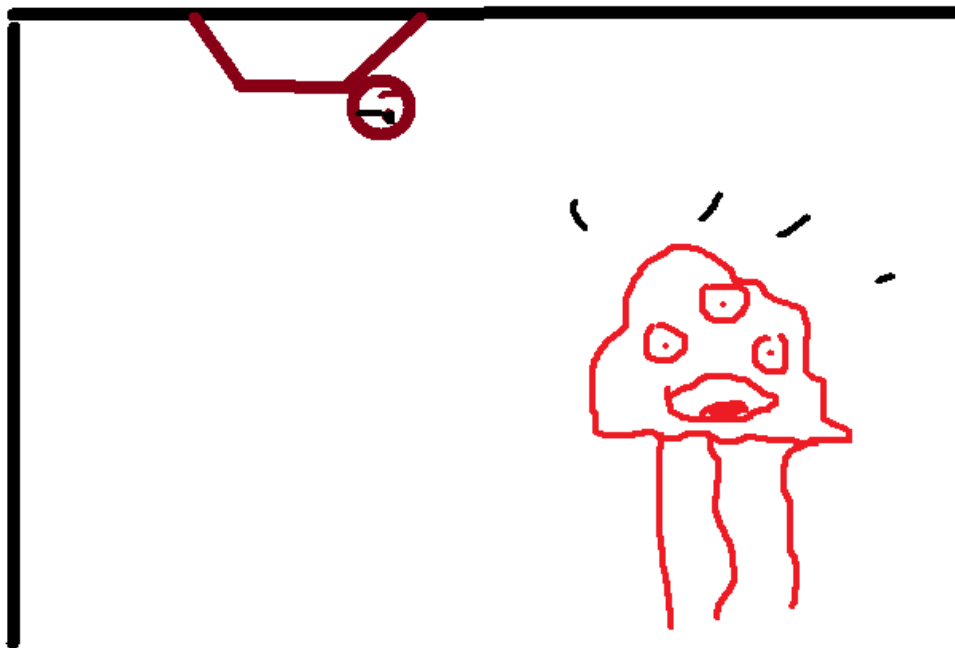


# MetaHumans

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# Overview

## Game in a few sentences

MetaHumans is a new 3D superhero game in a world in the year 2252. The player plays a character called "Slashro". The player completes a set of story-based missions and can play side mission for several benefits. With research the player can upgrade their player and make it their own. The game is fast paced like "Ghost Runner" and "Titan Fall 2".

## Key details

### Target audience

- PEGI 16
- Hardcore gamers

### Target platform

- Console

### Genres

- Action/RPG
- Shooter

### USP

- The player can execute a complex set of attacks by combining movement and normal weapon attacks in a 3D world.
- The player has a lot of research and can build his own character like that by choosing what he wants

## Story

Aliens from far away start to invade earth. They are capturing random people and when people are captured no one knows what happens to them. The aliens seem to only appear at certain times of the week and humans are getting to understand when they will come to capture more humans.

A small company called "Infernex" that is developing next gen superhero like technology gets big investments from a lot of governments and is now a giant company to develop out of this world technology. The plan is to form a group of so called "MetaHumans" to investigate the aliens and get to know what happened to the captured humans and to stop the invasion.

Further in the game the player discovers that the invading aliens are part of a giant company called "Ecto" that controls multiple groups of intelligent life in the universe. They seem to send the groups of intelligent aliens to other planets where life is to capture them and make them part of the big company by injecting chips in them. The captured humans would be sent back to earth and everyone they see will get "infected" and once a human is infected the Ecto have control over them. Infected people can also infect others by simply looking at them.

The task of the MetaHumans is to stop it and save humanity from Ecto. Or maybe being part Ecto would be beneficial for humans since they can learn from their knowledge. At the end of the game the player must choose if the humans are joining the Ecto or to destroy them with the fear that they will come again.

# Characters

## Superhero 1: Slashro

### Lore

The main character of the game is called Slashro, he is a person who works at Infernex and is chosen to be one of the superheroes. In normal life he is named Jack and was grown in a small town and raised normally. Jack always liked superheroes and played a lot with Marvel toys when he was a little kid. His favourite was Siperman. Jack was also a very fit guy; he goes to the gym 4 times a week on schedule and loves to be active. After completing high school he started to study mechanical engineering at an University. After completing that he got offered a job at a small company called Infernex that later got invested by the government. His job was to help engineering the superhero like tech and was also used as main test person.

