Apollo Game Design Document

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# Game Summary

Tbd

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| --- | --- |
| **Genre:** | Third-person Action |
| **ESRB Target:** | T |
| **Number of Players:** | 1 player Story-based |
| **Platform(s):** | XBOX360/PS3/PC |
| **Target Audience:** | Primary: Core gamers, 18-34; gamers with interest in the Nolan Batman universe; gamers who are fans of Batman |
| **Release Date:** | Spring 2012 |
|  |  |

## Product Position

Building on the popularity of the Christopher Nolan films, Monolith brings players into this more believable vision of the Batman universe and allow them to "play Batman their way". A player may prefer to take enemies on using Batman's advanced martial arts training, stick to the shadows and attack with stealth, rely on Bruce Wayne's millions to develop new high-tech gadgets, or any combination thereof. The looming shadow of the Dark Knight must strike fear into Gotham's criminal element again, and player choices determine how this is accomplished.

### Primary

"You are Batman." The primary objective is to give the player the opportunity to make the choices that Batman has to make. With an RPG-like talent tree system, the player can choose to add and upgrade skills in one of 3 unique branches; Combat, Stealth or Gadgets. This is 'your' Batman, but set in the wildly popular Christopher Nolan universe. The characters are eccentric yet believable and the world is dark and gritty, much like the worlds of Condemned and FEAR for which Monolith is so well known.

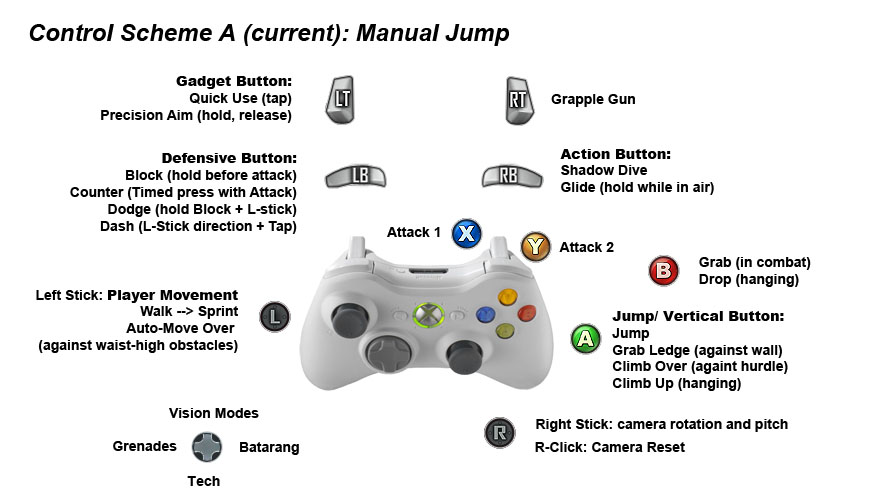
### Secondary

Gotham City is alive with possibility and it's up to Batman to decide how and where he wants to take his battle to the streets. Players can choose what order they want to approach missions, help clean up the streets by completing Ambient Crime side missions and gain additional intelligence by interrogating defeated enemies. Using the grapple hook and glide cape will allow Batman to scale the highest buildings and glide swiftly around the city.

# Control Schemes

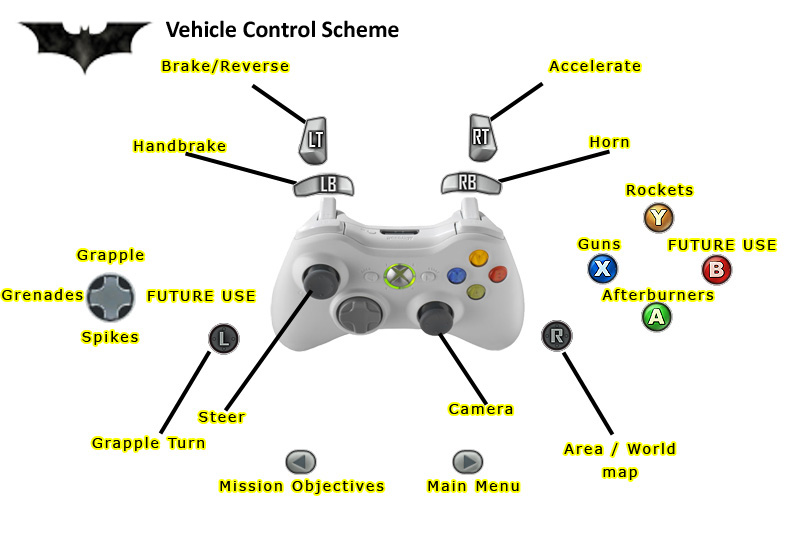
At this time, there are several possible controller configurations we intend to test in Usability. The default controller schemes at this time are shown below, for the XBox 360 controller.

## Xbox 360 Control Schemes



### Description: Main Features

* 4 Main Buttons for combat. Weak Attack, Strong Attack, Grab, Defense/ Counter/ Dodge.
* 3 Additional Combat modifiers: Jump, Gadgets, Grapple.
* Emphasis on high number of possible combinations for combat. Lots of fighting layers.
* Manual Jumping, Gliding, Grappling
* Movement Stick = Idle to Walk to Run
* RT = Grapple. Good button, so solid emphasis on grapple as primary method of travel.



### Description: Main Features

* The vehicle control scheme above is extremely first pass; we will be integrating playtest feedback as features come online and are tested.
* 2 Main Buttons for vehicle combat, corresponding to the Weak Attack and Strong Attack.
* Afterburners button corresponds to Jump/navigation button
* *NOTE: there is no horn currently planned for the Tumbler.*

## Additional control schemes

Additional control schemes will be developed for PS3 and PC.

# Core Gameplay Features

## Player Movement

As Batman, the player will be able to move around the world freely on foot or by grappling and gliding between buildings above street level. Movement will be intuitive and easily controlled. All controls noted below are subject to change based on usability feedback.

<https://confluence/display/batman/Player+Movement+%28Overview%29>

### Walking / Running

(Old Design disabled: Idle to Walk to Run on one stick is now split into 2 modes for Freerunning test, until further notice)

* Normal movement is from idle to a slower, stalking speed for greater player control. In this mode, the player manually interacts with obstacles by tapping the A button.
* The player can change to a faster "Freerun" by holding down the A button while moving. In this mode, the player automatically interacts with obstacles he comes across.
* The left stick will control his movement analog, with him moving faster (run) or slower (walk) depending on how much the stick is pushed.
* Movement is relative to the camera a la Assassin's Creed.
* Changing direction should feel immediately responsive and precise for the player. Even with extreme turns at high speed, the player's position should not drift into what they might be intending to avoid.
* The player cannot accidentally fall off a building. He stops at the edge, waiting for controller input.

See the [**Walking & Running Details page**](https://confluence/pages/viewpage.action?pageId=18255507) on the Apollo Confluence site for more information and technical reference.

### Jumping

(Old Design disabled: Manual Free Jumping disabled and replaced with manual/ auto obstacle interaction for Freerunning test, until further notice)

* The player jumps over/ on top of obstacles when tapping A while standing next to them and pointing towards them.
* The player automatically jumps over/ on top of obstacles, and over & away from ledges, when Freerunning (holding A) towards them.
* Movement speed determines how far Batman jumps.
* Tapping the button gives him a small amount of height for his jump.
* Holding the button gives him more height.

See the [**Jumping Details page**](https://confluence/display/batman/Jumping+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Vaulting

* Pressing or holding the jump button as batman approaches low objects will cause him to vault over them.
* Running into objects and continuing to push forward will cause him to climb over them after a moment.

### Ledge Climb & Hang

#### To Engage Hanging:

* **From below**, Press A when underneath & facing a high Ledge or other climbing surface to jump up, grab on, and Hang.
* **From above**, when standing near an edge, pressing B will cause him to drop down and Hang from the ledge.
* The player will automatically enter Ledge Hang if hitting a ledge midair while Jumping, Falling, Gliding, or Grappling.

#### Climbing While Hanging:

* Push Up (?) or Press A again while Hanging to Climb Up over the ledge.
* Push Down (?)or Press B while Hanging to Drop down.

See the [**Climbing Details page**](https://confluence/display/batman/Climbing+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Vertical Climbing

##### (Ladders, Pipes, Etc)

* From below, Press A when facing a climbing surface (like a Ladder or Vertical Pipe) to grab on and engage climbing.
* From above, Press B (?) when facing a climbing surface to drop down and engage climbing.
* Batman can move freely up and down the surface, and drop from it at any time.
* TBD: Batman can transition up from one hang-only ledge to another?
* TBD: Batman can transition up from the endpoints of a vertical pipe?
* TBD: Granularity of vertical, diagonal transitions.
* When reaching the top of a structure, pressing up on the LS will make him climb up on top and stand up.

See the [**Climbing Details page**](https://confluence/display/batman/Climbing+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Horizontal Climbing

##### (Ledge Shimmy, Transitions, Hand-Over-Hand, Etc)

* Normal rules apply for getting on (A) or off (B) while on a Ledge Hang.
* **Ledge Shimmy**. While in a Ledge Hang on a long ledge, the player can freely move right and left, stopping at the endpoints.
* **Horizontal Ledge Transfer**: When at the end of a ledge, the player can lean out and jump (A) sideways to another ledge, moving across the gap.
* **Horizontal Corner Transfer**: When at the corner of a building, the player can continue to move around the corner.
* **Hand-Over-Hand**: Some pipes and girders allow the player to stand underneath and grab on with (A). After attaching, Forward and Reverse directional input makes him move along the pipe, hand over hand.
* ? Player jumps off, away from wall if presses A ? Too accidental?

See the [**Climbing Details page**](https://confluence/display/batman/Climbing+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Grapple

* The grapple gun can be fired anytime at a highlighted valid target by pressing the RT button... while on the ground, falling, or gliding.
* The best valid grapple target is automatically highlighted, after priority being determined by a series of logic checks.
* If the player is still pressing forward while reaching the end of a grapple line, Batman automatically jumps up & over the ledge in a continuous motion.
* If the player is not pressing back (or nothing) while reaching the end of a grapple line, Batman initiates a Ledge Hang. From here, the player can keep hanging, move left or right along the ledge, drop, or pull himself up & over.

See the [**Grapple Gun page**](https://confluence/display/batman/Grapple+Gun) on the Apollo Confluence site for more information and technical reference.

### Gliding

* Holding the glide button while in the air makes the player glide.
* When minimum altitude is reached, the player drops to the ground.
* While gliding, the left stick can control the direction he is gliding, controlling much like an airplane. His ability to gain altitude while gliding should be based on gaining enough speed, (and optionally, we could have some kind of updrafts).

See the [**Gliding Details page**](https://confluence/display/batman/Gliding+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Shadow Dive

* Pressing RB and a directional input will make Batman dive towards the nearest cover or shadow in that direction, and take up a wall-hugging or other cover position if available.

See the [**Stealth Movement Details page**](https://confluence/display/batman/Stealth+Movement+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Cover/ Wall Hug

* Batman can enter wall hug by using Cover or Shadow Dive and indicating the direction he wants to go with the LS.
* He can also enter wall hug by pushing the directional stick towards the wall for a moment.
* When in wall hug, he can use the directional stick to move along the wall.
* Moving the directional stick away from the wall exits wall hug.

