

Artificial Freedom - GDD

Marketing Section

Marketing

Artificial Freedom monetization model is paying your digital copy, with no in-game micro-transactions.

We also aim to release it on PC Gamepass as part of their subscription model to reach a maximum of players.

One DLC will be scheduled on which we can capitalize for the next project.

Target Audience

Artificial Freedom will appeal to male gamers of ages 13 – 30 who typically play indies or top-down shooters titles. In particular, fans of Sci-Fi themed games, movies, and books will be immediately attracted to *Artificial Freedom*'s setting and theme. *Artificial Freedom* will have an ESRB rating of T (Teen) for ESRB Content Descriptor of Violence, Minimal Blood suitable for ages 13 or older. To conform to the wishes of the publisher, *Artificial Freedom* will use alien drool instead of alien blood when aliens are slaughtered, and remove any other content that would lead to further ESRB Content Descriptors related to violence or gore.

Platform

This game is designed for PC, Playstation, Xbox and Switch, as graphics are simple and stylised, the size of the game is small, and the dual stick shooter controls fits Mouse & Keyboard and Controller alike.

Competitors

Ruiner is a Top-Down 3D shooter released on our target platforms in 2017, and is still updated in 2023.

It provides a brutal fast-paced gameplay supported by narrative and impressive 3D environment.

The Cyberpunk setting, made even more popular with *Cyberpunk 2077*,

is a popular one. It offers a technology rich environment similar to a sci-fi setting to our audience.

The Stylised Environment in *Ruiner* is a great part of the game, making our audience expectations just higher for us.

While *Ruiner* is a fast-paced game, promoting good reflexes and speed, *Artificial Freedom* will be more medium paced, enhancing good precision, the use of tactic and positioning.

Synthetik : Legion Rising is a Top-Down 2D shooter with rogue-lite elements released on Targeted platforms except Playstation in 2018, and is still updated in 2023.

It provides short fast-paced shooting combat with rogue-lite elements that bring strategy to the board.

The aggro system, and being able to cut the line of sight between you and your target mid-battle bring moments of respites to promote the use of tactic in this game.

The perk system enhancing your weapons in *Synthetik : Legion Rising* is comparable to the weapon evolution in *Artificial Freedom*.

While *Synthetik : Legion Rising* makes a level segmented by how the player aggro its enemies, we are in *Artificial Freedom*, looking for more prolonged fights where enemies aggro is not controlled by the player. Thus making the Level Designer control the challenge offered by the current level.

Introduction Section

High-level Concept

Artificial Freedom is a 3D Top-Down shooter where the player kills aliens using an arsenal of evolutive weapons.

Synopsis

In a far future where humans live among the stars, Cobalt, the most famous mercenary, accepts a dangerous contract. Sent to a wasted planet to investigate a top-secret laboratory, he is assaulted by hordes of aliens. Armed with the latest evolving weaponry and his guts, he has to fight his way to the source of the outbreak and uncover the truth behind it. As the pandemic is about to spread across the galaxy, he is the last rampart of humanity.

Summary Overview

Artificial Freedom is a 3D Top Down shooter where the player controls a space mercenary fighting hordes of aliens. It's a linear game, mixing gunplay and environmental interaction.

The player will face different kinds of aliens, each having their own properties, and challenge multi-phases unique boss battles.

Key Features

- Amazing entity/surface interaction with monster drool map shading.
- Unique weapon unlock system, branching differently depending on your playstyle.
- Revisited environmental interaction to enhance gunplay sequences.
- Modern story, questioning Artificial Intelligence place and philosophy.

Third-Party Software and Minimal Requirements

- *Unreal Engine 5*
- C++
- *Wwise*

Requires at least:

64-bit processor and operating system

OS *: Windows 10/11 x64

Processor: Intel Core i5-760 (4 * 2800) or equivalent / AMD Athlon II X4 645 AM3 (4 * 3100) or equivalent

Memory: 4 GB RAM

Graphics: GeForce GTX 460 (1024 MB) / Radeon HD 6850 (1024 MB)

Storage: 10 GB available space

Gameplay Section

This section is designed to describe how the game will effectively work, describing the game's objective as well as its elements (menus, victory conditions, enemies, powerups, stages, etc.), and the interaction between these elements and the player. If you feel like one subsection, such as "Enemies", has too much content to be just a subsection, you may promote it to a section of its own.

