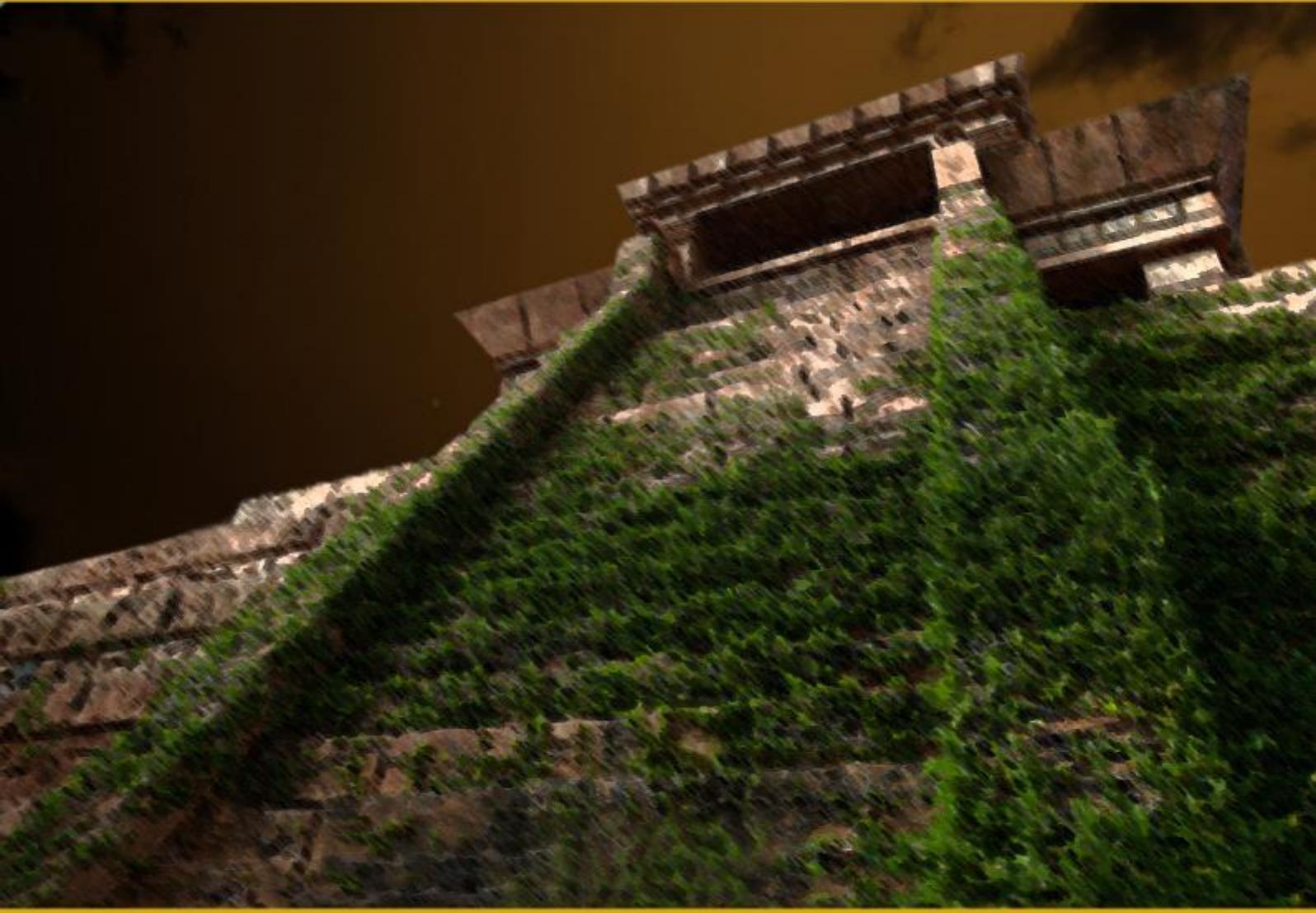


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Temple

Some things...were never meant to be found...





