

# CYBERTHREAT

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ENIGMATIC

**Product Keys:**

AQGCD-JATQ5-C9Y5J

W7XJ6-XAPE7-YT4X'N

## Overview

CyberThreat is an arcade-style open-world shooter designed for cooperative gameplay in arena scale VR systems supporting 2-4 players.

## Story Brief

It is the near future; a military command AI has been compromised in a significant metropolis and has unleashed its forces. The military has lowered an EMP field to contain the outbreak of robot rampage. A highly trained CyberThreat unit must go in to neutralize the robot rebellion, block by block, quadrant by quadrant. This game is an offensive, strategic, seek and destroy game with a multitude of movement mechanics.

## Project Description

Enigmatic is preparing CyberThreat to move into location-based gaming in 2020. This update will include new movement mechanics, redesigned city map with interior locations both above and below ground level, and multiplayer cooperative gameplay.

## Key Features

### **Large Open World Battles**

Battle against hordes of robotic opponents across a vast open-world environment both indoors and out.

### **Freedom of Movement and Extreme Parkour**

The game supports several movement systems from teleportation, touchpad sliding, arm running, and even jetpack.

We're incredibly excited about the new version of our parkour system. All actions are entirely automatic. Simply swing your arms to start running. Swing them together to jump. Walk up to a wall and stick your hand in to climb. No button presses involved.

The new Parkour system delivers an incredible level of immersion into the virtual world.

### **Arcade Action**

Simple controls and forgiving game mechanics are focused on enabling players to get into the game as smoothly as possible and to keep them playing.

## Gameplay Overview

Several different gameplay modes are included to encourage replayability. CyberThreat LBE is a multiplayer game where players join together in Co-op Missions to complete specific tasks, engage in Team vs. Team

combat across different areas of the map, and participate in extended mission Quests that unlock special items.

### **Campaign**

Players systematically work to take down robotic forces: this will also include some boss battles and special events.

### **Defense and Challenge Modes - 40 levels**

A variety of different challenges and activities with a humorous bent. These will also have skill specific challenges such as parkour courses, jetpack racing, and sniper practice.

### **Tutorials/Training - 12 Levels**

Tutorials introduce players to specific skills and mechanics.

### **Free Play - 3 Levels**

A full open world environment where players can freely battle.

### **Inventory System**

The current inventory system is being replaced with one that allows players to redeem XP points for new weapons, devices, and upgrades.

## Gameplay in Detail

### Premise

The hacking syndicate, Cryptic, has set-up a hardwired quantum network to oversee its vast army of corrupted AIs. Using entanglement syncing, the connections are invulnerable to outside network attacks. However, through an agent, we have located the quantum nexus at the heart of the operation. It's situated in ----. Your team will insert covertly, enter the facility, and inject a virus to commandeer and shut down Cryptic's network.

### Campaign One:

Act One is the mission briefing taking place inside a dropship en route to the location. An NPC, code-named Eye in the Sky, introduces the campaign objectives and gives an overview of the weapons available for the team to utilize. As the dropship bay door is open, players are encouraged to try out weapons and make individual choices suitable to their play style. Eyes deploys with the team and serves as a localized communications personnel giving critical mission updates.

The open door gives a training opportunity for players to try out the Dying/Resuscitation mechanic. Each player can heal fellow team members and have infinite regeneration possibilities; however, player death/regeneration takes a toll on team point totals.

Dying/Resuscitation is a mechanic in two parts.

When a player is eliminated by enemy fire, a full-body avatar falls to the ground surface. At the same time, the affected player's world view is desaturated into shades of grey, effectively turning the player into a ghost. The only object of color for the concerned player is an icon hovering over the full-body avatar, it is animated and indicates both medical attention and instructions. The ghost player is free to roam about the play space, they are still visible to their team only as a vaporous avatar, and they may attempt to interact with the environment or call attention to their plight. Once a player is resuscitated, the avatar is snap reactivated to the players' current location, and the world returns to full color.

Resuscitation is the act of a healthy player coming to the aid of a fallen comrade. An animated icon hovers over, or near, a body, revolving showing a red cross and then a handprint. A healthy player only has to hold their hand within the space for a few seconds to resuscitate a ghosted player.

Act Two is the first landing sight within the city. The team is encouraged to jump out and get their first taste of this level—the Clanker army and all the different classes of the enemy are introduced. The team and Dropship take heavy fire if they are able, the team jumps back into the Dropship, and it takes off to an alternative drop location.

Act Three is a street-level landing, a broad avenue filled with seemingly empty businesses and residential highrises without any evidence that combat has occurred here. As soon as the team disembarks from the Dropship, it takes off, leaving the team without an easy exit.

From a distance, a team of first responders approaches, only a few clankers pop out, giving the team time to explore. The NPC Eyes separates from the team here and is only present going forward as a voice-over providing information and mission clarifications. The human first responders are revealed to be a second class of enemy that join with a second battalion of clankers for another confrontation. If successful in this skirmish, the team is given a choice of locomotion through the city towards Cryptic's headquarters: do they choose to commandeer the first responders' vehicles or take the underground?

Act Four is an escalation of battle deep in the enemy's territory; it is maze-like and a war zone. All three types of Clankers are present, first responders, and a Boss Mech attacks the team. If successful, the Boss is destabilized, and Eyes gives direction to an underground entrance to Cryptic's laboratory. The team escapes before another wave of battle.

Act Five is a tactical assault requiring the cooperative and stealth skills of all players. It is a descent via stairs where security measures, like turrets, must be destroyed, tripwires and laser security must be avoided, and silence must be maintained to slip by clankers and responders alike. Several doors must be hacked by solving puzzles and working cooperatively on complicated tasks.

Once inside the Underground Lab, the team must find the computer nexus and introduce a corruptive update to the system. At first, this environment seems relatively void of enemy troops; it is dark, wire filled, and full of technological obstacles, then out of the gloom waves of exploding spiders attack.

If successful at the center of the laboratory is a cyborg hardwired into the vast computer network. Does the team introduce the virus, rescue the cyborg, or just destroy the target? Eyes informs the team that a Dropship is on its way. They must find a space in the laboratory that is destructible for a zipline to be deployed.

The Mission Debriefing takes place back on the Dropship. If the network has been successfully shut down, then the team is lauded as heroes; if not, then the Big Boss Mech takes a swipe at the ship, and the team must go back in at another time.

## Locations

Future Zone - External city environment / Inside buildings - offices, shops, restaurants, apartments

Old Town - External city environment / Inside buildings - shops, restaurants, apartments

Subway / Sewer System

Military Installation - Server room, Exterior city block

## Assets Needed

Concept Design, Modeling, Texture, and Rigging. We are typically looking for 2 LODs for the models, 10-30k polys for the higher LOD, and 2-8k polys for the lower LOD. Assets are listed in order of importance.

### **CyberThreat Trooper**

The main characteristic of the Hero is the HMD. We will not be animating facial features, and I would like the exterior design to feel like it belongs with the UI of the player.