When Infernex grew after the investments Jack was selected to be one of the MetaHumans and he got to choose what kind of tech he wanted. And because Jack loves spiderman he took quite some inspiration from him.

### General Information

He can walk on walls and ceilings to take advantage of the environment more effectively. He also has a grapple hook to reach more distance or altitude.

He is fast to move and has movement like spiderman and takes reference from the game "Ghostrunner"

Slashro likes to finish his enemies and can use an execution to finish of an enemy and get bonuses.

### Sixth Sense

The sixth is a standard passive perk that the player has and can detect if an enemy is aiming at him. The player doesn't have a lot of health points, so this sixth is important for the player to know when he is about to get shot and possibly die.

# Formal Elements

## Players

- Player vs game

## Premises

- Box art of the game containing an image of Slashro with the main ship of Ecto
- When the game starts a cutscene is shown explaining the lore till the point the MetaHumans got created

## Objectives

- Capture
- Exploration
- Completing the story

## Rules

- If the player dies, he will need to redo the mission from the start
- You can't get out of the map and will die otherwise if player achieves this on a way
- You can only have 1 melee weapon, 1 ranged weapon and 1 special weapon
- You need to complete a certain objective in order to complete a mission
- The player can only select other weapons in The House

## Resources

- Melee weapon
- Ranged weapon
- Special weapon
- Healing items
- Research points
- Health points
- Movement mechanics listed below

## Conflict

- Enemies that spawn in the mission maps
- Holes in map where the player can fall through
- World borders that kill the player

## Outcome

- Player wins a mission by completing the objective of the mission
- If the player dies in a mission, he will need to redo the mission from the start
- Player stats that count stuff like total kills over a mission that will show after completing a mission
- Player stats that count stuff like total kills over all missions that the player can look up in The House

# Gameplay

The player has a hub called “The house” where he can select missions and talk to NPC from the story line. He can also activate research here and craft items. The House is described in more detail below.

The player will follow a story line but can choose missions they want. The mission system will be as described below.

During a mission the player can collect different types of research items. When an enemy is killed it will drop a random item and this item can be salvaged in The House for research points. Different type of dropped items will result in different types of research points. The research point types are named as the following.

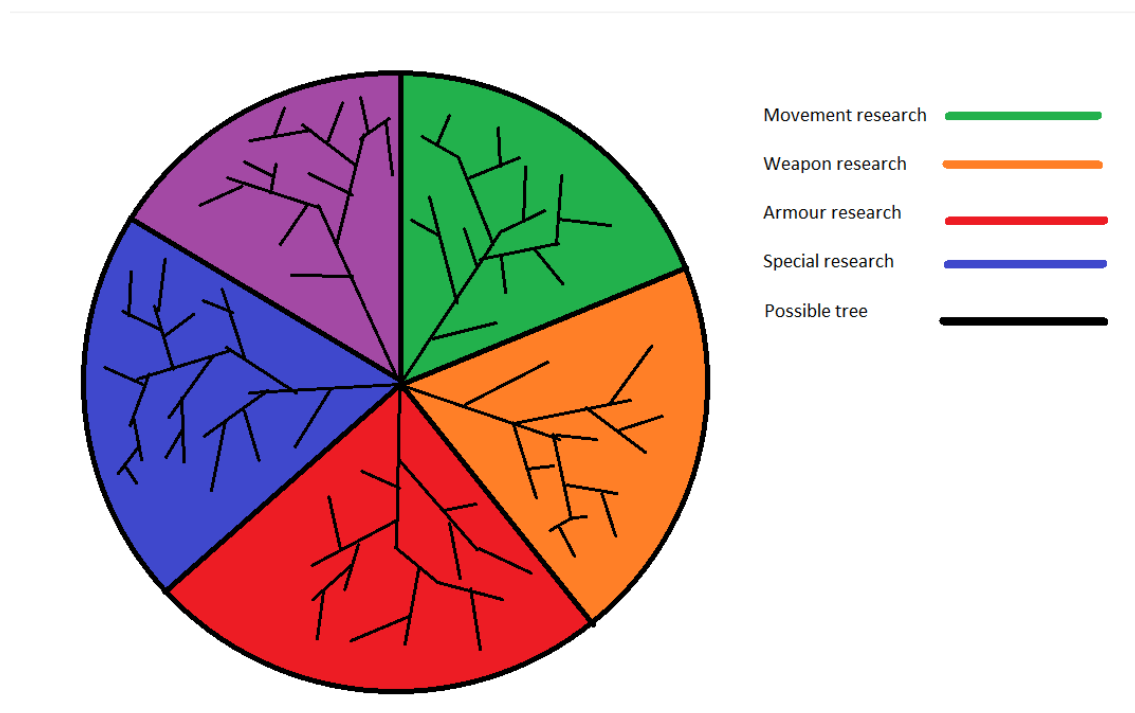
- Movement data
- Weapon data
- Armour data
- Special data
- Unknown data

