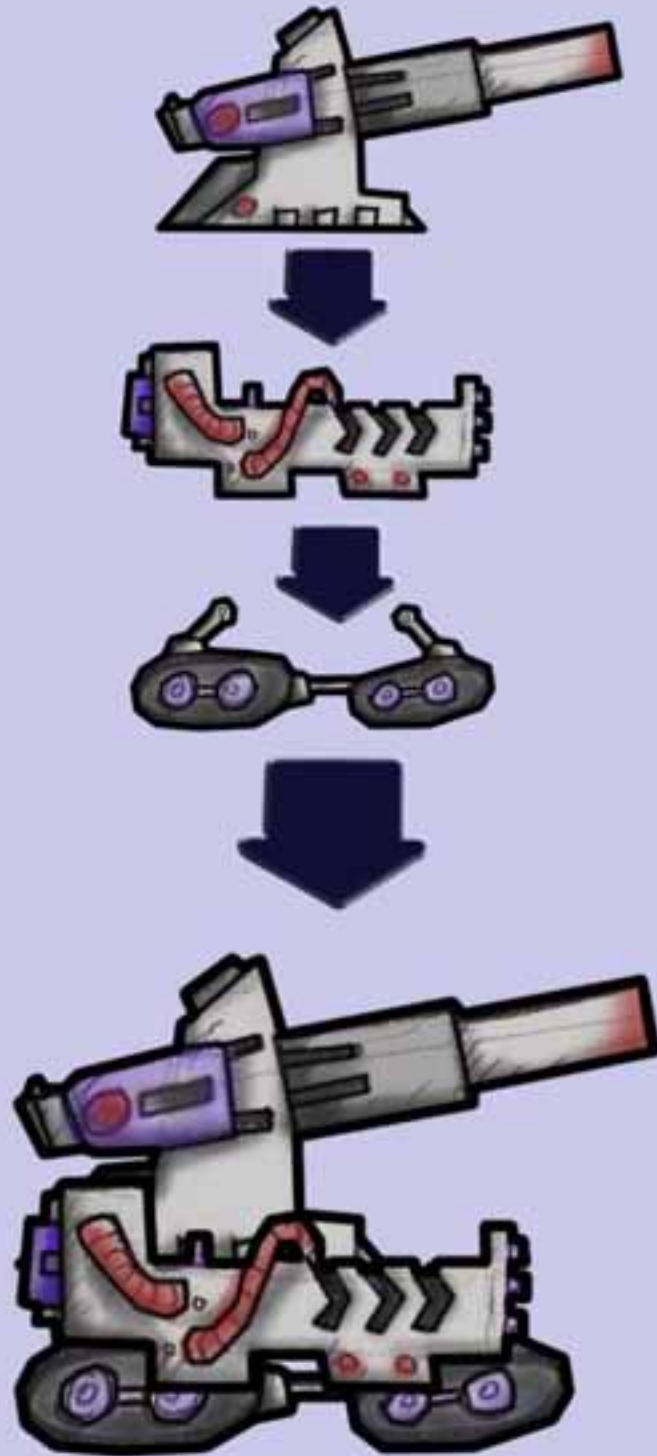


SUPERBIA'S TANK



Superbia's Tank

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Genre: Action Platformer

Platform: Nintendo Wii

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Game Overview

Concept

Superbia's Tank is a game where the player is in control of a newly developed vehicle. This highly sophisticated piece of weaponry comes in the form of a tank called the M.F.V. (Multi-Function Vehicle). This vehicle has the ability to jump is composed of three interchangeable pieces: the treads, the frame, and the cannon. Using this highly adaptable vehicle the player will have to fight back and stop their neighboring countries invasion.

The key feature in this game is the ability for the player to change their M.F.V. at any given time on the battlefield. This allows for a variety of different play styles and will have the player thinking about what pieces to use in any given situation - or suffer defeat. The game play in Superbia's Tank stems directly from this feature. This games concept is to use this key feature to create a challenging and balanced flow of platforming and action-packed combat.

Back Story

The two neighboring countries, Superbia and the United Lands of Mort, have existed for relatively the same amount of time. Superbia, in comparison, has always been more technologically advanced than the U.L.M. Superbia is a peaceful country whose standards of living are far above that of any other country in the world. This country has, for the most part, kept pretty much to itself and doesn't mess around with the other countries in the world.

Superbia is highly contrasted by their neighbor U.L.M. The United Lands of Mort has often been criticized for getting into others business and causing a whole mess of trouble. Their standard of living is in ruin and the peoples of this land are generally ignorant to the ways of other countries and even more ignorant of their countries government and policies.

Target Audience

The target audience for Superbia's Tank falls into the teen category of games. The game will feature violence but not to the extent that there will be blood and gore pouring out of enemies. There will be death, guns, and explosions.

People who enjoy fast-paced action games will enjoy Superbia's Tank. But, the game will also appeal to those who enjoy a good platforming game. This is because the levels will have an emphasis on using the M.F.V. in various ways to get through the level. The game will also cater to a wide variety of playing styles because the M.F.V. is customizable and allows for such variety.

Key Features

Multiple Levels Spanning Across Two Warring Countries

Superbia's Tank will feature 25 levels. These levels take place across two warring countries – Superbia and the United Lands of Mort. There will be a variety of settings and environments for the 25 levels. There will be forested levels, cliff-hanging levels, cave levels, snow levels, countryside levels, city levels, and factory levels.

Each level will incorporate the use of various methods to get through the level. This is a platforming game so each level takes the Multi-Function Vehicle's abilities into consideration. This means that each level will take advantage of this and will create a challenging platforming experience. There will be climbing, grappling, jumping, and hovering through levels as well as navigating treacherous caverns with a flashlight. While the player may be trying to figure out how to get from point A to point B they will also have to fight their way through a variety of enemies.

Single and Co-operative Campaign

Superbia's Tank features a substantial amount of levels and variety for the Single player campaign, but it will also feature the ability to bring a friend along for the fight. Co-operative game play creates a whole new experience with two people using teamwork to navigate a level and fight off the enemy.

Customizable Vehicle

The biggest feature of Superbia's Tank is the customizable vehicle. The Multi-Function Vehicle, or M.F.V., has the ability to swap pieces in and out on the battlefield. The M.F.V. is made up of three categories of pieces – the treads, the frame, and the cannon. Each category will contain a total of 6 different pieces, ultimately creating 216 different possible M.F.V. combinations. All these combinations will allow players to develop their own play style and cater to a variety of other playing styles.

Unlock-able Tank Pieces

The customizable vehicle feature wouldn't be much if there weren't any pieces to customize. Thankfully there are six pieces for each category as mentioned above, but not all the pieces will be available from the start. Besides the starting pieces available to the player there will be 15 unlock-able pieces. The player will have to beat levels to unlock pieces and may even have to revisit a level and accomplish a new task to take home their piece.

Multiplayer Mode

Superbia's Tank also features a fully fleshed out multiplayer mode. The multiplayer mode has three types of game play – Death Match, Race, and Defense. In Death Match players will battle to the death using their skills with the M.F.V. Race is a mode where players compete to get to the finish line. It's an obstacle course where attacking your enemy will help get you to the finish. Defense is a mode where instead of killing each other players will have to work together to defend their structure from the enemy onslaught.