We are looking for a basic soldier with modular accessories, armor that can be swapped and added. Gloves, gauntlets, chest armor, shoulder armor, exoskeleton, power boots, jetpack with a hand controller.

Many of the design references included are typical for current trends in uniform construction - bulky, boxy shapes with myriad pockets, and body armor attached over the top of the uniform. Several more references have exciting ideas for futuristic design. Both groups feel like endpoints on a design continuum; one point of view - design for super functionality - the other - design for design's sake. Somewhere in the middle feels comfortable.

A less traditional, more stripped-down approach is also of interest; bodysuit with multiple body armor attachments that change the silhouette and functionality of the player in a multiplayer environment.

### **Robotic Humanoids - Clankers**

They are built on a humanoid chassis. Robot forces are designed for city combat and peacekeeping. For gameplay, they should be easily decomposable so that arms and other parts can be detached when hit.

The robots will carry weapons in hands like human soldiers rather than having them built-in. The weapons will need to be created separately.

We will also need an emissive layer for components to allow Clankers to be seen during night or underground levels.

Each class should be visually distinctive but held together with a common design theme. While using the same chassis, the Clankers should be differentiated by color and visual profile. One of the enduring problems with our robots is how they function in a large scale sandbox; from a distance, especially in shadows, they disappear. We are tackling the issue with level design and environmental scale but would like to address the problem directly with silhouette.

### Classes

- **Basic Clanker** - Moderate aggressiveness - carries a standard rifle.
- **Rocket Robot** - Carries a rocket-launcher, slightly less aggressive than basic clanker
- **Berserker Robot** - Very Aggressive - fires a rifle and deploys grenades

Humanoid robots in real life tend to have a low center of gravity and exhibit bent joints in hip and knee for balance. All of the reference material collected apply very human proportions to the concepts depicted. Play with skeletal proportion.

Boston Dynamic footage of current robotic humanoid.

<https://www.youtube.com/watch?v=rVlhMGQgDkY>

### CyberThreat Mech

Build on a humanoid rig, designed for both manned or crewless operation. Perhaps there is a capsule added for manned operation.

Actual Mech prototype built for the construction industry.

[www.businessinsider.com/korean-company-built-giant-walking-robot-video-2016-12](http://www.businessinsider.com/korean-company-built-giant-walking-robot-video-2016-12)

### VTOL Dropship

Siding doors to allow the player to have a clear view of the city. It should also be jet-powered to avoid having moving props, or another possibility would be to keep the engine nacelles in a horizontal position to allow full visibility out the sides - instead of rotors, integrate several ducted fans on the outside of each nacelle like the Darpa VTOL-X design.

(<http://www.multivu.com/players/English/7617851-aurora-flight-sciences-vtol-xplane-darpa/> )

Keeping some of the cockpit design from the Osprey might connect it closer visually to contemporary military design.

*V280 Valor* - This is an actual ship set for deployment in the next decade. The open design with seating facing the environment is quite dramatic.

<https://www.youtube.com/watch?v=inG9QRHxpzk>

[https://www.youtube.com/watch?v=C\\_-d6g2pkXo](https://www.youtube.com/watch?v=C_-d6g2pkXo)

## Vehicles of the Future

Self-driving. Need to have wheels. One model for each type will suffice, as they will be moving props, but have several texture options for each.

### Classes

- **Private vehicles**
- **Mass transit**
- **Delivery/Transport vehicle**
  - **Trash collection - relatively small automated machines.**

**Automated movable machines** - smart bots - ATM's, moveable signage

## CyberThreat Visual Design References

**Influences:** Call of Duty: Infinite Warfare, Keloid, Appleseed, 2001Space Odyssey

### CyberThreat Task Force Trooper - Helmet



1.1



1.2

I am intrigued by the variety of designs in this image - the strong vertical in both helmet and chest plate in particular.





1.3



1.4

Humanity is good; all the pieces parts not so great.

# CyberThreat Task Force Trooper



2.6



## 2.2

Reminiscent of 16th century Samurai armor - interesting silhouette.



2.4



2.5

I really like the amphibious underlayer.



2.5.1

© Enigmatic



2.5.2



2.5.3



2.5.4



2.6



2.7  
Love this. Function without fuss.





2.8 - Exoskeleton. Modular body armor.

2.6 - .8 are my favorite references, but only perhaps because they are the least traditional.



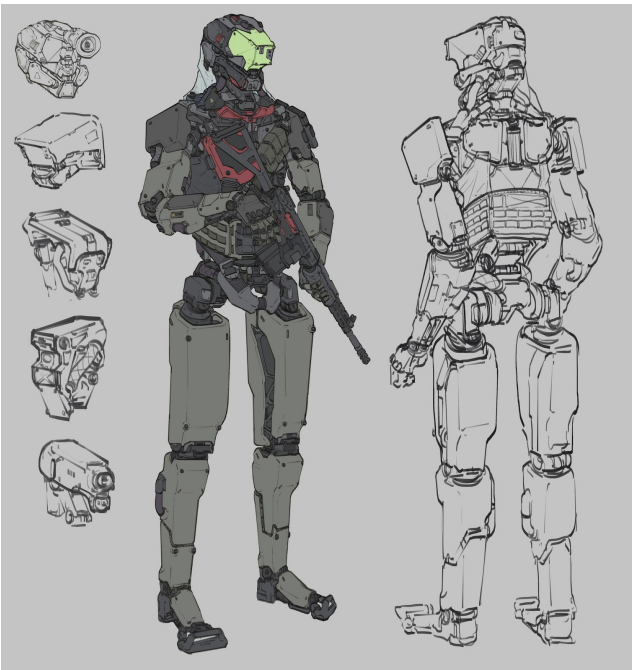
2.9

The pieces parts of the soldiers are all good here.

## Robotic Humanoid - Clankers



3.1 I like the uniqueness of the open torso - how the profile feels human, but is clearly mechanical - the play of positive and negative space.



