

Ravage

Intro

A fast paced cooperative survival game in an isometric view, where two players work together to shoot their way through a raptor infested jungle.

Genre

Co-op survival.

Key features

Cooperative gameplay: The two players need to work together to complete the level.

Different characters: Both characters have their own strengths and weaknesses.

Level up: Further differentiate your characters by leveling up and spending points to increase your strengths.

Gameplay

As the game start it is showing me and my friend in an isometric view next to our crashed helicopter, my friend is a bit faster then me so he takes point, we walk around using the left control stick. Almost immediately after leaving the crash site are we attacked by swarming raptors. I use my machinegun to lay down a suppressing fire to cover my friend, giving him time to close in with his shotgun. Aiming is done with the left control stick and firing the gun is done with the right trigger. After some strategic use of our different weapons we manage to get through the first wave of raptors. As we proceed killing raptors through the level we gain a level up, this lets us increase one of four different stats. Allocating a stat point is done with a simple press of a button, each of the A,B,X,Y buttons represents a different stat and pressing one of them after leveling up will increase that stat.

Health pickups can be found through out the level, but they are few and far between so the players still need to be careful. To use a health pickup all you have to do is walk over it.

Core mechanics

There will be two different characters to play as. The characters will be able to walk and shoot.

Character 1: Will have more hit points and move at a faster rate, this is because he carries a shotgun and needs to get closer to the enemies.

Character 2: Carries a machinegun and this lets him suppress enemies, causing them to move slower.

Melee attack: Both characters have a melee attack, it deals good damage but have short reach.

Shotgun: Short range, low rate of fire. Deals massive damage in a small area in front of it.

Machinegun: Long range, high rate of fire. Deals low damage but because of high rate of fire, has more reliable DPS.

Ammo: the weapons will have unlimited ammo, but not unlimited clip size. This means that the weapons will need to be reloaded but can be reloaded unlimited times.

Health pickups: these are found on the level and restore some of your characters health, use them by walking over them.

Leveling up: After killing alot of enemies your character levels up. This lets you spend one point on one of four different key attributes, both characters share Endurance and HP, but have 2 unique attributes related to their weapons:

(Character)

Endurance (A): increases the max HP of your character.

Movement speed (B): increases the movement speed of your character.

(Shotgun)

Power (X): increases damage dealt by your weapon.

Rate of fire (Y): increases the rate of fire on your weapon.

(Machinegun)

Suppression area (X): increases the area in which enemies are suppressed.

Reload speed (Y): decreases the time it takes to reload your weapon.

When you gain a level up you will be notified, you now have one point to spend on one of these attributes. Leveling up is done in real-time so the game wont pause, you assign the point by hitting the corresponding button on the controller. These are as follows: X button for power/suppression, Y button for rate of fire/reload speed, A button for endurance and B button for movement speed.

Controller

The game will use 2 Xbox 360 controllers, one for each player.

- Walk - Left control stick
- Aim - Right control stick (character aims in the direction it is tilted)
- Shoot - Right trigger
- Melee - Left trigger
- Level up - Spend gained points with "A,B,X,Y" buttons.
- Pause (ingame menu) - Start button

HUD & Menu

The HUD will show a portrait of each character in the upper corners of the screen, player 1 to the left and player 2 to the right. Each player's name and remaining HP will be shown next to their character's portrait. There will also be a number showing if a character has a level up point to spend.

When the game starts there will be a menu where the players choose their characters, both players do this simultaneously so it is up to the players to decide who plays who. After the game has started the start button will serve as a "pause" function, and also open an in-game menu where the players can choose to "continue" or "quit game".

Graphical style & setting

The graphical style of the game will be somewhat realistic, but have an undertone of caricature when it comes to character design. Both characters will be over-the-top action heroes. The setting will be a tropical jungle where the characters have crashed, soon after the crash they notice that the jungle is swarming with raptors.

Back story

2 marines are test flying the new prototype aircraft "something prototype mk II.03 beta" during the test flight the flux capacitor is overcharged, as it reaches critical levels a rift opens in the time space continuum. The two marines are sucked back in time to an era where dinosaurs rule and they have to fight their way through hordes of vicious dinosaurs to restore their craft and return to their own time.