**APOLLO**

**VERTICAL SLICE**

**PLAN**

VERSION 1.0

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# Revision Tracking

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| --- | --- | --- | --- |
| Version | Revisions | By Whom | Date |
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# Introduction

This document lays out the design goals for the Apollo Vertical Slice and offers definitions of the level of completion for the game systems and gameplay components that will be coming online over the coming months. There is not a current walk-through document of the Vertical Slice as it is being updated to due to some recent technical updates.

# Vertical Slice Plan

## Game Vision

You are Batman. You will experience the freedom to explore the neighborhoods of Gotham City, and choose what kind of hero you want to be. You will solve mysteries and fight criminals, using a strategy that works for you. You will “play Batman your way.” Take on enemies using your advanced martial arts skills, an array of high tech gadgets, or use the shadows and stealth to take them out one by one, while striking fear in their criminal hearts.

## Vertical Slice Vision

The Vertical Slice will give you a “snapshot” of the skills and variety you will experience in the full game. You have the choice to play quests in any order, using Batman’s skills in any combination you want. You will investigate crime scenes, fight criminals, interrogate suspects, and chase enemies with the Tumbler. As Batman, you will play at your pace, with your choice of tools and style.

## Fidelity Definitions

### Game Systems:

* **1st Pass** – **Ready for internal play testing:**
  + System Functional, but needs a lot of iteration and polish
  + Temp/Placeholder animations
  + May or may not include rough audio
  + May or may not include rough FX
* **2nd Pass – Ready for external play testing:**
  + System has been internally playtested, with some time spent iterating on the feedback
  + Animation quality is cleaned up mocap (very little style iteration)
  + Includes rough audio
  + May include rough FX
* **3rd Pass**:
  + System has been fully playtested with significant time spent iterating on the feedback
  + Animation quality is representative of the target for the game
  + Audio is representative of the target for the game
  + Includes FX (rough or representative)

### Level Design:

* **Stage 1: Player can walk from beginning to end. Grey box of hub by design quests (\*Elevation changes and non grid layout adjustments are part of 1st pass)**
  + Story beat locations picked in the hub or dungeon
  + main boss or bosses location grey boxed
  + bat safe house location grey boxed
  + ambient crime prefabs placed
  + Dungeon entrance locations grey boxed
  + Perimeters grey boxed
  + Connection points to other hub locations grey boxed
  + Locations to teach needed mechanics grey boxed
  + Locations for special game play focuses grey boxed
  + Grapple points placed
  + Design lighting pass for gameplay
  + Climb areas functioning
  + Hero buildings (landmarks) grey boxed
* **Stage 2: Player can play from beginning to end of level, complete all quests. Ready for play testing**
  + Collaboration between art and design, Adjustments to layout made
  + First pass on gameplay from design
  + Rough art pass at theme for hub or dungeon
  + Rough lighting pass
  + Rough art sky box
  + Rough sound pass
  + Implementing Story beat quests in hub or dungeon
  + Cinematic requirements determined and stubbed into level
  + First pass at dialogue
  + Boss Fight 75% gameplay functional
  + Safe House gameplay functional
  + Perimeters gameplay functional
  + Connection points to other hub gameplay functional
  + Locations to teach needed mechanics gameplay functional and scripted (audio if needed)
  + Locations for special game play focuses gameplay functional
  + Grapple points tweaked based on new layout
  + Design lighting pass for gameplay tweak based on new layout
  + Art lighting pass for gameplay areas
  + Climb areas gameplay functional
  + Hero buildings (landmarks) gameplay functional
  + Streaming working

## Vertical Slice Goals

### Player Movement:

* Walk/Run/Turn – **3rd Pass**
* Grapple - **3rd Pass**
* Glide - **3rd Pass**
* Jump - **3rd Pass**
* Climb/Mantle - **3rd Pass**
* Wall Hug - **2nd Pass**
* Dodge – **2nd Pass**
* Dash - **2nd Pass**
* Ledge Movement - **2nd Pass**

[Player Movement Design Details](https://confluence/display/batman/Player+Movement+%28Overview%29)

### Player Combat:

* Basic Chain (X,X,X,X,X,X...) - **3rd Pass**
* Simple Combos (gadget, shadow, melee) - **3rd Pass**
* Grab - **2nd Pass**
* Stealth Attacks - **2nd Pass**
* Counter - **2nd Pass**
* Glide Kick - **2nd Pass**
* Environmental Attack – **1st Pass**
  + Vault Kick
  + Drop Light
  + Railing KO
* Talent Tree unlockable combo set - **2nd Pass**
* Bone Breaker - **1st Pass**

[Player Combat Design Details](https://confluence/display/batman/Combat)

