found through the various levels of the game. Whilst the player isn't locked into one module for the whole game they can only be swapped out in between missions using the power armor station. All levels can be completed with all types of suit modules, making it more a question of player choice than outright necessity as well as giving each mission more replay value. Suit Modules include:

Shield Enhancement

This module has a variety of upgrades that improve the use of the player shield such as increasing recharge rate, reducing recharge delay and improving shield capacity. It also contains abilities like Repelling Field, which pushes the shield out to knock enemies back, and Frontal Overcharge, which moves all shield power to the front of the player allowing them to survive almost any hit from the front but leaving their back exposed.

Stealth Package

The stealth module provides a variety of tools and abilities to aid players who want to approach combat in a quieter manner. The package provides passive benefits such as decreasing the armors profile, making it take longer for enemies to spot the player, and enhancing the tracking system to show enemy line of sight. It also comes with an active camouflage ability that renders the player invisible though it draws power from the armors shield generator, potentially leaving the player exposed if they are caught out.

Demolition System

This suite module is designed for players that want to get into combat with as much firepower at their disposal as possible. It increases the players resistance to explosive damage and increases health as well as improving how much ammunition and grenades can be carried at one time. It also provides a wrist mounted ordnance launcher which allows the player to more accurately use grenades at a longer range.

Tactical Awareness Upgrade

An upgrade package that gives multiple improvements to the players ability to observe and stay up to date before and during combat. The upgrade increases the scope of the tracker, allowing players to detect enemies at further ranges, and provide tactical advice upon scanning enemies as well as allowing the player to mark environmental effects and weapons for later use. The upgrade also comes with a Sonar Pulse that briefly allows the player to see enemies through walls.

Enemy Forces

Gaunt

Description: Gaunts are the lowest level of Rakai seen by humans. Unable to live up to their brutal societies standards these unfortunate beings are pressed into servitude by their larger kin. They are scrawny, weak looking creatures who slink around in the shadow of the larger Rakai. Often seen performing menial tasks and simple physical labour they are sometimes pressed into combat, given simple energy weapons and often only to divert enemy firepower whilst the more dangerous Rakai warriors get into position. Nevertheless a swarm of Gaunt's can overwhelm careless or unaware soldiers, their large numbers making up for their relatively weak individual skill.

Abilities: Gaunts are a swarmer type enemy who aim to defeat a foe through weight of numbers. Individually a Gaunt has no special ability, they are armed with simple energy weapons and have the ability to throw grenades. Defeating a large number of them quickly will often cause the survivors to break and run, though this can lead them to be absorbed by another group of Gaunt's and make the players' job harder in the long run.

Skirmisher

Description: Skirmishers are Rakai scouts, often ranging ahead of the main force to locate enemies. Due to their role Rakai Skirmishers are lean, sleek beings who move with a fluid grace the bely's their savage ability. Clad in light armor and armed with precision energy rifles they make for unrelenting hunters. Commonly they will hunt in groups of two although multiple pairs will work in tandem, creating a tight cordon that they can slowly close around the enemy.

Abilities: Despite their armor being lightly designed they actually conceal highly advanced gravity manipulation systems, using these they can leap great distances or walk on walls or ceilings to harass the player from above. They also use

sophisticated tracking systems to hunt the player and won't give up the chase once they know the player is in the vicinity, making them a challenge for stealth players.

Decimator

Description: Where a Skirmisher is lean and sleek a Decimator is stocky and heavily muscled. They are the Rakai's heavy hitters, wielding some of the biggest weapons not attached to their vehicles of war. They wear bulky, heavy armor which only increases their frames and carry their large weapons with ease. This does however make them slow enemies who need time to bring their weapons to bear. As such they often serve on guard duty or if they do go into battle they will go with a unit of Gaunts to provide assistance, or serve as a meat shield.

Abilities: Despite their heavy armor Decimators are also equipped with energy shielding, making them even more difficult enemies to deal with. As such taking them on head on is a difficult task though they do possess a few weaknesses. Their weapons take time to set up, allowing the player time to move before they open fire. Decimators are also slow moving, due to their heavy armor, and as such maneuverability can be the best weapon to use against them. The thrumming powerpack on their back, which provides the energy for their weapons, can also be turned against them. Breaching it will create a sizable explosion which will deal with both the Decimator and anything around it.

Arbitrator

Description: An Arbitrator holds great esteem within Rakai society. They are the warrior scientists who observe all Rakai for signs of genetic perfection or failure. They have the power to bestow their vaunted fleshcraft onto another, raising that warrior up in station. And similarly have the power to condemn those they deem to be of poor genetic stock, essential damning that individual to servitude for their life. Due to this they have an invigorating effect on the warriors around them, who will fight all the harder to prove worthy of an Arbitrator's attention.

Abilities: Though fearsome combatants, armed with powerful, compact energy pistols, wicked monomolecular blades and an energy shield, an Arbitrators' true danger on the battlefield are the effects they have on those fighting around them. Even Gaunts will fight harder as long as one is on the field, making them a high priority target. They can also heal wounded Rakai warriors, deploying small healing drones that can bring any unit back to full health.

Swordmaster

Description: A Rakai Swordmaster is the apex of their species' desire for perfection. Genetically enhanced by the Arbitrators themselves, these preeminent warriors are one of the most dangerous foes the Rakai have. They possess the sleek mobility of the Skirmishers, though their armor is stronger and more ceremonial in nature, forgoing the gravitational manipulators for an energy shield. They have wrist-mounted energy blasters and, most dangerously of all, carry a monomolecular blade which can slice through armor with ease. Facing one of these enemies is no easy challenge.

Abilities: Swordmasters are a close combat enemy that will attempt to close its distance to the player as soon as possible to make use of its signature weapon. Their shield provides them increased protection, and they can use cover on their approach. One strike from their blade will render a full health player to critical levels, and a follow-up strike is bound to kill. Although defeating them is a challenge, doing so will reward the player with a powerful melee weapon.