The tree came down across the ravine with the snap of splinting wood and a booming crash. There wasn't much time before they would be onto him, James thought. Fires blazed amongst ruins around the cliff edge from an earlier encounter. His makeshift bridge would hold his weight, but it would also herald the arrival of a full force of militia. James threw a few claymores into brush against the tree base. Smoke was pluming up into the air making visibility on James' side of the cliff perfect for an ambush.

Moving to cover, James sighted a fetid pool of cracked mud and applied some to his face to take the sheen away. The mud smelt awful and he choked back a gag as he moved to a crouch position behind cover; gun trained on the bridge exit. Enemies arrived and began inspecting the bridge then slowly began to filter onto it, moving over the ravine and into the area.

James detonated the claymores which instantly ripped four militia from their feet; sending them rag dolling off the cliff and into the void below. They hadn't even opened their mouths to scream before James opened fire with hollow points from his ambush position, raining bullets into the two remaining militia. One stopped dead, dropping his weapon and fell face first into the dust, blood silently draining out of him. The last militia must have made it to cover before the bullets could find their mark; there was no sign of him.

James moved to prone and threw a smoke grenade out behind him, masking his movements. He then stood at the other side of the old ruin and kicked some debris against a wall to gain access to an elevated position. He clambered up and switched back to prone looking intently through his scope, he waited patiently for his quarry to become visible.

The smoke cleared revealing the remaining militia, darting low behind cover, attempting to skirt around the area and flank where he thought James must still be. James lined him up with the scope of his AR15. The shot rang out; echoing off the escarpment and the trooper tumbled forward then lay still. The red hot expended casing pirouetted hypnotically on the ruin then tumbled off into the dust, singeing a tumble weed before setting fire to it with the dry heat and wind. It was a stern reminder of the struggle between life and death being waged in the jungle all around him. James moved somberly out and over the blood soaked bridge, he never liked killing, it just so happened... he was really good at it.





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Game Concept

Players control an elite Ranger - Regimental Reconnaissance Detachment by the name of James Small, Aka - Smally. As a highly decorated Ranger, James is part of an elite military group who take the job of getting in and out before anyone is even meant to know they are there.

Your goal is to move deep into Mayan jungles and locate a Temple. Within the temple there is rumoured to be an indestructible black diamond. The plan is to harness the diamonds power by combining it with super destructive military weapons. Whoever should reach the black diamond first will have completely military domination. You will battle both other secret military organisations from around the world and the inhabitants of the jungles themselves!

Players will moving through a rich 3D grid based play space, encountering diverse obstacles and hardened combatants in a constantly shifting and changing world. Players start off moving through the Mayan river banks and jungles littered with ruins and frightening jungle inhabitants. Players continue up into the mountains, along treacherous cliff escarpments and through villages before moving down into the bowels of an ancient Mayan temple where nobody has ever ventured. Each encounter will be more heavily layered and require more and more from the player to make it through alive.

Core mechanics

Players must use the environment or their skill-set to circumvent a series of levels that will eventually lead them to the Temple and the fabled black diamond. They will be faced with a maze like environment they must hazard a way though in order to progress. As players moves through an area they will be required to interacted with entities and perform actions in order to take down foes or create a path. Nature will be both a harsh mistress and best friend. Learning how best to use the interactive elements around you can gain the player stealth bonuses or afford them materials for trappings.

Player Actions Include:

- Blowing up the environment or enemies.
- Disarming traps.
- Shift elements of the environment.
- Destroy elements of the environment.
- Killing enemies in the environment.
- Outsmarting enemies.
- Collecting items and salvaging from the environment.





Key pillars

- Outsmart
- Salvage
- Outmanoeuvre
- Blow it up!

Game Modes

Players will have a single player campaign, or a multiplayer online co-op option available to them. Players will move through 4 unique environments spanning over numerous richly populated levels. Players can also fight each other online in unique multiplayer maps derived from the Story Mode maps.

- Story Mode
- Multiplayer Online Co-op
- Multiplayer Online Vs

Story Mode Objectives

Players will be driven forward with the ultimate goal of collecting the diamond but also the **Gems** and **Relics** within each level that will through secondary objectives, unlock unique items and weapons to equip during multiplayer games. These **Gems** and **Relics** will be inside **Destructible Objects** as well as hidden around the environment. Gems accumulate player score along with destroying things within the environment and killing enemies.