3.2



**3.3**  
The massiveness of proportion in shoulder and thigh. This is a good reference for the Rocket Clanker.

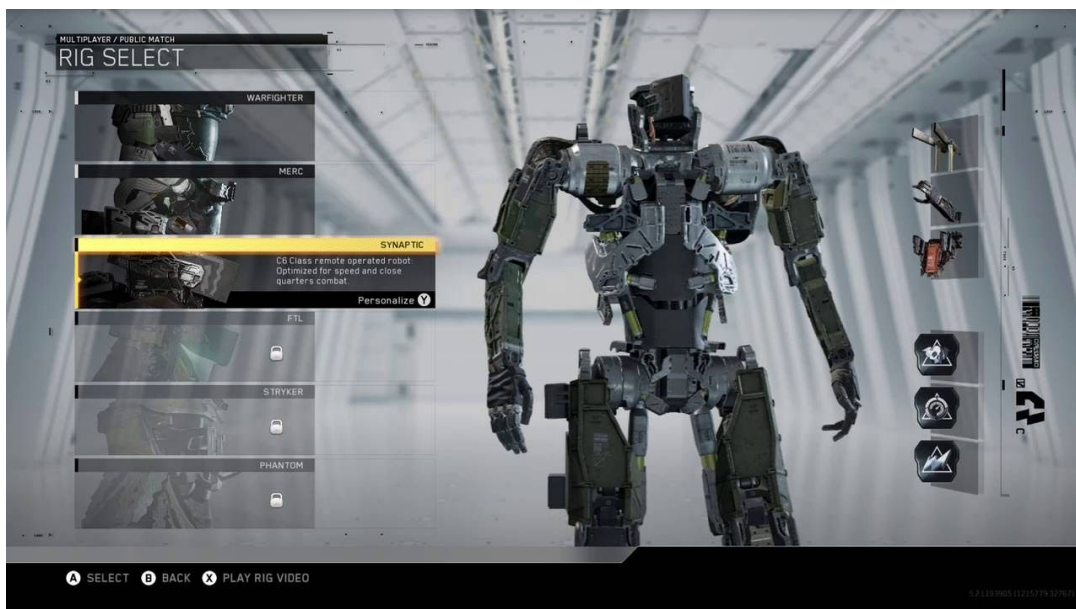


3.4



3.5

## Berserker Clanker



3.6

Motor placement for shoulder rotation - human but not human proportion is great.

## Robotic Humanoid - Clanker - Head



4.1



4.2

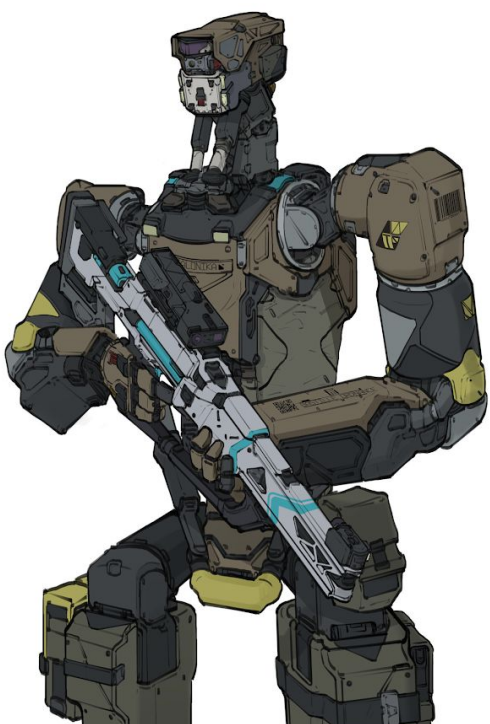
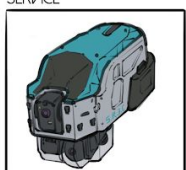
SECURITY