See the [**Stealth Movement Details page**](https://confluence/display/batman/Stealth+Movement+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Dash

* He can dash silently up to a foe to close the distance quickly.
* Can be used as beginning of combo.
* Not sure what the input for this is yet.

See the [**Combat Movement Details page**](https://confluence/display/batman/Combat+Movement+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Evade

* He can evade incoming threats.
* Not sure what the input for this is yet.

See the [**Combat Movement Details page**](https://confluence/display/batman/Combat+Movement+%28Details%29) on the Apollo Confluence site for more information and technical reference.

### Landing

* 3 types of landings based on distance the player has fallen
  + **Short:** roughly less than 1.5 meters
    - No effect on player momentum
  + **Medium:** 2 story building and below
    - Minimal effect on player momentum, could be a roll on impact
  + **Long:** above 2 story
    - Last-second cape flare slows fall just enough to not be lethal...
    - ... but ground impact still forceful enough to halt player's forward momentum
    - have to wait for animation to end to move again, player is vulnerable to attacks

## Combat

Combat for Batman must be brutal and believable, while also being fluid and easy to pick up and understand. It will have a core simplicity that will provide a satisfying and visceral experience even to those who tend to haphazardly mash buttons. However, we also intend to add deeper levels of interaction which will make the most out of the character’s abilities, should the player choose to learn them. With this “brawler” underpinning, emphasis will be placed on melee attacks, which can be "chained" to produce stronger attacks, supplemented by blocking, counter-attack, and grab maneuvers.

Since Batman is essentially a man, albeit a very well-trained and armored one, we don’t intend to allow him to seem invulnerable. Enemy selection and the layout of spaces will force players to think tactically about who to take out first and how to take them out. To support this, both the Stealth and Gadget features have close ties to Combat.

<https://confluence/display/batman/Combat>

### Direct Combat

Direct combat takes place whenever the player is visible to and interacts directly with an enemy.

#### Player combat maneuvers include:

##### [**Punches**](https://confluence/display/batman/Punch+Button):

Pressing the “Quick Attack” button (X on the 360) allows the player to punch.

##### [**Kicks**](https://confluence/display/batman/Kick+Button)

Pressing the “Slow Attack” button (Y on the 360) allows the player to kick.

##### [**Counters**](https://confluence/display/batman/Counter+Attack)/[**Blocking**](https://confluence/display/batman/Block+button)

The player can press and/or hold the LB button to block or counter enemy attacks, decreasing or negating the amount of damage dealt.

##### [**Grabs/Disarms**](https://confluence/display/batman/Grab+Counter)

Pressing (B on the 360) allows the player to initiate a grab attack, which can then be followed by a variety of moves (executed with X on the 360). Grabbing an enemy can incapacitate them, instigate a “Ride the Tank” maneuver on the appropriate enemy type, or allow Batman to disarm the enemy.

Disarming enemies can also be accomplished with a BatGrapple combo move (see below).

##### **Chains**

Chains are moves that can blend together to create a long, seemingly ‘unending’ attack sequence. Chains do not result in special animations or increase damage – they just work smoothly together, uninterrupted.

##### [**Combos**](https://confluence/display/batman/COMBOS%21%21%21%21)

‘Combos’ are completed by combining button presses in a set pattern. Combos produce a special animation, and may have special gameplay effects such as knockdowns, knockbacks, and stuns.

##### **Dash Attacks**

*tbd*

##### [**Bonebreakers**](https://confluence/display/batman/Bone+Breaker)

The Bonebreaker move is a special attack that is produced when the player has a full ‘combo meter’ (a measure of successful combo attacks performed) and has the appropriate combo styles unlocked from the Talent Tree (making it a side-benefit of Upgrading in the Combat tree). The player is prompted to do this move when the appropriate conditions are met. The move is spectacular: time slows down; the screen shows an ‘x-ray view’ of the bones that will be broken. Success shows bones shattering. The move will remove small enemies from combat (unconscious). Bigger enemies may be stunned, or put at a disadvantage depending on where they were hit (broken arm, can’t use knife/gun).

<https://confluence/display/batman/Combat+Move+List>

#### Enemy Behaviors

Enemies that do not have ranged attacks (see Characters section for the Enemy Types list) will try to close with Batman and engage in melee. Up to 4 enemies will attempt this at the same time, positioning themselves in "slots" to the **front**, **left**, **right**, and **back** of the player. Any additional non-ranged enemies in the area will hang back and wait until one of these slots becomes available.

* The player may only directly target one enemy at a time
* Attacks from the front, left and right can be blocked without removing focus from the current target by simply pressing the block button before the attack connects with the player.
* Attacks from the front, left and right can be countered using the block + punch or kick buttons but focus will always change to the enemy whose attack is being countered.

### Stealth Combat

Whenever Batman is hidden in the shadows or simply behind or above a target when he is not in view of an enemy, he will have the option to perform various stealth attacks against enemies within range. Players will be able to use these to thin out large groups before engaging them in more standard combat as well as to generate an increase in AI Fear state.

 Unlike most Direct attacks, stealth attacks:

* Can knock out or otherwise incapacitate targets at full health in a single move.
* Cannot be blocked.
* Can cause enemies to drop their weapons without being forcibly disarmed.

#### Attacks

* **Shadow Grab** (B) - the player rushes out of the shadows and grabs the enemy.  If he then presses (B) and a direction with (LS) to move back to the shadows, he will perform a move that not only takes his victim along but pins him to the ground when he gets there.
  + Enemies pinned down in the shadows are at the player's mercy. The player will have the option to:
    - Punch (X): knock out enemy.
    - Interrogate (Y): Asks the enemy a relevant question to the mission at hand. Also raises enemy fear level somewhat. Overuse may cause the victim to pass out.
    - Release (B): Lets the enemy go, at which point he may try to fight or run off screaming depending on his fear level.
* Batarang (LT) - If this weapon is carried and equipped then it can be used against enemies facing away from the player at a greater range than any melee move.
* Ledge drop (B) - Batman jumps down onto unsuspecting enemies below, knocking them out cold.

### Gadgets in Combat

##### **Fighting**

Weapon-based gadgets can be used against enemies as part of the combat experience. Other gadgets cannot be used directly against enemies but can still be used during battle if equipped.

##### **Escaping**

[**Grapple Gun**](https://confluence/display/batman/Grapple+Gun)  
[**Grapple Snatch**](https://confluence/display/batman/Grapple+Snatch)

### Animation Concerns

Tbd

#### Combat Reference Styles

The styles of combat Design is intending for animation reference are below; they are frequently used in today’s movie combat choreography.

* Krav Maga
* Keysi Fighting Method (used in Batman Begins)

### Combat Execution

The work involved in implementing Combat is currently being investigated by a strike team composed of designers, engineers and animators. After researching the capabilities of a tool used by Snowblind Studios, this appears to be a solution that can make combat setup more efficient, and our engineers are currently adapting it to our toolset.

## Stealth

<https://confluence/display/batman/Stealth>

Stealth is an iconic Batman element, and is intended to support a variety of play styles.  Pure stealth players should be able to get deep into enemy territory without being discovered, and savvy combat players should be able to "cull the herd" via a few stealthy attacks before going in to finish off the rest in person.  Games like Tenchu, Splinter Cell, and Thief are proven examples of the Stealth model we're considering.

### Concealment Communication

One of our primary goals is to make sure that the player always knows when Batman is concealed and when he is not, and how extensive that concealment is. This will require consistent presentation of lighting, music, FX, and AI behavioral responses. This system is one of our most high-risk areas and needs to be prototyped and tested as quickly as possible.

#### Lighting Presentation

* In terms of gameplay, [every part of the world will be lit](https://confluence/display/batman/Stealth+Support+%28Lighting%29) in one of three ways. (See top of page for examples).
  + Brightly lit
  + Ambiently lit
  + Darkness/Shadow
* One or more of Batman's vision modes will incorporate a "shadow finder" to make finding areas to hide as easy as possible when surveying a relatively well-lit space from a vantage point.

#### FX on Batman

* [Batman himself](https://confluence/pages/createpage.action?spaceKey=batman&title=Stealth+Mode&linkCreation=true&fromPageId=14123129) - the appearance of the character model could communicate his degree of stealth (e.g. transparency, posture, suit appearance)
  + NOTE: Batman does not "sneak" - animations are expected to be very similar if not identical to normal player movement.

#### Audio

* [Music](https://confluence/display/WSS/Stealth+Strike+Team)- Music changes, stings and other cues can communicate Batman's state of concealment and the AI's alertness levels.

#### AI Response

* [AI Response](https://confluence/display/batman/Stealth#Stealth-AIResponse) - AI vocalization and behavior can indicate whether Batman is visible to them or if they think they might see him.

### Standards for Visibility States

As the player moves around in the world, his hidden status changes in the following ways:

#### Brightly lit

* AI can see and identify the player immediately.
* No "hidden" FX will be shown on the player model
* TBD - Music change

#### Ambiently lit

* AI will see the player, but must focus for a few seconds and may need to move closer to figure out what they are looking at.
* TBD - Music change

#### Darkness/Shadow

* AI will not notice the player until very close to him and once they do notice him they must turn on a light or flashlight to determine what he is.
* "Hidden" FX will be displayed on the player model at full intensity.
* Music change TBD

### AI Response

AI vision is affected by light levels. In other words, their ability to see the player (or other object) and to identify what they are looking at will change depending on the current visibility of the object itself. Design's idea for this is that the object's [**stimulus**](https://confluence/display/batman/Stimuli+%28Details%29) will include modifiers to the AI's [**senses**](https://confluence/display/batman/Senses+%28Details%29) so that the AI can more easily determine if he can see and/or identify the object.

#### How it should work:

##### **An AI's senses detect the player standing in a bright area:**

* The AI can see and identify the player immediately.
* AI [**Alertness**](https://confluence/display/batman/Alertness+States) and [**Fear**](https://confluence/display/batman/Fear#Fear-FearStates) states are updated as needed.
* AI exhibits specific behaviors based on his current alertness and fear state.
  + ([Behavior List](https://confluence/display/batman/Behavior+List))
  + ([Alertness State Behaviors](https://confluence/display/batman/Alertness+States#AlertnessStates-AlertnessStateBehaviors))

##### **An AI's senses detect the player standing in a dim area:**

##### If the AI is close enough to the player, he will react as if this player is standing in bright light.

##### If the AI is not close enough to the player, he will stop and attempt to figure out what he is looking at in a manner appropriate for his current [**Alertness**](https://confluence/display/batman/Alertness+States) and [**Fear**](https://confluence/display/batman/Fear#Fear-FearStates) states. During this time, the player can often [**Shadow Dive**](https://confluence/display/batman/Stealth+Movement+%28Details%29)or grapple away before the AI can ID him and alert others to the problem.

##### Once the AI is done with his initial reaction to detecting something, he will re-evaluate the situation .

##### If the player is still there, the AI will ID him and call for help before proceeding.

##### If the player is gone, the AI will come over for a closer look at the spot where he thought he saw something.

##### **An AI's senses detect the player standing in a dark area:**

* The rules for dim areas remain the same, but the AI must be very close to even notice the player in the first place, let alone recognize what he is.
* If an AI notices something in the dark, and has access to a flashlight or nearby light switch, he will use these immediately following his initial reaction to the disturbance.