The player can also find materials to craft new items. Described in more detail below.

## Research tree

The player has a research tree that is divided into 4 parts: Movement, weapons, armour and special. The player can only see a set number of things to research. The rest is hidden and will be shows when the player research more into that tree. The player can start research if they have enough research points of the correct type to start that research. In the lore the player will request the R&D department of Infernex to research it. Research tree should be massive and have a feel of the skill tree of the game “Path of Exile”

### A possible look of the research tree



## Movement data

With this type of research point the player can unlock movement related boons, this can be stuff like speed advantage, jump height, execution speed, double jump etc.

## Weapon data

With this type of research point the player can unlock weapon related boons. This can be stuff like Recoil reduction, new weapons, more ammo to carry.

## Armour data

With this type of research point the player can unlock armour related to boons. This can be stuff like extra health, damage taken reductions. Reduction of the weight (more movement speed when less weight).

## Special data

With this type of research point the player can unlock special boons. This can be stuff like healing over time, extra abilities,

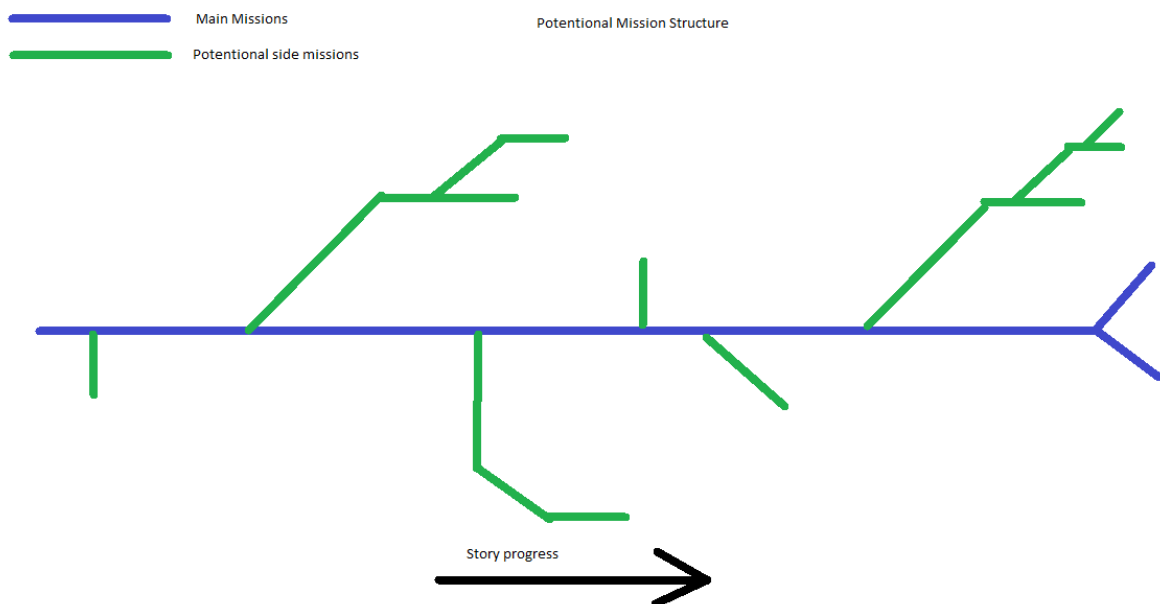
## Mission system

### General mission

The player must complete

### Missions Progress

The game has 1 main route of missions that progresses with the main story that the player needs to complete in order to progress the game. There are optional side missions and routes to do for the player to gain bonuses, like extra resources, collectibles, etc. A reference picture is shown below.