First Minutes

After an intro cinematic and the title screen, the player is presented with an option to start a new game. After a quick loading, the game introduction begins, giving a quick explanation of the world setting, and a view on the player's avatar flying to his contract's location. Suddenly, the ship alarms go wild and the instruments panic, showing for the last time the avatar bracing for impact before the screen goes dark. When the screen lights up again, the player controls his avatar in the game view, getting up through the debris. The player learns how to move and interact with the ship log to read the damage report. After a quick monologue, the player is drawn to the exit door. He learns to aim and use his integrated taser gun to unlock multiple broken mechanisms and leave the ship. His first sight outside is a panorama of the wasted planet he landed on, with as its center, an imposing facility light on. The player then proceeds to the next map, and confronts his first alien.

Combat Gameplay Overview

In Artificial Freedom, combat sequences focus on mastery, placement and timing.

- The player will experience one bane : as the majority of enemies are rushing him/her down, he will be relatively slow compared to them, thus making it a question of time before he gets swarmed by monstrous creatures.
To prevent that, the player is given 3 major tools:
 - His first tool is his/her weaponry: guns that freeze enemies to place, guns with high knockback, repositioning

tools and so on: anything to widen the gap between them. In short, mastering his weapon kit is essential.

- His second tool is an unique enemy interaction: most enemies will paint the ground in a colored substance on death. If the player stands on it, he/she gains benefits relative to the color. These colorful puddles are important, as they stay active until the player leaves the level. To take advantage of them, enemies placement and timed kills are key.
 - Finally his third tool is the environment, with many tools given to the player, he will be able to trigger murderous traps, move walls to modify the level shape, or even summon allied firing units.
- As the player resolves battles, his arsenal will grow in different shapes depending on what he uses the most, giving tailored new tools for the player to play with.
 - As the player progresses further, new kinds of enemies and bosses await him/her.
 - And of course, through its journey, the environment will take different shapes, each with their own interactions to take advantage of.

Story and Lore Delivery

In Artificial Freedom, all narrative elements will be delivered methodically to ensure a predictable narrative pace:

- In the beginning of any chapter, a chapter introduction cinematic will play, explaining the discovery made by the avatar in the previous chapter.
- In Between combat sequences, the player will be able to interact with computers to discover pieces of information about the world around him/her. Those elements of lore fill a log database accessible at any moment throughout the game menu.
- At the end of any chapter, there is a gameplay sequence where the player can freely roam in a room and interact with the main story element.

Weapons

The player carries dozens of weapon types, and can equip up to 8 of them at any time. Each of them have their own characteristics, and spread the drool in an unique shape.

