

Kilagiti Wars

Platforms: Xbox One and PlayStation 4

Genre: First-Person Shooter, Sci-Fi

Target Audience: Male and Female - Teenage/Adolescent - Xbox and/or PlayStation owners - Fans of Sci-Fi games/films - Fans of First-Person Shooter Games

Languages: English, Japanese, French, German, Spanish, Portuguese

Game Summary:

Kilagiti Wars is a story-driven Science Fiction First-Person Shooter set around three hundred years into the future on a distant planet called Kilagiti. The game itself will contain an immersive storyline that can be played by one player by themselves or up to four players on the same system and/or through Xbox Live or PlayStation Network. Players will progress through the storyline from start to finish and they will be offered to select from five levels of difficulty and if they want to use a scoring system or not.

Story Summary:

Civil blood is being spilt on the surface of Kilagiti. The Galactic Legion, a political and military body that runs a galactic government from Earth, is losing political representatives on Kilagiti due to assassinations being performed by a rebel alliance that wanted to claim Kilagiti as their own and then expand to take over the entire galaxy.

With no diplomatic links on Kilagiti, the Galactic Legion was forced to call for military action on the rebels on Kilagiti. Amongst the Legion's military forces was a fireteam of troopers who were under heavy fire while being transported to their assigned destination.

Separated from his team and without transport, a trooper known as Chris Jackson has to find the rest of his fireteam and reach their assigned destination by foot while fighting through tough waves of rebel forces.

Visual Style:

The visual style of Kilagiti Wars shows very strong links and references to Eastern and Western pop culture.

Character designs will take heavy inspiration from Japanese media such as Anime and Manga. This is a very generic art style that a large number of young adults and teenagers are familiar with due to its iconic aesthetics that makes it unique in comparison to realistic and cartoon art styles used by Western artists. The use of an art style inspired by Japanese Anime for the characters of Kilagiti Wars will have a strong appeal

towards an international audience due to the familiarity of it in both Eastern and Western popular culture.

Architecture and landscapes will be loosely based on Japanese Anime due to the familiarity of the art style but there will also be some added features based on western pop culture, more specifically the use of aesthetic conventions that takes inspiration from western science fiction, to reinforce the futuristic setting of the game.

The use of cinematic cutscenes will be included in the storyline of Kilagiti Wars in order to allow the game to have an immersive, action packed narrative and to allow players to have an emotional attachment to the cast of relatable characters. The cutscenes will also aim to reflect the emotions of fighting in a civil war as well as dealing with an unexpected and horrifying alien threat to further reinforce the immersion and emotional attachment for anyone playing the game regardless of their age and gender.

Difficulty:

As mentioned before, Kilagiti Wars will allow players to choose from five different difficulty levels. They are the following:

- Easy - This setting is highly recommended for players who have little experience with first-person shooters and/or would prefer to have as little challenges as possible. Enemies will be very easy to defeat, players will have lots of ammo and their health will deplete at slower speeds than other difficulty settings. Since there is little to no challenge elements through playing this difficulty, there will be no scoring system for players.
- Average - This is the setting for intermediate players and/or players who want some challenge elements. Enemies will be somewhat tougher than in Easy, resources such as ammo will be widely available but in slightly smaller numbers and health will deplete at the normal rate. Scoring is allowed for this difficulty but players will not score masses of points.
- Tough - This difficulty is recommended for experienced players who are up to some form of challenge. Enemies will be prepared to engage, ammo will be somewhat limited and health depletes at the same rate as in Average difficulty. Scoring will be somewhat higher than Average difficulty due to the increased level of challenge in Tough difficulty.
- Aggressive - This difficulty is for players who are experts in first-person shooters who want a face a large amount of challenges. Enemies will be very hostile towards the player, ammo will be limited on the field and the player's health will deplete at a somewhat faster rate than normal. Scoring on this difficulty will be quite high due to the high level of challenges in Aggressive difficulty.

- Intense - If a player wants more challenges than base gameplay then they should take on the extremely hard difficulty of Intense. Enemies will be both hostile and very well equipped. Ammo supplies will be almost non-existent. Player health will deplete very rapidly in comparison to playing on Aggressive. Although Intense difficulty is very challenging, scoring for playing Intense is extremely high. This is due to the extremely high demand for players to pay full attention and think very tactically to overcome the extremely powerful enemies on the battlefield.

Game Objectives:

The objective of Kilagiti Wars is to play through the rich storyline from start to finish. Along the way, players will be fighting two different threats: the Kilagiti Rebellion and the invading Aliens in urban battlefields and desolate wastelands.

The difficulty of the game will determine how much of a challenge reaching the objective will be. Easier difficulties will be less challenging whereas harder difficulties will provide more challenging elements to reaching the ultimate objective.

Structure:

Kilagiti Wars will be using a linear story structure. This is to reinforce the strength of the storyline by providing clear objectives and paths in each level. This can also be good for players who enjoy putting themselves up to challenges in terms of how high a score they can get and how quickly they can complete the level.

Features:

The story of Kilagiti Wars can be experienced and enjoyed by individual players playing by themselves or a team of up to 4 players playing co-operatively.

Co-op gameplay can be experienced through local split-screen multiplayer on the same console, Local area network connection for up to four systems (provided that all players are using the correct system) and through the Xbox Live and PlayStation Network online gaming services.

Single player gameplay does not require any internet connection to play the game.

In-game leaderboards can be used to track the scoring of players around the world. In order to use this feature, players will need to be connected to Xbox Live or PlayStation Network. Players of the Xbox One version will only see scores from players who also play the game on Xbox One and a

similar formula will apply to players of the PlayStation 4 version of the game.