Level Editor

Multiplayer is important to Superbia's Tank so including a level editor is a no-brainer. The level editor will allow players to create their own multiplayer levels to battle on. The player will be able to create all three different multiplayer modes in the level editor. This feature will be easy to use and give the player the ability to create a variety of environments.

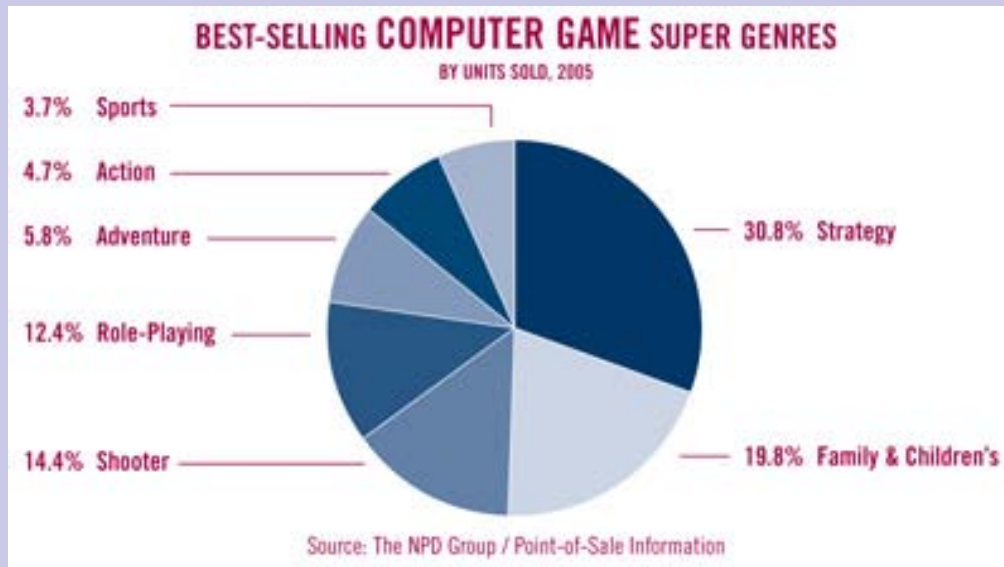
Market Research

Superbia's tank is an action platforming game. Action games are not a dominating genre on the pc, but still dominate a huge chunk of the games made for consoles. This means that action games are still very popular on consoles and make up most of the games sales on consoles. This being said, Superbia's Tank will make a great addition to the already popular genre. There is a demand for it.

Superbia's Tank also incorporates the platforming element that has existed for a long time. Though platforming does not have much space in video games now – they were the most common and enjoyed games of all time. Games like Super Mario, Donkey Kong, and Kirby are platforming games. These games have been very successful and though the demand has fallen recently for these games there is still a large fan base for these games. Superbia's Tank will take advantage of this and bring back the elements that made some of the best games.

“Platformers were, at one point, the most popular genre of video game. At the peak of their popularity, it is estimated that between one fourth and one third of console games were platformers. No genre before or since has been able to achieve a similar market share. As of 2006, the genre is far less dominant, representing a 2% market share, but still commercially viable, with a number of games selling in the millions of units” –

http://en.wikipedia.org/wiki/Platform_game



Action games don't dominate the PC market.



Action games dominate the console market giving Superbia's Tank an advantage, and with its unique game play it will stand out from the rest.

Sources:

http://en.wikipedia.org/wiki/Action_game

http://www.theesa.com/facts/sales_genre_data.php

http://en.wikipedia.org/wiki/Platform_game

Game Play

Combat Simulation

Superbia's Tank is all about platforming and killing enemies on the battlefield. It will be fast-paced when it comes to battling enemies. It will also require the player to think about how to get from point A to point B. - certain areas of the level will only be accessible through the use of a specific M.F.V piece. For example: the player may have to use the Magnet Frame to climb up a wall and reach a higher height or the player may have to use Jump Treads to jump to a far ledge. Superbia's Tank combines these platforming elements with the fast-paced action of shooting enemies. The player will have to swap M.F.V. pieces in and out on the battlefield to deal with various navigation and enemy obstacles.

Terrain

Through out various levels the player will encounter different kinds of terrain that can affect the battle.

Snow

Snow is highly recognizable as white patches and areas along the ground. These patches and areas will slow down the M.F.V. Traction is next to nothing on snow and will make movement very slippery.

Mud

Like Snow, Mud is a major speed killer when the M.F.V. is traversing through it. It is also much harder to stop on mud and to accelerate.

Mines

Mines may be found littered on a battle field and are very dangerous to even the most armored M.F.V. The player may cautiously make their way through, but the only safe way would be to the Hover Frame.

Magnetic

This type of terrain is mainly for use with the Magnet Frame. This terrain can be found on all surfaces – walls, ceilings, etc. It allows a player with the Magnet Frame to drive over it.

Statuses

The Multi-Function Vehicle, though powerful, is still susceptible to a few status effects that will greatly affect its performance on the field. These statuses will be displayed on the player's HUD, letting them know exactly how their M.F.V. is performing.

Stable

Stable is displayed when the M.F.V. is functioning perfectly. The M.F.V. must also have a good amount of health for Stable to be displayed. This status means no problems exist and everything is in working order.

Critical

Critical is displayed when the M.F.V. has suffered major health loss. When and M.F.V. has below 25% health this status will be displayed.

Over-Heated

Over-Heated happens when the player has fired a cannon too fast. The Minigun Cannon and Flamethrower cannon are most susceptible to this ailment. It will result in the player not being able to shoot for 3 seconds.

Slowed

Slowed will be displayed on the HUD if the player is being slowed down. Terrain is one factor that can affect the M.F.V.'s speed and cause this status to be displayed. If the player takes a severe hit the M.F.V. may also suffer this status.

Locked

Locked is a serious status. Basically the gears of the M.F.V. have become locked or jammed. It means the player can not switch any pieces in or out, meaning the player has to use whatever they have equipped at that moment. This may mean fighting a bunch of tanks with a flamethrower. The status is only temporary however and will only occur if the M.F.V. has suffered a massive hit and health loss.

Enemies

Superbia's Tank features a variety of different enemies that will be trying to stop you almost every step of the way. Various infantry and armored units will give it everything they have to destroy the player's M.F.V.

Infantry

Infantry are the basic soldier of the U.L.M. army. They carry a rifle and are often found in vast numbers.

Advanced Infantry

The Advanced Infantry are an upgraded version of the average Infantry. Along with their rifle is a grenade. They may only be able to throw one grenade, but if it makes contact the player will be sure to see how fast these guys can become dangerous.

Warrior Infantry

Warrior Infantry are common in the U.L.M. army and so there will be plenty of these guys attempting to slow down the player. Regarded as being suicidal, Warrior Infantry will charge at the player with their pistol and attempt to jump onto the M.F.V. This is when they take out their knives and attempt to do as much damage as possible. They might not be able to do much damage, but a group of these on the M.F.V. will slow it down and slowly tear it to shreds.

Rocket Infantry

Rocket Infantry are fairly cautious and will avoid the player as much as possible. They will only briefly reveal themselves to launch their dangerous rocket launcher at the player.

U.L.M. Armor

The U.L.M. Armor is the basic enemy tank. These vehicles are fairly armored and move pretty slowly. On the other hand, their cannon are quite deadly. The vehicles poor construction affects their accuracy, but a hit will cause significant damage.

