

TECHNO BARON



Techno Baron (2020)- Concept Document

Developed by Team ATTA

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Introduction

Welcome to Techno Baron. The latest simulated adventure for PC, filled with holographic patterns and immense speed through a cyberspace daring journey back to the origin that discouraged you in the first place. Fending off impossible odds to justice. A synthetical mixture of music and mayhem designed to push your imagination to the limit.

Elevator Pitch

“In this game and music extravaganza, a lonesome toy must journey through a madhouse of fun and get its revenge on the evil toy chest. Only then can you decide when playtime is over.”

Background & Main Story

Techno Baron incorporates a lot of its creativity from similar predecessors such as *Rez (2001)*. The psychedelic music rail shooter inspired this concept with the genius of vibrant music patterns, triggered by shooting viruses and infectious firewalls to prevent corruption and wake up the heart of a simulation entity. Its main use of sound design enhanced the idea and concentration to make music come graphically alive.

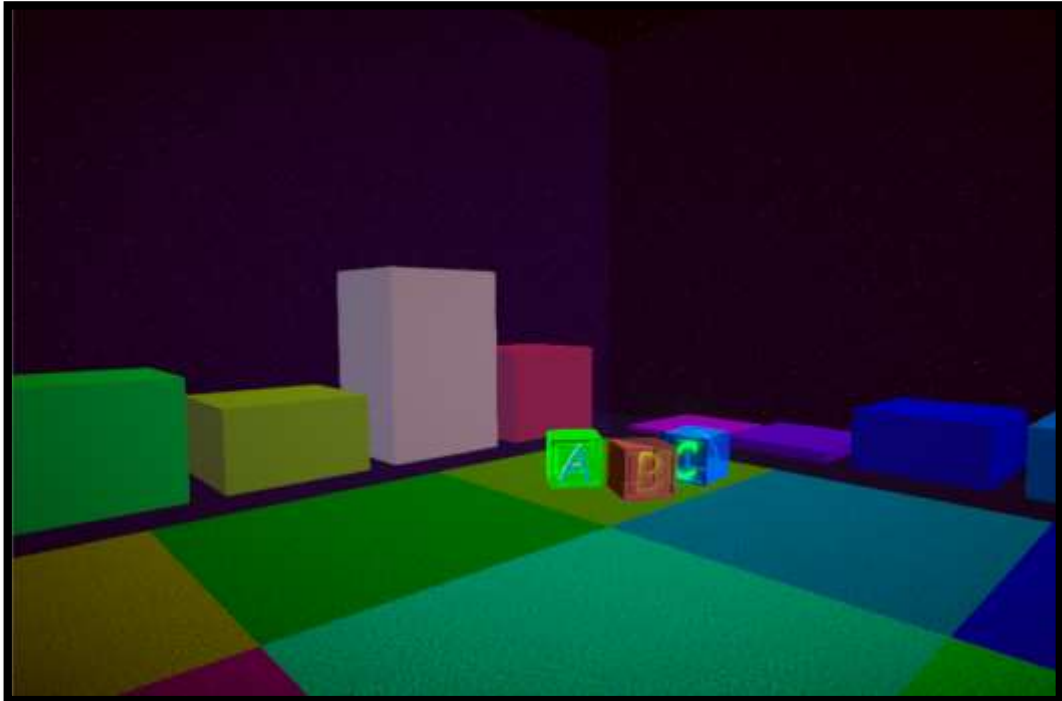
It is strength and ingenuity in rail mechanics pushed the boundaries of this self-driven sub-genre. Another inspiration was *Child of Eden (2011)* which follows similar features regarding the use of rails, but in a space adventure theme as a child's preserved mind that is at risk of being taken over by a cyber virus. A multitude of 5 levels with their own unique themes, as well as musical triggers and events based on player control through each level.

Using these influences created this concept based around children's toys, in a holographic family house where a Musical Biplane will excel through each room representing the levels, only to reach the final boss and decide what fate lies to end the most chaotic playtime ever known. The main story focuses on the Bi-Plane as you are strapped into the cockpit, flying over dangerous territories of the house evading other toys who see your presence as a threat.