Mechanics:

The health system in Kilagiti Wars appears as a bar on the top of the screen. Half of the bar shows how much shields the player has left and the other half shows how much health the player has. Once the player's shields have been fully depleted, the player starts losing health. Shields can recharge automatically if the player does not get shot in a short space of time. Health is replenished by picking up health packs that can be found in the game world.

Movement in Kilagiti Wars allows players to run at very fast speeds, jump really high or really far and jump from wall to wall. Although players have this form of movement, enemy characters can take advantage of this flexible movement system so players will need to take caution when fighting enemies.

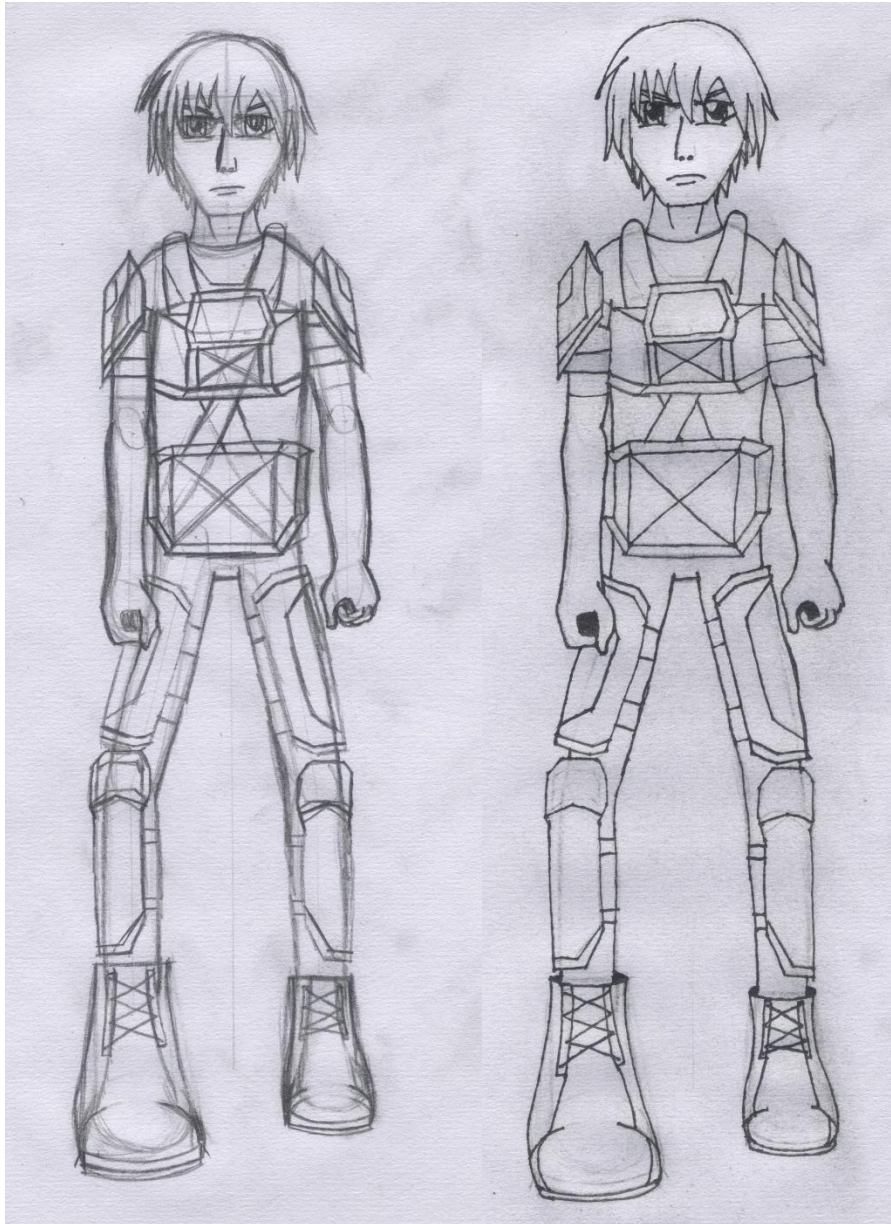
Controls for Kilagiti Wars will have a range of different layouts which is good for players who are familiar with other FPS franchises. For those who are new to the FPS genre, a unique control layout which is used as the default for Kilagiti Wars is in place to familiarise players with the control layouts since it combines layout elements from previous FPS games.

Default Controls:

Function	Xbox One	PlayStation 4
Fire Weapon	Right Trigger	R2
Grenade	Left Trigger	L2
Melee	Right Bumper	R1
Movement	Left Stick	Left Stick
Pick Up/Interact	Left Bumper	L1
Jump/Wall Jump	A	X
Change Weapon	Y	Triangle
Cool Down Weapon	X	Square
Crouch	B	Circle
Sprint	Left Stick (Press)	Left Stick (Press)

Aim	Right Stick (Press to Zoom)	Right Stick (Press to Zoom)
Show Objective Waypoint	D-Pad Up	D-Pad Up
Pause Menu	Menu	Options

Concept Artwork:



Left: Sketch of main protagonist. Right: Finished artwork of main protagonist

Proposal:

Kilagiti Wars aims to deliver a strong linear storyline in a similar style to classic first-person shooters. This was done to give the game a nostalgic appeal using modern technologies and conventions.

This also hopes to introduce fans of story-based games to the first-person shooter genre since the majority of FPS games are more focussed on online multiplayer than they are on the storyline which is why most FPS games have the reputation of being identical to each other.

The storyline of Kilagiti Wars hopes to have a very strong appeal on the average audience of the FPS genre due to its action packed contents as well as the immersive gameplay and cinematics.

To conclude this, we feel that the strong storyline, the action-packed gameplay and the wide variation of the way the game is played will appeal to not only the games target audience, but a wider audience as well.