Bikers

Bikers are the fastest vehicle that the U.L.M. has to throw at the player. The Biker unit will ride around and fire their heavy machine guns at the player. Though this vehicle is fast it is not heavily armored making it also the weakest vehicle in the U.L.M. army.

U.L.M. Artillery

The U.L.M. Artillery prefers to stay far ahead of the player and will unload countless artillery shells on the player's location. In levels where these guys are at play the player will have to be constantly on the move or otherwise be pummeled by heavy firepower.

Dozer Tank

The Dozer Tank is not known for its light cannon, but it is known for pushing people around. This vehicle will ram the player if they are not careful, making it difficult for the player to aim their cannon. A favorite tactic for the Dozer Tank is to just ram the player off a nearby cliff.

Devastator Tank

The Devastator Tank should be remembered as a high priority threat. It's cannon, though not the strongest, is fair in its attack damage. But, its speed is much greater than any other vehicle, except for the Biker, and can deliver numerous hits. This tank is only permitted to veteran U.L.M. infantry making it highly skilled and accurate.

Bunker

Along with units in the U.L.M. army are a few structures. The Bunker will provide cover for units and also has heavy machine guns that infantry may use to fire at the player.

Turret

The turret is a static structure that is manned by any nearby infantry. It can fire smaller shells at the player from a far distance and be fairly accurate. Its accuracy comes from its static emplacement, but this also means it can not run away.

Multi-Function Vehicle Pieces

The Multi-Function Vehicle is made up of three parts – the treads, the frame, and the cannon. Each part has an available 6 pieces to swap in and out on the battlefield. Not all the pieces are available at the start of the game as some have to be unlocked first. The player's M.F.V. has a base amount of stats and by swapping pieces in and out the player can change their stats. Along with stats being affected so can the vehicles jumping and firing speed can be affected by various pieces.

Base stats

Health: 50

Defense: 1

Attack: 5

Speed: 10

Treads

The Treads are the moving force of the M.F.V. They give the vehicle its method of transportation affect the speed, health, and defense of the vehicle.

Standard Treads

Standard Treads are the first treads that are available to the player. They have an all around “okay” set of stats, but don't excel in any category. These treads don't possess and special power or new way of navigation and are mostly used for traversing over fields and flatter terrain.



Health: +20

Defense: +2

Attack: +0

Speed: +0

Jump Treads

The Jump Treads are a great way to get around levels with multiple levels of terrain. Reaching plateaus and traversing cliffs are made much easier with the Jump Treads. Normally the M.F.V. can perform one basic jump, but the Jump Treads will allow the player to jump much further by giving the tank the ability to perform a double-jump. This not only increases jump distance, but also allows the player to perform a second jump while in midair.



Health: +18
Defense: +1
Attack: + 0
Speed: +1

Speed Treads

The Speed Treads are especially designed for propelling the M.F.V. at super speeds (for a tank anyways). It uses a multi drive system to drive each of its wheels creating maximum acceleration and stability. Unfortunately the speed treads are more vulnerable to attack as maintaining each drive system is much harder than the regular one system.



Health: +15
Defense: +0
Attack: +0
Speed: +6

Grip Treads

Grip Treads are perfect for maneuvering any tricky terrain. Slippery surfaces and snow are no match for the grip treads as they dig into any surface and provide excellent traction. The Grip Treads are excellent for stopping a moving M.F.V., but also don't allow the vehicle to move as fast as it could otherwise.



Health: +22
Defense: +4
Attack: +0
Speed: -1

Armor Treads

Armor Treads provide unrivaled defense against any enemy. These treads are nearly impervious to enemy attack which means the M.F.V. will always be moving. The downside of these heavily robust treads is its lack of speed. In a situation where speed is not an issue and all our carnage is preferred these treads will work perfectly.



Health: +28
Defense: +8
Attack: +0
Speed: -4

Hover Treads

The Hover Treads allow the player's M.F.V. to hover slightly above the ground. This makes the vehicle able to travel over dangerous terrain. Mine fields, and fields littered with spikes can't affect the M.F.V. while the Hover Treads are being used. The Hover Treads also make the vehicle faster than normal. However, the Hover Treads are substantially weaker than most treads and are harder to control. The M.F.V. will "slide" across the battlefield and will make it impossible to stop suddenly or turn on a dime.



Health: +8
Defense: +0
Attack: +0
Speed: +4

Frames

Frames are the main piece of the M.F.V. and give it most of its health and carry the Player within.

Standard Frame

The Standard Frame is basically a well rounded piece for any situation. It does not offer any sort of ability however and is the only frame available to the player at the start of the game.



Health: +40
Defense: +8
Attack: +0
Speed: +0

Armor Frame

The Armor frame is a heavy piece that offers unmatched stability and robust defense. Enemy attacks will be hard pressed to put a scratch or a dent in this frame. The only downside is this frames major drain on the M.F.V.'s speed. The massive weight of this frame puts a major strain on the M.F.V.'s driving systems and even lowers the maximum height the M.F.V. can jump.



Health: +70
Defense: +16
Attack: +0
Speed: -3

Spike Frame

The Spike Frame is the perfect choice for players who like to charge into any situation. This frame is covered in a multitude of spikes and possesses a forked dozer front for piercing enemies. The frame itself is surprisingly strong and is very painful for enemies if the player decides to charge through them.



Health: +50
Defense: +10
Attack: +0
Speed: -1

Firing Frame

The Firing Frame is a unique piece of M.F.V. equipment. It's integrated loading system and increased ammunition banks allow the player to fire their cannon at increased speeds. Though the frame does not possess much in defense it greatly makes up for it by making any cannon fire almost twice as fast. Couple this frame with the Minigun Cannon and unleash a hail of fire upon enemy units!



Health: +35
Defense: +2
Attack: +2
Speed: +0

Lightweight Frame

The Lightweight Frame is the complete opposite of the Armor Frame. The bulk of the frame is composed of lightweight materials and structured like an exoskeleton just holding the other pieces together. This allows the Lightweight Frame to give the M.F.V. unrivalled speed and a higher jump. The downside of course is the complete lack of armor. Users must be careful of their health when using this frame.



Health: +15
Defense: +0
Attack: +0
Speed: +8

Magnet Frame

The Magnet Frame is unique in the way it lets players get around. Metal walls and ceilings are a perfect spot for players in this frame. Using the Magnet Frame will allow the player to traverse walls and ceilings that are made of a thick metal. The magnet isn't all positive though as it is also a "magnet" for enemy fire. Using the Magnet Frame is sure to attract more enemy missiles directly to the M.F.V.



Health: +50
Defense: + 8
Attack: +0
Speed: -1

Cannons

The Cannon pieces are what the player will use to destroy their enemy! Each cannon possesses different ammunition and firepower and is good against different enemies.

Standard Cannon

The Standard Cannon fires the basic single shot cannonball projectile. This cannon can deal a fair damage to enemy infantry, vehicle, and structure alike. The Standard Cannon is good for any situation, but will never excel.



Health: +20
Defense: +2
Attack: +10
Speed: +0

Minigun Cannon

The Minigun Cannon is excellent for firing into large crowds of enemies cutting them down before they can get even close to the M.F.V. It fires exceedingly fast – unloading a massive amount of ammunition very quickly. This high rate of fire will eventually cripple the cannon however if left firing for too long. If the cannon is used excessively it may overheat and need to cool down.