Each room is filled with a variation of toys who serve their master, the evil toy chest. Ranging from throwable teddies and sweets, to incoming bullets and lasers from UFOs and Paper planes. Glide the plane and ride the waves of music across the plane's rail as an offensive combo to soar through this virtual masterpiece.

Key Features

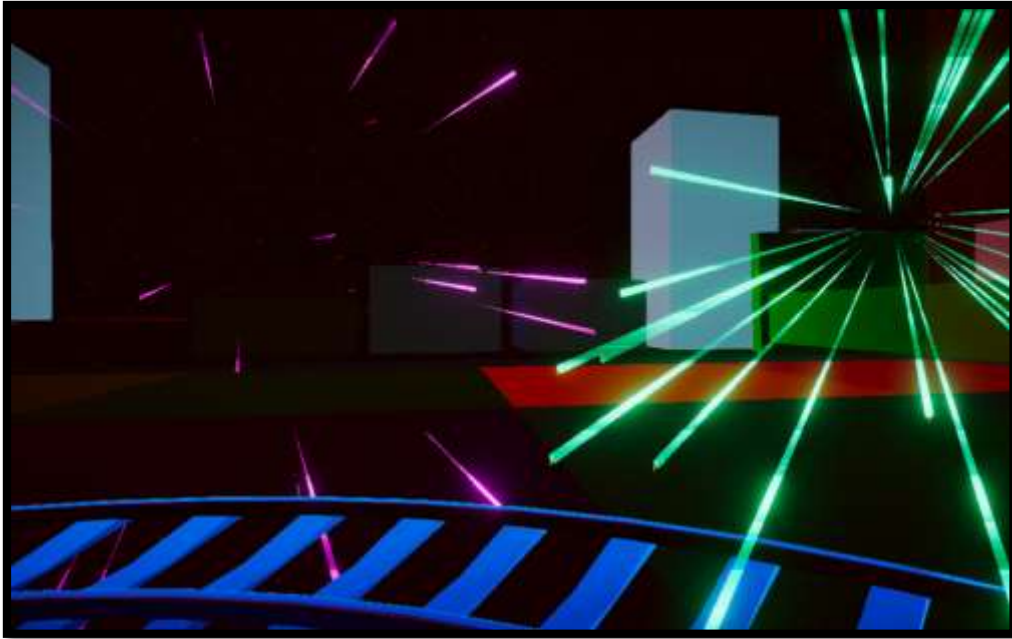
- **Contrasting sound patterns** for each unique stage, boosting pressure and intensity during different encounters.



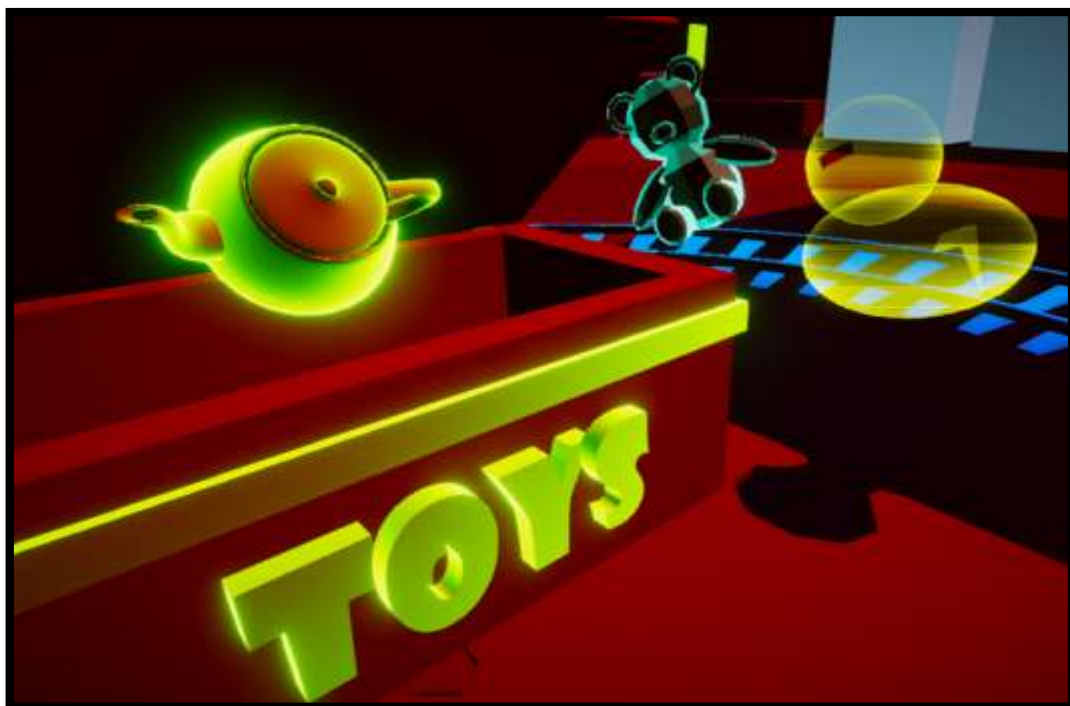
- **Dynamically performing camera angles** to capture each moment of rail-based action.