The player must complete a certain mission in the story to unlock a side mission branch. The player can play those missions from that point whenever he wants.



## Combat

During a mission the player will face enemies that the player can fight with. The enemies will spawn randomly around the map like the game "Warframe" The player has access to movement mechanics listed in the mechanics paragraph and if unlocked extra boons from the research tree. Same goes for weapon mechanics. If an enemy gets below 20% health, they will become in the weak stage and the enemy has slowed movement. The enemy will try to flee to a calm place to heal himself. During this phase the player can activate an execution on the enemy. An execution animation will play from the first-person perspective and the player will gain extra loot from the enemy and will gain a so called "blood lust". This is explained in detail below.

The player has a lot of ways to kill the enemy. He can simply use his weapons to kill the enemies using the basic attacks but can also perform "Special attacks". Special attacks are performed by combining any movement input with an attack. A special attack will deal more damage to an enemy. The player can also combine multiple movement inputs to perform more complex attacks that deal even more damage.

Like this there will be a higher skill ceiling since the player can learn how to perform and take advantage of special attacks to beat the harder levels further in the story line.

## Bloodlust

The Bloodlust is a meter for the player that raises when he executes an enemy. When the bar raises the player will gain slight buffs to his stats. The buffs will be around +10% when the bar is full.

- Movement speed
- Damage
- Execution speed
- Attack speed
- Reload speed

The Bloodlust bar will slowly decline over time

# Mechanics

## Movement

- The player can move both forward backwards
- The player can move to both sides
- The player can jump to reach higher altitude
- The player can slide forward
- The player can crouch to be smaller in height
- The player can use a grapple
- The player can double jump
- The player can climb on anything he wants
- The player can stick on anything
- The player can jump off the object they are stucked on

## Weapons/attacking

- The player can deal damage
- The player does an attack when pressing attack button
- The player can fire a ranged weapon
- The player can attack with a melee weapon
- The player can attack by using a special item
- The player can reload their ranged and special weapon
- The player can execute any enemy except bosses
- The player can choose other weapons when in the house

## Enemies

- Enemy has an idle state
- Enemy has a warned state
- Enemy has an attack state
- Enemy has a flee state and will try to escape
- Enemy has a regroup state
- Enemy can attack the player
- Enemy can warn other enemies
- Enemies can call in support

## Research

- The player can loot enemies for research points
- The player can select what to research
- The player can start research
- The player gains the effect from the research when it's completed

# Dynamics

## Movement

- The player can slide and jump slightly after starting the slide to gain speed and height advantage. This can be used to go through the level faster and reach places that are normally not reachable.
- Crouching will cause the enemy to not be aware player is there so the player can sneak up to them. This can be useful for the player to play stealthier or to not cause enemies to warn the others.

## Dealing damage

- The player can combine any movement input to perform a specific attack variant. Like this the player can find new interesting ways to kill and take as much advantage of the surroundings and opens different playstyles

## Enemies

- If an enemy is in the regroup state, all enemies in a set range will come together and go to the attack state. The player will need to replan how he will go further now since he cannot afford to take a lot of bullets and lets the player think more about their actions.

# Aesthetics

- Challenge – to complete the game, the player needs to learn and master some mechanics to get through the tough levels.
- Narrative – the game is heavily based on the story and should be the main drive for the player to continue the game

# Prototype

## Questions

- **Is the wall and ceiling needed to complete the level?**  
Jesse: Yes, otherwise you cannot pass the obstacles.
- **Is the wall/ceiling climbing refreshing enough to think about new routes through a level?**  
Jesse: Possibly, because it was a little too straight forward but that is probably because of the small level but you can do cool stuff with it.
- **Does the wall/ceiling climbing add a new dimension to the game?**  
Jesse: Yes.