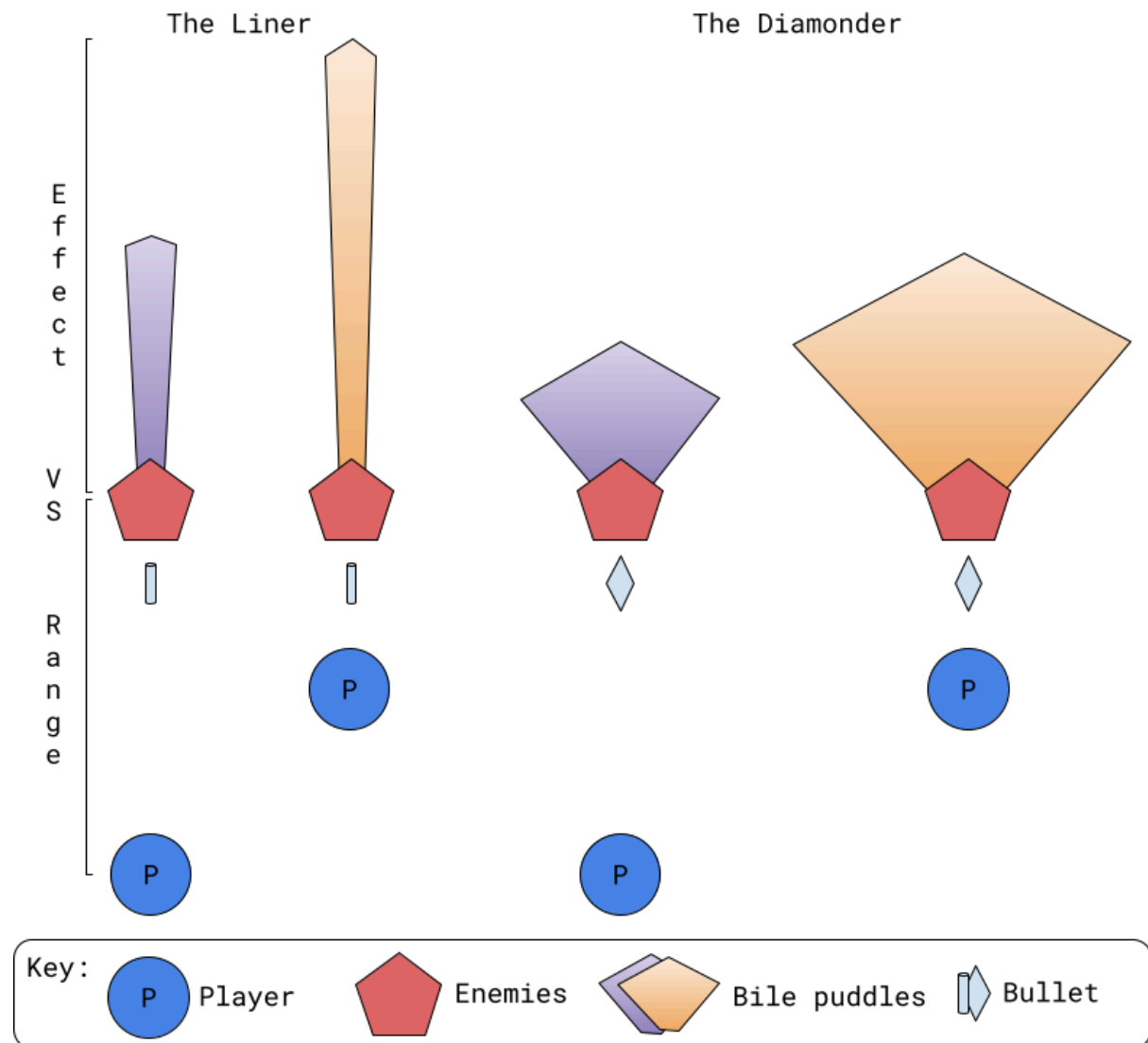
For a bullet based weapon, the closer from the target you are, the greater the impact -the drool shape will be bigger, so too the damage- when shooting it.

Below is an illustration of 2 basic weapons, showcasing examples of drool puddle shapes produced when an enemy is hit, relative to the proximity with the player.

Artificial Freedom

Last Update: 08/02/24

Player's Weapons Range/Effect and Shapes Example



Advanced weapons, having more complex shapes and unique properties are unlocked the further you progress into the game.

Arsenal

The arsenal is a game menu where the player can choose from the diversity of weapons unlocked through his/her playthrough.

Coming soon

Enemies

The enemies in Artificial Freedom are aliens mostly made of drool. They are aggressive to the player and tend for the majority of them to rush him down and inflict damage in close quarters.

Enemies Health Points are a measure of the quantity of drool they possess. Thus the only way of killing them is to make them spit all of it.

There are different types of aliens:

- Coming soon

Level Design

As combats in various rooms is the main gameplay mechanic, and will constitute the major part of the game, here are the different type of combat rooms attributes that Level Designers can use:

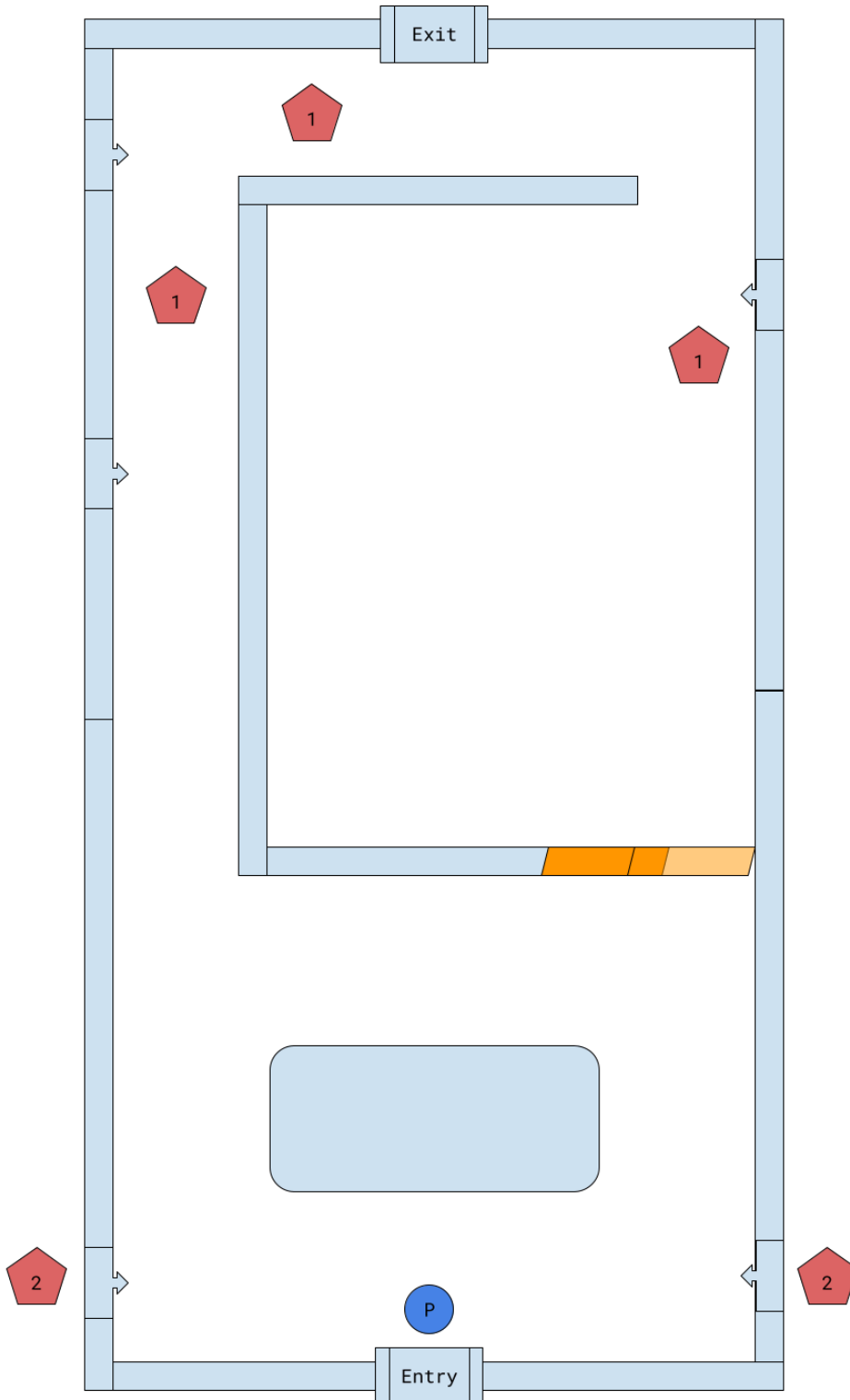
- The Regular Room: When the player enters the room, he/she benefits from preparation time: the player can analyze environment mechanisms (More visible with alternate vision) to build up a strategy against the incoming enemies.
- The Infested Room: Enemies are already present in the room, the player doesn't benefit from preparation time.

With that, there are modifiers that can be applied to each rooms:

- Lights out: When the player enters the room, lights are off and its vision switches to the alternate vision. There, the player needs to find the Battery pod and recharge it for the room to light up.
- drool Receptors: Enemies spawn endlessly, the player needs to fill drool receptors dispersed in the level to stop the spawns and proceed.

On the next page is a vertical slice, illustrating a single combat room.

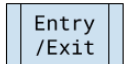
Vertical Slice : Level Design Example



Key:



Wall



Level Entry and Exit



Separator (can shoot through)