ASSAULT



SERVICE



4.3



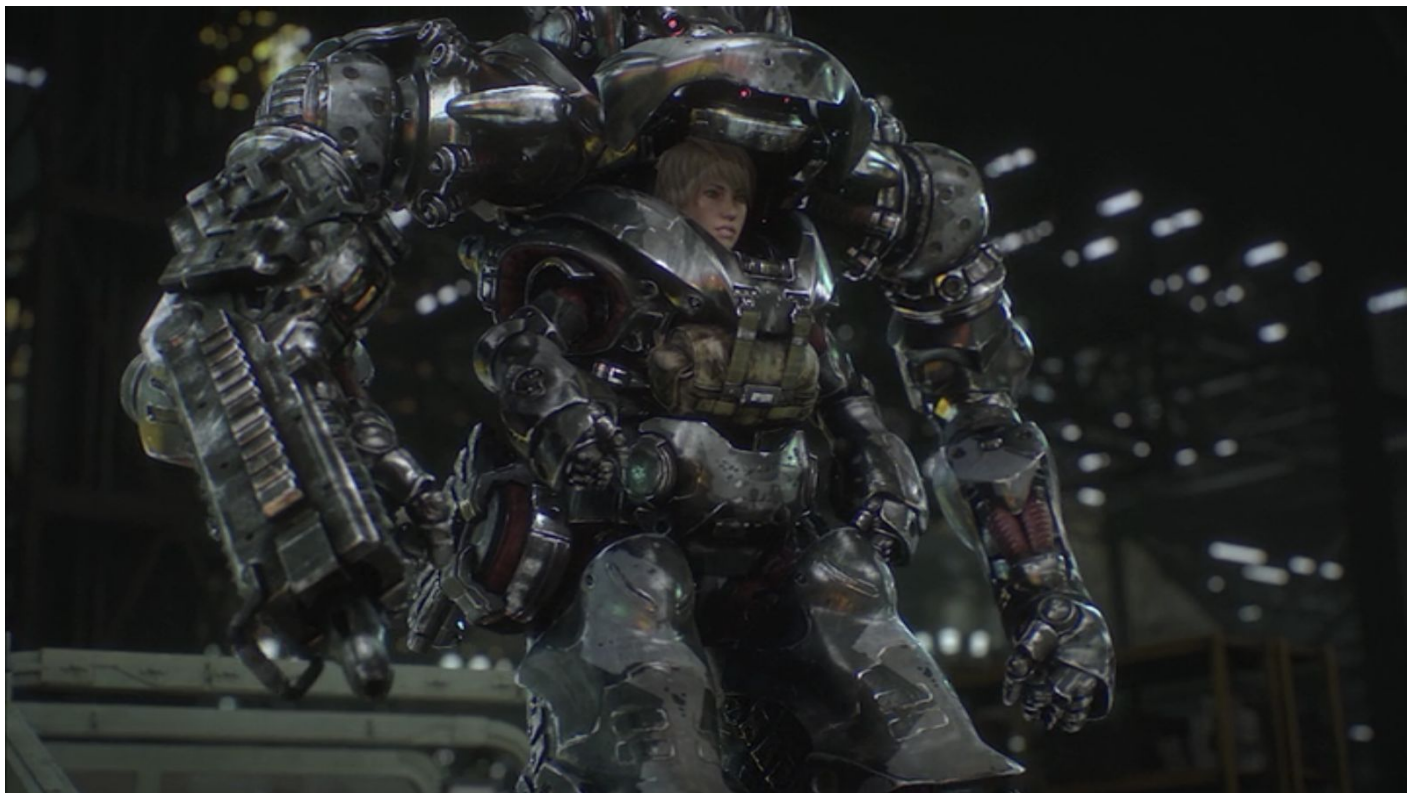
4.4



## CyberThreat Mech



5.1



5.2



5.3



SONY PICTURES | MRC

霸凌面

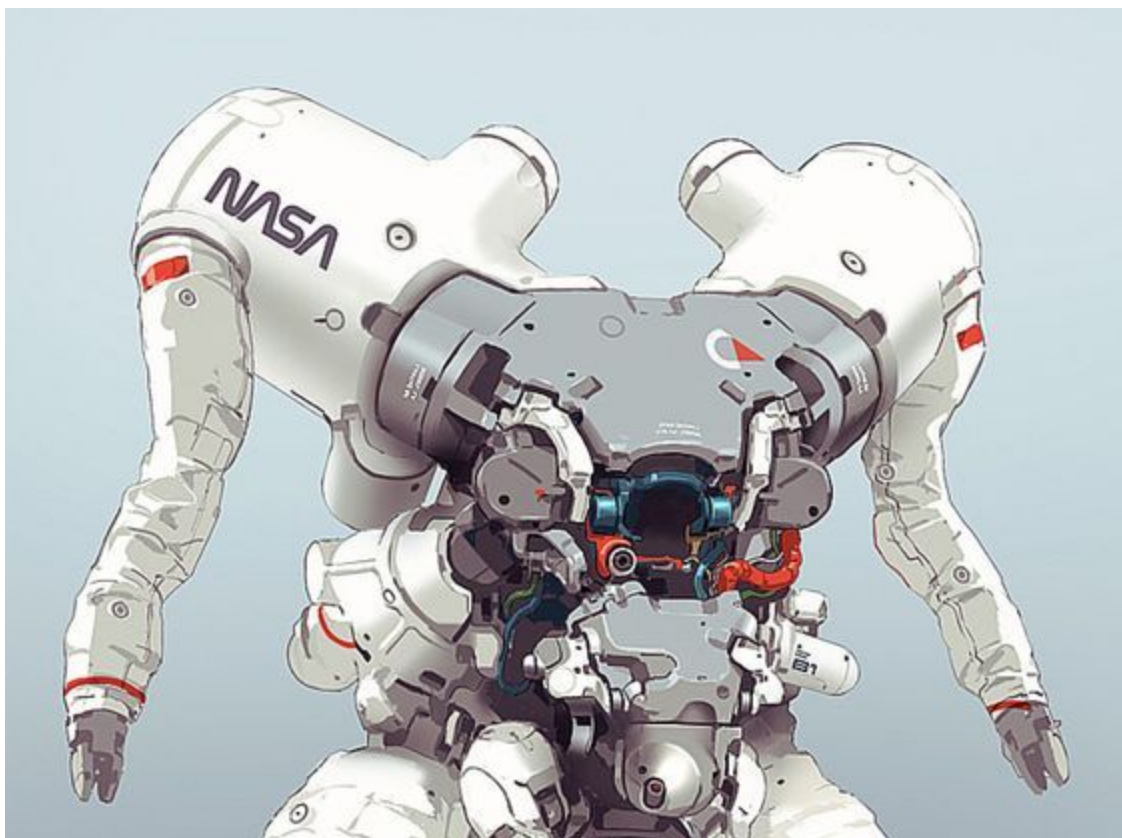
IMAGE COPYRIGHT SONY PICTURES | MRC  
CREATED AT WETA WORKSHOP

aaron beck 1.0

5.4



5.5



5.6

The robotic arms in both 5.5 and .6 are extremely interesting.



5.7

I respond to the otherness of this design. While human like in proportion, it is insectoid in feeling.



5.8

# VTOL Dropship



6.1



6.2



6.3



6.4



6.5





6.6



6.7

Everyone in the shop digs the Bell V280 Valor.



6.8



6.9

## VTOP Dropship Interiors



7.1



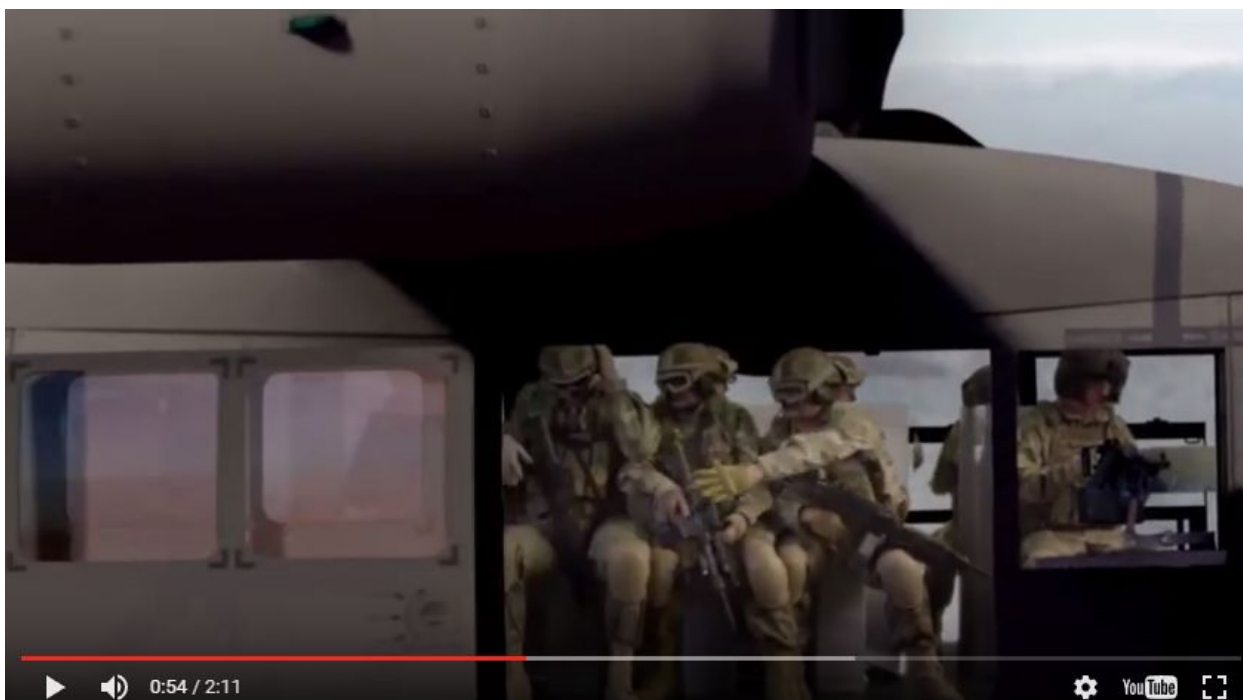
7.2

Exterior of the V280 Valor. Playable weapon?



### 7.3

The cockpit will not be a playable space, but the troops POV is important.