Each level will have a series of **Secondary Objectives** to complete in addition to the current story **Main Objective** for the level. The Level complete screen will define these additional objectives and whether the player satisfied the criteria required to complete the objective.

For Example:

Main Objective: Locate the enemy militia compound and wipe out the supply network

Secondary Objectives:

- Collected 6/15 Relics
- Kill 10 enemies with explosives
- Complete the level in less than 5 minutes
- Accumulate 150000 points during the level.

Players may also track each levels unique objectives and bonus objectives in the **Inventory**.





Visual Style

The visual style will be extremely sharp and defined with rigid angles and cover to accentuate the grid based combat. It will have an angular feel with loosely drawn scratchy textures. Details and entities will be kept to a minimum and left simple but defined with the end goal of the game running at a blistering pace in 1080p at 60fps.

Environments will be kept simple and players will have fairly minor undulations and vertical shifts in the environment to move over. The paramount goal is focusing the player's actions on the enemies within the environment and the environment itself.

The environment will be slowly revealed by player movement as they disperse the fog of war. Environment edges will be contained with a darker and blacker fog of war signifying to the player that the area may not be passed. The play space will usually be hemmed with an element to justify this fog such as a cliff face higher rocky out crop, tall ruins or a river.

The camera will be constantly positioned at a constant angle and track the player forward as they move through the level. Players will ghost slightly behind any large foreground elements to stop them being lost from sight. Players may also opt to rotate the camera in order to shift their view to the best possible with the **Rotate Camera** button. Specific camera angles may be selected in the **Pause** menu.





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Player Controls



Player Movement

Player movement will be free-flowing and continuous, either horizontally or vertically over the grid. Player movement can be defined by using the **Move** control in a specified direction but angular movement will not be possible.

Players will be confined to grid based movement in the environment and when the player holds down the **Move** control the character will flow through the grid spaces without stopping. Players can "tap" the movement control in small increments to move more carefully. With a small **Move** 'tap' applied, player characters will shift from once grid space to the next locking into place before moving on. This is great for moving through areas with care and precision.

Obstacles in the player path will govern the flow through an area. Players may not move over or through obstacles greater than 2 meters high and these obstacles will be clearly defined. The obstacles will include hazards as well as mobile enemies. Each level will be clearly defined with various set paths through to the next area. Some hazards may also allow player interaction.





Players may govern their Fire direction with the **Aim/Torso Direction** control. This will allow them to move in one direction while firing in another making them harder to hit than a stationary shooter if they should find themselves engaged without cover. Once they have chosen their fire direction they can push the **Fire Weapon** button to fire.

Players may also use **Evasive Movement** to quickly roll in a chosen direction based of their current direction if under heavy fire. Players may not use Evasive Movement unless **crouched** or **standing**.

Players may also chose to **Vault** up some surfaces which will be defined at a consistent height level of 1 metre. Players become harder to hit while vaulting and it may be effective in surprise attacks when entering a slightly elevated area. Players may vault up onto a surface by using the **Interact** button.

Players will die very quickly if caught without cover, as a result they need to use their movement carefully and plan where they wish to engage the enemy.

Player Behaviour Types

Players may set a **Behaviour type** based on the situation or entities they are about to encounter. It can be changed by simply pressing the **Player Behaviour** button.

Holding the button will trigger an onscreen HUD element with a visual representation of each **Behaviour State** in a small window. Players may **Gesture** to their chosen behaviour with the **Aim/Gesture** button pointed towards the Behaviour type. The behaviour type will be displayed as it is changed before fading from the **HUD**.

