



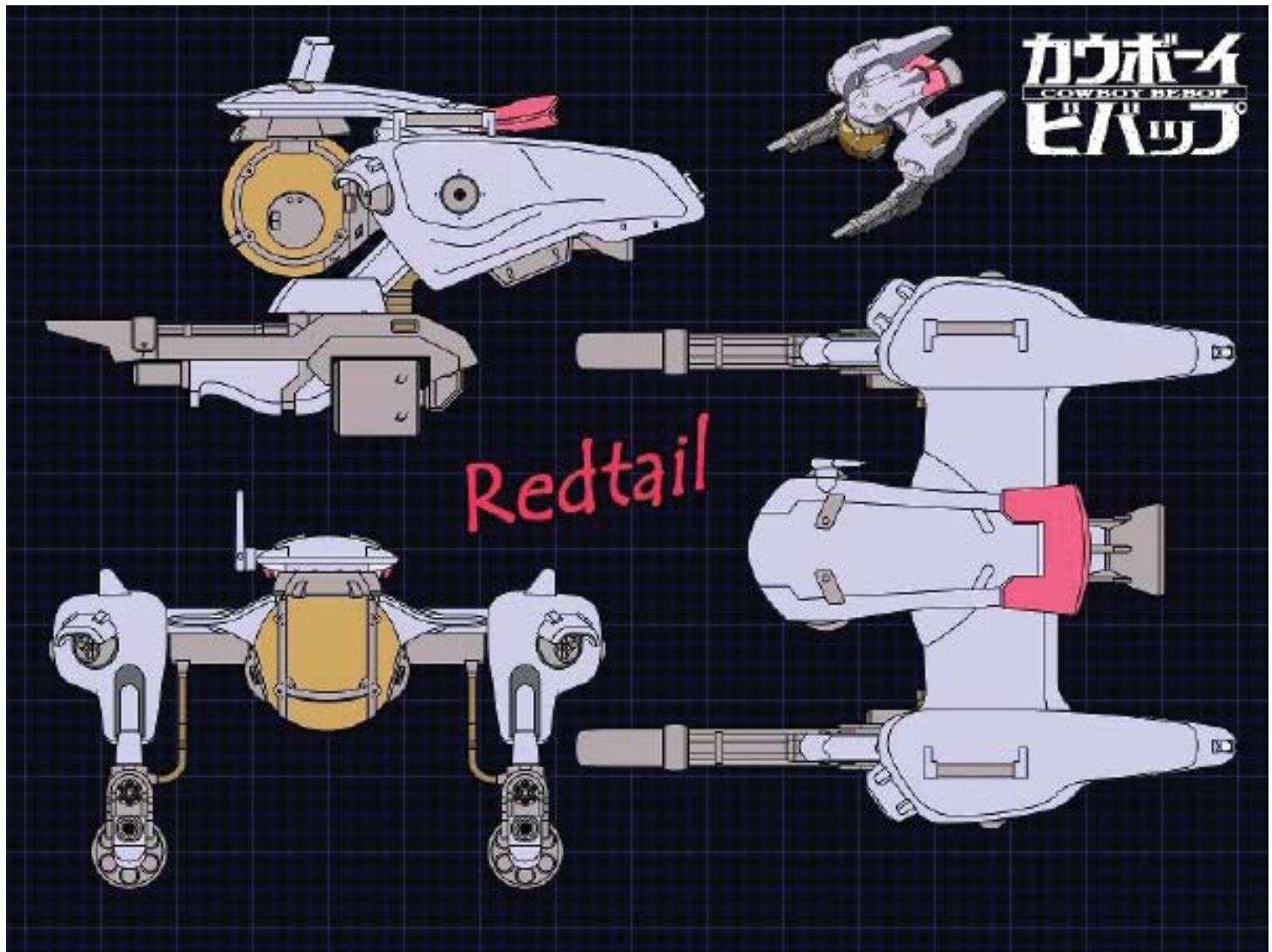
By: Patrick Silva

**High Concept** - Futuristic real-time strategy third person shooter digital massive multiplayer interstellar war game for the PC, PS4, Xbox One, PSP Vita, and Wii U.

**Hook** - Fight through the cosmos against rival smugglers through various types of gameplays.

**One-sentence marketing description** - Attack is an action packed space pirate ship combat game where the player will endure massively multiplayer and head to head pirate warship battles, with over 50 interstellar locations, 15 upgradeable weapons, and over 300 unlockable crew members.