### Player tools for using stealth

#### Sound

The player can use sound to create distractions through gadgets and other methods, but may also attract unwanted attention with sound if he isn't careful. Detailed information about Audio stimuli can be found on the [***Stimuli (Details)***](https://confluence/display/batman/Stimuli+%28Details%29) page.

* **Surface sound** - Walking on different things makes different amounts of noise.
* **Movement speed** - The faster Batman runs, the more noise stimulus he creates.
* **Environmental interaction** - Batman can push, pull, and break certain objects. The noises made by these objects when these actions occur should create stimuli that the AI can detect.
* **Ambient Sound Level** - Increased ambient sound level decreases the stimulus from sounds Batman makes.

#### Sight

Batman is a master at using a variety of methods to stay hidden until he wants to be seen.  
Detailed information about Visual stimuli can be found on the [***Stimuli (Details)***](https://confluence/display/batman/Stimuli+%28Details%29) page.

* **Line of sight** - AI must have a clear view of the player in order to see him, i.e. they cannot see through walls.
* **Darkness** - When the player is in darkness he is considered hidden and AI will need to be much closer before they can notice or identify what he is.
* **Low-light** - When the player is in a low-light situation AI will need to focus and/or move closer to the player before they can figure out what he is.
* **Camouflage** - The player can unlock a gadget that will bend light around him and make him almost impossible to see as long as he stands still.
* [**Smoke Bombs**](https://confluence/display/batman/Smoke+BatBomb) - Use of the smoke bomb gadget will completely prevent AI from seeing anything within or beyond the smoke.
* **Flash Bang** - We might use these to temporarily blind enemies. Batman would not be affected by them (his visor protects).
* **High Ground Advantage** - When at low alertness, AI vertical field of view is very narrow, so Batman can stick to areas above them and remain out of view.
* **Wall-Hugging** - When Batman is wall-hugging, his profile blends into the wall making him less likely to been seen out of the corner of an AI's eye.
* **Movement speed** - The faster something moves, the more likely it is to catch the enemy's eye.

#### AI communication

* **Callouts** - AI will communicate with each other verbally, giving the player useful information on how to pick them off one-by-one. Examples include:
  + The player - When an AI sees the player, he'll let his buddies know about it.
  + Bodies - When an AI comes across the unconscious body of an ally, he'll call out to others letting them know that there is a problem.
  + Broken windows or other objects - Nervous AI will call out to others nearby for backup before searching the area if they notice medium-level evidence that the player is around.

#### Time

* AI alertness decays over time, so avoiding the AI for a while will make them less likely to become alert to Batman the next time they encounter him.
* Alert states will decay much more rapidly than in previous games. This is to emphasize the effects of fear lingering longer than alertness , and to make it easier for Batman to disengage from combat.

#### Actions

Some of the moves that Batman can do are designed for (but not necessarily limited to) stealth gameplay. These include:

##### **Stealth Attacks**

When the intended victim cannot see the player, additional attack opportunities based on the players current position will become available.

For more information, please see the [***Combat Move List***](https://confluence/display/batman/Combat+Move+List#CombatMoveList-StealthCombatTalentUnlocks) page.

##### **Shadow Dive**

The player can immediately move to a nearby area that is covered in shadow with a button press to prevent enemies from seeing him, or to break line of sight if he has already been spotted.

For more information, please see the [***Stealth Movement (Details)***](https://confluence/display/batman/Stealth+Movement+%28Details%29) page.

##### **Wallhug**

The player can attach to a wall and shimmy along it, as an aid to concealment. Reaching edges of walls, the player can transition into corner attacks or diving to other corners/ walls.

For more information, please see the [***Stealth Movement (Details)***](https://confluence/display/batman/Stealth+Movement+%28Details%29) page.

##### **Dash**

When the player needs to quickly and silently close the gap between himself and an enemy, he can use the (unlocked) **dash** ability.

For more information, please see the **Dash** section on the [***Player Movement (Overview)***](https://confluence/display/batman/Player+Movement+%28Overview%29) page.

##### **Stealth Moves brainstorming MindMap**

[**Stealth Moves MindMap**](https://confluence/download/attachments/14123129/Stealth+Moves.mmap)

## Gadgets

<https://confluence/display/batman/Gadgets>

The inclusion of Gadgets will bring Batman's legacy of using dramatic but nonlethal tools into the action, and give the player a sense of progression and decision-making through loadout and upgrade choices and expansions. Gadgets should empower the player to do dramatic, Batman-esque things in the game and should never feel like a chore to use.

### Types of Gadgets:

#### Batarang

The Standard [**Batarang**](https://confluence/display/batman/Batarang) is a bat-shaped shuriken (throwing star)-like weapon that Batman can throw. It can be used to:

* disable enemy targets
* disarm enemy targets
* damage objects in the environment
* activate machinery
* increase the Fear level of Batman's enemies (e.g. breaking a light, throwing it at a wall for sound misdirection, etc.)

The Batarang is a stealthy weapon, allowing Batman to strike from a distance without alerting nearby foes. Batman can obtain a variety of Batarangs with enhancements to make them more useful in certain situations. At first, Batman will only be able to target general objects and enemies in the world, but as he upgrades the gadget he will be able to target more precise points on objects and enemies; for example, the enemies' heads or weapons. Additional upgrades include the ability to target multiple enemies at once via the [**Multi-Target Batarang**](https://confluence/display/batman/Multi-Target+Batarang), and to disable an enemy for a longer period of time via the [**BatBolo**](https://confluence/display/batman/BatBolo) upgrade.

#### BatBombs

BatBombs start out as the basic [**smokebomb screen tool**](https://confluence/display/batman/Smoke+BatBomb), and upgrade to **concussion/stun grenades** and [**EMP/flash-bangs**](https://confluence/display/batman/EMP-Flashbang+BatBomb). Also functioning as a BatBomb is the [**BatCall**](https://confluence/display/batman/Batcall+BatBomb), a distraction device that when thrown calls a swarm of bats to its location, potentially also increasing the Fear level of nearby enemies.

#### Cowl/Cape/Armor

##### **Vision Modes**

Vision modes include a special **Detective Vision** mode (assisting in finding evidence and transferring it to the Batcomputer), as well as **Sonar** and **Night** vision, which assist in visualizing enemies in dark spaces.

<https://confluence/display/batman/Vision+Modes>

##### **Cape**

The Cape is flexible armor, but also has a built-in skeleton allowing it to snap out to emulate a miniature glider. Upgrades to the cape allow for greater gliding distances and better shielding from explosives, bullets and fire.

##### **Suit**

The Suit provides a level of basic armor that can be increased with an armor upgrade. Alternatively the suit can be equipped with camouflage capabilities. The Suit also has a taser, lockpicking and hacking gear built in.

##### **Gauntlets**

Potential inclusion based on movie suit – they would allow for increased block capabilities.

<https://confluence/display/batman/Gauntlets>

#### BatGrapple

The BatGrapple is currently designed as a hand-held [**grapple gun**](https://confluence/display/batman/Grapple+Gun) that will allow Batman to hook to buildings and scale them more efficiently, or interact with objects in the environment. Upgraded, it can also be used in combat to [**grab enemies**](https://confluence/display/batman/Grapple+Snatch) and string them up or pull them into range of Batman’s fists.

### Using Gadgets

#### Loadouts

Each gadget type will have multiple versions, unlockable via the Talent Tree.

Each gadget type will have **limited slots**, requiring the player to choose a loadout from available versions.

* Loadout is available from the Safehouse only, and can be accessed at any time. An active quest is not required.
* Available slots can be expanded via the Talent Tree, to extend loadout options.

#### Gadget Selection

The player will access gadgets he has in his current loadout using the D-pad on the controller. Tapping the Right D-pad button will cycle to the next available Batbomb; tapping the Left D-pad button will cycle to the next Batarang selection. Tapping the Up D-pad button will activate the currently selected Vision Mode.

##### **Quick Throw:**

Tap the Left Trigger to quickly fire the currently-selected Batarang or Batbomb. This is not a targeted throw.

##### **Precision Targeting:**

Press and hold the Left Trigger to enter over-the-shoulder targeting mode. There is limited mobility while in this mode: the left stick moves the player from side to side, while the right stick aims the targeting window.

##### **Weapon Switch while Precision Targeting:**

While holding down the Left Trigger in Precision Targeting mode, the player can tap the Left or Right D-pad buttons to rapidly switch weapons.

* Tapping the DPad Button of the currently selected weapon type will cycle to the next version of that weapon
* Tapping the DPad Button of the other weapon type will cycle to its current selection.
* Tapping the Up DPad Button will activate the current Vision Mode selection.

## Vehicles

<https://confluence/display/batman/Vehicles>

Vehicles will be provided for player use in specialized circumstances – either for traveling large distances (between islands) or for use in missions designed for optimal vehicle performance. Types of vehicles are still under investigation, but for now we expect to see **some form of automobile** and the **Bat-pod**. Currently the Tumbler is serving as our basic automobile, for testing purposes, as reflected in current documentation.

### Vehicle Environments

Vehicle interaction with the environment will be extensive but controlled. Vehicles will be used in areas designed for their use, and will be equipped with weapons to take out enemy AI and obstacles (guns and missiles). The automobile especially may have a tank-like quality to allow it to take damage and navigate difficult terrain. It will also have a speed booster rocket.

### The Driving Experience

#### Accommodating the Driving Experience

##### **Funnel the player, Smooth the perimeter**

It's okay for other vehicles to smash into stuff on the side of the road or center dividers, but the Tumbler should effortlessly GLIDE, ROLL, OR JUMP off of these obstacles. Even if the sides of the track look like jagged, car grabbing, race stopping corners, we should smooth them out with curbs, guard rails, etc.

The sides of the streets may look like this:

[]...[]...[]

But they should feel like this:

\_\_\_\_\_\_\_\_\_\_\_

Or at worst, this:

\_\_\_\_/-----  
The same should be true for track splits and center dividers:

<[]==[]> not [] [] []

##### **Set up jumps properly**

The player can't steer (much) while in the air.

* Make sure there's a long, clean line both INTO and OUT OF any jump.
* Optional jumps can be narrow to ensure they are hit straight- this makes it easier to predict where the vehicle is going while in the air.
* For mandatory jumps (the width of the track), make the landing as wide and as accommodating as possible to account for all reasonable jump angles.
* You need a LOT of landing room- at top speed, the vehicle is going to soar about 3x farther than you'd expect.

It's okay to have a "fail" state for a missed jump, but it should read clearly. Ideally, missed jumps should land in water.

If a missed jump leads to anything that might be drivable (IE, anything but water), consider making the jump an optional branch and supporting both “made” and “missed” jumps with smooth routes out.

##### **Less stopping, more smashing**

Anywhere it feels like the player's vehicle should be stopped should be re-imagined as a smashable or jumpable obstacle. It is okay to slow the player down a little, or do damage to them; just don't immobilize them.

**Examples:**

* A sharp turn with a destructible outer railing that branches to an optional path.
* A center divider made up entirely of knockables (barrels) or destructibles (glass / wood).
* A center divider shaped like a ramp (you jump off it of course!).
* Oncoming traffic that can be jumped (go over) or flipped (go under). We see examples of both in the movies (jumping over a sports car, shoving under a garbage truck).
* Impassable terrain can still have "damage" fx when you hit it: chunks come off, sparks fly, etc.