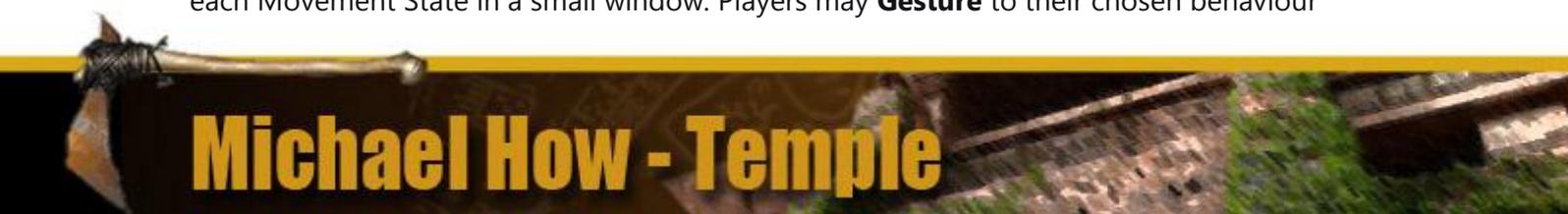
Moving stealthy to a pillar or tree and sending it crashing down on a group of enemies will lend itself far more to the situation, than simply rushing in with guns blazing aggressively.

- Stealth – Hampers AI detection radius.
- Aggressive – Increases applied Damage with each Weapon.
- Defensive – Increases armour.

Player Movement State

The Players movement state will also play an important role in governing whether or not a player is successful in each encounter. Players may set a **Movement State** based on the situation or entities they are about to encounter. It can be changed by simply pressing the **Movement State** button.

Holding the button in will trigger an onscreen HUD element with a visual representation of each Movement State in a small window. Players may **Gesture** to their chosen behaviour





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with the **Aim/Gesture** button pointed towards the chosen Movement state. The behaviour type will be displayed as it is changed before fading from the **HUD**.

Once players are used to which state they are in, they can simply gesture the right direction with the **Aim** after Holding the **Movement State** button briefly without even waiting for the onscreen HUD element in similar way to Maya gestures.

Cover Types

Players may use cover from all 3 **Movement States** with certain cover lending itself perfectly to the right state.

Prone – Aids a player's stealth rating, perfect for low lying brush cover to remain unseen Combined with a Guillie Suit item, it makes players virtually invisible. Players can boost the stealthy nature of low lying cover further by applying mud to their face. Speed is heavily impaired during this state to 25% and players may not vault up available surfaces.

Crouch - Perfect for ruins and rock walls, Players can move up against 1m high wall cover or hedging or along it in crouch. They will have their weapon perfectly placed on the cover, ready to fire with their body protected if the move forward against it. Speed is impaired to 60% during Crouch mode and players may not **vault** up available surfaces.

Standing – Players can still use high rock walls to cover them if they are above 2 meters. If the player can see their head extruding past the cover then the wall is not high enough to offer cover and they should switch to a crouch or prone to ensure they are out of enemy line of sight. Standing is required to run and players will move at full speed while standing. It is a requirement for players looking to **vault** upwards that they switch to a Standing Movement state.

FPS Mode

Players may switch to an FPS targeted viewpoint at certain times during the game.

Requirements:

- When the character is in a prone elevated position of 2 metres elevation or more.
- When the character has manned a mobile turret.
- Players may only target but not move in this mode.
- Targeting is controlled with the **Aim** control.
- Make sure that you are safe before entering a FPS mode as it's the enemies not in your sights you need to worry about.

Once players satisfy all the requirements to go into **FPS mode** they may press the **Interact** button and enter the mode. Additionally if they press the **Interact** button with a turret, they will be forced into FPS mode.





Enemy Movement

Enemies will move and behave with a displayed intelligence. Once enemies are revealed they will be visibly seeking the player out. Some enemies will have the same abilities as the players and may shift or interact with obstacles in order to gain access to the player. Don't think just because there is something in front of you and the enemy that you are safe. If you are in an enemy line of sight and range, it's probably best you seek cover immediately or you will be killed quite quickly in open ground without cover from enemy fire.

Each of the player's ability is tailored to the environment or enemies. Enemies will move around the environment, with line of sight will playing an important factor when players approach enemies. Players may set particular behaviours to outsmart and out manoeuvre their enemies who may seem quite bunkered in. The environment and their layout is the puzzle, approach everything with thought or face the consequences as your enemies will be doing just that with you.