### AI Combat:

* Base Thug: Close melee combat, taunts - **2nd Pass**
* Tank: Close melee combat, bullrush, throw objects from distance, AOE attacks - **2nd Pass**
* Gunner: Shoots from distance, melee if approached - **2nd Pass**
* "Ride the Tank" gameplay
* - **2nd Pass**
* Policeman with Gun - **1st Pass**

[AI Combat Design Details](https://confluence/display/batman/AI)

### Stealth:

* Player in Light/Dark areas cause appropriate AI detection and reaction - **2nd Pass**
* Shadow Dive - **2nd Pass**
* Stealth Attacks (also in Combat) - **2nd Pass**
* Wall Hug (also in Player Movement)
* - **2nd Pass**

[Stealth Design Details](https://confluence/display/batman/Stealth)

### 

### [Environment](https://confluence/display/batman/Vertical+Slice+Quest+Specs):

#### Hub 1: Stage 2

* One district that can be explored
* Boundaries/transition zones that are representative of what we might do in the final game.
* A safe house with BatComputer.

* Some interiors to go into (~2)
* Space for 2 quests and several possible ambient crime locations

***Additional Hubs:***

* hub 2 layout by design - **Stage 1**
* hub 3 layout by design - **Stage 1**
* hub 4 layout by design - **Stage 1**

#### Dungeons

* 2 plus grey box foot print by design - **Stage 1**

#### Vehicle level - 2nd Pass

* Vehicle based mission leading out of Vertical slice hub to next area

**Vehicles:**

* Tumbler - **2nd Pass**
  + Feels good to drive
  + Some basic weapons system
* Destructible (crashing through, shooting) - **1st Pass**
* Vehicle AI - **1st Pass**
  + Cop car
  + Civilian car
  + Helicopter

[Vehicles Design Details](https://confluence/display/batman/Vehicles)

**Gadgets:**

* Batarang - **2nd Pass**
* SMOKE Grenade - **2nd Pass**
* Detective Vision - **2nd Pass**
  + Collecting evidence for mission progress
  + Unlocks game missions
* Infrared Vision - **Stage 1**

[Gadgets Design Details](https://confluence/display/batman/Gadgets)

#### [AI Fear and Awareness](https://confluence/display/batman/Fear+Vertical+Slice" \o "Fear Vertical Slice):

* AI receives stimulus to drive fear levels - **2nd Pass**
* Basic Movement sets for 4 fear levels for each enemy AI - **2nd Pass**
* Behaviors: - **2nd Pass**
  + React to stimulus
  + Discard weapon
  + Go to safe house
  + Self destruct
  + Turtle
  + Go to sergeant for pep talk
  + Sergeant gives pep talk
  + Use "comfort" item

#### [Talent Tree](https://confluence/display/batman/Talent+Tree+Vertical+Slice+Requirements" \o "Talent Tree Vertical Slice Requirements): 1st Pass

* System for placing upgrades into specific branches and tiers
* System for awarding XP for player accomplishments
* System for determining when upgrades become available
* HUD elements to let the player know when XP is earned
* Interface for navigating trees and purchasing upgrades

[Talent Design Details](https://confluence/display/batman/Talent+Tree)

#### [Quest System](https://confluence/display/batman/Quests+For+Vertical+Slice" \o "Quests For Vertical Slice): 1st Pass

* Default Story Quests (2)
* Unlockable Investigation-driven Quest (Discovered in Safehouse)
* Menu screen showing current objectives and evidence pool

[Quest Design Details](https://confluence/display/batman/Quests)

#### [Interrogation](https://confluence/display/batman/Interrogation+Vertical+Slice+Requirements" \o "Interrogation Vertical Slice Requirements): 1st Pass

* Dialog Tree
* Player Interaction System

[Interrogation Design Details](https://confluence/display/batman/Interrogation)

#### [Ambient Crime](https://confluence/display/batman/Ambient+Crime+Vertical+Slice+Requirements" \o "Ambient Crime Vertical Slice Requirements): 1st Pass

* One type of designer scripted crime prefab created and duplicated throughout the hub

#### [Civilians and Traffic](https://confluence/display/batman/Civilians+and+Traffic+-+Vertical+Slice+Requirements" \o "Civilians and Traffic - Vertical Slice Requirements): 1st Pass

* Designer scripted solution that controls spawning/removal of occasional ambient AI and distant cars

#### Additional Goals:

#### Boss fights:

* Paper design for all Bosses and sub bosses

**Story:**

* Story beats for complete game
* Character list finalized
* Hub Locations finalized
* Dungeon locations finalized
* Vehicle levels locations finalized
* STRETCH: First pass at all enemy types per Boss