##### **The illusion of danger**

Driving is more exciting if it feels perilous, but not if it actually IS perilous. We should surround the driving experience with perceived threats:

* Cross traffic that spawns in just the right moments to be narrowly missed!
* Environmental destruction occurs on the path the player didn't take (cieling caves in, tanker explodes, cars pile up, etc). Keep this stuff out in front where the player can see it- if it happens behind them, it didn't happen.
* Environmental destruction resolves itself just as the player arrives (cieling caves in ahead, forming a RAMP).

##### **Give them time to choose**

Branching the path gives players choice; this is good. But we need to make sure the player has enough time to make the choice!

* Telegraph branches way in advance. Use stripes on the road, lights overhead, and "soft" splits (like a bumpy but driveable divider) to foreshadow the actual split.
* Mark "optional" routes clearly and consistently. Flashing yellow lights always means a shortcut! Jersey barriers can always be blown out of the way to open up a path (vs. solid walls, which cannot).
* Make turns and intersections WIDE.
* Make jump ramps narrow (funneled) but make the landings wide. Validate their choice to jump by giving it the best chance of success.

##### **Show them the path.**

* Keep the main path well lit.
* Use consistent materials for driveable surfaces- even the optional paths (dirt, etc).
* Put landmarks in the distance (lit up skyscraper, bat signal on a cloud) that give the player a point of reference, even if they are only occasionally visible.
* Enemy, friendly or neutral vehicles going the same direction /telegraphing upcoming turns.
* Even parked cars can "point" in the right direction.
* Jersey barriers indicate "breakable" perimeters
* Billboards indicate "optional" branches.

##### **Show them spectacles!**

* Scripted events should play out in front of (on top of?) the player, never behind them
* Crash Cam: When an enemy is defeated, cut to slowmo cam showing the crash while player vehicle auto-drives track (BURNOUT series).
* Crash magnet: When an enemy wipes out, we can "cheat" their crash a bit to ensure the coolest possible thing happens. For example, if there's an edge nearby, they'll plunge off it. If there's a fire hydrant nearby, they WILL hit it and water will go spraying.
* Environmental FX we can leverage include dirt (dust, mud kick), water (rooster tail), Debris (papers flying). These FX should "carry" with the car, so we can see them splayed out in front of us, not just dissapearing off the back of the screen as soon as (or faster than) they are generated...
* Parked vehicles explode when shot. Moving vehicles wipe out when shot. This maintains our "no killing" rule while still providing the maximum spectacle possible.

#### How Damage Works- Overview

* **Parked vehicles blow up, moving vehicles wipe out.**This helps reinforce the idea that Batman isn't killing anyone, but gives us the maximum amount of driving mayhem.
* **The Tumbler can drive over small cars.**Certainly while they are stopped, but even while they are moving, the Tumbler can ride up over small cars, causing some damage and wiping them out.
* **The Tumbler can smash through small objects.**Water Barrels, Billboards, Streetlights, Signs, Mailboxes, Newsstands, and Bus Stops can all be plowed through by the Tumbler with little to no damage or slowdown. The Pod can also, but takes a big hit to speed and possibly some damage.
* **The Tumbler takes damage instead of being "stopped".**Ideally the risk the player can avoid by skillful play is the Tumbler taking damage, NOT being stopped or forcing a replay because it went "off the track". We'd like to avoid "resetting" the player on the road- it's more interesting if we just do some damage as it smashes forward, and provide for continuing driving forward, even if you're now down in the creekbed instead of on the road!
* **Even solid obstacles show "damage" when hit.**Crashing into a wall or divider will still leave a damage decal and play particle and dust FX, even though the Tumbler will never break through them.

### Enhancing the Driving Experience

In addition to what the player is doing, we control how the player experiences it!

##### **Speed Cues**

Here's some tricks we can employ to make driving feel more exciting / faster than it really is.

* **FOV**: narrow the FOV at higher speeds.
* **Screen Shake:** Reserve it mostly for impacts, but a subtle shake for boost / top speed could be cool
* **Screen TILT:** At higher speeds, tilt the camera slightly in the direction of the last (or next) turn. Burnout 3 did this, and it really worked well.
* **Streaking / stretching:** bleed strong or light colors back- kind of like HDR bloom, but along the camera axis.
* **Particle spawning:** imagine a snow effect that always moves towards the camera.
* **Patterns:** Columns, stripes, lights- any regularly occurring visual cue in the environment can help the sense of speed. Watching smooth dull concrete scroll by = fail. Watching overhead support beams whizzing overhead one after the other = success. Note that overhead patterns are particularly effective.

##### **Rubberbanding**

If the player is chasing a target, the target can slow down, speed up, or even teleport for the best player experience.

* **Fit it within the player's expectations.** We can't overdo it or the player will call fake.
* **Justify it when on screen.** Spawn traffic in front of the target, show them skidding out, etc.
* **Let the player interact with the target.** If the goal is to ram them into submission, don't take away the player's opportunity to ram them right away. After a few beatings, THEN the target can "get away for a bit", renewing the chase.
* **Shortcuts should always have the player JUST catching up with the target.** Every shortcut should be seen as a window for hand crafting the perfect engagement. The player shouldn't overshoot the target, nor should taking a shortcut have no noticeable gain.
* **AI vehicles should try to match the player vehicle's speed** when the player is catching up or slowing down. More time alongside the player's vehicle means more opportunities for side swiping them, cutting them off, or running them off the road.

### Vehicle Gadgets and Weapons

#### Standard (for Tumbler-esque vehicle)

* **Guns**: Dead fire straight ahead - aim by steering. Can blow open Jersey barriers. Causes vehicles to wipe out if they are hit.
* **Boost:** Gives the Tumbler a short burst of speed, has to recharge before using it again.
* **Police Scanner:** Batman can hear the police reports at all times, giving him insight into what they are thinking and doing. This feedback also makes messing with them more satisfying!
* **Damage Control System:** Damage to the Tumbler shuts down systems, rather than slowing down the car. Instead of just "losing speed", it's more interesting to just disable some of the enablers on the car. Ideally we should never take away anything essential to completing the mission- at that point, we should just blow up the car and eject the pod instead. For example, the order of things disabled might be: Missiles, then other gadgets (grapple?), then Guns, then Boost.
* **Pod:** Batman can abandon the Tumbler and continue pursuit with the Pod. This would be worth doing if the Tumbler a lot of damage, or to continue pursuit along a narrow shortcut only available to the pod. Upgrades: the Pod itself can take any of the upgrades available to the Tumbler listed below. (NOTE: Per Nolan team’s request, we may provide The Pod as the original vehicle since the Tumbler was ‘destroyed’ in *The Dark Knight*. Replacement automobile is currently in brainstorming, so this design has not yet been updated.)

#### Upgrades

Upgrades for vehicles will be accessed through talent unlocks (see Talent Tree: Planned Talent Unlocks: Vehicle for details).

### Cinematic Vehicle Entry/Exit

Getting into or out of the Tumbler can be more dramatic than just pressing B or reaching the end of a track. We'll need to set up the triggering criteria for these, but any of the cinematics below can be used as a bridge between on-foot and vehicle gameplay, as long as the player understands these are special events and are not available whenever they want. Idea: Perhaps Alfred notifies you when the Tumbler is available?

* Call the Tumbler and dive in as it drives by
* Glide or Grapple into a moving Tumbler
* Grapple out of the tumbler up to a tall building
* Eject from Tumbler into a glide
* Eject from Tumbler set to self-destruct so it blows a hole in something! (also a good justification for vehicle not being available for a while afterwards...).

### Vehicle Missions

#### Track Layout Types

##### **LINEAR**

Linear tracks have a definite start and end. They are optimized for high speed gameplay and rely on spawned or rubberbanding AI for interaction. They can have multiple interconnected paths, but the paths essentially run parallel. Hub connectors are Linear tracks.   
Time expectation: 2 minutes of game time.

##### **OPEN**

Open tracks have no start or end. They are designed for player choice with multiple paths through a wide space, but should still have good flow to accommodate high speeds. They rely on resident AI or targets (moving or stationary) for most interactions, where the order is not dependent.   
Time expectation: 5 minutes of game time.

#### Objective Types

Unless noted, objectives can work in both LINEAR and OPEN layouts. Objectives can be combined to form more complex driving missions (for example, Reach Destination and Escape Pursuers).

* Reach Destination
* Escape pursuer(s)
* Disable Target(s)- Linear targets are spawned, Open targets are resident.
* Follow target to a destination (LINEAR) or for x amount of time (OPEN)
* Protect target(s)- Probably by disabling threats to the target

#### Optional Gameplay

* **Breakable Billboards** - Maybe the corrupt police chief is using them for anti-Batman propaganda. Breaking them could award a bit of vehicle XP. Also useful for marking shortcuts.
* **Illicit vehicles -** most of the vehicles on the road could be "up to no good" - stolen cars, joyriders, thugs on their way to a job, etc. Taking these vehicles out during a driving mission could be analogous to solving Ambient Crimes in the hub.

# Secondary Game Features

## Talent Tree

<https://confluence/display/batman/Talent+Tree>

The Talent Tree will provide a more immediate and tangible element of player choice, symbolic of the rebuilding of his own body and mind that Batman must do to recover from his initial encounter with Bane. Talent Tree branches include Combat, Stealth, Gadgetry and Vehicles.

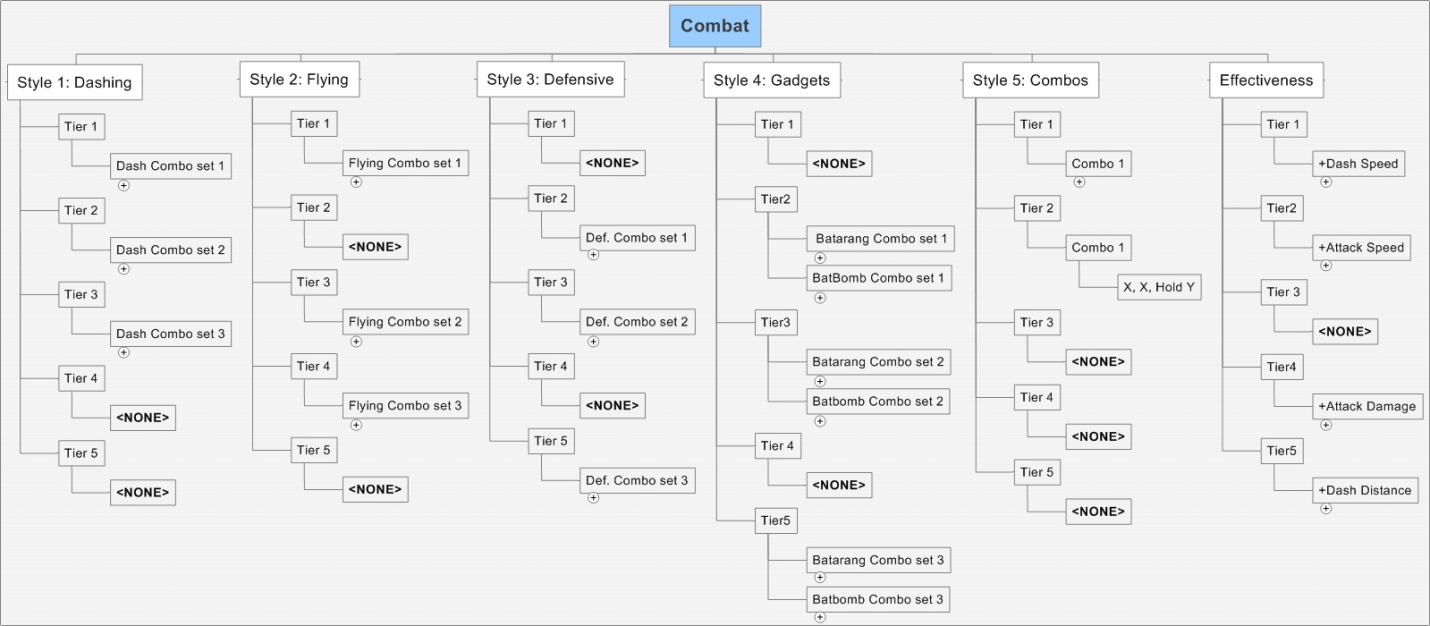
### Categories:

Upgrades will be divided into 3 main categories, currently thought of as Combat, General, and Stealth.  Upgrades in the **Combat** category will help the player to take on larger groups of enemies, doing more and taking less damage in the process. Upgrades in the **Stealth** category will enhance Batman's ability to sneak up on enemies, deal with them quietly, and increase the fear of everyone else in the process.  Upgrades for **Gadgets** and **Vehicles** will add new options or capabilities to Batman’s varied tech.