### 7.4



7.5



7.6  
Great view.



7.7



7.8



7.9 - cockpit exterior

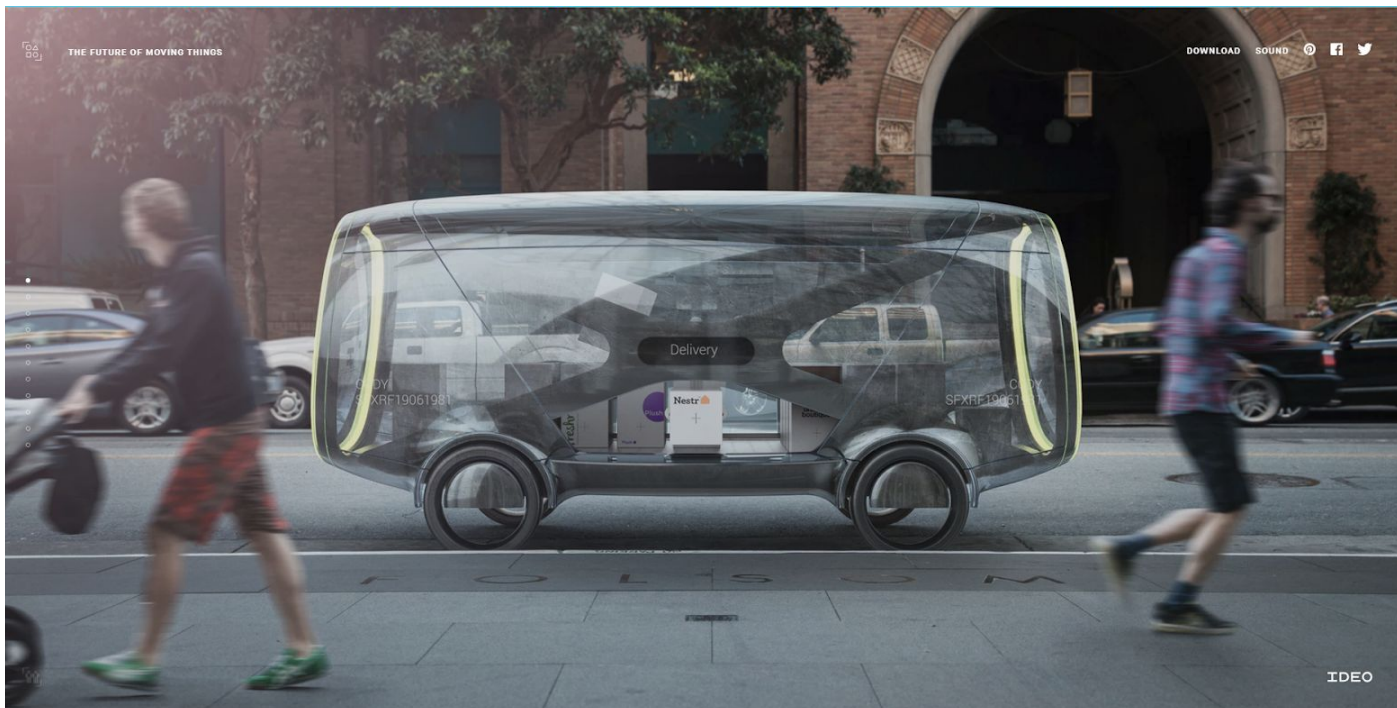


7.9.1 - articulated landing skids and rotatable nose-cannon

## Vehicles of the Future



8.1



8.1.1 <https://automobility.ideo.com/moving-things/a-new-familiar-sight>

## Delivery vehicles



8.2





**8.3**  
Built to a larger scale this could function as mass transit.



**8.3.1**



8.4



8.5

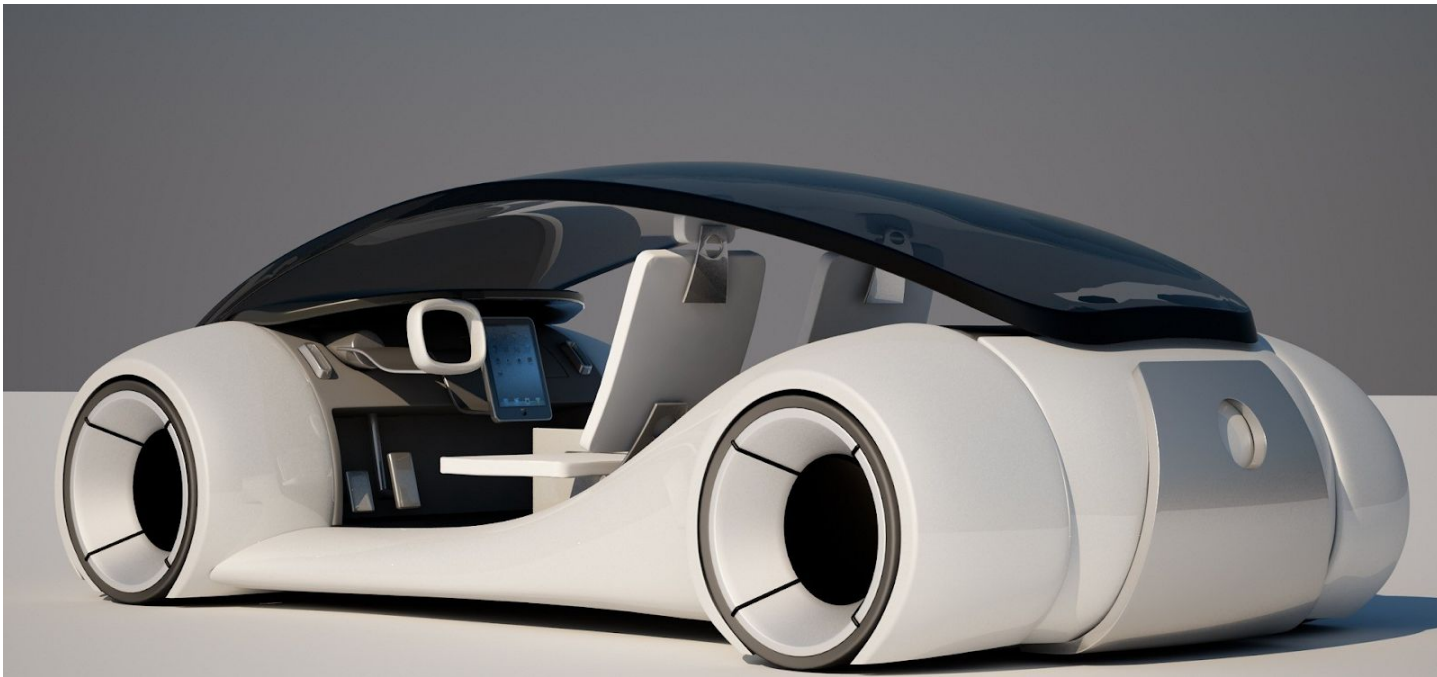


8.5.1 <https://www.autoblog.com/2013/12/11/willie-bus-concept-transparent-lcd-screens-video/>