Non Player Characters

Human Slaves

Humans who had the unfortunate fate of being captured rather than killed with the Rakai took New Avalon. Forced into servitude these people often end up performing manual labour tasks such as excavation. Overseen by harsh Rakai wardens, many have not survived the six months of toil. Even Gaunts, often subject themselves to the same treatment, are considered above the human slave force. They can be met in many levels of the game and freeing them from servitude is generally one of the side missions. Those that escape often make their way to the Wreck where the player can interact with them to hear about their experiences.

Troopers

Though the human military was considerably mauled during the Fall of New Lincoln there are plenty of men and women armed and ready to carry on the fight against the Rakai. During missions they will fight alongside the player and can receive and carry out simple orders, such as moving to hold a specific position or remaining hidden until the fighting starts. Stryder can also give them weapons he finds out in the field to augment their firepower. They might not have Stryder's armor or abilities but sometimes the extra guns are what is important. They can also be talked to back in the Wreck to learn about their experiences after the Fall of New Lincoln.

Comms Officer Marci

In charge of the communications systems at the Wreck, Marcus is often the one directing Stryder through his missions. He facilitates communication between Stryder, Captain Thatcher and Isabel Tarsis amongst others. He will notify the player of completed or outstanding objectives as well as update the player if

anything changes. He can also be met at the Wreck in between missions where he will provide his own thoughts on the present situation.

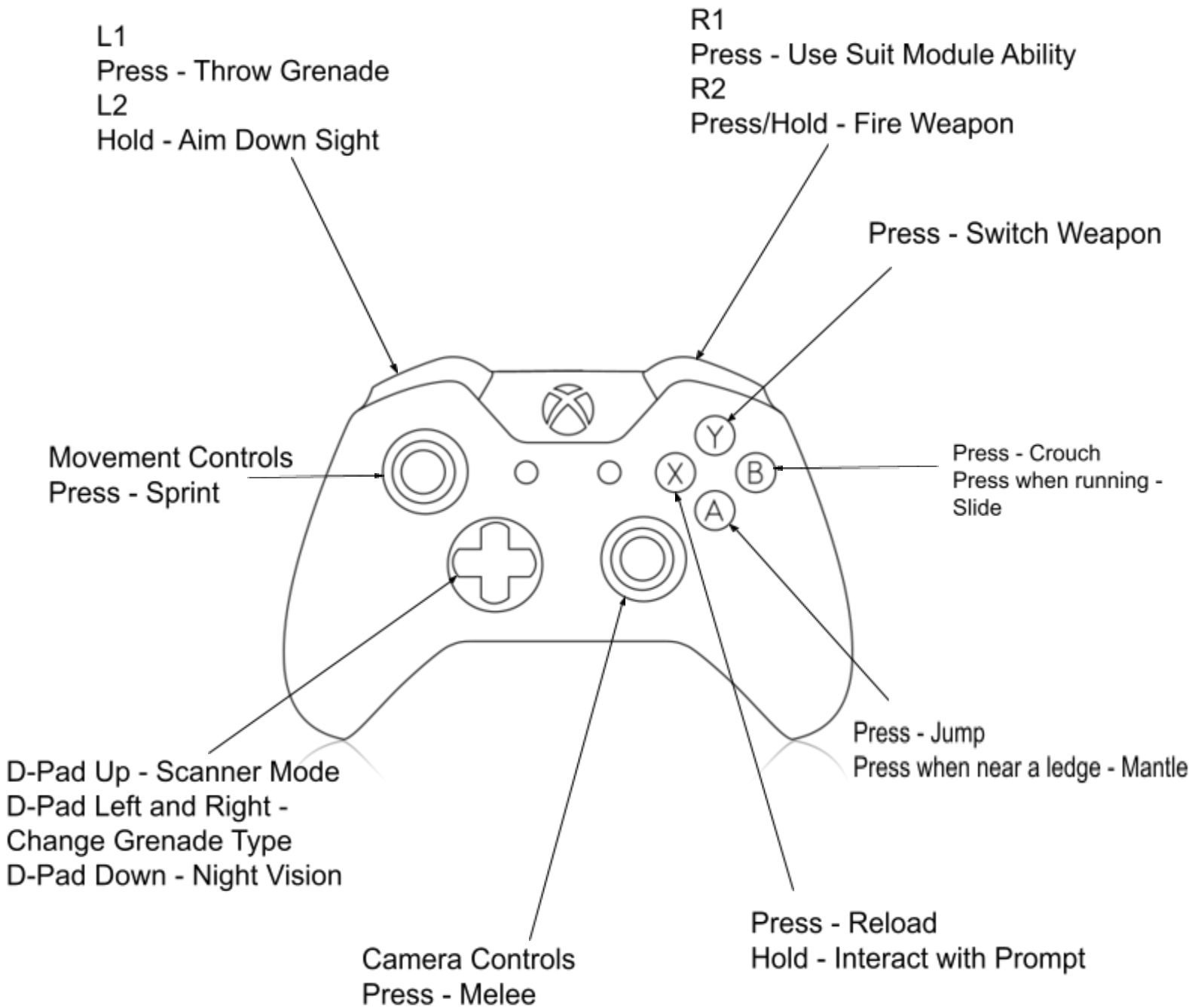
Doctor Alexander Rasch

A scientist who worked on the Damocles Project who was part of the team that developed the powered armor that all Damocles Soldiers wore. He now survives with the rest of the crew of the Wreck and provides his expertise to get the ship working. He also provides Stryder with the ability to upgrade his suit using the various modules. Visiting him in the Wreck will allow the player to upgrade his suit as well as talking to him about Project Damocles and how he came to be at the Wreck.