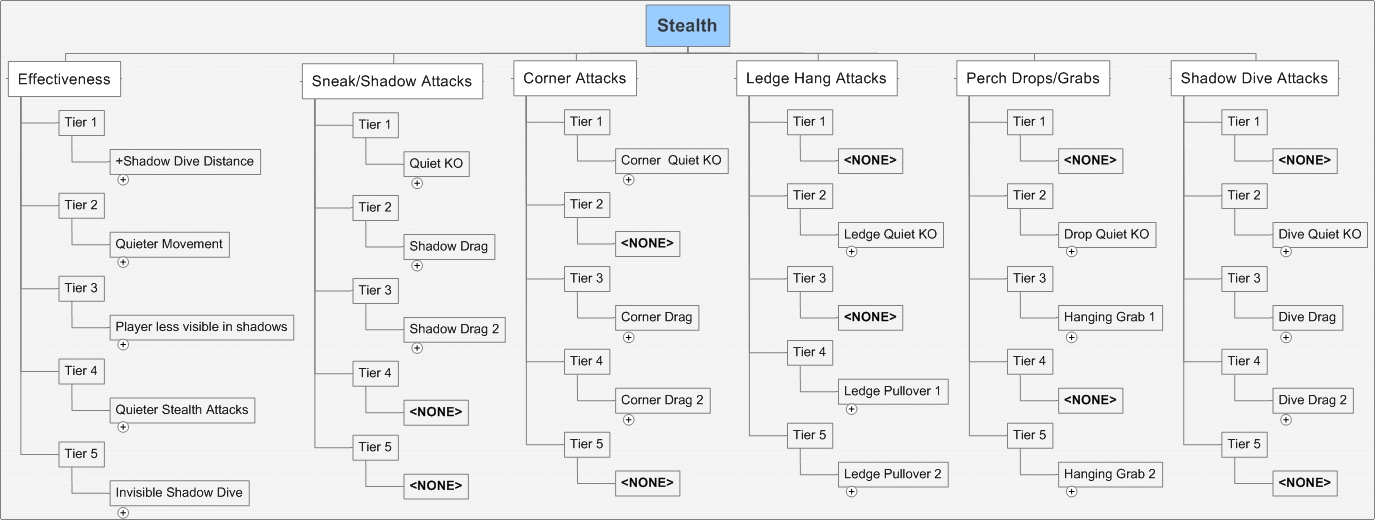
Upgrades within each main category will be arranged into subcategories. This will make it easier for players to follow a path towards what they really want Batman to be. Items within each subcategory will be linked to any prerequisites that they may have to make it clear to players why some upgrades may not yet be available.

### Planned Talent Unlocks:

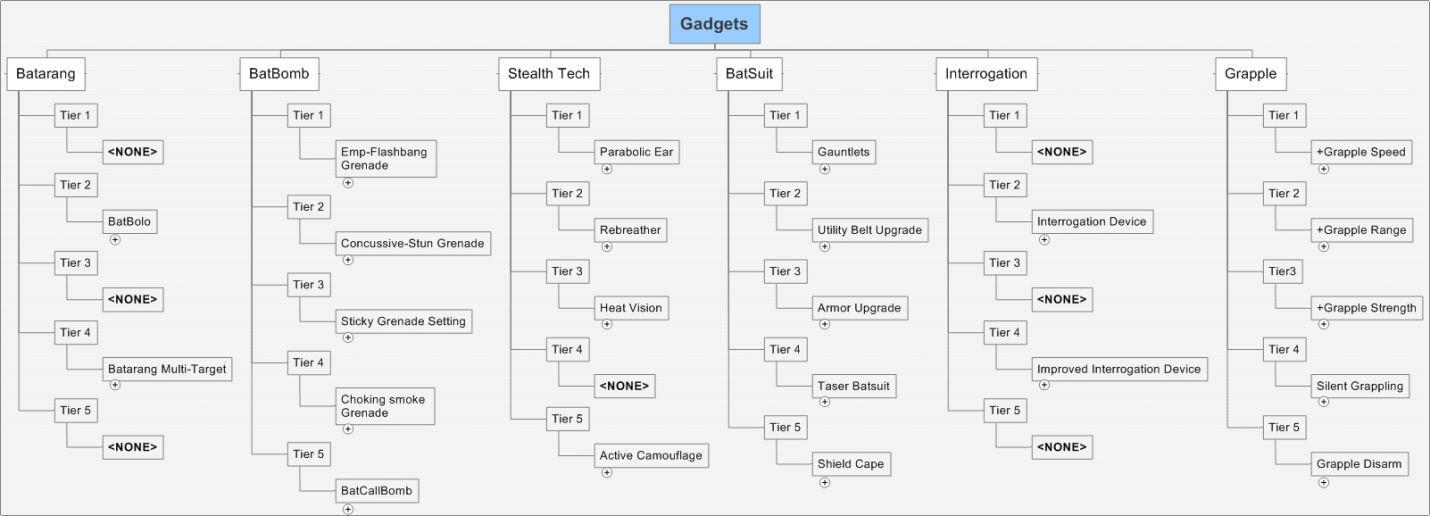
#### Combat:



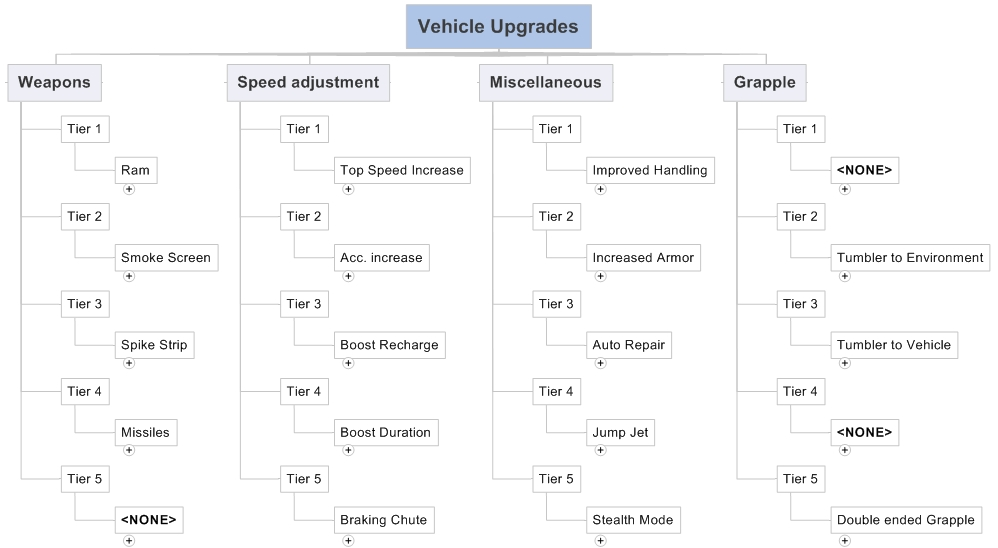
#### Stealth:



#### Gadgets:



#### Vehicle:



### Purchasing Talents: Points/Economy

Before the player can unlock any upgrade he must first earn the amount of points needed for it. The cost of each upgrade will vary.  The player may choose to spend his points on any available upgrades in the current tier or any lower tiers in the system. He may also choose not to upgrade and instead save up his points for better upgrades later, but many of these better upgrades will have prerequisites that must be unlocked first anyway.

To earn points, the player must complete objectives, dispatch bad guys, or successfully perform certain actions without alerting nearby enemies.  For example, if the player approaches a warehouse inside of which is the man he needs to question, and he takes out the guards at the door, he will gain points. However, he will also gain points if he finds and uses the window on the roof to gain access to the building without alerting the guards, or if he lures the guards away from the front door and gets inside before they return.  In either case, he'll get the most points when he actually completes the mission.

#### Tiers

In order for designers to create encounters that take all upgrade possibilities into account, they must know at what point in the game the player may have a particular upgrade.  For this reason, the player will not be able to spend points on any upgrade (skill or tech) until the tier in which that upgrade is contained is unlocked.

Tiers will be unlocked on a "points spent" basis, meaning that the player must spend X number of points across all available tiers within a category before the next tier within that category is unlocked. **Examples:**

**Tier 1**:  No restriction

**Tier 2**:  20 points spent in previous tier

**Tier 3**:  40 points spent across previous tiers.

**Tier 4**:  60 points spent across previous tiers.

**Tier 5**:  80 points spent across previous tiers.

#### Forced Unlocks

These are upgrades that are forced on the player to unlock previously unreachable areas.

**Rebreather:** Key/Defense

Allows Batman to pass through hazardous air without taking damage, used as a defense against enemies who have airborne hazard attacks

**POD:** Key/Weapon??

Allow Batman to fit through narrow paths, has new weapon types

**Emp Grenade:** Key/Weapon

Shuts down cameras and security systems temporarily, disables flashlights, radios, and vision modes of enemies

**Grapple Snatch:** Key/Weapon

Interact with switches and physics objects from a distance, pull weapons from enemies, disable radios on enemies, pull enemies for grapple attacks

#### Upgrade Icons

Upgrades will be represented as individual icons that attempt to convey what the upgrade is all about, its current availability status, and additional information as follows:

* **Cost (value)** - How many points must be spent to unlock this upgrade?
* **Level (value)** - How many times has this upgrade been purchased already? (more on this below)
* **Prerequsities (arrows)** - If this upgrade requires that a prerequisite upgrade has been purchased first, which one is required?

The icon will also need to represent its availability.  Already-purchased upgrades need to be visually discernable from available upgrades, and available upgrades need to look different than those that are not.  Furthermore, unavailable upgrades due to unfulfilled prerequisites or a locked tier need to look different than those the player simply cannot afford at this time.

