

Haste

Initial Treatment Document

March 20, 2011



Jackson Fields (Tech)

Ethan Lawrence (Art)

Nate Thorn (Tech, Team Leader)

Mark Troutt (Tech)

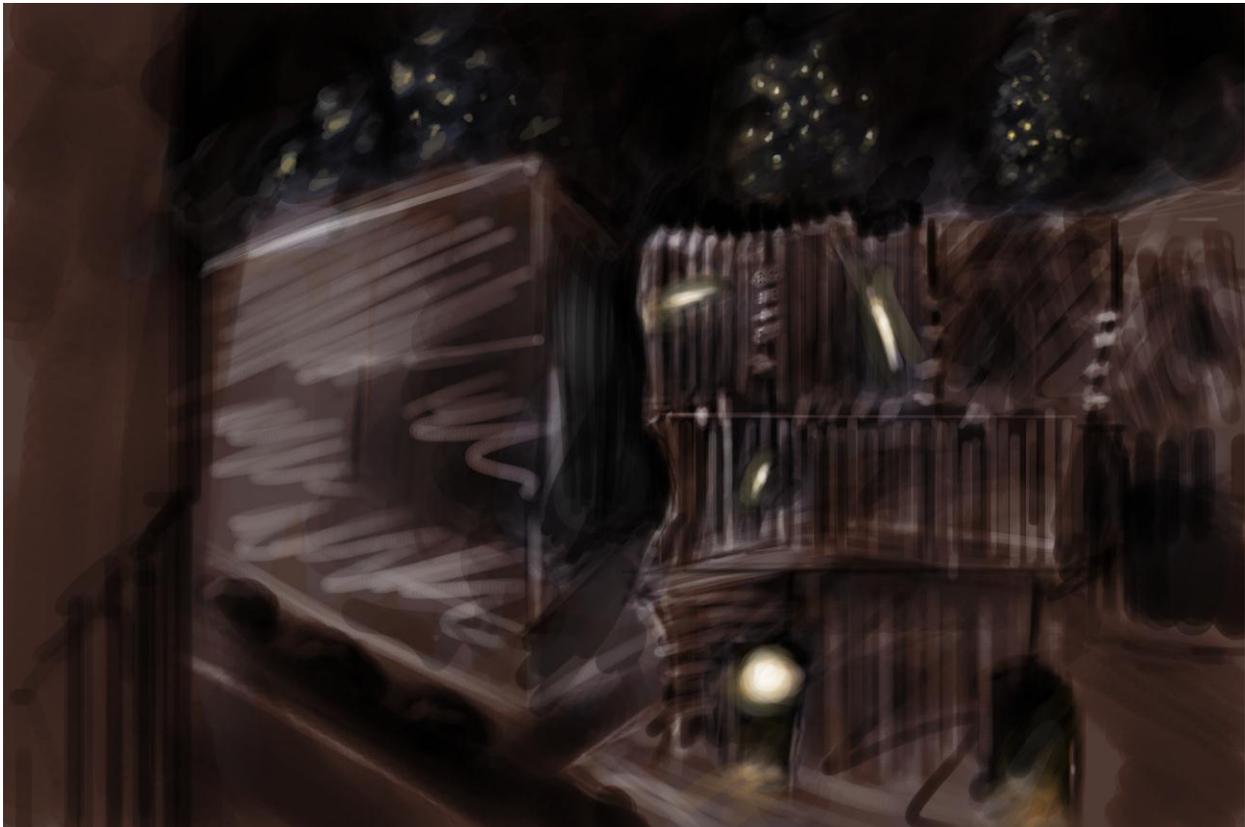
Calvin Yoon (Art)

Sourceforge Folder: wasabi

Narrative

Nobody pays much attention to the “little people” down in Guttersnipe. The bourgeois fly about in their fancy cars high above the clouds, oblivious to the atrocious acts—the genocide, even—that their politicians are wreaking upon the paupers living in slums beneath their great cities. The police don’t even need a reason any more to have them arrested, never to be seen again.

But their rule is coming to an end. Even now, loose resistance groups are forming, meeting quietly in the murky shadows of Guttersnipe. Mafia bosses and gang leaders are beginning to find common ground and pooling their resources to overthrow the institution. They steal power from the wealthy and are uniting the downtrodden with promises that a change is coming. The dark alleys whisper of a time yet to come where the people no longer need to live in fear.



Unfortunately, the institution has heard these whispers and has begun to tighten its iron fist on the population of Guttersnipe. Deadly and feared *Tactical Human Resistance Elimination And Tranquilization* (T.H.R.E.A.T.) Drones have begun to regularly descend upon innocent

crowds, firing mercilessly and without provocation. Their goal: to seek out and eliminate anyone associated (or thought to be associated) with the resistance.

Mafia dons have been setting up safe houses in bunkers deep underground for anyone looking for protection from the T.H.R.E.A.T Drones, but there's a catch: The safe houses are reached via a high-energy teleportation mechanism, and their power supplies are severely limited. After enough people have used the device, it shuts down—leaving anyone outside helpless against the T.H.R.E.A.T. Drones. Whenever the Drones appear, citizens who know the location of one of the teleportation devices are forced to race against one another to safety!

Gameplay



Haste is a first-person game where you play a person trapped in the slums of Guttersnipe who uses their free-running skill to try and quickly reach a teleportation device and escape. Players hit an "up" or "down" key to interact with their environment in certain ways, whether sliding under railings or climbing over fences. The camera view is partially obscured as it looks out through the player's helmet at the world around it. When moving around the player needs to maintain momentum so that he/she can make the required jumps and get away from the T.H.R.E.A.T. Drones in time. Time permitting, the player will also be able to pick up powerups, such as smoke bombs and throwable rocks, which can be used to confuse or slow down the pursuing T.H.R.E.A.T. Drones.