Health: +15
Defense: +0
Attack: +4
Speed: +1

Missile Cannon

The Missile Cannon is perfect for destroying enemy vehicles. The missiles themselves are not perfectly accurate and so are not a great choice for hitting enemy infantry, but the larger size of enemy vehicles makes the much easier to hit. The Missile Cannon can fire up to 6 missiles at a high rate of fire, but will have to wait longer for the cannon to reload as opposed to firing one at a time.



Health: +25
Defense: +2
Attack: +20
Speed: +0

Artillery Cannon

The Artillery Cannon is one powerful cannon. It can deliver a great deal of damage to far off units. The area of damage is also vast. When an artillery shell hits the player can be sure that any nearby units will have been greatly damaged as well. While the Artillery Cannon is by far the most powerful cannon it isn't great for close quarters fighting. The reload time for the Artillery Cannon is also slower than most cannons and hitting moving targets is very hard to do.



Health: +40
Defense: +0
Attack: +50
Speed: -2

Flamethrower Cannon

The Flamethrower Cannon is great for close quarters combat and killing unarmored enemy units. The massive plume of fire the spews forth will burn most anything in its path except for enemy vehicles. Enemy vehicles that are armored will suffer near to no damage – brushing the flames off completely.



Health: +20
Defense: +0
Attack: +15
Speed: +0

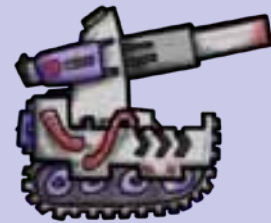
Shock Cannon

The Shock Cannon is a masterpiece of electrical engineering. Bolts of electricity will fire forth from this cannon causing mayhem on the battlefield. Though not the strongest cannon, it has a chance to stun enemies on impact and even take them out completely. This will cause them to cease moving and firing – good for making an escape!



Health: +15
Defense: +2
Attack: +30
Speed: +0

Here are some examples using various pieces to create an M.F.V.



Pick-Ups

Superbia's Tank contains a few pick-ups for players as they make their way through each level. These pick-ups will help the player survive and give the M.F.V. better stats.

Repair Kit

The Repair Kit will give the M.F.V. back 40 health. These can be found in various areas of a level.

Small Repair Kit

The Small Repair Kit will give the M.F.V. back 5 health. These smaller kits have a chance to drop after an enemy is killed giving the player some health after a battle.

Advanced Driving System

The Advanced Driving System will give the M.F.V. another 6 speed for a couple of minutes. These can only be found in specific parts of levels and may even be hidden.

Cannon Kit

The Cannon Kit will properly tune an M.F.V.'s cannon to perfection. This will give the player's M.F.V. another 10 attack and allow the player to shoot any weapon faster. These can only be found in specific parts of levels and may even be hidden.

Objectives

The levels in Superbia's Tank will come with various objectives. While a common objective will be to reach the end of the level alive some levels may require a little more. The player may have to destroy a specific structure, obtain a specific item, or kill a specific unit. Some levels may also contain secondary objectives that will not be required to complete the level, but if completed may unlock a new M.F.V. piece.

How to Win

In Superbia's Tank the main purpose of each level is to survive and complete the objectives. If the player can manage to reach the end of the level intact and with all the objectives achieved then the player will complete the level. By completing every level the player will be able to beat the campaign.

How to Lose

Losing is very basic in Superbia's Tank. If the player loses all of their health then they are sent to the last checkpoint they reached in the level. This will happen for as many lives that the player has. Each time a player loses all their health they will lose a life. If all lives are lost then the player loses and will have to resume their game play from their last save point.

Art Style

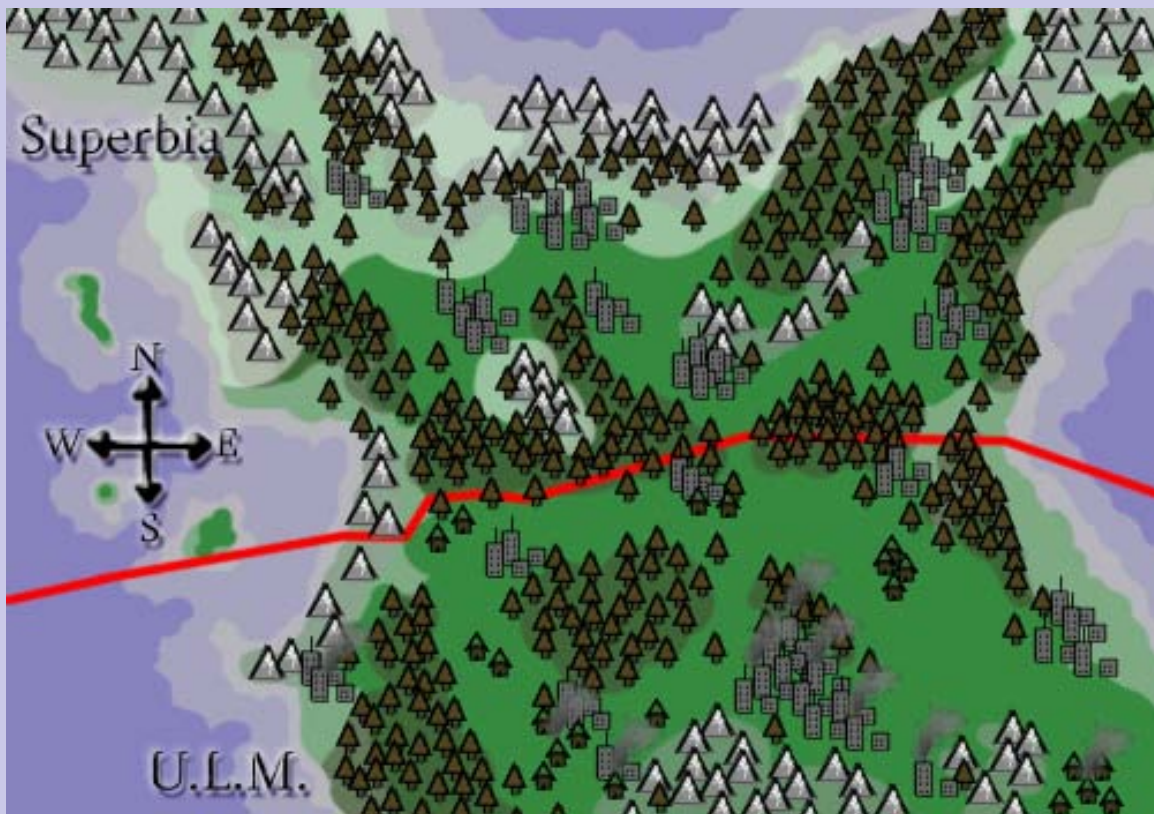
Superbia's Tank will have a unique art style. The game will have a cell-shaded kind of look to it. The game's visual feel will be a cross between *Zelda the Wind Waker* and *Battalion Wars* both for the Nintendo Gamecube. Nothing will be over-realistic and the game will maintain a sub-realistic "cartoonish" feel to it.



Zelda the Wind Waker and *Battalion Wars* both for the Nintendo Gamecube.

Setting

Superbia's Tank takes place in a world much like our own. The planet is shaped much like Earth – being made up mostly of water and containing a few large continents. The period in time in this other world is similar to the current time period on Earth meaning civilizations have progressed in a very similar way to the ones found here on Earth. That being said, the game does not take place over this entire planet, but between two countries that lie on one of its continents.