**Description** - In the near distant future a heated race unfolds across the galaxy between fierce competitors for the payoff of a lifetime. Challengers eagerly travel from planet to planet via atom combustion ships to seek their goal. You are a greenhorn in this epic race, scrapped off your nearby home world and thirsty to gamble your life for immense treasure. You risk life and limb by using any means necessary try to stop your competition *dead* in their tracks. Fight your way up your ships' ranks through close quarter brawls, ship to ship combat and strategic navigation. If your bag of bones is still in one piece when you become Captain of your vessel, you can commandeer and recruit new members from any ship or domain into your brigade. Just remember to keep an eye out for any scallywag's.



# Red Tail

From the anime Cowboy Bebop

Ships	Attack	Defense	Speed	Cargo Size	Agility
 Fox	60	30	90	30	80
 Tiger	80	50	70	50	70
 Buffalo	70	60	60	70	50
 Whale	100	90	30	80	20
 Wolf	50	40	100	20	90
 Ox	30	70	80	40	60
 Bear	40	80	50	60	60
 Elephant	20	100	20	100	10

**Victory Conditions** - (Ultimate) Win the Race, Kill all opponents (Intermediate) Destroy an enemy ship, Kill an enemy crew member(s), Cause a mutiny or join another ship, Become a captain, Destroy an enemy(s) Package, Recruit crew member(s) from other ships or planets.

**Loss Conditions** - (Ultimate) Lose the Race, Lose your cargo, Get killed by an opponent, Get thrown off ship.

**Conflict Resolution** - Combat is fought in three ways: third person shooter, ship to ship close combat, and ship to ship distant combat. All three combat types will use the Deterministic method of Action/Response. The result of each combat is either a demotion of the other player/ship until it is eliminated, paralyzed, or retreats from battle. Chance comes into play with the accuracy of the players attack/shot against their opponent.

**Player v. Player (3rd Person Shooter):** Players will take part in a *Simultaneous* combat sequence; each player has a poly damage state, and has a limited supply of ammunition and stamina. Each player can attack the other with any type of gun set available in the game or by also doing melee damage (both depending on the players rank). Each attack will demote the opponent a specified amount determined by the accuracy of the attack and the attack used until either player is eliminated or retreats. The more accurate the players shot or melee is against the other player in specified areas (such as the head or chest area, depending on the targets body size) will have a greater chance of getting a critical hit which either will eliminate or paralyze the opponent (depending on the opponents rank). Either player has a chance to dodge the opponents attack at anytime, which will negate the attack or decrease the attacks accuracy. Players can enter a Player v. Player combat only after one player has docked his/her ship onto the other players ship during a Ship v. Ship close combat. Either player can leave the combat at any time and only by undocking their ship from the opposing players ship.

**Ship v. Ship (Close Combat):** Players will take part in a *I Go, You Go* combat sequence; each ship has a poly damage state, which will carry over if the player has already engaged in a distant combat, and has a set supply of ammunition, firepower, and armor (depending on the players rank and the ships stats). Each attack will demote the opponent a specified amount determined by the accuracy of the attack and the attack used until either player is eliminated or retreats. The more accurate the players attack is against the other players ship, in specified areas (such as the bridge or the cargo bay, depending on the targets ship size) will have a greater chance of getting a critical hit which either will eliminate or paralyze the opponent (depending on the opponents rank). Either player has a chance to evade the opponents attack (heavy ships dismiss their turn to attack), which will negate the attack or decrease the attacks accuracy. Players can enter a Ship v. Ship close combat only after one players propulsions system is destroyed/ damaged or both players agree to. Either player can leave the combat at any time, but risks one undefendable attack.

**Ship v. Ship (Distant Combat):** Players will take part in a *Simultaneous* combat sequence; each player has a poly damage state, which will carry over if the player has already engaged in a close combat, and has a set supply of ammunition, firepower, and armor (depending on the players rank and the ships stats). Each attack will demote the opponent a specified amount determined by the accuracy of the attack and the attack used until either player is eliminated or retreats. The more accurate the players attack is against the other players ship, in specified areas (such as the bridge or the propulsion vents, depending on the targets ship size) will have a greater chance of getting a critical hit which either will eliminate, paralyze, or oust the opponent (depending on the opponents rank). Either player has a chance to evade the opponents attack at anytime, which will negate the attack or decrease the attacks accuracy (depending on the ships agility stat). Players can enter a Ship v. Ship distant combat at any time. Either player can leave the combat at any time.