Enemy Types

Class 1 – Close Range

- Black Puma's
- Bats swarms
- Snakes
- Sabre Tooth Tiger
- Sword Wielding Tribesman

Class 2 – Medium Range

- Local Militias- Machine Guns– Shotguns
- Competing Black Ops Militants – Armoured, Automatic Weapons
- Tribesman – Spear, blow darts

Class 3 – Long Range

- Black Ops – Snipers
- Militant - Bazooka
- Tribesman - Bow and arrow

Special Class – Bosses

- Mechanized combatants
- Armoured special characters

+more!





Interactive Objects

Interactive elements or surfaces will **Glint/Sheen** and players will receive a prompt to use the **Interact** button to communicate to the player that they are able to collect or interact with the game object. If the object is destructible it will not have a **Glint/Sheen** but the prompt will display for **Place Explosive/Detonate** when the player can interact while using an equipped **Explosive Class**.

In some cases it will be up to the player to work out *how* the element can be used.

For Example:

Fire, although a seemingly simple element for use to light the way forward, can also be used to quickly destroy a swarm of bats as they attack or set fire to strategic interactive points. Players can learn these unique interactions through trial and error and even possibly unlock some unique achievements/trophies for exceptionally diligent exploration of the game play mechanics.

Possible Interactive Items:

- **Fire** – Collected to burn enemies, expand fog of war, clear the way forward or entrap and beguile enemies.
- **Tree Fall/Pillar** – create bridges or crush enemies where the object may overhang a target.
- **Boulders** – Charges can be placed to blow them up and clear a way forward or topple them onto enemies.
- **Mines** – Need to be disarmed or triggered before passing to avoid death.
- **Trip wires** – Need to be disarmed or triggered before passing to avoid death.
- **Debris Ladder** – The ruins are littered with old debris and at times, debris can be toppled to allow a leg up into a higher area or toppled onto **Pressure Switches**.
- **Mud** – Players may submerge themselves in mud to gain a stealth bonus and move more freely without detection for a period.
- **Cracked wall** – Players may wish to bring down a ruin wall to gain access to an enemy or allow another object through.
- **Tumble weed** – Can be combined with vines to make a **Guillie Suit**.
- **Vines** – Can be salvaged to create a **Bush Boa** in order to wrap your rifle in leaves and gain a stealth bonus.
- **Mayan Crushing Ball** – Once used to slowly crush the enemies of the Mayan tribe's people, they can now be quite useful as a weight to keep a door switch or pressure pad activated.
- **Pressure Switches** – May allow players to unlock a door but pressure must be kept on them by applying something with weight, like a **Mayan crushing ball** or **Debris**.
- **Mayan Gates** – Tribesmen have enabled gates prevent progression to their beloved temple which must be destroyed to progress. They usually run off a weighting





mechanism. Destroying the weight may lower a closed gate or applying a weight to a **Pressure Switch** may open them.

- **Explosive Fuel barrels or TNT** – Perfect to shoot or blow up especially when near an interactive point like a boulder that may topple onto an enemy.

+more!

Some Items can be salvaged and placed in your **unequipped items** then selected combined later to create something new and improved within your **inventory**.

Player Arsenal

Players have access to 4 weapons at once while moving through the game. 2 x ranged weapons, an explosive type and the humble knife. Equipment can be defined in the **Inventory** to correspond to the **quick weapon selection** buttons so players can select their Grenade/ Range weapon types and hand to hand weapon type with ease.

Player Starting Arsenal:

- 1x Range Weapon – Combat Rifle- Longer range, suitable for taking enemies out from a distance
- 1 x Silenced Range Weapon -Hand Gun – Perfect for taking out unarmoured foes in silence
- Grenades – x 20
- Knife – Hand to hand

Only 1 Range weapon and 1 grenade type may be Thrown or Fired at once. Players must choose which is pertinent for their current encounter or ammo limitations or select different Ones with the **quick weapon select** buttons. Each weapon will have a differing ammo count which is displayed in the HUD or Inventory.

Players may knife at any time by pressing the **Knife** button to destroy small wooden objects like crates, or dispatch an enemy silently.





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Weapon Types

Enemies will also increase in skill set and hit points so players must be constantly on the lookout for new battle gear for the foes ahead. **Weapons Classes** define what enemy will carry them and also how many of each type of Weapon a player can have based on their starting arsenal.