These two countries are Superbia in the north and the United Lands of Mort in the south. Superbia is made up of mountains and forests, and has an abundance of snow over the country. The U.L.M. on the other hand, does have mountains and forests – though less sparse, and is made up of industry. Many fields exist partly due to deforestation so much of it is a ruined land. Cities in the U.L.M. are commonplace, but are very poor in quality and are similar to a third world country here on Earth.

Story

Recently the U.L.M. has invaded Superbia. It seems they are seeking out Superbia's electricity and power in an effort to raise their own country's living standards. The U.L.M. has stated to Superbia that it does not agree with the country's laid back attitude and that the country of Superbia does not deserve the way of life they have achieved. In an attempt to right this "problem" the U.L.M. has decided to take things into their own hands and show Superbia what a real country is made of.

When you start the game the border of Superbia has been acquired by the southern neighboring country – the U.L.M. The player is called to thwart the advancing country and take back what is theirs with the newly developed vehicle. The player will start off in Superbia with a basic tutorial mission. From there the player will slowly make their way across the border, into the United Lands of Mort, and confront the enemy. As the player progresses he or she will learn that the president of the U.L.M. is actually fairly dumb and is merely a figurehead for the ongoing operation. The player will learn of the true evils in the government and the dominating force behind them.

Characters

The Player – The player is basically a member of Superbia's Defensive Initiative. He or she will be in control of the newly designed and now operational M.F.V. The Multi Function Vehicle is capable of adapting to various situations and it is up to the player to learn this new weapon and stop the United Lands of Mort.



Joseph B. – This character is basically the brains behind the all new M.F.V. He is the inventor of the Multi Function Vehicle and will help guide you through tutorials and introduce new pieces for the vehicle. He is your stereotypical intellectual scientist/inventor. Joseph will always be on hand to offer some tidbit of information to the Player.



Juno – Juno is the head of Superbia's Defensive Initiative. The Player will report to Juno and will be briefed by him before missions. He is also there to provide information during missions and will update the player on the status of various objectives or areas of a level. Juno is easily agitated and usually in a bit of a panic. He's a stereotypical general, but he often worries out loud and has to reassure himself.



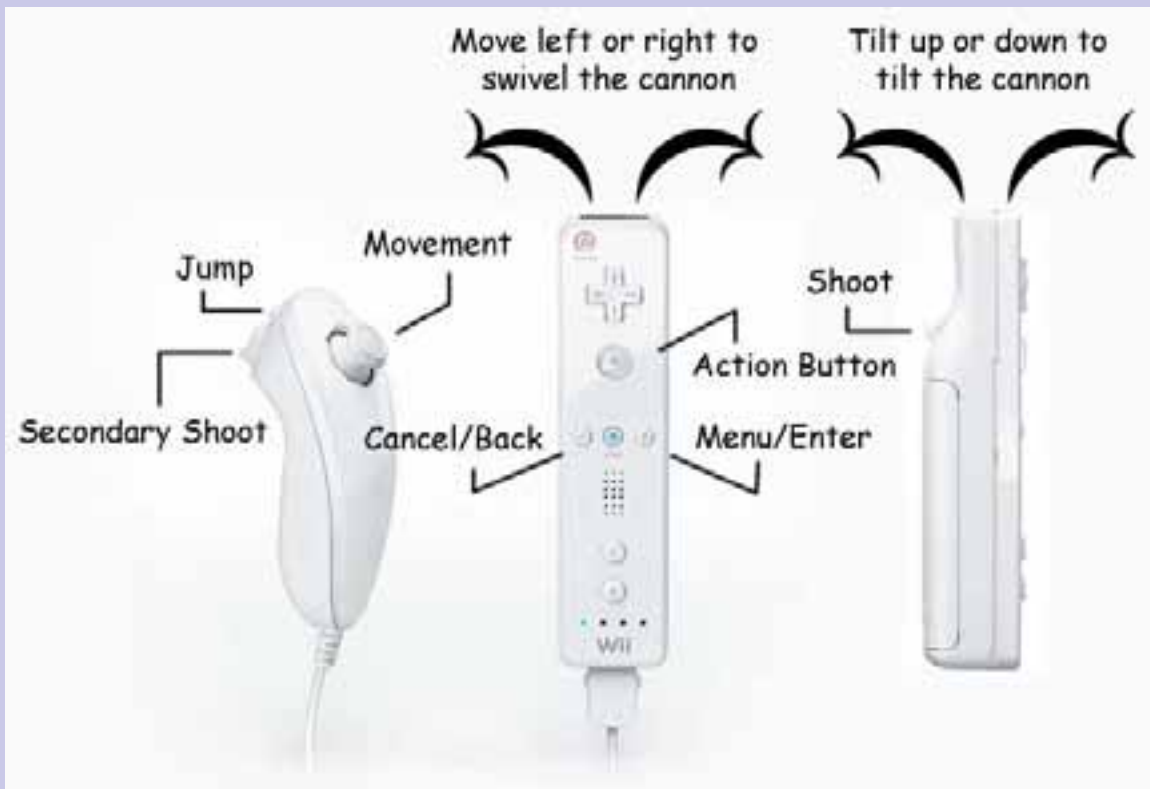
Harry Grass – The president of the United Lands of Mort. He enjoys cartoon violence and colorful pictures. He often uses big words but clearly doesn't understand what they mean. Even so, the peoples of the U.L.M. are in awe of their leader and would follow him straight off a cliff. What the people don't know, and the Player, is that Harry is merely a puppet in the hands of some truly terrible people.



The Council – The members of the council of the U.L.M. have most of the power in the country, but nobody really knows who they are. They are often referred to as the council, or “The Group”, and are in control of Harry. The Council is very mysterious and is never really seen in the game (shrouded in darkness) – mostly heard giving orders and such.



Interface Controls



Superbia's Tank makes use of the Nintendo Wii's Remote and Nunchuck Attachment. The Nunchuck attachment is needed for game play and is a must when playing Superbia's Tank.

The camera will look in the direction that the cannon on the M.F.V. is pointing. To look or shoot in a different direction the player simply has to move the Wii Remote Controller left and right or up and down.

The A button on the Wii Remote is the Action Button. By pressing the action button the player can perform certain tasks in special areas – such as flipping a switch or opening a door.

The (-) minus button is the cancel button and is used to navigate various menus.

The (+) plus button is the enter button and is used to navigate various menus. It can also be used to call up the menu during game play.

The B button is the primary shooting button and will fire the player's current cannon.

The player will use the Nunchuck's Joystick to move the tank in all directions.

The C button is the jump button which allows the player to make their M.F.V. jump during game play.

The Z button is the secondary fire button. This secondary fire is used to fire the grapple hook attachment, turn on the flashlight attachment.

HUD

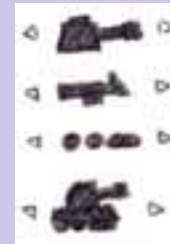
The HUD is made up of the health bar, status display, piece selector, preset selector, character box, and information bar.

The health bar is a gear like picture with the player's current M.F.V. configuration in the center and is located on the top left of the screen. As the player's maximum health goes down the gear will slowly subtract color around the gear in a circular motion. The health will be blue, but as it decreases it will change to red.