Flight Officer Fletcher O'Hara

The dropship pilot that takes Stryder too and from mission areas. For the most part drops off and picks up Stryder at the start and end of a level, respectively. But during some missions the player will have the ability to call an airstrike in which will be performed by Fletcher. He can also be spoken to at the Wreck for information about upcoming missions or his perspective.

Control Scheme



Story/Level Flow Design

Title: Fall of New Lincoln

Description: Stryder and the Damocles Soldiers are sent to fend off the Rakai and save humanity's command structure.

Primary Objectives:

- First Objective - The city is already beginning to fall to the Rakai the Damocles team needs to get High Command out as soon as possible. First clear the area around the command building.
- Second Objective - The area around the building is secure but High Command is still trapped inside. Mortis is going to take a team to secure them, Stryder must go with his team to prepare a path out through the tunnels below the building.
- Third Objective - There are too many Rakai, the team is being pushed back and can't contact Mortis. Stryder needs to fight his way back to Mortis' team and find a new escape route.

Secondary Objectives:

- There's a group of troopers holding the front line outside the building, help them and they can cover our flanks while we push into the building.
- The Rakai took out some of the security systems but there should still be a few working. Restart the system and they could take the edge off the groups that made it inside.

Title: City of the Dead

Description: Stryder wakes up six months after the Fall of New Lincoln, buried in rubble and surrounded by the enemy.

Primary Objectives:

- First Objective: Stryder wakes up surrounded by the Rakai with no weapons, he needs to hide from the various search parties and find some weapons.
- Second Objective: Now armed and able to deal with the enemies around him Stryder needs to find a way out of the city so he can try and contact his team.

- Third Objective: Having made it to the outskirts of the city Stryder needs to find a place with communications equipment so he can make contact with his team or some form of command.

Secondary Objectives:

- Stryder woke up alone and all communication networks seem to be down. Look in the area for signs of the team or any other resistance.
- The Rakai seem to act as if they have won, little do they know there is still one soldier in the ruins of New Lincoln whose not done fighting. Killing these small groups might not matter much in the long run but vengeance needs to be sated.

Title: Arrival at the Wreck

Description: Instead of contacting High Command or Project Damocles Stryder makes contact with the crew of the Wreck, a ragtag group of soldiers, survivors and castaways lost after the Fall of New Lincoln. Stryder arrives at their half decommissioned ship for a tour and a debrief of sorts.

Primary Objectives:

- First Objective: Meet Isabel Tarsis, Captain Thatcher and Doctor Rasch. The first two will bring Stryder up to speed on the current situation and their plan to escape using the Wreck. Doctor Rasch explains the loss of the Damocles Soldiers during the Fall of New Lincoln and invites Styder to his workspace.
- Second Objective: Learn about suit modules from Doctor Rasch and choose one of the modules to start with.
- Third Objective: Meet back up with Isabel and the Captain in the war room. Stryder has offered his services as a soldier and the two are eager to put the super soldier to the test.

Secondary Objectives:

- The Wreck is full of various people that Stryder can get to know, spending some time meeting and introducing himself will be valuable for getting to know who and how things work in the Wreck.

Title: Scavenging for Parts

Description: Stryder's first mission on behalf of the Wreck's crew is to locate a new power coupling unit located in another ship breaking yard deep in Rakai territory.

Primary Objectives:

- First Objective: There are about five different ships in various stages of decommission in the yard. To find the power coupling unit Stryder will need to locate a manifest to find out where the ship component will be located, but first the power needs to be brought back online to access the terminal.
- Second Objective: With the power back online Stryder needs to locate a terminal from which he can access the manifest, located in the foreman's office. Unfortunately the reactivation of the power has caught the Rakai's attention.
- Third Objective: The power coupling unit is located in the remains of an old colony vessel not far from the foreman's office, but now the Rakai have arrived in force. Stryder needs to quickly fight his way through, retrieve the unit and escape.

Secondary Objectives:

- The power coupling unit is the main objective but there might be other items that the crew could use to get the Wreck going. Keep an eye open and radio in about anything that can be found.
- Keep an eye out for parts to upgrade your suit modules, anything useful can be brought to Doctor Rasch when the mission is over.
- The Rakai forces moving on the ship breaking yard are being led by a dangerous Rakai Arbitrator, killing him would certainly cause trouble for the aliens.

Title: Hunting in the Dark

Description: Having proved himself a powerful soldier Captain Thatcher now wants to perform a more daring raid, sending Stryder in to assassinate a Rakai warleader that is in charge of searching for the remaining humans.

Primary Objectives:

- First Objective: Though using the cover of night has allowed Stryder to reach the area without being seen he will need to eliminate the sentries around the edges of the location if he is to remain undetected.
- Second Objective: With the sentries dead and the Rakai none the wiser Stryder can now head into the Rakai base and find their leader.
- Third Objective: Despite approaching undetected the Rakai warleader is still heavily defended, including an honour guard of Rakai Swordmasters to contend with. Stryder needs to eliminate them and escape before he is overrun.

Secondary Objectives:

- The Rakai have been using human slaves since the Fall of New Lincoln, some which are labouring here under Rakai wardens. Eliminating the wardens will allow the slaves to escape, adding to the crew of the Wreck.
- Keep an eye out for parts to upgrade your suit modules, anything useful can be brought to Doctor Rasch when the mission is over.
- Around the encampment there seem to be signs of a former struggle, some of these seem to point to Damolces Soldiers having taken part (such as broken Rakai bodies). Could this mean that some of Stryder's squad yet live?

Title: Digging Deeper

Description: Now that there's a hole in their defences Isabel and Thatcher have another plan for Stryder, sending him to a Rakai dig site to find out what the Rakai are looking for.