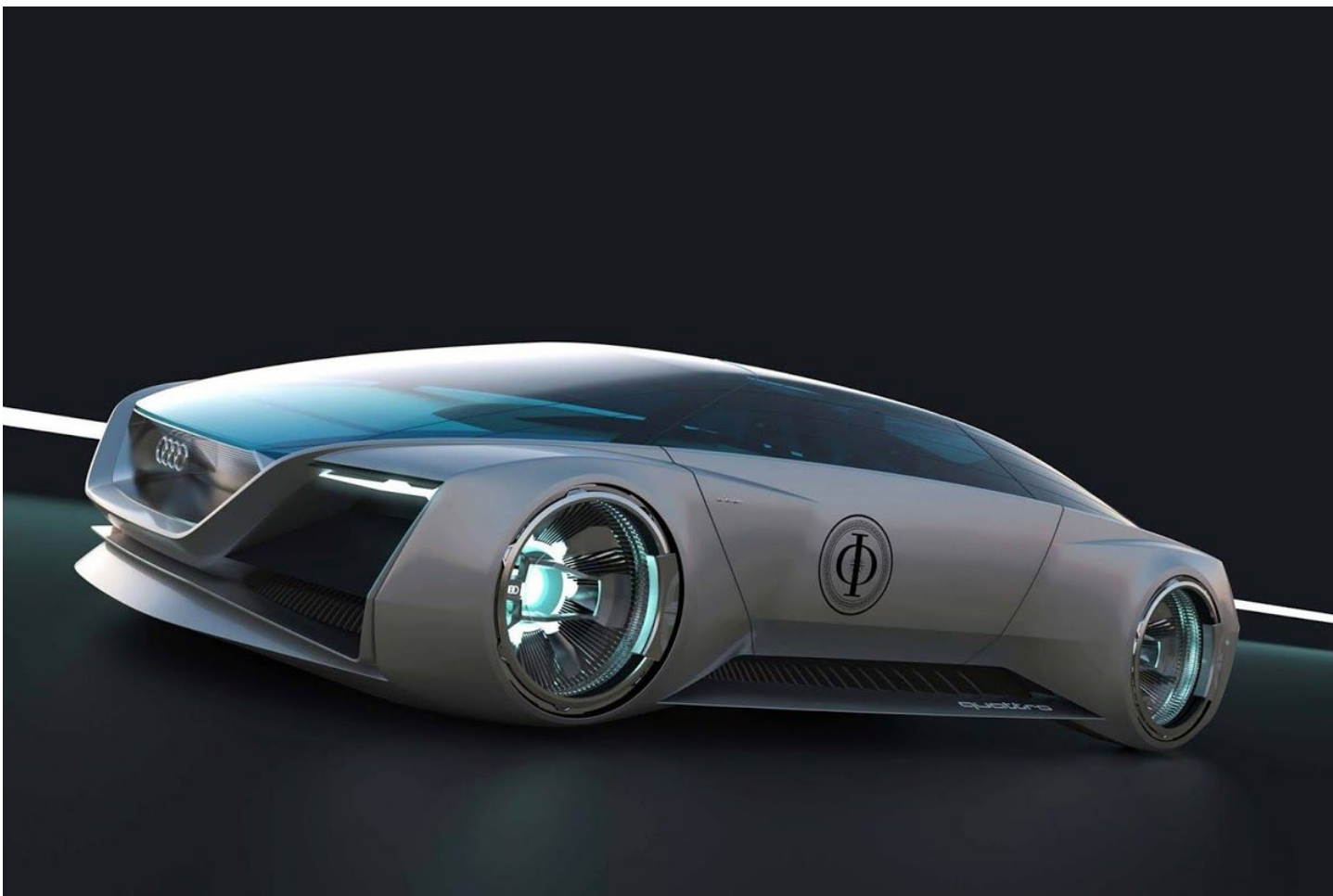
## Individual transport



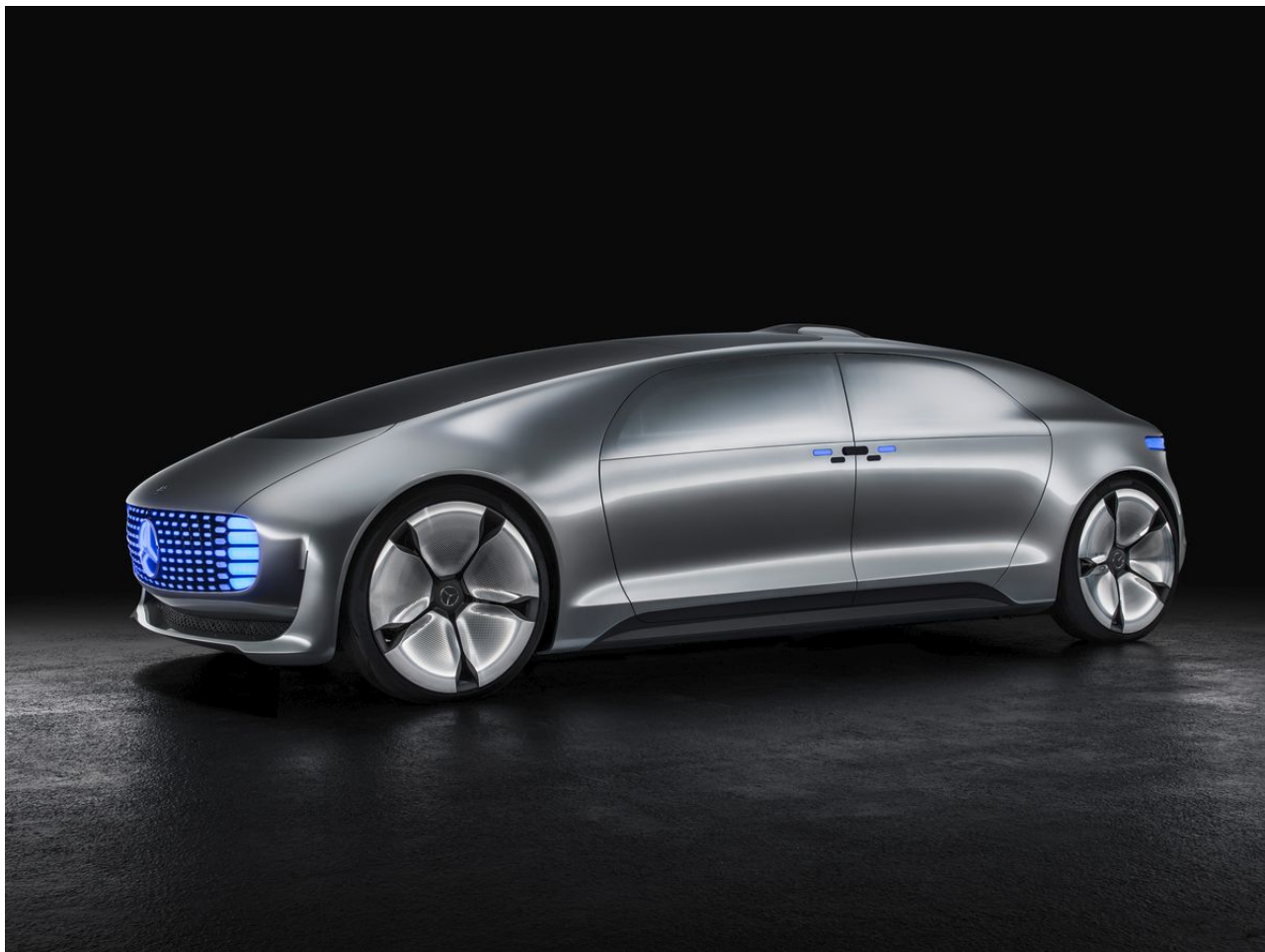
8.6  
 (http://www.motortrend.com/news/artificial-intelligence-toyota-nissan-liberty-mutual-technologie/#toyota-concept-i-front-three-quarter)



8.7.1



8.7.2



8.7.3

## Automated movable machines - Smart Bots



9.1



9.1.2



9.1.3



9.1.4



9.1.5



### 9.1.6

(<https://www.ffh.de/news-service/hessen/nordhessen/toController/Topic/toAction/show/told/134777/toTopic/bad-hersfeld-deutsche-post-testet-zustellroboter.html> )



