

# Grandpa – Game Vision

## Thematic Statement

A sci-fi action/platformer reminiscent of 1950's and 1960 science fiction similar to the Ratchet & Clank games

## Vision

A game that is visually set like 1950's and 1960's science fiction, with gameplay similar to Ratchet & Clank in movement, level design and plenty of weapons to use and third-person camera

Between each level, the main character (the Grandfather after he has retired from the "Terran Space Force" (TSF)) tell stories to his Grandkids of his adventures while a member of the TSF. The player controls the Grandparent during these adventures.

While the Grandfather tells his story, the player will have the ability to craft certain parts of the story, to their liking. These choices will have an effect on the overall story and levels that are generated for the player. Examples include; the types of planets visited or the enemies that are on that planet/location

One ongoing, overarching story plot will be how he met his late wife and the missions they went on together, as well as her death.

The player is able to collect and modify a wide range of different weapons similar in look and style as 1950's and 1960's science fiction (literature and visual media such as movies and TV)

## Concept

An action platformer game for console played in third person, the player will have the ability to help craft the overarching story to help make it more their own. It will have a Grandparent telling their Grandchildren stories about their adventures, which is what the player will take control of and play along as.

A single player game that will occasionally have an AI controlled second player (could possibly be expanded to include 2 player multiplayer). Platforming and lots of action will be the key hallmarks with the ability to modify the overall story and characters.

A member of the Terran Space Force (TFS), a secret space force that protects Earth from all sorts of intergalactic bad guys. The Grandparent will voice over key points during the game while also having moments between levels as the Grandparent interacts with their Grandkids. The Grandparent has a visibly distance relationship with his own daughter (the grandkids mother) who doesn't believe any of his stories while the Grandkids are completely enthralled

The stories will include how the Grandparents first met, missions they went on together as well as how the other died (which is part of the reason why the daughter is so distance to her remaining parent)

Stylized like 50's and 60's retro futurism art, the weapons will be like the "ray guns" in those types of media, clear bowl helmets with a small antennae at the top, similar colour pallet, sound effects, all reminiscent of that time periods view on futuristic science fiction.

## Competitive Statement

Similar in game play as Ratchet & Clank or Jak and Dexter, the audio and visual aspects will be uniquely stylized as retro takes on science fiction. It will also uniquely differentiate itself from other similar games why allowing the player a certain control over how the story unfolds, with their decisions effecting certainly aspects of the level layouts, overarching story and even character development.

Like Ratchet & Clank and even the recent DOOM games, there will be plenty of different weapons to choose from and upgrades as the game progresses. Also, unique collectibles will be available to find throughout the levels for the player to discover

## Essence Statement

An action platformer reminiscent of retro 1950's and 1960's science fiction that allows a player to alter the story and game based on their own choices. Similar in game play as Ratchet & Clank for constant action, exploration and platforming/verticality in the level design.

## Core Statement

Giving the player a choice on how the story unfolds as well as how the level is actually laid out (does it have lava or water? Is it a planet that's always on fire or raining all the time). These choices will be made while the Grandparent is telling the stories and will pause to allow the player to choose one of a few choices which each altering the level, story or characters in some way.

## Goals Statement

The main goal is allowing the player to alter elements of the game to suit their own wants and interests. Instead of the developer dictating exactly how everything is laid out, including the story, the player will have some control over these aspects and help craft the game to their own interests.

Gameplay will have precise movement and shooting with a wide variety of different weapons which also have the ability to be upgraded and have an alternate firing mode.

## Overview

The Grandparent telling the stories to the grandkids. His daughter scoffs at his stories and will at times make snide comments about them, indicating that she wishes she wouldn't fill her kids heads with such nonsense. Most times it will show that the grandparent is seemingly always working on or fixing an old truck in the garage or driveway. The grandparent reminds the daughter how she used to have such a great imagination for things when she was younger and inquires why she stopped looking up towards the stars? She replies that she is far more realistic now and doesn't have time for her parents "flights of fantasy" "The stories are all just that.. stories, nothing more. I never knew what you did with your job, but I wish you'd stop lying about it to your Grandkids". The kids however look up to their grandparent with admiration and awe when they hear the stories.

However, at the end after telling his final story, the Grandparent will pass away from natural causes. While cleaning up their home, the daughter will reminisce about the times before her other parent passed away, thinking of all the stories she heard about the TSF... maybe finally letting her self believe them when she finds the keys to the old truck. Smiling she walks out to the garage and sees the truck. Opening the door and sitting in the old truck she notices an old picture he left there of when she was a small girl, smiling with both her parents. Touched and smiling, she reaches down to grab it when she notices a strange, out of place keyhole. Looking, at the normal ignition switch then back to this strange key hole, she glances down to the keys on the key ring she picked up and, after a moment, notices that one of the keys looks.. Different. Trying the key, it easily enters into the key hole. The camera will slowly start to pan back and out of the garage as a light glow of light appears out of the garage as we hear a strange sound as the “truck” starts.. the daughter inhales and quietly sobs.. “Mom/Dad?”

The game and stories will allow the player to explore different planets and places and adjust the story, levels and characters to a limited degree, allowing the player some freedom in crafting the game. Pre-defined dialogue choices will make these adjustments to the level design layout, character dialogues and characteristics.