The status display tells the player of any statuses that are affecting their M.F.V. and can be found under the health bar.

The piece selector and preset selector allow the player to swap out M.F.V. pieces while they are on the battlefield. This is located underneath the status display.



The character box and information box display a picture of the character and text of the information that they are telling the player. These are located at the bottom of the screen and aligned to the left.

Audio

Music

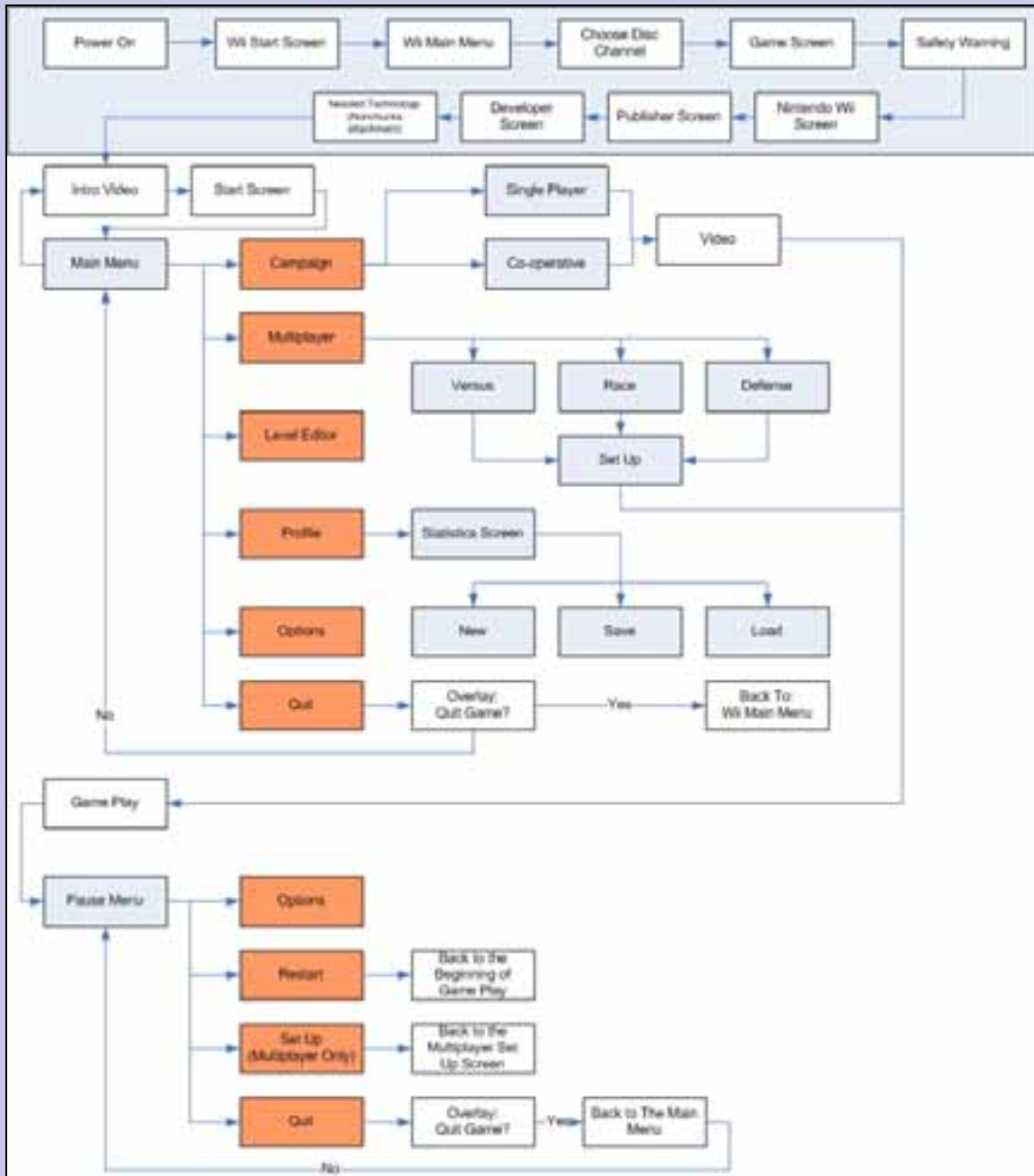
This game will feature a set of fast paced and techno rock themed music. There will be various moods set by the set of music, but they will all get the adrenaline pumping as the player plays each level. While getting the player going is important to the music it also needs to create different moods in different situations. There will also be music that creates fear and danger as well as mystery.

Sound Effects

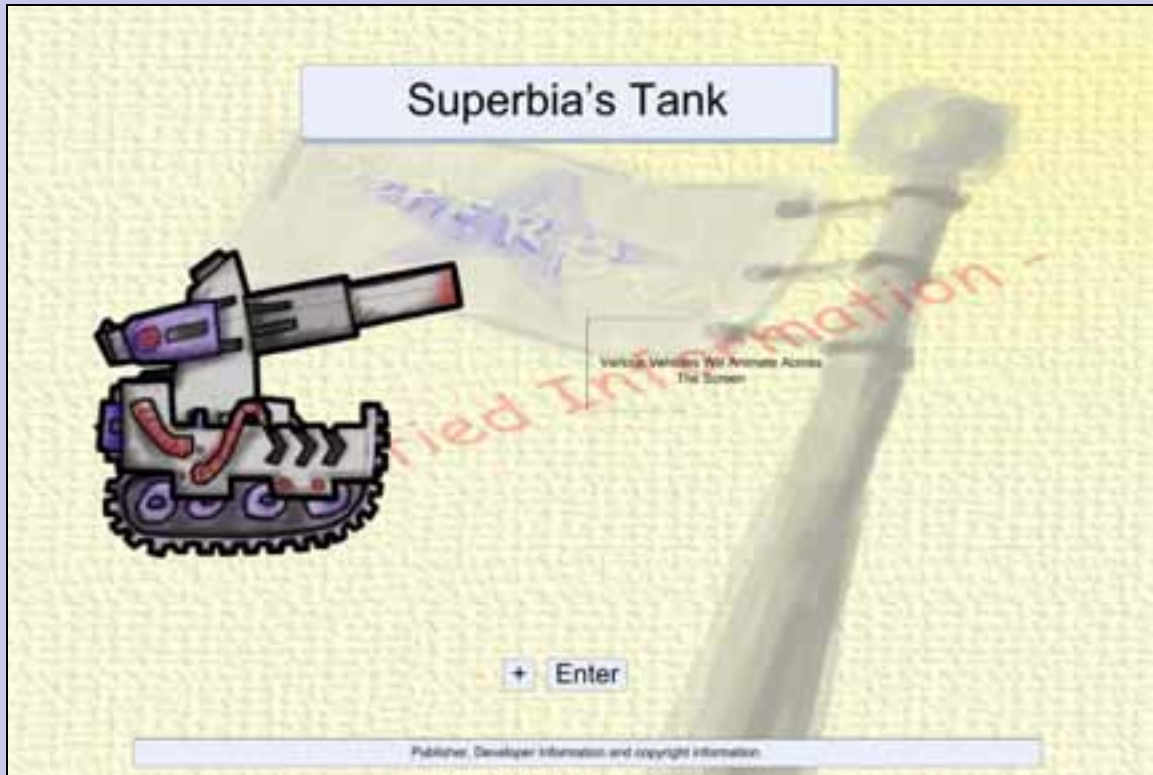
The sound effects in Superbia's Tank are loud and will help create the mood along with the music. Superbia's Tank will feature many different explosions and bullet noises as well as fire and missile noises. The bulk of Superbia's Tank's sound effects will be made up of combat noises and machine sounds. Machine sounds would be anything from the sound of the M.F.V.'s treads over different terrain to the sounds of metal turning and crushing.