Primary Objectives:

- First Objective: The dig site is as heavily defended as the last encampment was and interference from some unknown energy is affecting the Wrecks scanners. Stryder needs to locate a point where he can safely scan the area to figure out a plan.
- Second Objective: The dig site goes far further below the ground than was initially thought and from Stryder's scan the energy interference is coming from the same place. Stryder will need to clear out the entrance to the dig site and head below ground.

- Third Objective: Below the ground is some kind of alien ruin, not of Rakai design. Fighting through the ruin Stryder comes across the source of the energy disturbance. Removing the small device also stops the interference and a Rakai force begins moving on the area, Stryder needs to beat a hasty retreat to avoid being overwhelmed.

Secondary Objectives:

- The Rakai have been using human slaves since the Fall of New Lincoln, some which are labouring here under Rakai wardens. Eliminating the wardens will allow the slaves to escape, adding to the crew of the Wreck.
- Keep an eye out for parts to upgrade your suit modules, anything useful can be brought to Doctor Rasch when the mission is over.
- This alien architecture seems to respond to Stryder and his suit, the connection is unclear but taking some scans might help Doctor Rasch back at the Wreck.

Title: Return of the Dead

Description: Stryder is sent on another mission to retrieve Rakai information on the artifact he took from the dig site, though a chance meeting with an old friend will change everyone's plans.

Primary Objectives:

- First Objective: Deeper in Rakai territory than ever before Stryder needs to break into what has been identified as a research station for the Rakai, studying their finds at various dig sites like the one Stryder raided in the last mission. Stryder needs to find his way inside.
- Second Objective: Now inside the building Stryder needs to find a Rakai terminal and begin extracting the data the Rakai have on the alien ruins they have been excavating. Unfortunately this breach is detected and the Arbitrator arrives, he needs to be held off until the data can be downloaded.
- Third Objective: After defeating the Arbitrator and his bodyguard Stryder is confronted by Mortis who demands the information that Stryder has just downloaded. Stryder refuses and the two engage in a fight. (This fight can't

be won and at the end Stryder is knocked out and loses the data he had stolen)

Secondary Objectives:

- Keep an eye out for parts to upgrade your suit modules, anything useful can be brought to Doctor Rasch when the mission is over. (This is the last time the objective will be available)
- You're here for some data but the less the Rakai have the better. Finding and destroying any Rakai data crystals will surely slow down their operation.

Title: Race Against Time

Description: Stryder wakes not long after his fight with Mortis, now remembering the events at the end of the Fall of New Lincoln. He now needs to race to the Wreck ahead of a Rakai force set to destroy it.

Primary Objectives:

- First Objective: A lot of time has passed since Stryder was knocked out and all communications systems aren't working. In order to establish contact and find out what is going on Stryder sets a course for the highest point around which will hopefully allow him to make contact. There are still Rakai in the area and they seem to be gathering.
- Second Objective: Upon reaching the top of a nearby tower Stryder is able to make contact with the Wreck just as he sees a huge Rakai force moving in the direction of the Wreck. Warning the Wreck he heads down to find a vehicle he can use to race ahead of the Rakai.
- Third Objective: Finding a Ranger jeep Stryder sets off down the highway. Ahead of him are a number of Rakai roadblocks as they detect him racing ahead of them. In order to make it back ahead of the main force Stryder needs to fight through each of them as quickly as he can.

Secondary Objectives:

- This is a race against time, the only focus can be on going forwards

Title: Last Stand

Description: Stryder has made it to the Wreck ahead of the Rakai sent to destroy it. Now he needs to buy the crew as much time as he can so they can escape.

Primary Objectives:

- **First Objective:** To buy as much time as possible Stryder will start by dividing the enemy force. The advanced force sent by the Rakai will approach from a canyon to the west of the ship breaking yard. Stryders plan is to lure as many as possible into the canyon and then blow the walls to crush them in and block off any pursuit.
- **Second Objective:** The flank is secure but the main force will arrive soon, including many of the more powerful elements of the Rakai war machine. The few troopers who volunteered to stay will control the defensive turrets around the yard but it will be down to Stryder to keep the bulk of the force pinned in the open for them to be most effective.
- **Third Objective:** The Wreck has managed to take off and escape to safety in the stars, leaving Stryder all alone. The time has come to fight on till the bitter end (At this point the player can fight on as long as possible but eventually they will be brought down by attrition and weight of numbers)

Secondary Objectives:

- Hold as long as you can, every second spent fighting is another second you hold the Rakai at bay and protect all the innocents in the Wreck.

Title: Final Truths

Description: Captured, Stryder is brought to a human base hidden in the mountains near New Lincoln. It is here the last few questions will be answered.

Primary Objectives:

- **First Objective:** Captured by the Rakai Stryder has no option but to follow their orders and open the door to the building, which reacts to his armor. This eventually leads them to a large chamber containing a huge artifact similar to the ones that had been seen in the alien ruins. The Rakai Swordmaster who has taken him prisoner orders Stryder to activate it.
- **Second Objective:** Before he can Mortis and a squad of Damocles Soldiers appear and open fire. In the confusion of the fighting Stryder takes cover and is contacted by a voice, asking him to destroy the facility. Unsure of the voices origin but being swayed by its words that neither the Rakai nor

Mortis should have access to its power Stryder moves to overload the base's reactors.

- Third Objective: Fight through Rakai that are swarming the base Stryder is able to set all four reactors to overload but is stopped at the last by Mortis. The player must fight and defeat Mortis to activate the final reactor and destroy the base.
- Fourth Objective: The reactors are set to blow and now it's a race against time to escape before the meltdown kills Stryder.