For Example:

Weapon	Weapon Class	Enemy Class	Range/Throw Distance	Interaction	Area Of effect/Explosion Radius
Fire Stick	Close Range	Tribesmen	2m - Adjacent Square	Dry Grass/Enemy	Target Location
Knife	Close Range	Tribesmen	2m - Adjacent Square	Enemy	Target Location
Mine	Trap - Class 1 Explosive	Local Militias	Proximity Activated - Same Square	Enemy	Target Location
Trip Wire	Trap - Class 2 Explosive	Local Militias	Proximity Activated- Same Square	Enemy	4 metre area of Affect
Spike Trap	Trap - Environmental	Tribesmen	Proximity Activated – Same Square	Enemy	2 metre Area
Machine Gun	Medium Range	Local Militias	10 Meters	Enemy	Target Location
Sniper Rifle	Long Range	Black Ops	10 Meters	Enemy	Target Location
Shotgun	Medium Range	Local Militia	5 Metres	Enemy	3 Metre Area
Bow and Arrow	Long Range	Tribesmen	10 Meters	Enemy	Target Location
Smoke Grenade	Concealment	Black Ops	Up to 10 metres	Enemy	4 metre area of Affect
Grenade	Class 1	Local Militias	Up to 10 metres	Environment/Enemy	4 metre Area of Affect
C4	Class 2	Black Ops	Up to 5 meters	Environment/Enemy	6 metre Area of affect
M18A1 Claymore	Class 1	Black Ops	2 meters	Enemy	5 metre x 2 metre -Area of affect
Turret	FPS Only	Local Militia	Up to 10	Enemy	Target



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			Metres		Location
Flare Gun	Increase Sight Range	Local Militias	Increases Sight range for 20 seconds.	Enemy/Rev ealment.	Target Location

+ Many more!

Variants of these weapons will be exposed to the player and as their **XP** and level increases; the new weapons types can be equipped.

Explosives

Explosives will have a damage class and this will define what they may break/destroy in the game world. All explosives may be thrown in any direction including on an angle. Explosives play a massive part of the game and explosives can be thrown at all times with the **Throw Explosive** Button. Players will need to use grenades to destroy wooden objects and salvage more weapons/health or ammunitions. Breaking gates or debris with explosives will also spawn **Gems** to salvage.

Grenades

Grenades are a Damage **Class 1** explosive and will only break wood. All grenade types may be thrown with the **Throw Explosive** button.

- Only the equipped grenade type will be thrown.
- All grenade types will have a maximum time frame before they will detonate.
- Holding down the **Throw Explosive** button will define the throw distance.
- 3 seconds will apply the maximum throw distance of 10 metres.
- Direction can be defined with the **Aim** control.
- A Grenade will detonate regardless of whether it has been thrown after 6 seconds.
- An in game Directional Hud element will define where the grenade will land based on how long the **Throw Explosive** button is held and where the **Aim** control is pointed.

C4

C4 is a **Class 2** explosive and may splinter wood and certain rock types easily. Players may Place C4 with the **Place Explosive/Detonate** button. Players may detonate C4 with the **Detonate Explosive** button.

- C4 may also be thrown and detonated in air with the **Place/Detonate** button if C4 is equipped.





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- C4 will not detonate without being detonated by the player or if it comes into contact with a detonating entity like fire.
- An in game Directional Hud element will define where the C4 will land based on how long the **Throw Explosive** button is held and where the **Aim** control is pointed

M18A1 Claymore

Claymores are a **Class 1** explosive but have the primary purpose of dealing a large area of effect explosion towards enemies. They may be placed with the **Place/Detonate** button.

- M18A1 Claymore may only be placed and not thrown.
- It will take 2 seconds to setup so players need to ensure that they are safe before attempting to place one.
- The Claymore will detonate if it comes into contact with fire.
- They may be detonated with the **Place/Detonate** button.

AI State Of Awareness

AI will function on basic line of sight principals and only attack the players that are within their line of sight. Levels visibility will be defined with a sight range around the player. The default sight range is 10 metres. Players will reveal enemies once they are within a certain range. AI will attack the player if a line of sight is present or revert to an exploration mode if one is not present. If the AI has been alerted to the player but they are not within range they will attempt to move to within range using the environment.