# Combat Example



Whale (Player Greenhorn) v. Wolf (Player Greenhorn)

Atk: 100

Atk: 50

Def: 90

Def: 40

Spd: 30

Spd: 100

Cargo: 80

Cargo: 20

Agl: 20

Agl: 90

Rank: (+0)

Rank: (+0)

## **Distant Combat:**

Wolf attacks Whale: Accuracy  $10\% \times \text{Atk } 50 = 5$  - Def 90 = 85, Cargo used  $1 - 20 = 19$

Whale attacks Wolf Accuracy  $5\% \times \text{Atk } 100 = 5$ , Wolf evades  $-50\% = 2.5$  - Def 40 = 37.5, Cargo used  $2 - 80 = 78$

Wolf attacks Whale: Accuracy  $50\% (+100\% \text{ Engine Damage}) \times \text{Atk } 50 = 25$  - Def 85 = 60 (Whale Spd and Agl at 0), Cargo used  $1 - 19 = 18$

Wolf engages Close Combat.

## **Close Combat:**

Whale attacks Wolf: Accuracy  $25\% \times \text{Atk } 100 = 25$ , Wolf evades  $-50\% = 12.5$  - Def 37.5 = 25, Cargo used  $2 - 78 = 76$

Wolf attacks Whale: Accuracy  $35\% (+50\% \text{ Cargo Damage}) \times \text{Atk } 50 = 17.5$  - Def 60 = 42.5 (Whale Cargo at 38), Cargo used  $2 - 18 = 16$

Wolf misses docking attempt

Whale attacks Wolf: Accuracy  $50\% (+25\% \text{ Engine Damage}) \times \text{Atk } 100 = 50$ , Wolf evades  $-75\% = 12.5$  - Def 25 = 12.5 (Wolf Spd at 75 and Agl at 67.5), Cargo used  $4 - 38 = 34$

Wolf attacks Whale: Accuracy  $50\% (+50\% \text{ Bridge Damage}) \times \text{Atk } 50 = 25$  - Def 42.5 = 17.5 (Whale Atk at 50), Cargo used  $2 - 16 = 14$

Wolf docks Whales Ship.

### **3rd Person Shooter:**

Wolf Player (100 Health, 100 rounds pistol) enters Whale Players (100 Health, 100 rounds pistol) ship. Wolf Player kills 4 Whale Players shipmates (20 used = 80 rounds) and takes 20 rounds to chest (20 x 100% Atk = 20 - 100 = 80 Health). Whale Player kills 3 Wolf Players shipmates (40 used = 60 rounds) and takes 40 rounds to arms (40 x 50% Atk = 20 - 100 = 80 Health). Wolf Player shoots Whale Player in chest with 40 rounds (40 used - 80 = 40 rounds) (40 x 100% Atk = 40 - 80 = Whale 40 Health) Whale Player shoots Wolf Player in legs with 25 rounds (25 used - 60 = 35 rounds) (25 x 50% Atk = 12.5 - 80 = Wolf 40 Health). Wolf player shoots Whale Player in the head with 10 rounds (10 used - 40 = 30 rounds) (10 x 100% Atk + CR Hit = 10 - 40 = Whale 30 Health and Paralyzed) Whale Player Paralyzed for 1 minute. Wolf Player destroys Whale Players Package and Cargo, recruits 2 of Whale Players shipmates, kills Whale Players Captain, and leaves Whale Players ship. Whale Player waits 1 minute and retreats to nearby Planet.

# Economic Model

## Resources

Currency - Woelong

Ammunition - Metal Gun Rounds, Plasma Gun Rounds, Ion Gun Rounds, Metal Explosives, Plasma Explosives, Ion Explosives, Metal Missiles, Plasma Missiles, Ion Missiles, Metal Torpedoes, Plasma Torpedoes, Ion Torpedoes