#### Upgrade Level

Many upgrades can be purchased multiple times to allow further strengthening of the benefits it provides.  Each time the same upgrade is purchased, its level will be increased until it is maxed out.

#### Upgrade Info

Players may always navigate to individual upgrades and see additional info for it *regardless* of whether or not it is available to him at the time. This will allow him to plan ahead and make more intelligent choices when he spends his points early on.

Details provided include:

* A brief description of the benefits that the upgrade will provide.
* A representation of the button presses needed to perform any combos unlocked via the upgrade.
* A visual depiction of the upgrade in action where applicable. Examples:
  1. New combos show the player model performing the move, or a video shows an in-game replay of the player actually using the move on someone.
  2. An upgrade to a gadget shows the updated version of the gadget.
  3. New body armor changes the player model to reflect the new armor.

#### Purchasing and Confirmation

If the player decides he wants the upgrade he currently has selected, and the upgrade is available, and he can afford it, he can press a button to purchase the upgrade.  This will raise the selected upgrade's level by 1, and change the icon as needed.

This change will **not be considered final** until the player presses “Continue” and selects “Yes” in a confirmation prompt.  Until then, he can freely purchase and sell back items (with another button) with his available points.  **After confirming the changes, purchased items will be locked in and can no longer be undone.**

*NOTE: If possible, we should also allow all current unconfirmed purchases to be reset with a single button press instead of forcing the player to sell back each one separately.*

#### Character model changes based on specialties

*If possible*, the path the player chooses through the upgrade trees should have an effect on his overall appearance in-game. If the player has chosen primarily combat upgrades, then Batman should appear bigger, tougher, and with thicker body armor. If the player leans towards stealth, then Batman should appear leaner, faster, and perhaps scarier. If the player spends his points across both combat and stealth in an even fashion, Batman will also appear well-rounded.

#### “Re-specs”

We will not allow “respeccing” of talents within the progression of the game. Once a player has confirmed his purchases on the upgrade screen they will become “permanent” (within the scope of the current game played).  Assuming that we will be allowing players to go back to previous saved games or checkpoints of some kind, the player can undo upgrades in this manner, but at the possible cost of replaying some portion of the game to regain any progression he may have lost in the process.

Once the player has completed the entire single player campaign, he will have the option to start a new game with the same "character", keeping all earned points and purchases intact.

## Quests

### Quest System

<https://confluence/display/batman/Quests>

<https://confluence/display/batman/Quests+For+Vertical+Slice>

Quests will be somewhat non-linear, with a gated approach to player choice. A player will not be able to access a quest until it is given to them, or until they have gathered the evidence to support its creation in the Batcomputer.

### Ways to gather evidence

#### Investigation (Detective Vision Mode)

<https://confluence/display/batman/Detective+(Investigation)>

Batman is a world-class fighter and athlete, but he is also an extremely skilled investigator, and must rely on his intellect and his gadgets to unravel the secrets of his enemies. In-game Investigation will be a stream-lined yet functional puzzle-solving/exploration element of gameplay. The evidence gathered is automatically organized and analyzed by the Batcomputer, which then generates the next quests/missions of the game.

#### Interrogation

<https://confluence/display/batman/Interrogation>

Batman can pick up a semi-conscious enemy after combat and try to scare information out of him. Certain types of information are best retrieved in this manner. This may become a mini-game element.

### Ambient Crime (Lite)

<https://confluence/display/batman/Ambient+Crimes>

**Each hub will have ambient crimes set up throughout. These may vary in variety and quantity per hub.**

* A set number of each type per hub
* Special fancy versions of each crime occur when you've completed a few of that type, to keep it interesting and rewarding
* The last crime of a particular type is especially spectacular
* Some more rare types may be more involved and over the top

**Crimes will be spawned using an automated system:**

* A few at a time (3?)
* Based on range to player
* Spawn in a semi-dormant state, kick into action when player get close and\or line of sight.
* Show up on the mini-map and the HUD when the player gets close enough
* A sound plays letting you know it's available
* Possibly upgrades to make the HUD stuff show up at longer ranges.
* Crimes can be canceled\unspawned if the player moves out of range without ever getting close enough to fully activate them.

**An active Ambient Crime:**

* When the player gets close enough to the crime:
  + HUD\Mini-map element changes to show it is active
  + On screen prompt
  + Sound
  + Once a crime enters the active state, it plays out according to a timeline, and will eventually fail the player if he does not interfere and stop it.
* Success:
  + HUD elements tell the player he has succeeded and is awarded XP
  + Player may have to stop an event before it happens
  + He may just have to apprehend the criminals
  + A civilian may need to escape
* Failure:
  + No real penalty for failure - crime may be available again at some point
  + HUD and other interface feedback lets you know you have failed to stop the crime
  + You may still be able to beat up some thugs if they are in range

**Achievements:**

* Achievements awarded for completing all the crimes in the hub
* Achievement for completing all in game
* Achievement awarded for not failing any crimes

#### Examples of Ambient Crime Types:

##### **Flipping a Car**

**Dormant State:** thugs near the car, occasionally kicking car, no audio  
**Activate Event:** thugs surround the car, start to beat on it and break the windows  
**Middle State:** thugs start rocking car, building momentum  
**Fail State:** car flips over and catches fire, thugs laugh and hit patrol paths

##### **Beating**

**Dormant State:** thugs standing in a circle around a target (bum, civ, cop), occasionally waving arms at him menacingly, he looks side to side like he is scared  
**Activate Event:** thugs push and shove him around a bit, shouting loudly, then knock him to the ground  
**Middle State:** thugs are kicking him as he feebly resists and tries to get up several times  
**Fail State:** he is beaten unconscious, thugs laugh and hit patrol paths

##### **Storefront trashing**

**Dormant State:** Thugs gathered near the storefront, pounding on window with fists occasionally  
**Activate Event:** window breaks loudly, thugs shout  
**Middle State:** shouting, breaking secondary windows  
**Fail State:** A thug lights something on fire, and gets ready to toss it inside. If he succeeds in lighting the place up, the quest is failed. Thugs lose interest and hit patrol paths.

##### **Shootout**

**Dormant State:** Cops and gangsters are dug in, with bursts of faux gunfire that attract attention but don't do anyone any harm  
**Activate Event:** Gunfire goes live, and someone dies dramatically.  
**Middle State:** Live fire is continually exchanged. Any flanking maneuvers or destruction of cars etc. will start to be available to play out over the course of the fight.   
**Fail State:** Eventually, the cops start getting wiped out, one by one (with great drama). When they are all done, the thugs wander over to where their foes lie vanquished and patrol the area.

## Improved AI Behaviors and Alertness States

Many of the enemies that Batman encounters will not be prepared for his arrival. These enemies will be less aware of events occurring around them to begin with. As they notice things happening around them their alertness will increase, which in turn will make the AI more difficult to catch off-guard. As they become more alert, the behavior they display will change appropriately. This is a new approach to the system, not a direct 1:1 re-use of what Monolith used in FEAR and Condemned.

### Alertness State Definitions

#### AlertNone (asleep)

When an AI is AlertNone, his visual senses should be essentially turned off

* Ignores all visual stimuli
* Hearing range low.
* Behaviors very limited, but can wake up when enough stimulus received.

#### AlertLow

The AI is unaware of any potential problems so his senses are rather dull.

* Medium visual range and FOV
* Low visual ID range
* Medium hearing range
* Reacts to low level disturbances with limited interest which fades quickly if additional stimuli are not received.

#### AlertMed

The AI is starting to realize that there might be a problem, so he's more alert.

* High visual/hearing range
* Medium FOV
* Medium visual ID range
* Behavior becomes more curious in nature (i.e. the AI begins to investigate stimuli he notices)

#### AlertHigh

The AI knows danger is near and is completely tuned in.

* High visual/hearing range
* High FOV
* High visual ID range
* Behavior indicates that the AI is fully alert and will respond quickly to new stimuli.

### Alertness State Behaviors

Alertness state helps to define an AI's behavior. For more information, please see the [Behavior Implementation](https://confluence/display/batman/Behavior+Implementation) page.

#### Base Functionality

* **AI can be assigned a base alertness state at creation.**
* **AI can add or subtract from their own alertness count based on events in the game.**
  + Disturbances (will add to alertness)
  + Scripting (will add to or subtract from alertness)
  + Communication with other AI (will add to or subtract from alertness)
  + Decay over time (will subtract from alertness, cannot decay past base awareness state for this AI)
* **AI automatically update their alertness state when alertness count reaches specified thresholds.**
* **AI senses are modified by alertness state data.**
* **AI behavior is limited to what's allowed for the current alertness state and fear state.**
  + Further information about fear states can be found in the [***Fear***](https://confluence/display/batman/Fear) section below.