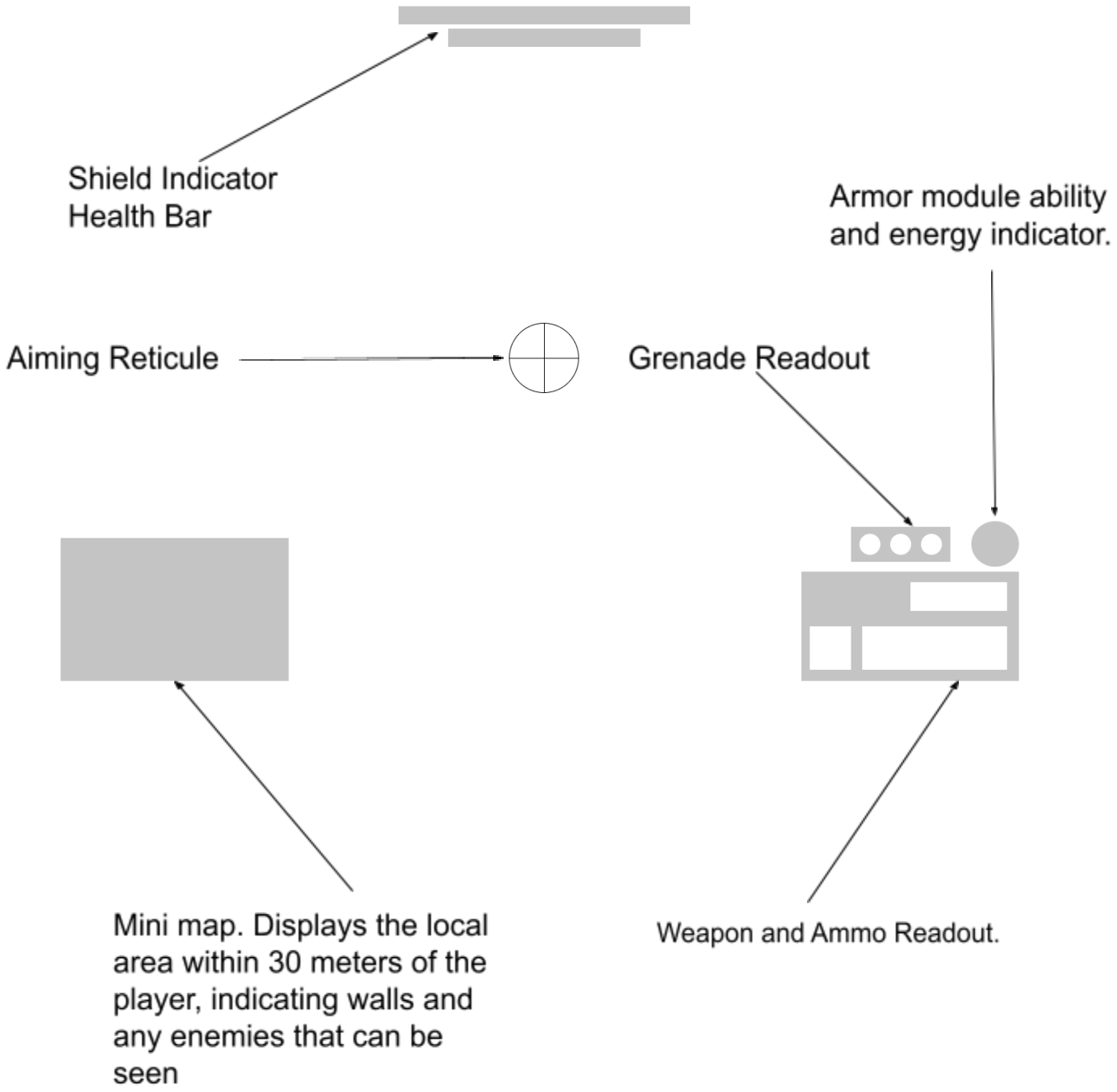
Secondary Objectives:

- Captured and unsure of his location Stryder can only do what is ahead of him now.

UI Wireframe Design

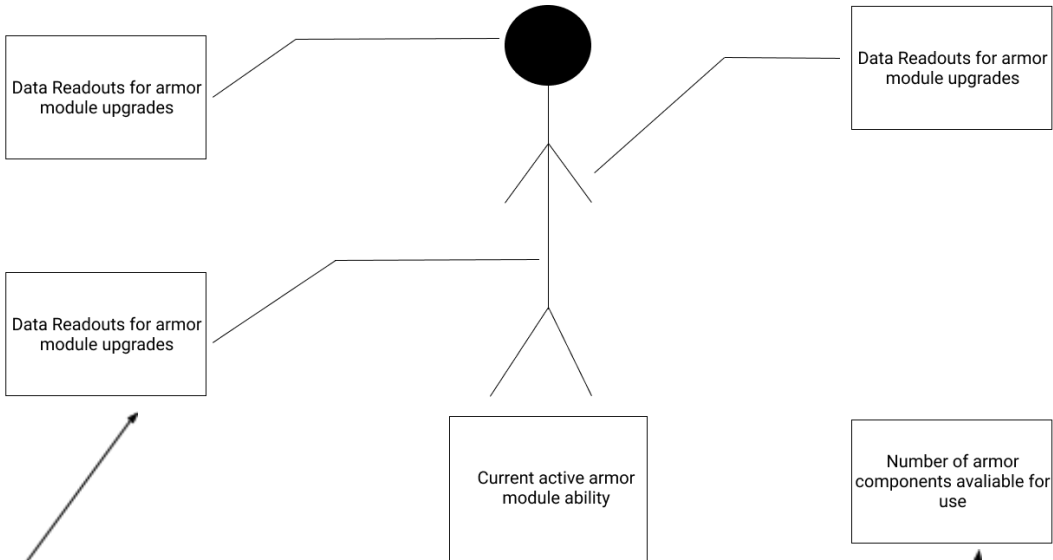
Below are a selection of UI wireframes that provide an idea of what various states of the game will look like. They include annotations explaining what certain elements are represented by.