### 9.1.7a

© Enigmatic



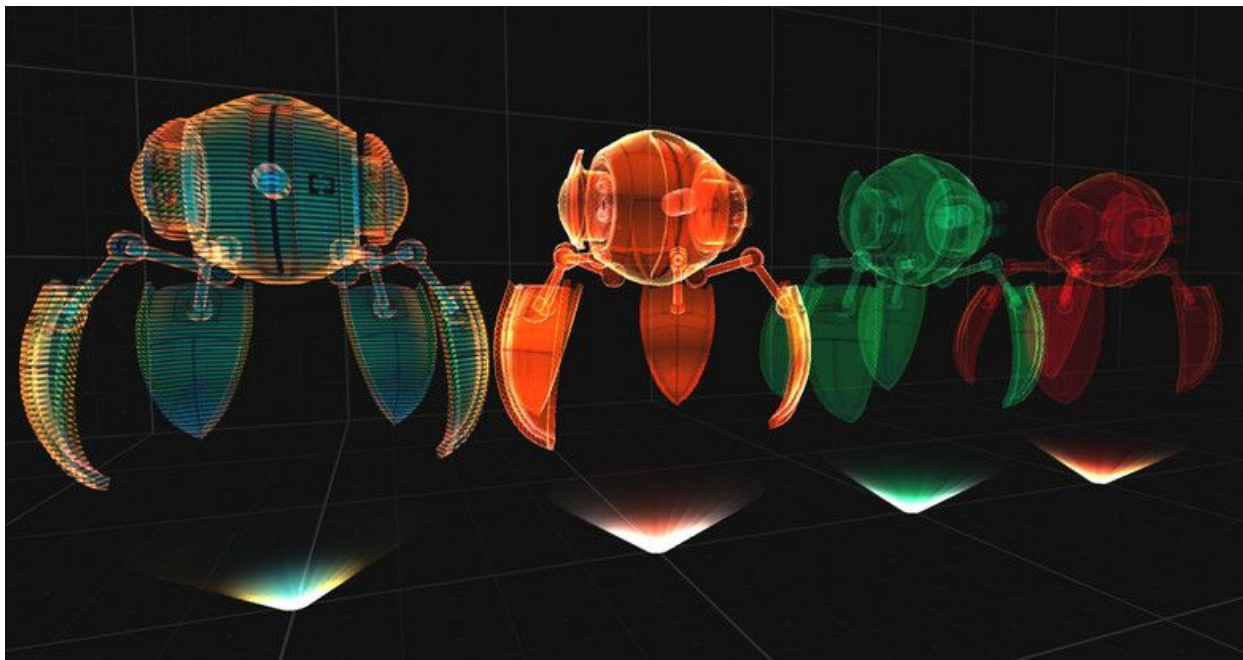


9.1.7b (<https://www.theverge.com/2017/10/27/16556720/honda-robocas-concept-tokyo-motor-show-2017> )



## 9.2

Independently roving smart bots act as part marketing and part service bots to the population in our future city. They will need to have an aspect of friendliness about them. The above references are 80's tech, but they are delightful, which is what I'm after here.... Some sort of a face with a flat screen body. We will be designing marketing imagery and using a holographic shader (ex. c.) to deliver that imagery.