#### Behavior List

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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You Think So?" | | **Attack** | FearNone |  |  | | **Attack** | FearLow | Shots are not as accurate, melee attacks miss sometimes, fumbles some on reloads. |  | | **Attack** | FearMedium | Shots are very inaccurate, melee is sloppy, drops gun trying to reload it. |  | | **BodyCallout** | FearNone | Hands cupped to left and right side of mouth to focus yell, head tilted back some. | "(Yelling) We've got a man down over here!" | | **BodyCallout** | FearLow | TBD | TBD | | **CallForReinforcements** | FearNone | Run and pick up phone | "Batman is here, need assistance!" | | **CallForReinforcements** | FearLow | Run and pick up phone | "The Bat is here! Send help now!" | | **CallForReinforcements** | FearMed | Run and fumble with phone | "HELP! HELP! HE'S GONNA GET ME!" | | **Dismiss** | FearNone | Shrug | "Huh... guess it was nothing!" | | **Dismiss** | FearLow | Shake off the heebie-jeebies | "Ok, get a hold of yourself..." | | **GetPepTalk** | N/A | Run to squad leader |  | | **Guard** | FearNone |  |  | | **Guard** | FearLow | AI appears jittery, looks around a lot. | Talks to self | | **Investigate** | FastFearNone | Fearless run towards the disturbance with eyes pointed forward. | VO may not be needed here. | | **Investigate** | SlowFearNone | Curious walk towards the point of stiumulus origin, eyes fixed straight ahead. | VO may not be needed here. | | **Investigate** | FastFearLow | Apprehensive jog towards the disturbance, looking around nervously. | VO may not be needed here. | | **Investigate** | SlowFearLow | Apprehensive jog towards the disturbance, looking around nervously. | VO may not be needed here. | | **Idle** | FearNone | (Assorted normal idle animations) |  | | **Idle** | FearLow | (Assorted nervous idle animations) |  | | **Idle** | FearMed | (Assorted scared idle animations) |  | | **MovetoSafeZone** | N/A | Jog or fast walk |  | | **Notice** | FearNone | Stop, turn and look in direction of stimulus, maybe crane head to get a better look. | "What was that?"or "Did you hear that?" | | **Notice** | FearLow | Whip around and point weapon (if applicable) towards disturbance. | "What's going on around here?"or "There it is again!" | | **Notice** | FearMed | Whip around and fire/swing weapon (if applicable) towards disturbance. | "Yahhh!!!!" | | **Patrol** | FearNone |  |  | | **Patrol** | FearLow | AI seems uneasy as he patrols |  | | **PlayerCallout** | FearNone | (Begin Combat) | Die, Batman! | | **PlayerCallout** | FearLow | (Begin Combat) | It's HIM! He's Here!! | | **PlayerCallout** | FearMed | (Begin Combat) | AHHH! Get away from me! | | **ReportPlayer** | FearNone | Stand in front of other AI and point towards direction player/body was seen | "Bats is here! Come on!" | | **ReportPlayer** | FearLow | Point excitedly in direction disturbance was seen. | "It's him! It's him! Follow me!" | | **ReportPlayer** | FearMed | Back away from darkness towards friendlies with weapon aimed at dark. | "The...The... Batman! He's out there!" | | **ReportScary** | FearMed | Back away from darkness towards friendlies with weapon aimed at dark. | "I... I... Think there's something out there!" | | **RunAway** | FearHigh | Throw down weapons (if any) and run off in blind panic. | Screaming | | **RunForBackup** | FearNone | Run towards safe zone | None? | | **RunForBackup** | FearLow | Run towards safe zone | "I'm outta here!" | | **RunForBackup** | FearMed | Look over shoulder periodically while running | "Stay away from me!!" | | **Search** | FearNone | Quiet, determined search walk, eyes forward, weapon ready. | "I know you're out there!" or "Fan out, boys!" | | **Search** | FearLow | Slow, nervous search walk, look around a lot. | "I...I'm coming after you!" or "We're gonna find you!" | | **Self-Destruct** | Over Railing | pitch over 90cm high rail, ragdoll |  | | **Self-Destruct** | Off Edge | blind step off an edge, panic while falling, ragdoll |  | | **Self-Destruct** | Into Wall | Hit head into wall violently and blindly, ricochet off wall, collapse to ground |  | | **Sleep** | FearNone |  | Snoring | | **StatusRequest** | FearNone | Look Around | (Periodic) "(single)Come on out!" or "(squad)See anything?/Well?" | | **StatusRequest** | FearLow | Look Around Nervously | (Periodic) "(single)I must be out of my mind!" or "(Squad)You guys still there?/Hello??" | | **StatusResponse** | FearNone | Look Around | "Nothing yet!" | | **StatusResponse** | FearLow | Look Around Nervously | "Y...yeah... I'm here." | | **TurnOver** | FearNone |  | Incoherent Mumbling | | **WakeUp** | FearNone | Jump up, look around for what woke him. | Incoherent Mumbling | | **Work** | FearNone |  |  | | **Talk** | FearNone |  |  | | **Talk** | FearLow |  | AI voices his concerns to others | | **TalktoSelf** | FearLow |  | "I don't like this" | | **TalktoSelf** | FearMed |  |  | | **TurnOnLights** | FearNone | Walk to and flip on switch |  | | **TurnOnLights** | FearLow | Jog to and flip on switch |  | | **TurnOnLights** | FearMed | Run to and fumble with switch |  | | **Turtle** | N/A | Fetal position rocking back and forth | crying/whimpering | | **UseComfortItem** | N/A | Turn on Radio/TV |  | | **WaitforBackup** | FearLow | FearLow idle animations | (periodically) "Hurry UP you guys!" | | **YellGibberish** | N/A | Wave and point | Babble about the Batman. | | |

## Fear

<https://confluence/display/batman/Fear>

"Striking terror into the hearts of enemies" is an important element of Batman's character. Using logical game elements to trigger AI behaviors that resemble nervousness, fear and panic will provide additional ‘life’ and believability to the game, allowing AI to react in a greater variety of ways and enhance the player’s choices in how to approach a combat situation. Fear should be an overlay of behavior that tempers our robust AI alertness and behavior system. Frightened enemies confronted by Batman lose their effectiveness in combat, and may even run away or disable themselves in some fashion while panicking.

### Fear States

There are four fear states: **FearNone, FearLow, FearMed** and **FearHigh** (previously called calm, nervous, scared and panicked). The fear state acts as a kind of overlay on the AI's behavior, preventing him from using more optimal behaviors and making new "frightened" behaviors available. Fear state is affected by things the player does to increase it, and can be reduced by things that the AI do.

**A note on Bosses:** Tough enemies such as Bosses treat FearHigh as FearMed, a FearMed as FearLow, and FearLow as FearNone.

#### Rules for AI portrayal of states

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **STATE** | **Vocalization** | **Idle** | **Movement Interrupt** | **With Buddy** |
| **FearNone** | Professional, Regular reports into radio | Casual | None | Idle conversation |
| **FearLow** | Informal, Questions into Radio.  Mumbles to self. | Quick head moves | Brief pause, look around | Concern, seek contact |
| **FearMed** | Calls out for buddies.  Challenges the darkness. | Fumbling, jumping | Whip around, gun out | Irritable, avoid contact |
| **FearHigh** | Yelling, crying | Turtle! | Trip, stumble, recover | Incoherent babbling, clinging |

##### **Reducing Fear State**

The amount of fear an AI has decays slowly, but an AI can not jump down to the next state without being "comforted". Typically, this will only bring him down one level. This can be accomplished various ways. (See more specific information on Fear reduction in the [**What Reduces Fear?**](https://confluence/display/batman/Fear#Fear-WhatReducesFear) section.

##### **Restrictions on Alertness States**

An AI's alertness state cannot be reduced until his Fear state is reduced.

|  |  |
| --- | --- |
| **FEAR STATE** | **LOWEST POSSIBLE ALERTNESS** |
| FearNone | AlertNone |
| FearLow | AlertMed |
| FearMed | AlertHigh |
| FearHigh | AlertHigh |

### Effects of Fear

**FearLow** and **FearMed** AI will change their behavior in recognizable and significant ways. Note that once an AI goes to **FearHigh**, these effects are irrelevant until they calm down to at least a FearMed state- they take on a whole new behavior that overrides the normal behavior.

* Reload speed / fumbles
* Attack selection (weaker / more awkward)
* Attack and Counter likelihood reduced
* Call for help reduced

To see how Fear fits into the overall behavior scheme, please see the [Behavior Implementation](https://confluence/display/batman/Behavior+Implementation) page.

### What Causes Fear

AI can only change states through special events. The following "Scares" will ramp up an AI's fear level, adding a certain number of fear points based on type.

#### Fear Events

Batman can initiate events that will scare AI in the area. These can take the form of Stealth or Combat events. Fear events add to the fear level of the AI, even if they have recently been scared.

* The maximum fear level the AI can go to as a result of a scare is listed under CAP.
* To prevent "spamming", designers must be responsible for what type and quantity of fear-causing events are made available to the player. If an event type is spammable, it should probably NOT cause fear.

**Fear (and Comfort) Areas** (See [**Spatial Awareness: Safe (or Scary) Areas**](https://confluence/display/batman/Spatial+Awareness#SpatialAwareness-Safe%28orScary%29Areas))  
While an AI is in a Fear Area, their fear decay is greatly hindered (alternatively, comfort areas can increase their fear decay while they remain in the area).  
Note that enabling a Fear Area the AI is already in, or AI entering a Fear Area, can also work like a Fear Event. So an AI could move into a scary area and get a dose of fear that does not decay very quickly, making them a prime target for further Fear Events!

##### **Combat Events**

Fear can be provoked through displays of sheer strength and intimidation.

|  |  |  |  |
| --- | --- | --- | --- |
| **SCARE** | **ADD** | **TYPE** | **CAP** |
| Bonebreaker Maneuver - if an AI sees another AI felled with Bonebreaker | 10 | Event | **FearHigh** |
| Last man standing- if an AI sees the rest of his squad wiped out | 10 | Event | **FearHigh** |

##### **Stealth Events**

For these events to cause fear, Batman cannot be in plain sight.

|  |  |  |  |
| --- | --- | --- | --- |
| **SCARE** | **ADD** | **TYPE** | **CAP** |
| Noisy machinery or other unsettling device | 5 | Area | FearLow |
| Breaking windows or other breakable objects | 5 | Event | FearMed |
| Collapsing a hanging object (may also disable a light) | 10 | Event | FearMed |
| AI sees Batman perform a Shadowdive move | 5 | Event | FearMed |
| AI sees Batman's shadow | 10 | Event | FearMed |
| A FearMed or FearHigh AI meets another AI, passing fear along | 5 | Event | FearMed |
| AI discovers unconscious or disabled buddy | 10 | Event | FearMed |
| AI hears a buddy AI call for help or cry out | 10 | Event | FearMed |
| Disabled light- creating an area of darkness | 10 | [Area](https://confluence/display/batman/Spatial+Awareness#SpatialAwareness-AreasofDarkness) | **FearHigh** |
| Batcall used, summoning a horde of bats into the area | 10 | Event | **FearHigh** |
| AI takes damage or disarm from unseen attack (batarang, falling  object, etc) | 8 | Event | **FearHigh** |
| AI witnesses a Shadow Grab or Grapple Snatch takedown | 15 | Event | **FearHigh** |
| Initial Attack- when Batman first breaks from the shadows and damages  an AI in conventional combat | 10 | Event | **FearHigh** |

### What Reduces Fear

Again, AI can only change states through special events. The following comfort events help calm them down, subtracting fear points based on type. Note that the RANGE is what levels of fear the AI can be at and have the comfort apply. Otherwise the comfort is either not pursued or doesn't work.

|  |  |  |  |
| --- | --- | --- | --- |
| **COMFORT** | **SUBTRACT** | **TYPE** | **RANGE** |
| AI meets up with a squad leader- "Pep Talk" ensues | **1 level** | Event | Med, High |
| AI is in a Safe House (stronghold / HQ area) | **1 level** | [Area](https://confluence/display/batman/Spatial+Awareness#SpatialAwareness-Safe%28orScary%29Areas)  (-6 mod) | Low, Med, High |
| AI knocks down Batman / sees Batman knocked down | **1 level** | Event | Low, Med |
| AI is in a well lit area | 3 | [Area](https://confluence/display/batman/Spatial+Awareness#SpatialAwareness-AreasofLight)  (-3 mod) | Low, Med |
| AI damages / sees Batman take damage | 3 | Event | Low, Med |
| Reinforcements arrive (new AI added to an area) | 6 | Event | Low, Med |
| Natural decay of fear over time (Flat, then decays notably) | 1 | Decay | Low, Med |
| AI is in range of an enabled Comfort item (radio, TV) | 3 | [Area](https://confluence/display/batman/Spatial+Awareness#SpatialAwareness-Safe%28orScary%29Areas)  (-3 mod) | Low |

### Use Case Example: Fear system at work

1. Batman enters a warehouse with 5 low level goons on guard. Sneaking close behind a lone guard on patrol, Batman knocks over a shelf, startling the guard who shows signs of **FearLow** (nervousness).
2. Batman throws a Batarang, breaking a window behind the guard. The Guard, now **FearMed** (scared), stops patrolling, calling out for backup. A buddy shows up and both investigate the noise.
3. Batman sneaks up on the first guard and pulls him into the darkness. The backup AI sees the shadow attack and becomes **FearMed**.
4. The backup AI runs to a safe zone and finds 2 more AI there. He blathers to them about what he saw. They become **FearLow**, but go out searching for the player anyway. The **FearMed** AI waits in the safe zone to calm down.
5. Batman was waiting for the reinforcements of course, and breaks the first guy's arm. The other, being too far away from the scared guy in the safe zone, feels he is alone and switches to **FearHigh**, running away from Batman (who has cut off his escape route to the safe room). Looking behind him, he runs straight into a railing, flips over the edge, and lands on the floor below, KOed.
6. Now there's just the one **scared** guy still holed up in the safe zone, easy pickings for Batman.