Heads Up Display (HUD) Wireframe



Armor Module Menu Wireframe

Four selectable armor modules



Each readout details a different enhancement granted by the module

Indicator of available resources to unlock new modules

Description of the currently selected armor module ability

One Page Design

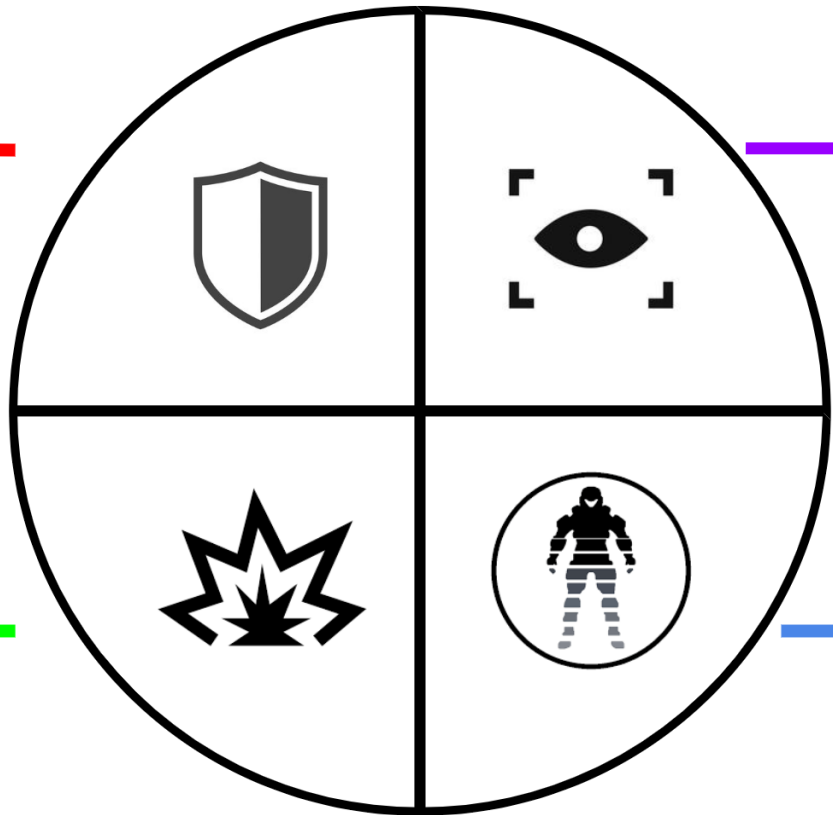
Armor Module Breakdown

Shield Enhancement

Playstyle: Frontline, Aggressive, High Risk and High Reward

Passive Enhancements:
- Increased Shield Capacity
- Increased Shield Recharge Rate
- Enhanced Close Combat strength

Abilities:
- Frontal Overcharge
- Repelling Field

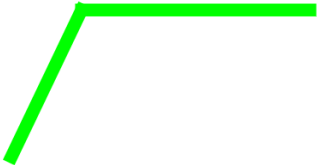


Demolition Expert

Playstyle: Destructive, Unstoppable, Juggernaut

Passive Enhancements:
- Improved health capacity
- Increased explosive resistance
- Increased ammo and grenade capacity

Abilities:
- Wrist Mounted Grenade Launcher
- Wrist Mounted Flamethrower



Each armour module provides different abilities and enhancement to compliment different playstyles and allow multiple solutions for each level of the game.

Multiplayer

System Design

Concepts

Below are three different multiplayer scenario concepts that would be available in Remnants.

Defend the Wreck:

A horde mode style game mode where a team of four players attempts to defend the Wreck from waves of Rakai attackers, using a variety of buildable defenses to hold off the ever more challenging enemies. The players need to survive all 50 waves of enemies to win

Fall of New Lincoln:

An asymmetrical assault/defence game mode pitting a team of defending humans against a team of attacking aliens. A Rakai team attempts to push into New Lincoln to finally crush humanity while a team of Damocles Soldiers stands in their way. The humans need to hold the Rakai off long enough to win, the Rakai need to reach the humans main base.

Simulated Training:

Two teams of eight Damocles Soldiers train in a simulated reality to hone their skills, both teams objectives is to score 100 points within a 15 minute time limit. This is a large-scale deathmatch game mode involving large maps and combined arms warfare.

System Element Alteration

As this game was designed as a single player experience it will require some tweaking and alteration to create a fair, balanced and enjoyable multiplayer experience. As such I have noted down various issues that might arise within the game systems, as well as how I would go about fixing them.

Defend the Wreck:

- Players will need to be able to acquire and spend money throughout the 50 waves, this isn't in the base game and will need to be added. This could be something physical, that can be collected around the map, or points earned from killing enemies, surviving waves and completing challenges. Due to the fact that the map is finite I think points earned makes more sense, especially with a game session running as long as this one could.
- Players will be able to erect defences such as walls, traps and turrets as well as purchase weapons and ammo with their earned money. In regards to the defences these can either be static emplacements, specifically set around the map or they can be placed by the player. If the emplacements are static then that significantly drops replayability and would make the game mode much more predictable, though this could be countered by having objectives that force the players to move around the map. On the other hand, allowing the players to place their own defences would open up the game mode to more player choice and potentially create a different experience each time the game is played. But this would also mean that the defences would need to be designed to be able to fit and work anywhere around the map.
- Unlike the in the campaign player will be able to respawn as long as at least one of the four players remains on the field and there are enough lives left in the groups lives pool. To keep newly spawned players safe they will be spawned in a room at the centre of the defensive line, giving them time to gather weapons and

ammo before making their way back into combat. To ensure that players don't burn through lives too quickly there will be a respawn timer as well as a short journey back to the action.