Enemies with wave (x) number



Triggerable door



Monster Closet



Player

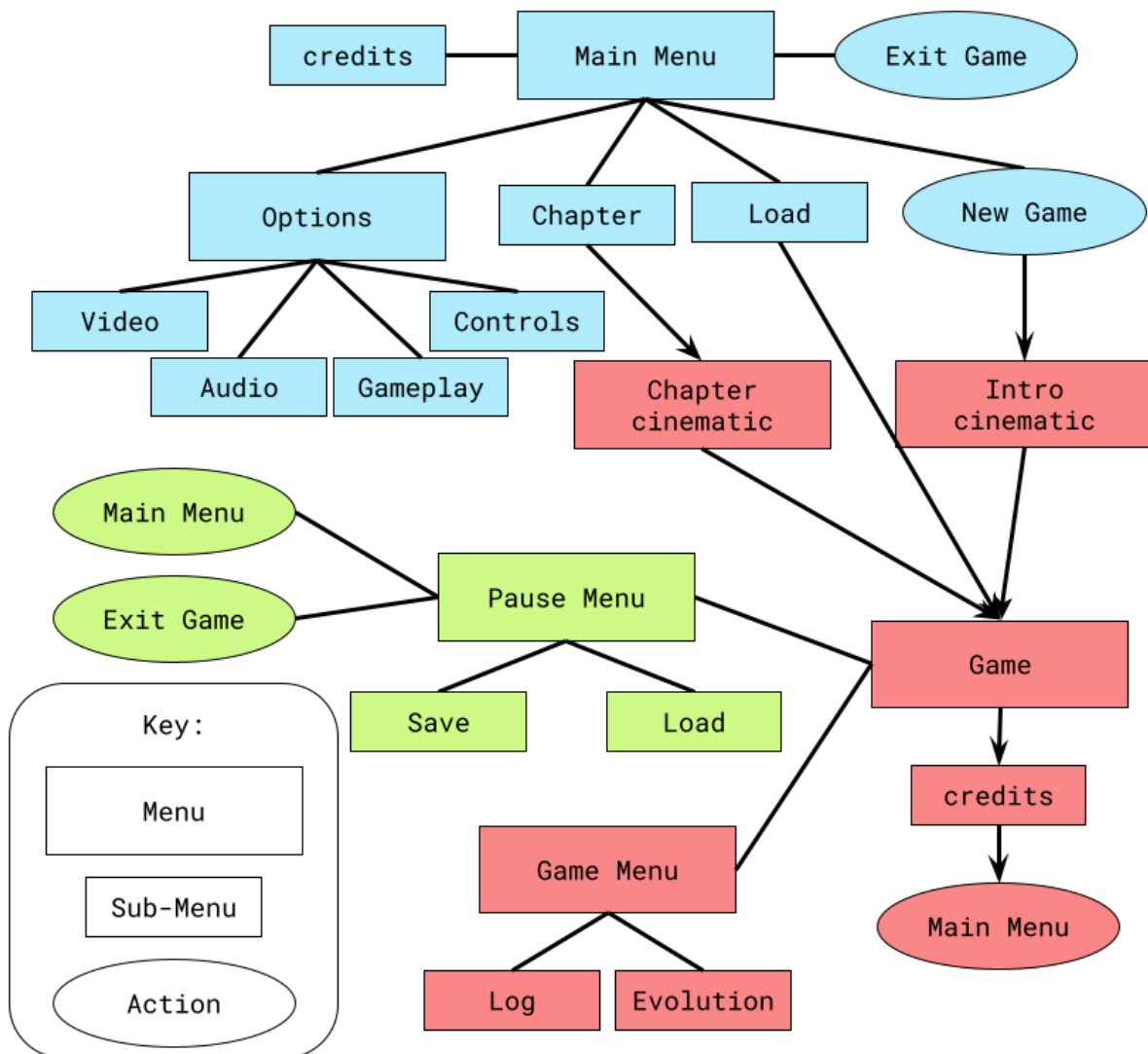
Note: It's an Infested Room: The first wave of enemies (1) is already present on the level. The second wave (2) spawn only when the all the enemies from the first are dead.

Gameflow

Artificial Freedom

Last Update: 08/02/24

GameFlow : Menus and Navigation



Victory Conditions

To complete a Level, the player needs to clear every room leading to the boss room, and then beat the boss, or some waves of enemies in an arena style room.

There are 6 Levels, so the game ends with a cinematic when the player finishes the last one.

Graphics

Coming soon

Heads-up display (HUDs)

Coming soon

Sounds

For the Soundtrack, we will be working with Simon Viklund, famous for *Payday* series soundtracks.

The game will be powered by *Wwise* to support Switches, States and Game Parameter, easing the workflow between our sound designers and programmers. Advanced features like 3d spatialization will give us a strong tool to communicate information (like danger for instance) to the player, but also boost immersion into the game world.

Controls

Artificial Freedom

Last Update: 08/02/24

Controls Scheme