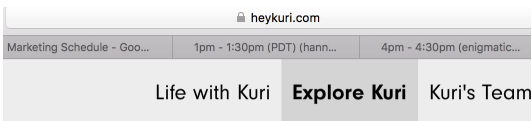
9.3



9.4

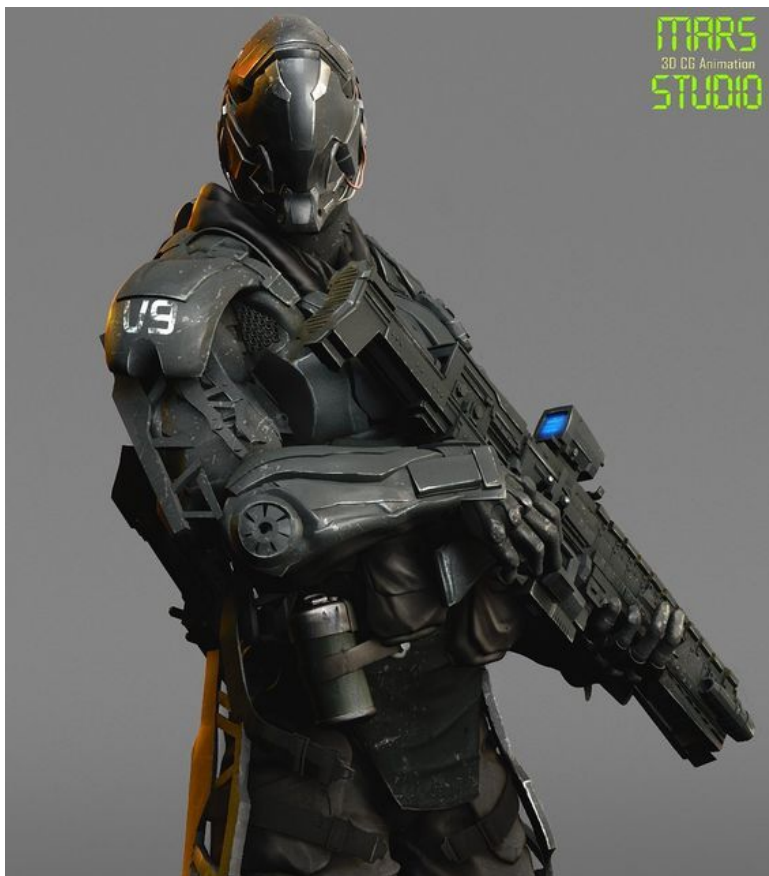


9.4  
This is delightful.



9.5

## Clanker Weapons



10.1



10.2

© Enigmatic



10.3

## CT Trooper Weapons



11.1



11.2



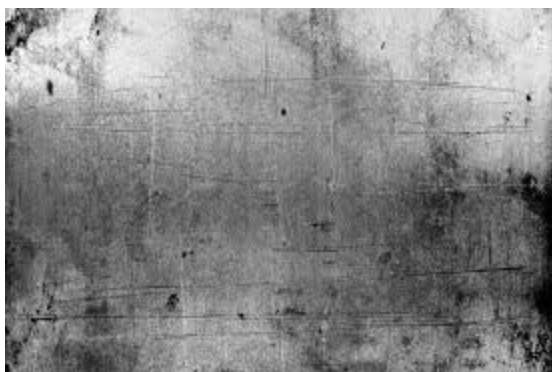
11.3

## Texture References

### Metallic Finishes - Clankers



12.1



12.2

.1- 3 wearing,scoring and oxidation



12.3



12.4



12.5



12.6



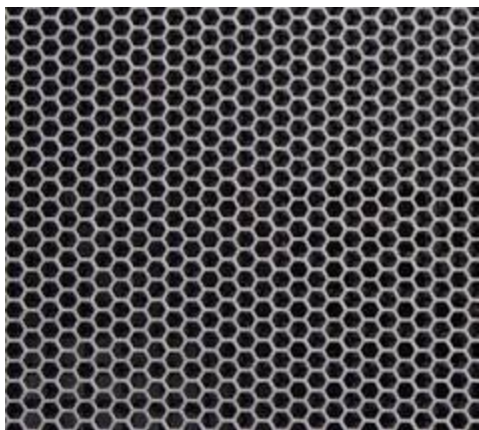
12.7



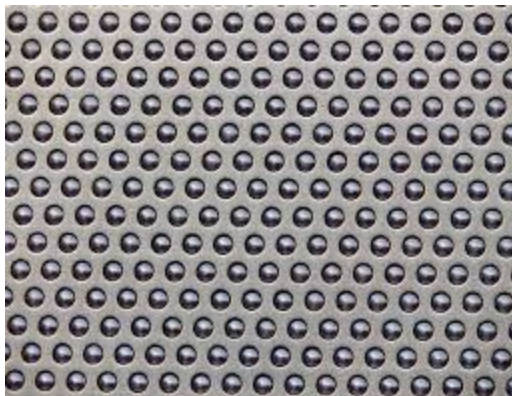
12.8



## Uniforms



13.1



13.2



13.3

I like all of the above for the sections of highwear on the Trooper Uniform.



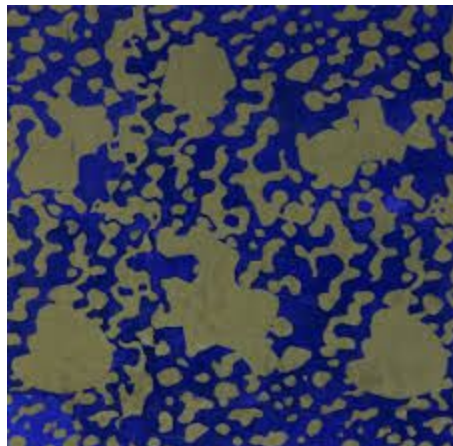
13.4



13.5



13.6



13.7



13.7

## Vehicles



14.1

I respond to this as camouflage but not traditional or digi camo.



14.2



14.3



14.4

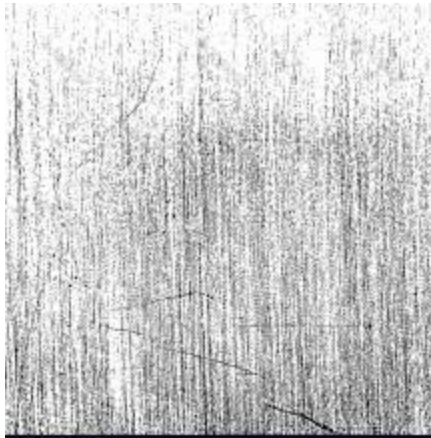
## Miscellaneous Textures



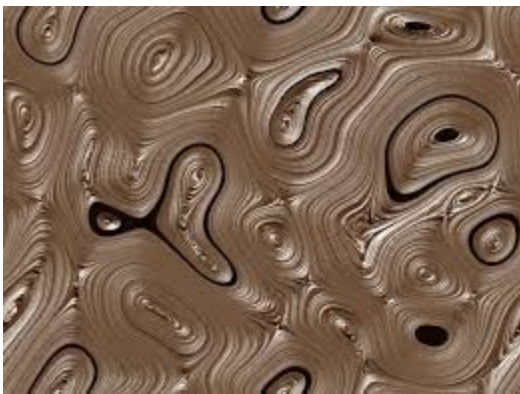
15.1



15.2



15.3

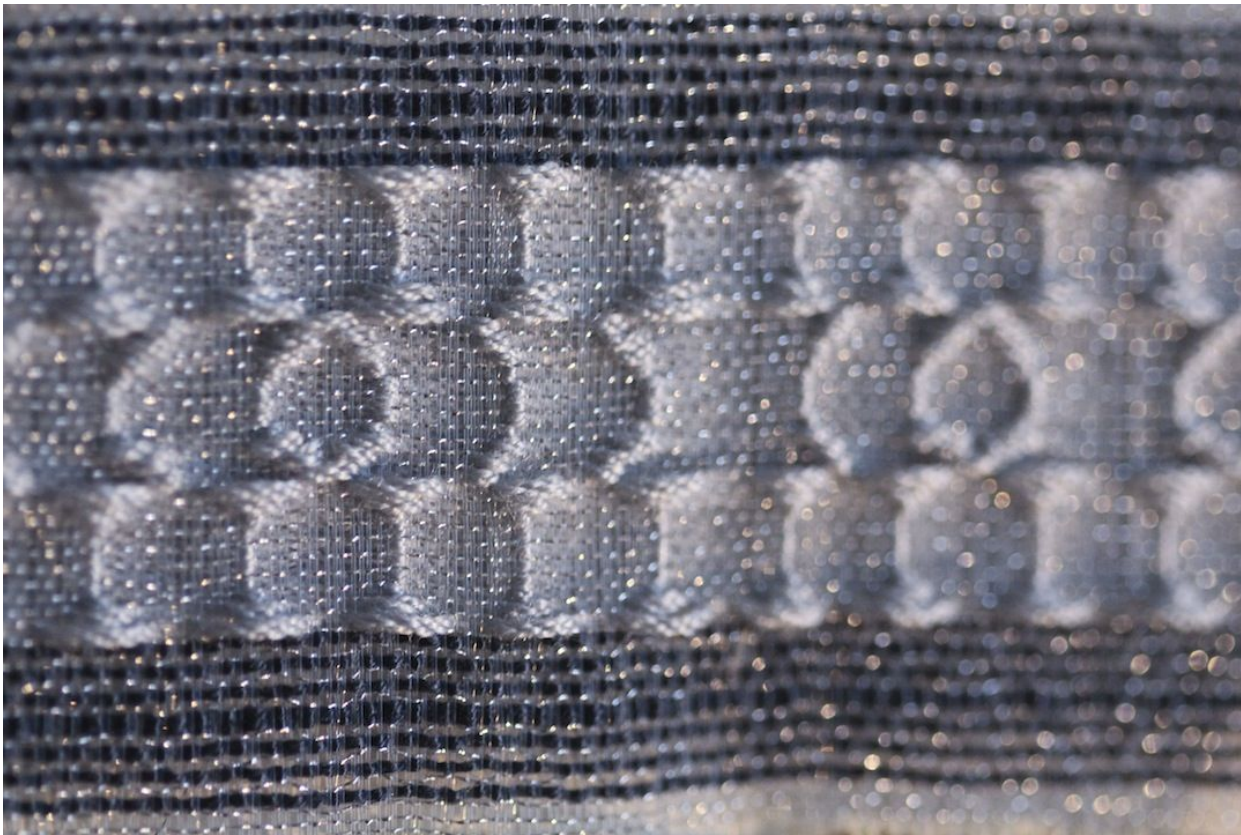


15.4



15.5

15.6



15.7



15.8



15.9