- There will also be friendly fire, which will be present throughout all modes of the game. The amount of damage done will be the same as those done to enemies, meaning players need to take care especially when using powerful weapons as careless aim and use can cost the team lives.
- Enemy units will be spawned outside of the reach of the players to avoid spawn trapping the incoming enemies. Spawns will also be randomised from various locations around the map to ensure the players don't know where each wave will come from. This could happen in two ways, either the enemy could deploy from dropships at randomised locations around the map or advance from a series of 'lanes' along the edges of the map. A mixture of both would allow for a good level of randomisation while avoiding the chance of waves being quickly bottlenecked and destroyed before posing a threat to the team.
- Due to the increase of players from 1 to a maximum of 4 there will need to be more enemies, with a higher proportion of high level enemies, to keep the gameplay from favouring the players side.

Fall of New Lincoln:

- This game mode will feature two teams of 6 players, though unlike the campaign and Defend the Wreck this will be a strictly Player vs Player experience.
- This will require a greater level of alternation to ensure that the game remains even between players. Whereas in the campaign and the mode above players will have access to the Armor Module system that let them modify and enhance their armors support systems, in the PVP modes these will be restricted

to loadouts. These loadouts will have some reductions from the campaign, including the removal of some passive abilities to ensure that one loadout doesn't become overpowered. For example the increased shielding found on the Shield Upgrade or the Demolitions Experts health increase. The abilities of each module will be retained.

- Due to one team playing as the Rakai these loadouts will be used for the aliens as well without any alteration, though there will be some visual distinctions these will be purely cosmetic in nature.
- Both teams will have respawn points that allow them to spawn safely without being quickly killed again. Due to the fact that the attacking team is advancing through the level this means that the respawn points will also need to move with each phase to ensure players always have a place to spawn.
- As the game progresses both teams will gain access to increasingly more powerful weapons belonging to their respective factions. To ensure that these weapons spawn safely, in a place that enemies can't steal them they will spawn in the protected spawn rooms of each faction. Though once out in the open they can be taken by force.

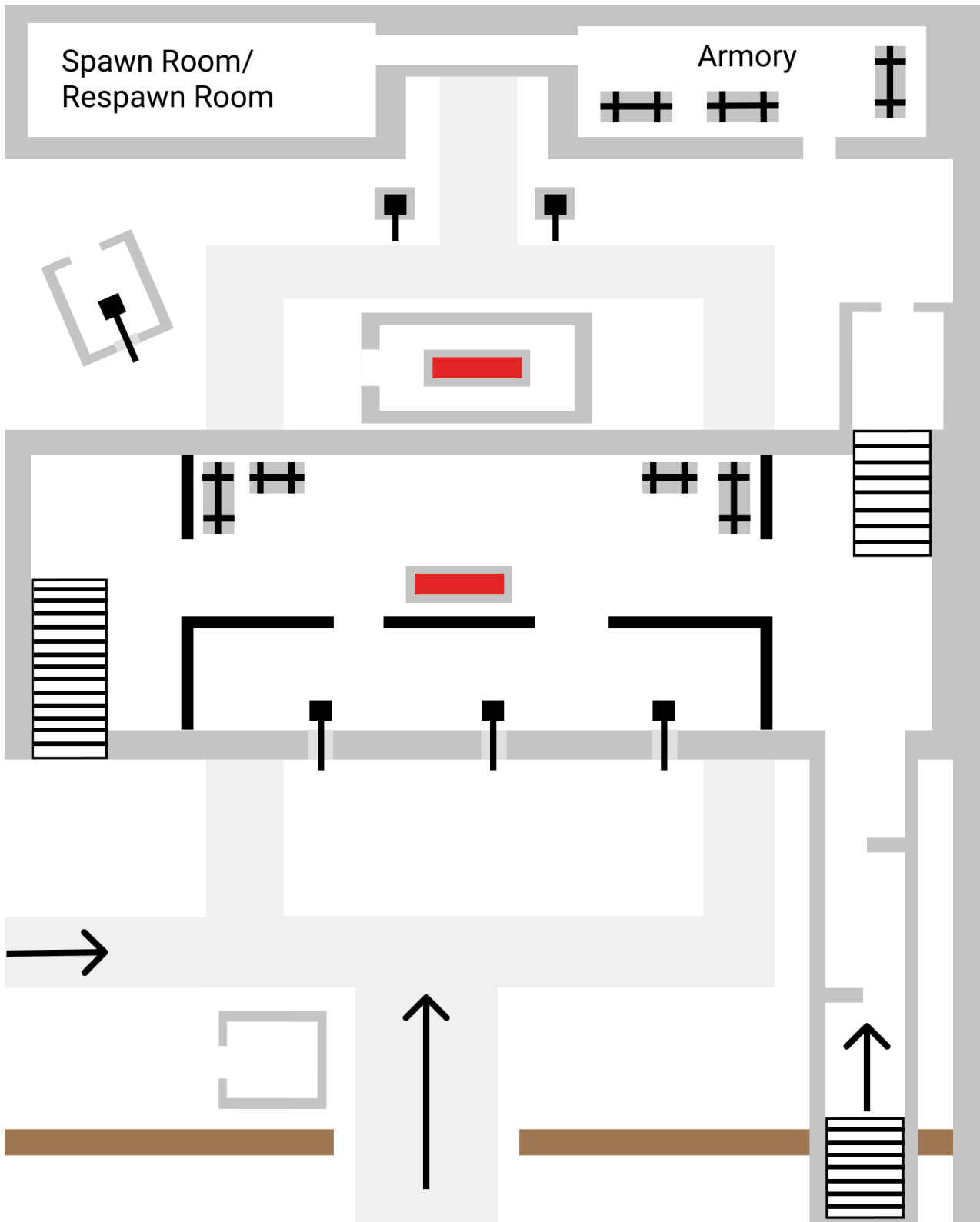
Simulated Training:

- This mode will be similar to the one above but will feature Damocles soldiers facing each other opposed to Damocles soldiers vs the Rakai. This will mean that, aside from what abilities each player chooses, everyone will start on even footing.
- For example, everyone in the game will begin with an assault rifle and a pistol, with various other weapons scattered around the map for players to pick up and use.