Weapons - Player [Swords (Metal Long, Plasma Long, Ion Long, Metal Short, Ion Short, Metal Knife, Plasma Dagger), Pistol (Metal Auto, Metal Semi-Auto, Plasma Burst), Shotgun (Metal Double Barrel, Metal Semi-Auto, Plasma Buckshot), Boltgun (Metal, Plasma), Rifle (Metal Auto, Plasma Semi-Auto, Ion Sniper), Explosive Launcher (Metal Bomb, Plasma Grenade, Ion Proximity)] Ship [Machine gun (Metal, Plasma), Laser gun (Plasma, Ion), Missile Launcher (Metal, Metal Cluster, Ion Burst, Remote Controlled Plasma), Torpedo Launcher (Metal, Ion Heatseeking, Plasma Remote Detonation)]

Engines - Proton based, Neutron based, Electron based

Fuel - Solid Atoms, Liquid Atoms, Gas Atoms, Plasma Atoms

Consumables - Player [Rum, Bread, Fruit, Water, Meat] Ship [Defense Repair (Small, Medium, Full), Engine Repair (Small, Medium, Full), Gun Repair (Small, Medium, Full), Full Repair]

## Resources Uses and Acquisition

Woelong - The only currency in the game used to purchase all of the other resources. It can be earned through side missions found on each planet or friendly ships, by selling any other resource in the game, and by scavenging it off of planets and opposing ships.

**Weapons & Ammunition** - Ion weapons are the strongest, followed by Plasma and Metal, being the weakest. Explosive weapons are the strongest, followed by Rifles, Boltguns, Shotguns, Pistols, and the weakest, Swords. The swords strengths are determined by the length, the players rank, and the players dexterity. Weapons or ammunition can be earned through side missions found on each planet or friendly ship, by trading or buying them from any vendor, and by scavenging them off of planets and opposing ships.

**Engines & Fuels** - Proton based engines are the slowest, followed by Neutron based and Electron based being the fastest. Plasma Atoms are the cleanest at 100%, followed by Gas at 75%, Liquid at 50%, and Solid being the dirtiest at 25%. Any engine can take any fuel, but depending on how clean the fuel combusts determines the speed of the engine. Engines and fuels can be earned through side missions found on each planet or friendly ship, by trading or buying them from any vendor, and by scavenging them off of planets and opposing ships.

**Consumables** - Rum gives the player invincibility for 20 seconds, but reduces stamina by 50%, Bread instantly adds 50% to Health, Meat heals the players health for up to 5 minutes (% depending on the players rank), Water instantly adds 50% to Stamina, Fruit heals the players stamina for up to 5 minutes (% depending on the players rank). A Full Repair repairs the players ship completely; specifically Full Repairs for either defense, engine or gun, repairs those areas completely to 100%. Medium Repairs repair those specific areas between 50 - 75% and Small Repairs repair between 20 - 40%. Time for application of any consumables depends on the players rank. Consumables can be earned through side missions found on each planet or friendly ship, by trading or buying them from any vendor, and by scavenging them off of planets and opposing ships.

## Resources Matrix

Item	Woelong	Prerequisites		
		Ammo	Weapon	Consum./Fuel
Metal Gun Rounds (24)	100	N/A	N/A	N/A
Plasma Gun Rounds (24)	200	6 Met. Rounds	N/A	N/A
Ion Gun Rounds (24)	400	12 Met. Rounds, 6 Plas. Rounds	N/A	N/A
Metal Explosives (12)	50	6 Met. Rounds	N/A	N/A
Plasma Explosives (12)	100	6 Plas. Rounds, 4 Met. Explosive	N/A	N/A
Ion Explosives (12)	250	6 Ion Rounds, 4 Plas. Explosive	N/A	N/A
Metal Missiles (6)	50	4 Met. Explosive	N/A	N/A
Plasma Missiles (6)	100	2 Met. Missile, 4 Plas. Explosive	N/A	N/A
Ion Missiles (6)	250	2 Plas. Missile, 4 Ion Explosive	N/A	N/A
Metal Torpedoes (2)	150	2 Met. Missile	N/A	N/A
Plasma Torpedoes (2)	300	1 Met. Torpedo, 1 Plas. Missile	N/A	N/A
Ion Torpedoes (2)	600	1 Plas. Torp., 1 Plas. Missile	N/A	N/A
Metal Long Sword	35	N/A	N/A	N/A
Plasma Long Sword	70	N/A	1 Met. Long Sword	N/A
Ion Long Sword	95	N/A	1 Plas. Long Sword	N/A
Metal Short Sword	5	N/A	N/A	N/A
Ion Short Sword	15	N/A	1 Met. Short Sword	N/A
Metal Knife	2	N/A	N/A	N/A
Plasma Dagger	15	N/A	1 Met. Knife	N/A
Metal Auto Pistol	25	N/A	N/A	N/A
Metal Semi-Auto Pistol	30	N/A	N/A	N/A
Plasma Burst Pistol	40	N/A	Met. Pistol (A or SA)	N/A
Metal Double Barrel Shotgun	45	N/A	Met. Pistol (A or SA)	N/A