## Environmental Interaction

The player will be able to interact with the game environment for movement, combat and stealth purposes. Interactive elements will be consistently presented so that the player is empowered to make decisions based on accurate expectations of environmental behavior.

<https://confluence/display/batman/Environmental+Interaction>

# Supporting Game Systems

## Game Camera

A detailed Game Camera analysis is being done by Engineering at this time.

<https://confluence/display/batman/Game+Camera>

## Save Systems

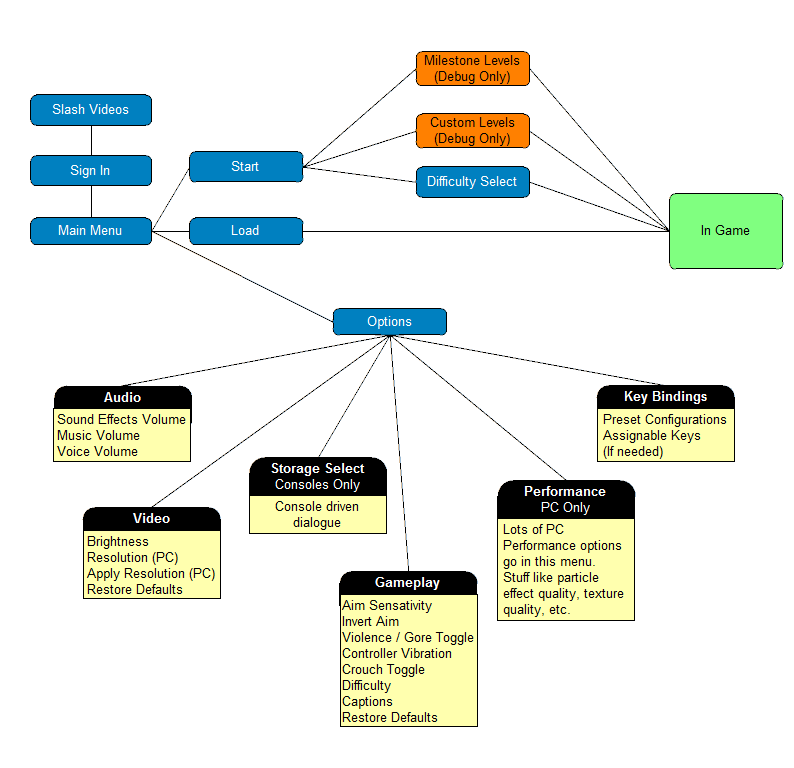
[Save systems](https://confluence/display/batman/Save+Systems) are currently in discussion with Engineering.

## UI

The UI Design has been greatly advanced by the addition of a focused, trained UI designer to the team.

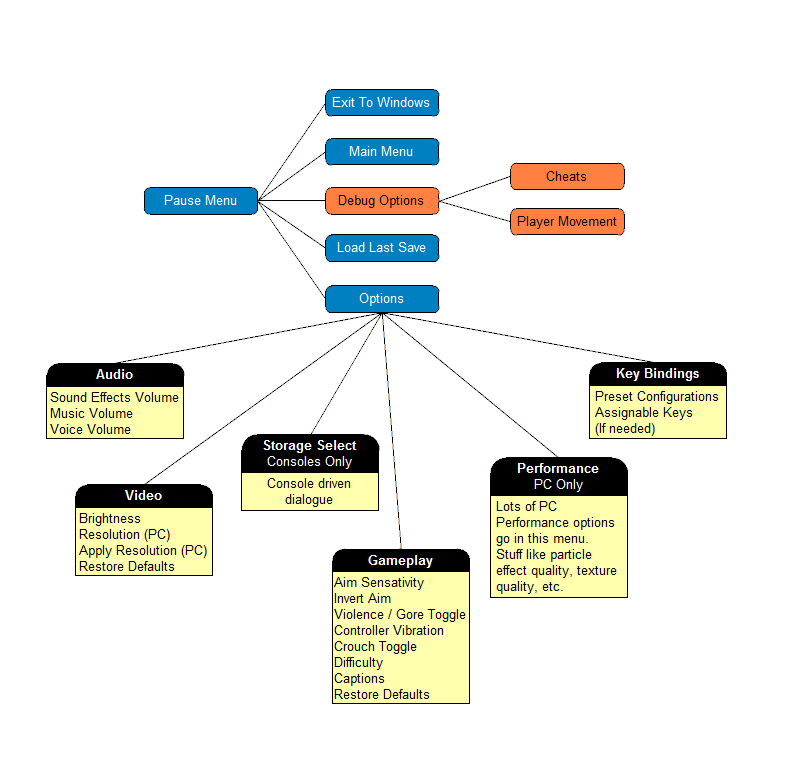
### Main Menu Flow

<https://confluence/display/batman/Main+Menu+Flow>



### Pause Menu Flow

<https://confluence/display/batman/Pause+Menu+Flow>



### UX Documentation

#### BatComputer Framework

<https://confluence/display/batman/Bat+Computer+Framework>

#### Detective Vision Mode

<https://confluence/display/batman/Detective+Mode+UX>

#### Gadget Select

<https://confluence/display/batman/Gadget+Select>

#### Grapple UI

<https://confluence/display/batman/Grapple+UI>

#### Navigation

<https://confluence/display/batman/Navigation+UX>

#### Quest HUD Display

<https://confluence/display/batman/Quest+HUD+Display>

### Master Style Guide

<https://confluence/display/batman/UI+Style+Guide>

Purpose: Contains all information needed for forming custom style guides for various interfaces in game.

#### Colors

Overall Direction: Military, Tech.

Color Palettes are made up of different colors used in an interface. All Color palettes must follow rules specified below:

* Recommended 5 colors **[doesn't include red]**
* Must use one of the base color sets. **[all 3 colors]**
* Must use 2 different highlight colors
* Choose Red if needed

#### Fonts

Overall Direction: Military, Tech.

##### **Font Guidelines**

* Recommended 2 fonts per interface
* Must use one header font
* Must use one content font

##### **Header Fonts**

* Alte Haas Grotesk
* Helvetica Neue 75 Bold (Currently Using)
* Gotham
* Avant Garde
* Moderna
* Tiresias

##### **Content Fonts**

* Munica Extended (Currently Using)
* Andale Mono
* Gotham Narrow

## Cinematics

Cinematic systems are currently in brainstorming stages pending Cinematics Team support.

Ideas include:

1. **Ingame**
2. **Prerendered in-game**
3. **Limited Player Movement with directed focus** (Assassin's Creed)
4. **Multi-camera**
5. **Locked player with limited camera movement and zoom**
6. **Multiple dialogue lines based on objects in the cinematic**

# Social/Online Support

## Social

Currently in brainstorming stages. <https://confluence/display/batman/Social>

### Challenges

Currently in brainstorming stages.

## Collectibles and Achievements

Currently in brainstorming stages. <https://confluence/display/batman/Collectibles+and+Achievements>

## Unlocks/Microtransactions

Currently in brainstorming stages. <https://confluence/display/batman/Unlocks-Micro+Transactions>

## Downloadable Content (DLC)

Currently in brainstorming stages. <https://confluence/display/batman/DLC>

## Multiplayer

Currently in brainstorming stages.

# Storyline

## Game Story Summary:

### <https://confluence/display/batman/Game+Story+Summary>

## Character Summaries:

<https://confluence/display/batman/Character+Summaries>

### Allies/Neutral

* Alfred Pennyworth: <https://confluence/display/batman/Alfred+Pennyworth>
* Commissioner Jim Gordon: <https://confluence/display/batman/Jim+Gordon>
* Lucius Fox: <https://confluence/display/batman/Lucius+Fox>
* Talia Head
  + <https://confluence/display/batman/Talia+Al+Ghul>
  + <https://confluence/display/batman/Talia+Plot+Concept>
* Riddler (Edward Nigma): <https://confluence/display/batman/Riddler>
* Ra’s al Ghul (cinematic only)
* Young Talia (cinematic only)
* Huntress (Helena Rosa Bertinelli): <https://confluence/display/batman/Huntress>

### Enemies

#### In order of appearance

* Bane: <https://confluence/display/batman/Bane>
* Talia Head
  + <https://confluence/display/batman/Talia+Al+Ghul>
  + <https://confluence/display/batman/Talia+Plot+Concept>
* Firefly (Garfield Lynns): <https://confluence/display/batman/Firefly>
* Deadshot (Floyd Lawton): <https://confluence/display/batman/Deadshot>
* The Penguin (Ozwald “Ozzie” Cobb): <https://confluence/display/batman/Penguin>
* The Ventriloquist (Vicki Valentine): <https://confluence/display/batman/Ventriloquist>
* Lady Shiva (Sandra Wu-San): <https://confluence/display/batman/Lady+Shiva>
* Mr. Freeze (Victor Freis): <https://confluence/display/batman/Mr.+Freeze>
* Scarecrow (Jonathan Crane): <https://confluence/display/batman/Scarecrow>
* “Killer” Croc (Costi Tatarescu): <https://confluence/display/batman/Killer+Croc>
* Mr. Zsasz (Victor Zsasz): <https://confluence/display/batman/Zsasz>
* Clayface: <https://confluence/display/batman/Clayface>

Bane’s camp = red text

Opposition camp = blue text

Free Agents = green text

### Supporting enemy types

Enemies will be built out from four basic body types:

* Small
* Medium
* Large
* Ninja (maybe?)

Because we’ve discovered that it doesn’t look right to have body types linked to gameplay types, the general build of an enemy may not indicate exactly what kind of battle the player is in for (except in the case of Ninja types). Instead, ATTACHMENTS to the character models will indicate whether or not the character is ARMORED, how well ARMED it is, and whether or not it is a LIEUTENANT –type (these will have radios, flashlights, possibly a helmet). From a design perspective, these attachments should still be large enough to make it clear to the player from the enemy’s silhouette what they are dealing with.

#### Gameplay

Enemies in gameplay will behave based on their attachments. The majority of enemies will be **THUGS**, engaging in straightforward melee with Batman. A THUG may have a gun, in which case he will behave as a **GUNMAN**, attacking Batman primarily from range until he is either DISARMED (at which point he will behave again as a THUG) or Batman closes with him (at which point he will attempt to regain range, but also fight back as a THUG).

Some enemies, usually Medium or Large body models, will be TANKS. These enemies are less numerous than THUGS because of their specialized behaviors. TANKS are less agile than THUGS, they may have heavy armor and weapons and can be used by other AI types as cover. The extreme version of a TANK may allow for a “Ride the Tank” mini-game (still in discussion), where the player has to get to the TANK’s back and steer him into environmental hazards to defeat him.

Every group of enemies will probably have at least one LIEUTENANT type, which will have a clearly visible RADIO attachment so “calling for reinforcements” behavior makes sense. This character may have other attachments to further differentiate him, such as a helmet and/or flashlight, based on the situation. The LIEUTENANT can be any body type.

More information on AI Types will be updated here: [Master List of AI Types](https://confluence/display/batman/Master+List+of+AI+Types)