AI will have alertness states and function accordingly based on their current state.

- High Alert - Large explosions or loud gunfire within fog of war distance will place enemies on high alert and they will attempt to gain access to the player. If the Enemy has a direct line of sight to the player they will automatically move to High Alert.
- Cautious Alert - Large explosions or gun fire out of fog of war range will place enemies on cautious behaviour for 10 seconds and they will start to patrol the area.
- Relaxed State - Enemies by default will be in a relaxed state of awareness and sometimes do small patrols without attempting to locate the player. Mostly they will remain in their current position.

Enemy awareness states will be clearly communicated to the player based on what they are doing. If a panther is rushing towards you chances are it has seen you and is now on High Alert.





Health and Experience Points

Players will be forced to restart or will re-spawn if killed by an enemy. A health and armour meter will be displayed in HUD. Players may find **Health Satchels** for a small health increase. Players may also stumble upon the occasional **Water Well** to gain a full health increase.

XP will be generated with every kill made. As players kill more foes their **XP** will increase allowing access to higher level weapons of each weapon class. The total amount of player health will also increase with the **Player Level**. Players can check their current **Player Level** and how much **XP** is required to access future items/weapons within the **Inventory**. All weapons have an **XP** and **Player Level** requirement, offering higher damage to enemies or higher range as your **Player Level** Increases.

Players can collect unique weapon drops from dead foes or by destroying or interacting with elements of the environment to uncover hidden pickups. These elements will enable players to constantly upgrade their weapons and armour as they pilfer new and improved ones from fallen enemies around them or their environment. As long as the players have acquired a high enough **Player Level** the weapon may be equipped.

Inventory

Collected items can be accessed in the player inventory and assigned to their character. Players may carry 2 weapons types of each **Weapon Class** but only use class type at a time based off the **Player Starting Arsenal**. If a player should collect a weapon they are not a high enough level to use yet, they may hold onto it until they reach that level by allocating it a slot in the **Unequipped Weapons** in the **Inventory**.

There will also be space for **Salvaged Items** in the **Inventory** so players may combine items. Items may be selected and dragged onto another item or weapon in your inventory in order to create something new and improved!

Map

Players may access a detailed map of the area in the inventory screen. It will show an outline of the entire current area with any unexplored territory still greyed out by the fog of war. Players may hold down the **In Game Map** button to show a simple overlaid HUD version of the current map.

Quick Selection

Players may also assign their weapons within the **Inventory** into a **Quick Selection Slot** that can be then easily selected in game with the corresponding **Quick Selection** button.





Objectives

Objectives may vary based on your current brief and Intel. They can be accessed by pushing the inventory/Objectives/Map button. Players can also track their secondary objectives within the **Inventory**.

Level Design



The level design will be created with each enemy's strength in mind so that each room is stacked with game play making the players flip between their **Behaviours** and **Movement types** to work their way through the different enemies and puzzles within the room. Enemy encounters themselves may seem like a puzzle and players will be easily dispatched unless they approach the encounter carefully and thoughtfully. Enemies and players alike may utilize cover and height to turn the tide to their advantage.

Grids spacing will be at 2m x 2m increments and encounters will vary in size depending on the elements contained within. Each level is expected to take the player between 5 and 10 minutes. Game play will follow a beat and player experiences will be broken up with puzzle rooms as well as intense combat, or a blend of the two. Each level will up the ante and post more of a challenge as the number of foes and dynamic hazards increases.





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Levels will be created with modular level design allowing all the game play elements to snap neatly together on the grid so that players may move through the levels easily and cleanly and they could be assembled quickly and cleanly once an asset base was formed.

The basic example attached has players use various elements in their **Movement Types** and **Behaviour Types** as well as Interaction points and cover in order to take down the opponents and progress into the next area.

Play starts with the player entering a cliff smattered with ruins and fortified emplacements. A cliff face hems them in on the left and banana trees to the south. Players may move to cover and try infiltrating the enemies or optionally grab cover and open fire on them from a crouched **Movement State** against cover.