In two-player mode both players are trying to be the first to escape the slums and reach the teleporter. Players will be given the opportunity to damage the environment in various ways, (for example, by pushing over ladders) to slow down their opponent as they head toward the goal. The first player to reach the teleporter wins.

Technical Summary



Haste is a first person action game where the player is **steered** by the WASD buttons and the mouse, as in traditional first person games. The game goes a little further; it simulates a free running feel by giving the player an up and down button to control how they react to a ledge as they approach it. Along these lines, free running makes heavy use of jumping, so there is a jump button which will jump the player based on current impulses on him or her.

Physics help to both control the player and provide additional immersion. The player is, as with everyone else, affected by gravity. The player can jump, and the direction and distance is based on the player's impulse forces. There are a small number of projectiles available to deter the approaching drones which are controlled by physics, and the player will run into or past small items in the scene that are controlled by physics.

Haste is set in a city where the environments include the slums on the ground level, the inside of skyscrapers, and the free running paradise on the top of the city. The drones which fly after you use **simple pathfinding** to navigate these environments correctly in their pursuit. Additionally, they have **state-based AI** which alternates between roaming, searching, pursuing, and attacking. Roaming involves just moving along outside on a set patrol path with no particular goal. When searching, the drone knows the player is in the area and is actively trying to find him or her. Nearby drones will also be called into the area to help with the search. Once

the player is found, the drones will pursue or chase the character until they are within attacking range where they will attack the player with whatever weaponry they have.

Haste can be enjoyed as a competitive multiplayer experience where another player can join and the two free runners will race to the finish to be the sole survivor. *Haste* has a turn away from conventional menu structures which includes the **network** lobby. To initiate a networked game, the player will enter a physical in-game lobby (with chairs) at the start of the game rather than enter a conventional menu-based game lobby.

Art Assets Needed

Character A: A male of undetermined age. Wears a motorcycle helmet (any color) and a full track suit (any color). The visor projects a HUD for the player. The helmet protects their identity. The track suit allows for comfortable running.

Character B: A female of undetermined age. Wears visor or some kind of goggles, track pants, and a hoody. The visor projects a HUD for the player. The helmet protects their identity. The track suit allows for comfortable running.

List of Animations Needed: Running, jumping, vaulting over lower object, climbing up, sliding, throwing, idle standing animation, etc.

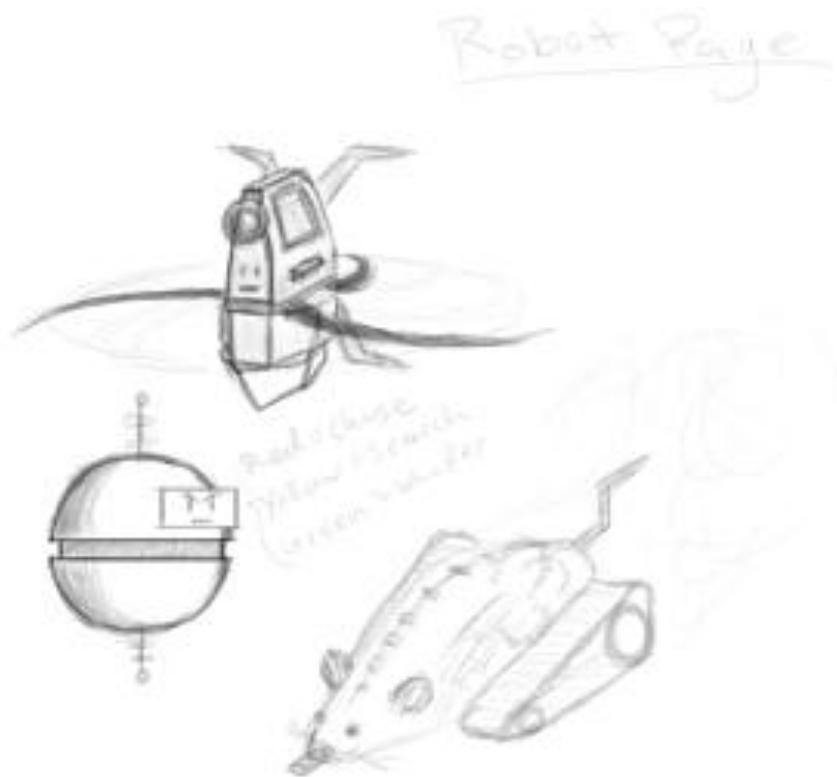


Environment: Starts off in the poor, downtrodden district of a futuristic city. All of the houses are created with rusty sheet metal, with a few concrete structures here and there. None of the houses are very structural and appear to be bolted together with bits of scrap metal. Sewers drain into a river that passes through area. The level transitions into a richer district full of skyscrapers. The buildings are very tall and clean.

“Hero” Object in Environment: A teleporter that the player(s) is trying to get to. It looks hackneyed and thrown together quickly. Somewhat rusty. Players enter the portal through an energy field near the center of the device.

Mobile/Animated Object in Environment: Flying robot that chases the player(s). A sphere shaped. Includes accessories (Taser?). Mostly lethal.





Other (3) Objects in Environment: Ladders for climbing (made from aluminum), general building rubble, general trash (wrappers, paper, cups), billboards, posters.

Ambient Sound: Low-Frequency city rumble, Distant city sounds, Water flowing

Triggerable Sounds (4): Footsteps, Falling, Robot sounds (flying beeping), Exploding