Item	Woelong	Ammo	Prerequisites	
			Weapon	Consum./Fuel
Metal Semi-Auto Shotgun	55	N/A	Met. Pistol (A or SA)	N/A
Plasma Buckshot Shotgun	60	N/A	Met. Shotgun (DB or SA)	N/A
Metal Boltgun	65	N/A	1 Met. pistol, 1 Met. Shotgun	N/A
Plasma Boltgun	70	N/A	1 Met. Boltgun	N/A
Metal Auto Rifle	40	N/A	2 Met. Pistol, 1 Boltgun	N/A
Plasma Semi-Auto Rifle	50	N/A	1 Metal Rifle	N/A
Ion Sniper Rifle	60	N/A	1 Plasma Rifle	N/A
Metal Bomb Launcher	75	N/A	2 Metal Rifle	N/A
Plasma Grenade Launcher	85	N/A	1 Metal Launcher	N/A
Ion Proximity Launcher	95	N/A	1 Plas. Launcher	N/A
Metal Machine gun	100	N/A	N/A	N/A
Plasma Machine gun	200	N/A	1 Met. Machine gun	N/A
Plasma Laser gun	400	N/A	N/A	N/A
Ion Laser gun	800	N/A	1 Plasma Laser gun	N/A
Metal Missile Launcher	500	N/A	N/A	N/A
Metal Cluster Missile Launcher	700	N/A	N/A	N/A
Remote Controlled Plasma Launcher	900	N/A	1 Met. Missile Launcher	N/A
Ion Burst Missile Missile Launcher	1100	N/A	1 Plas. Missile Launcher	N/A
Metal Torpedo Launcher	1000	N/A	N/A	N/A
Plasma Remote Detonation Torpedo Launcher	1200	N/A	1 Met. Torpedo Launcher	N/A
Ion Heatseeking Torpedo Launcher	1400	N/A	1 Plasma Torpedo Launcher	N/A
Proton based Engine	2000	N/A	N/A	N/A

Item	Woelong	Prerequisites		
		Ammo	Weapon	Consum./Fuel
Neutron based Engine	4000	N/A	N/A	N/A
Electron based Engine	8000	N/A	N/A	N/A
Solid Atoms (100)	100	N/A	N/A	N/A
Liquid Atoms (100)	250	N/A	N/A	50 Solid Atoms
Gas Atoms (100)	500	N/A	N/A	50 Liquid Atoms
Plasma Atom (100)	1000	N/A	N/A	50 Gas Atoms
Rum	25	N/A	N/A	N/A
Bread	20	N/A	N/A	N/A
Fruit	15	N/A	N/A	N/A
Water	20	N/A	N/A	N/A
Meat	15	N/A	N/A	N/A
Defense Repair Small	100	N/A	N/A	N/A
Defense Repair Me- dium	200	N/A	N/A	N/A
Defense Repair Full	400	N/A	N/A	1 Sm. Def.
Engine Repair Small	100	N/A	N/A	N/A
Engine Repair Medium	200	N/A	N/A	N/A
Engine Repair Full	400	N/A	N/A	1 Sm. Eng.
Gun Repair Small	100	N/A	N/A	N/A
Gun Repair Medium	200	N/A	N/A	N/A
Gun Repair Full	400	N/A	N/A	1 Sm. Gun
Full Repair	750	N/A	N/A	1 Sm. Def., 1 Sm. Eng., 1 Sm. Gun