Before moving on Players may use a **Mud Pool** to increase their stealth rating if they wish to move around and flank nearby enemies without being killed. Applying mud to their face with the interaction point and using other elements in the environment near the start to mock together a quick Guillie suit in their **Inventory**, will enable players to move far more easily.

Having applied these stealth elements players may then move on across to the **Turret**, but it's advisable to flank the enemies on their right before exposing their backs to them. The enemies will be bunkered down within cover and quite formidable. They may have been alerted with gun fire from the previous encounter. Players can move across to a **Pillar/Tree** interactive points using low lying cover and place a **C4** charge on it. Moving back to cover is advisable before detonating the pillar.

Players having dispatched the enemies may now kick some debris up against the wall and gain access to a sniper point which is elevated amongst the ruins. **FPS mode** It is the best way to sniper the enemy wielding the **Turret** from a secure position without moving from cover into its heavy fire.

Once dispatched, players may now stealthily move to the **Turret** and use it to clear enemies around it with its deadly fire. Players may gather more **Mud** and move to take out other enemies within the area using a variety of technique with **Pillars** available to topple onto enemies, Cover options and explosive barrels. Players may then approach the cliff face and blow up the pillar to traverse across. There is an optional sniper point on the left that can be accessed with debris in order to pick of enemies on the far side before progression over in **FPS mode**.

This provides a brief example of how some of the games play elements function together in order to create rich encounters within the game world. Combined with additional elements within the game design it can provide challenging and unique game environments stacked with game play.





Market Considerations

The game will show strongly on both the Xbox Live Arcade and Playstation network with the intended market - occasional gamers on the console market.

The usual trailers and trials could of course be implemented onto both the PS3 and XBLA market places in order to give consumers a dose of the game they will be playing before its official arrival.

Trial Versions

The Trial versions will give players access to two unique levels culminating in a boss battle. Players will be told each time they unlock an achievements/trophies during play and also notified the need to unlock the full game if they wish to receive the achievement.

Players will be gifted avatar gear during the demo after killing their first enemy (XBLA Only). Once again they will be prompted to unlock the full game if the wish to receive the avatar gear. The avatar gear will consist of a Ghillie Flage Suit for their Avatar to wear on XBLA.

The game will utilize unique face book integration. The Facebook fan page will have a series of picture puzzles to complete which are grid based. Shifting and sliding the pieces around to complete the picture will be the player's goal in these web games. Upon completing the puzzles you will gain an XP bonus for your player character on a linked XBLA account. With each puzzle you complete you get a XP boost. Completing all 10 grid based picture puzzles will unlock a unique armour drop for your character available in your inventory when you next play. This effectively inspires people playing the game to "Like" the fan page and market the game for you. The Facebook page will allow them to connect it to a windows live login in order for the integration to work.

Finally as players work their way through the first boss, the demo will end without giving players the opportunity to get that sense of achievement. Dangling the satisfaction of completion a boss fight is a great way to inspires sales as shown by Toy Soldier's strong showing in the XBLA marketplace - 305000 units / 4.6 million at the July FADE report.

The demo will also contain full motion video unlock screen when exiting the demo. It will showcase some of the tempting new weapons and abilities the player will gain access to in the full game as well as new levels and unique environments they haven't seen yet. Players will have one final prompt to unlock the full game or exit. Players can see any of the pending achievements and pending avatar gear that they unlocked during demo play on this screen.





TEMPLE

Porting the Game to Other Platforms

The game could translate and scale back with relative ease for Iphone/Ipad/Android/WP7 markets in terms of game play mechanics. The mechanics would lend themselves well to touch based inputs. Player could point and click to define fire direction and move with an onscreen control dongle. Stronger gesture support could be incorporated when switching player Movement States and behaviours.

The game itself can function with relative ease a lower scale although it does sit at the higher end of scope when looking at the XBLA and PS3 markets. You can still have a great deal of fun utilising a scaled back version of the game without all the additional interactivity. Focusing on cover and fire mechanics and making it more like cannon fodder games of the past would help its integration. Usually it would probably be a better path to start with the smaller ports and then scale forward rather than trying to try make everything fit on much more limited hardware profiles like those on Phones and Ipads.



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