- **Music and sound** synchronizing when fighting off incoming projectiles, followed by bright and synthetic particle systems after each devastating hit.



- **Unique enemy classes** designed to create an innovative and fun experience, in a simulated and cyber setting.



- **Stylish scene transitions**, preparing the player for the upcoming challenges in each stage.



Product Specification

Techno Baron's Vertical Slice will be released for PC on the Itch page, as a 'Free to Play' to demonstrate a fragment of core gameplay, behind a newly Modernised rail shooter. This will consist of one level, showcasing a 4 stage Boss-Battle filled with chaos and enjoyment.

The duration of gameplay will last 10 minutes which is a common timeframe for showdowns. The game is Single-Player as there are no features that involve community or networking. The finalised version of the game will be released in later years, allowing reputation to exceed for the next best-selling rail title to date.

Genre & Theme

Techno Baron falls into the genre of being a Musical Rail Shooter. The full game will be declared and tagged as Indie, Musical Rail Shooter, Action and Adventure. The theme has been chosen as a modern house, using each room as a stage to play through as an advantage. To keep up the theme's appearance, we will be using the holographic shader that keeps consistency.

Platform & Rating

The game will be developed in Unity (2019.1.5f) and will release on PC, with the option to connect a controller.

Due to the localisation of the game, it will release with a rating of 'PEGI 3' declared by Pan European Game Information. The game does not and will not contain any strong violence or graphical imagery that would falsify the rating.

As the development of Techno Baron continues, we will investigate translating the game for other countries. Other ratings are subject to follow. Obtaining the 'PEGI 3' rating will ensure that both our primary and secondary audiences will have access to the game as it launches user friendly.

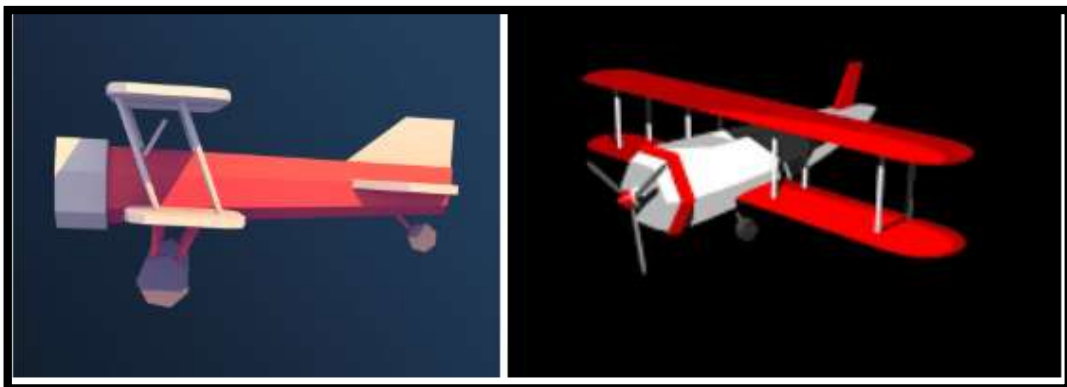


**Game is considered suitable for ages 3+.
Could contain comical violence.**

Assets & Characters

Player

The stylish Bi-plane, inspired from both a child's classic toy, to the time period of planes is the main character you control against all odds. Its chartered flight plan roams around each level, overseeing enemies in a clear angle to lock and load, unleashing carnage in its path to the 6 faced demon.