# Research Model

	Healing Magic	Improved Engines	Fire Power Upgrade	Strength Magic
Stage 1	Mystic Healing Spell: Heals the player/ship up to 50% and maintains effect for 5 min.	Retro Boosters: Improves chances of escape by 50% and decreases chances of being docked by 25%.	Heavy Duty Cartage: Increases the ships' round size by 50% for 5 min.	Backbone Incantation: Increases the cargo size by 10 for 1 hour.
Stage 2	Siren Healing Spell: Heals the player/ship to 75% and maintains effect for 5 min.	Pivoting Thrusters: Increases agility by 50 for 1 min. Inherits the abilities of Stage 1.	Rerouted Power: Uses ships' engine power to increase the ships' attack by 20 for 5 min.	Brute Force Incantation: Increases the cargo size by 20 for 1 hour.
Stage 3	Voodo Healing Spell: Creates a barrier around the player/ship and heals the player/ship to 100%; maintains effect for 5 min.	Variable Rockets: Can undock an opponent after 1 min. of player to player combat. Inherits the abilities of Stage 1 and 2.	Full Sheild Jacket: Incases the ships rounds in plasma shields that increase the ships' attack by 50 for 5 min.	Goliath Incantation Perminantly increases the cargo size by 10. Can only be used after 1 combat victory.

## Special Abilities

Scout: (Whale, Elephant) See first attack ahead of time.

Quick Strike: (Fox, Wolf) Undetectable first attack.

Heavy Hit: (Tiger, Buffalo) First attack stronger than normal.

Barrier: (Bear, Ox) Defense to first attack stronger than normal.

Barder: (Buffalo, Ox) Can sell items at a higher price.

Trader: (Whale, Bear) Can recieve more items during trading.

Negotiator: (Elephant, Fox) Can buy items at a lower price.

Theif: (Tiger, Wolf) Has a greater chance of stealing any item.

High Morale: (Whale, Ox) Has the smallest chance of a mutiny.

Salesman: (Tiger, Bear) Can sell shipmates at a lower price.

Contractor: (Fox, Buffalo) Can buy shipmates at a lower price.

Charmer: (Wolf, Elephant) Has a greater chance of recruiting shipmates.

## Random Events Engine

Engine Boost: Allows the player to increase their ships' Speed by 50%. Occurs if the players ship is more than 30 minutes behind the ship in first place. Takes effect 30% of the time if the player has some damage, 15% of the time if the player has no damage.

Engine Failure: Players engine stalls out for 2 minutes. Occurs if the player is in the top 3 positions of the race and ahead of the last player by 30 minutes. Takes effect 25% of the time if the player has no damage, 10% of the time if the player has some damage.

Fresh Recruits: Player receives 5 new crew members. Occurs if the players crew is below 5 crew members. Takes effect 25% of the time if the player has no damage, 35% of the time if the player has some damage, and 50% of the time if the player is below 10% health.

Mutiny: Player loses 50% of their ships crew members. Occurs if the player has more than 25 crew members and has completed 3 consecutive missions. Takes effect 10% of the time if the player has some damage, 20% of the time if the player has no damage.

Quick Promotion: Player is promoted to the next rank. Occurs if 3 higher ranking officers are eliminated in any combat. Takes effect 50% of the time if the player has some damage, 35% of the time if the player has no damage.

Early Demotion: Player loses 1 rank. Occurs if the player hasn't eliminated any other opposing crew member or player after 3 encounters. Takes effect 25% of the time if the player has some damage, 30% of the time if the player has no damage.

## Story Hype

- You are a greenhorn in this epic race risking life and limb to finish first, and claim the ultimate reward.
- Choose between 8 treacherous pirateships and maneuver your way up the ranks until you become the captain of your own vessel.
- Engage in a multitude of battles ranging from ship vs. ship to deadly player vs. player brawls.
- You have a plethora of customizable weapons at your disposal to pave your way to the end.
- Explore the vast planets neighboring this course and you might find some booty along the way.
- Bargain and trade with over a thousand merchants in this journey, but just watch out for the fools gold.

## Story as Game Play

Long before your time a group of dastardly crew members learnt of an old immense treasure, banished to the end of the universe by the greatest pirate of them all, Grey Beard. During the last bleak hours of his life, Grey Beard told 8 of his closest shipmates the vague location of his fortune. With information in toe each set forth with their own crew to find Grey Beards treasure, but none returned. For the past millennia descendants of each crew member try their hand at retrieving Grey Beards' booty, but none have come back with even a sliver of coin.

Blast to the present, you are a rugged outlaw taking any job you can to keep yourself as far away from the vigilant loan shark you owe millions of woolongs to. In a smoky dark tavern you come across an address on tattered note. The note leads you to an abandoned warehouse were you find 8 captains recruiting crew members for a voyage of almost certain death. Here you put your life in the hands of one of the captains and begin your adventure to the end of the universe were the ultimate payoff could be waiting.