- The scanner function will be reduced somewhat in these multiplayer modes. For example in the campaign it can be used to mark certain dangerous enemies in order to keep a track on them during combat, this will not be possible during PVP as it would give one player too much of an advantage over the other.

Level Design

Below is a top down layout of the Defend the Wreck multiplayer level, followed by a One Page Design showing the various interactions and dynamics available during a playthrough of the level.



Map Title: The Wreck


Logline: A horde of aliens bares down on the Wreck, its up to a squad of four supersoldiers to hold them back.


1 - 4 Players


Team Cooperative

- Objectives:
- Stop the Rakai from reaching the Wreck long enough for them to escape.
 - Keep the security systems online to hold more ground
 - Set up defences to help with holding positions

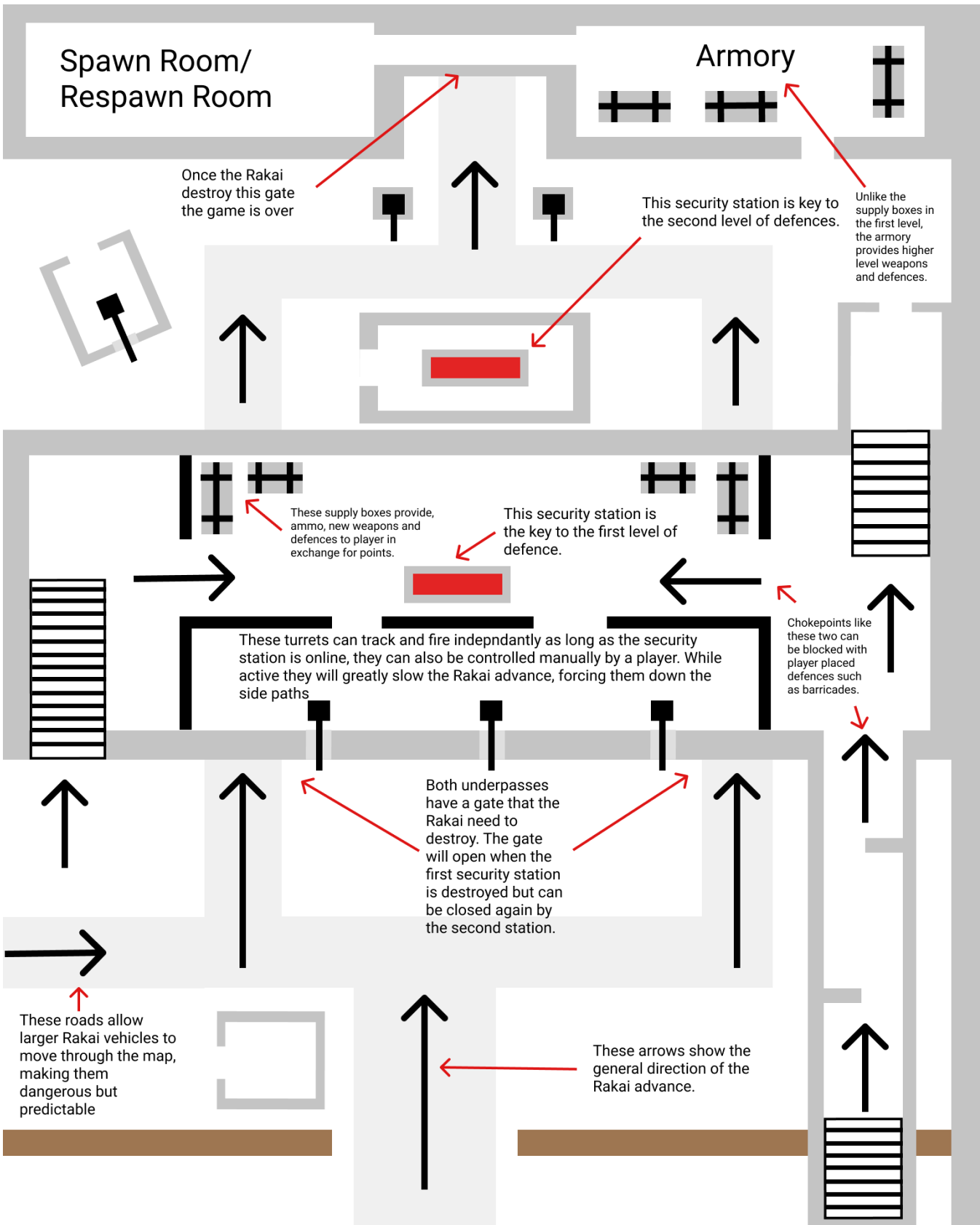
Key:

- Security control  system, must be protected. Once destroyed it will deactivate the local turrets and open the next area to the Rakai.

- Turrets  Can be operated manually or left on auto-fire. Can overheat but don't need ammo.

- Supplie Crates  Can be used to resupply players weapons, purchase new weapons and placable defences.

One Page Design



Phase 3

The final defensive line. AA guns (located outside the map) will hold off Rakai dropships in this courtyard as long as the security station is active.

Once destroyed the aliens can land in the courtyard.

Once the Rakai make it through to the end of the road the players loose.

They will need to cut through the gate before reaching the other side, giving players more time to drive them off

Phase 2

The Rakai are now able to land dropships in the front courtyard.

The gates blocking both roads are now open.

Holding here as long as possible can buy the players time but weight of numbers will win out.

To stall a player can access the second station to lock down the gates. But the aliens will cut through given time

Phase 1

Enemies approach from three directions and attempt to destroy the security systems.

The enemy can approach from three directions, shown on the map with arrows.

This Phase ends once the enemy has destroyed the first security station, disabling the turrets covering the first courtyard.

This opens up the two paths below the turrets, giving the Rakai new ways to move on the next section.