Appendix

Flow Chart



Screen Mock Ups



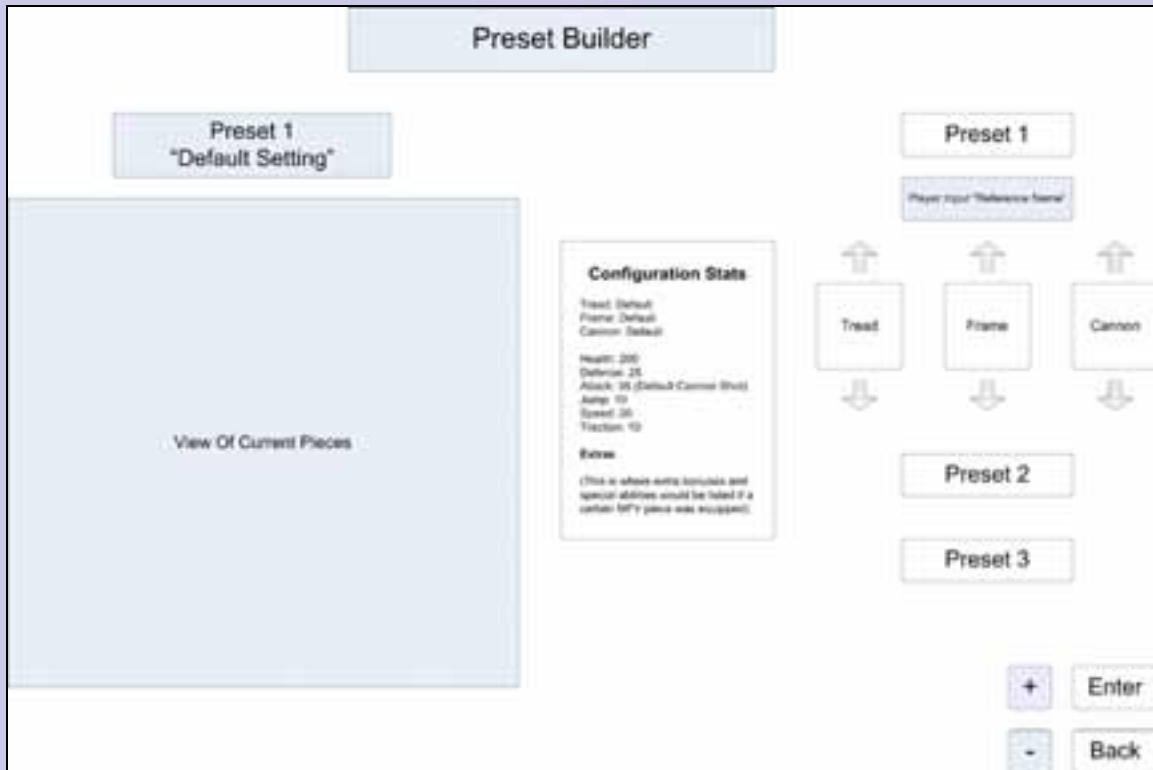
Here is the title screen. Displayed largely at the top is the name of the game “Superbia’s Tank.” While viewing the screen various Multi-Function Vehicles will animate across it. At the bottom will be a button callout telling the player to press the “+” button to enter. Underneath this in smaller text are the publisher, developer, and copyright information.



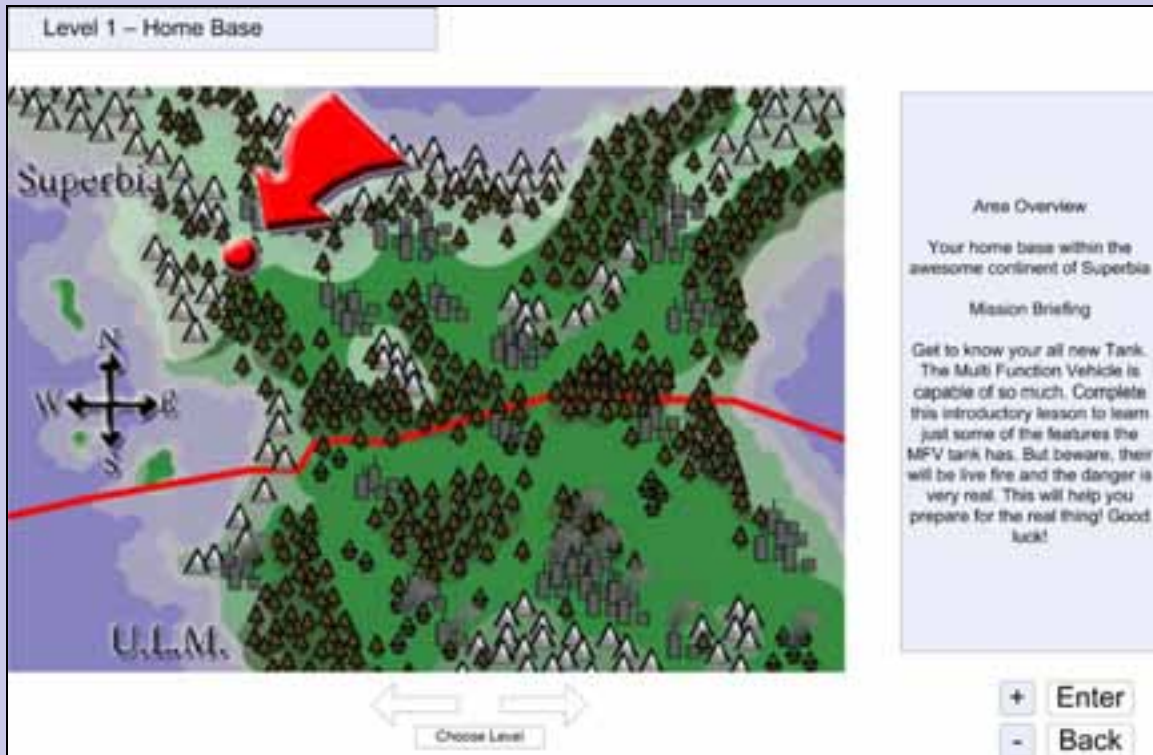
This is the main menu for Superbia's Tank. The games name is displayed at the very top in large text. To the left are all the main menu options that the player may choose. At the bottom is a picture of the last used M.F.V. by the currently loaded player profile. Beside this is the description for each menu item and only one will be displayed depending on which menu item is highlighted. In the bottom right are callouts to enter a menu item or return to the title screen.



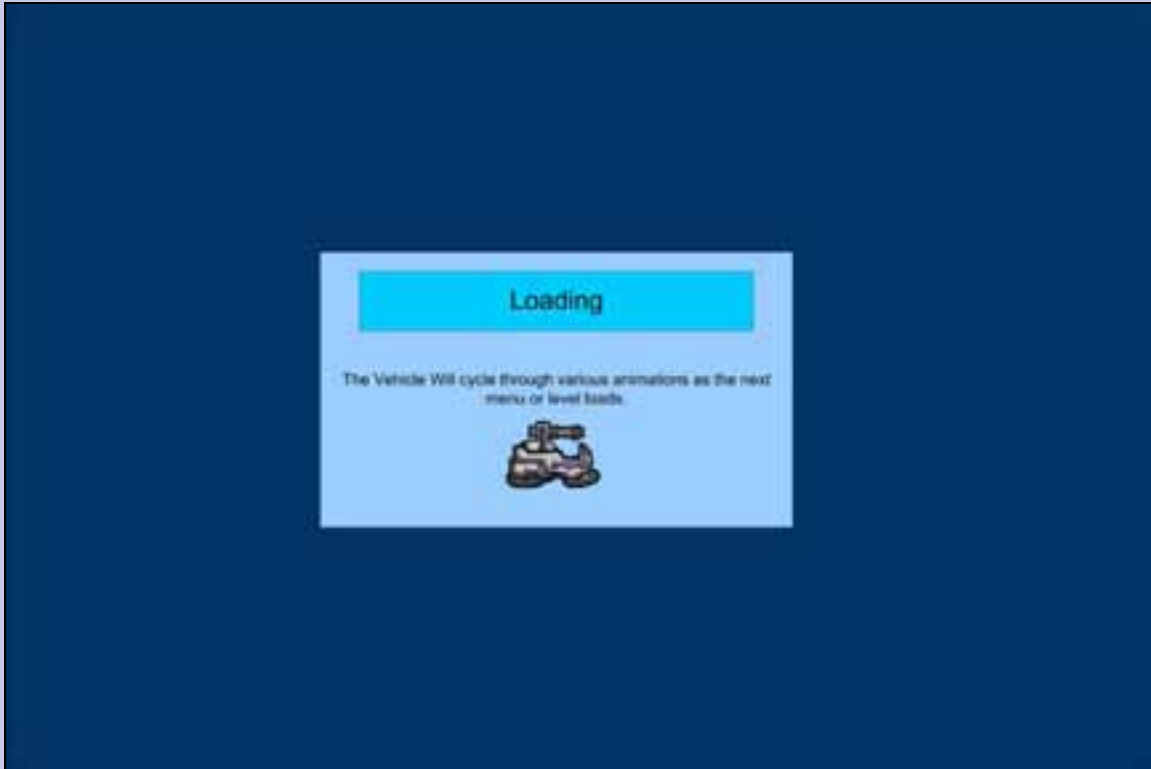
The player profile screen is where the player can view their stats and also create, save, and load player profiles. On the left is where the player's M.F.V. is displayed. To the right of this is where the entire player's statistics are displayed. At the bottom left is where the player can select the option to create a new profile, save their current profile, or load another already created player profile. In the bottom right are callouts for entering items or returning to the previous screen.



The preset builder screen is where the player can create preset M.F.V. configurations for use in the level. This screen is displayed after a mission briefing and gives the player a chance to create a few different configurations for quick swapping in the game. On the left is a view of the current configuration and above it is its name as created by the player. In the center are the presets stats allowing the player to see what their configuration is good against. On the right are where the presets are created and pieces are chosen for each. In the bottom right are the callouts for selecting menu items and starting game play.



This is the level selection screen. Here the player will select the level they wish to play. The player may choose to revisit past levels at any time. As each level is highlighted the description box to the right will display information on the area and the level. In the bottom right are the callouts for entering the level or returning to the previous screen.



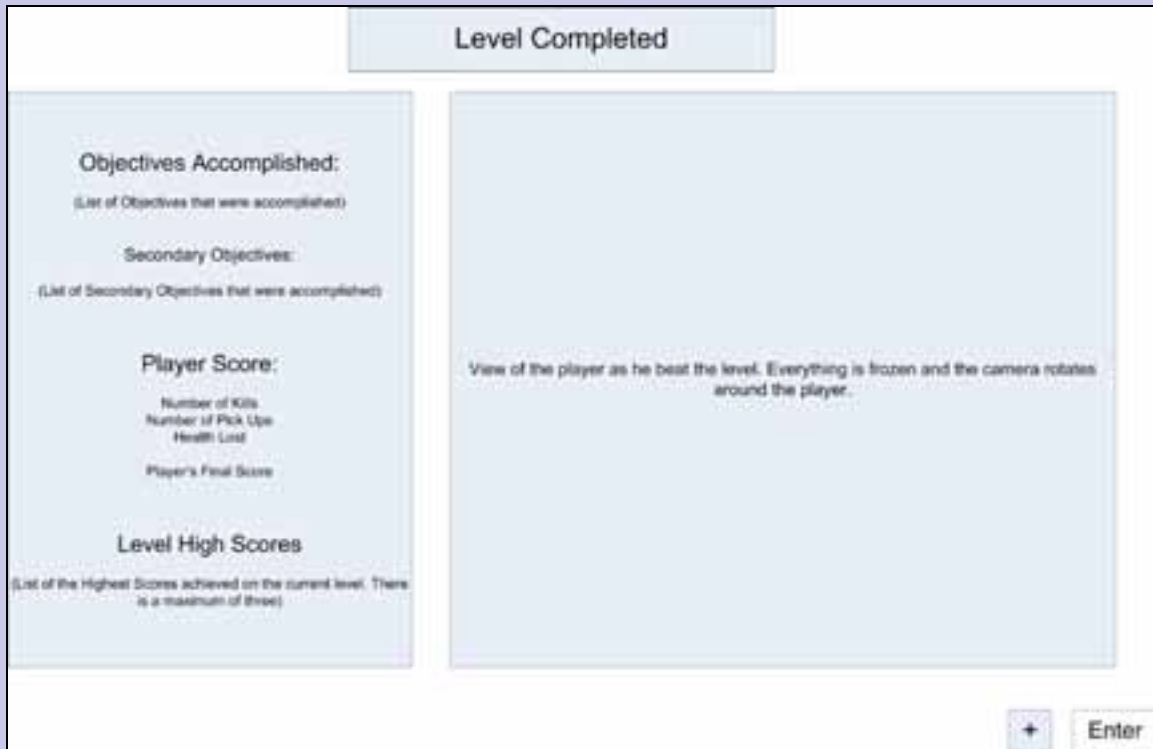
This is the loading screen. This simple screen will appear when various things need to be loaded for example a level. The display will say "Loading" and underneath it a little M.F.V. will animate back and forth.



Here is the game play and HUD. On the left is all the information the player may need at any given time. At the top is the health display; underneath it is the M.F.V. status display. Below this is the piece selector and preset selector items which allow the player to swap pieces in and out to combat different situations. At the very bottom is a display of whatever character is talking to the player and a display of text of what the character is saying.



The pause screen is simply an overlay of the game play screen. It displays the options available to the player. These options are: options, restart, set up, and quit. The options menu item gives the player various options on text speed and audio. Restart allows the player to start the level over. The set up option is only available during multiplayer game play and will return the player to the multiplayer set up screen. Quit will allow the player to return the main menu screen.



This is the victory screen. When the player finishes the level this victory screen will be shown. On the left is displayed objectives completed, secondary objectives, high scores, and the player's achieved score. On the right is a view of last instant of game play. The camera will rotate around this frozen state of action. In the bottom left is the callout for continuing to the next screen.