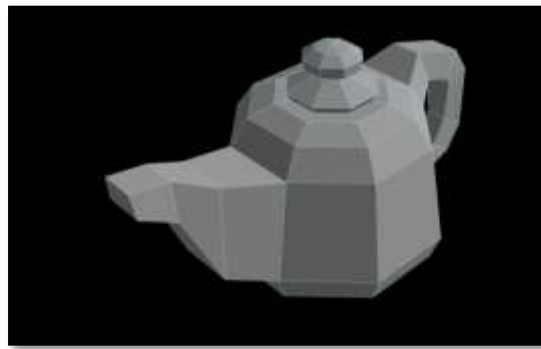
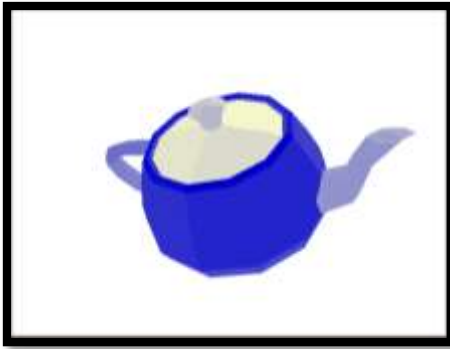


Enemies

Projectile:

These enemies are incoming projectiles that aim to cause disruption to the player due to the swarming debris of toys. They could potentially be a bonus for target practice.

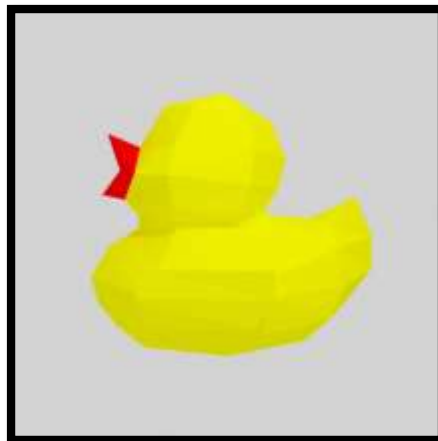
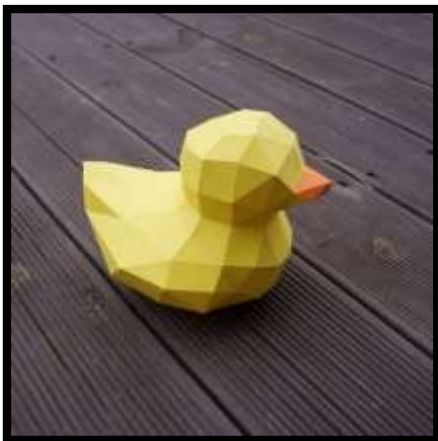
Tea Pot



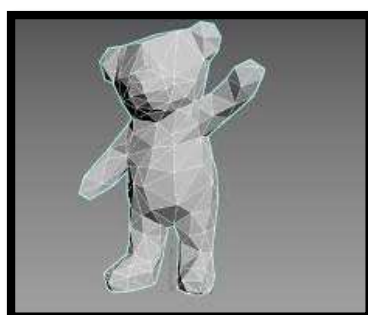
Teacup



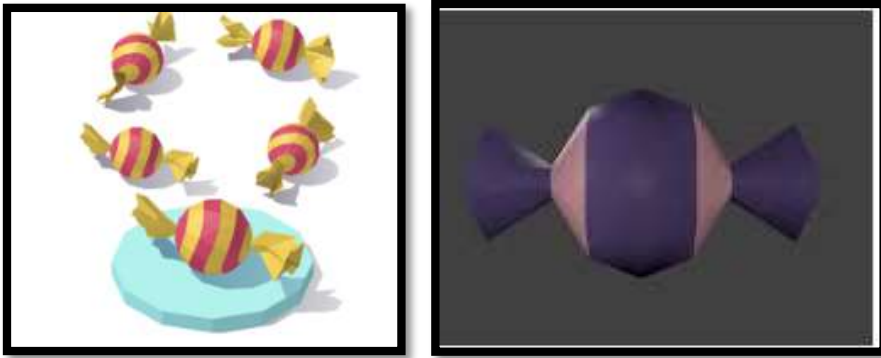
Rubber Duck



Teddy Bear



Sweets



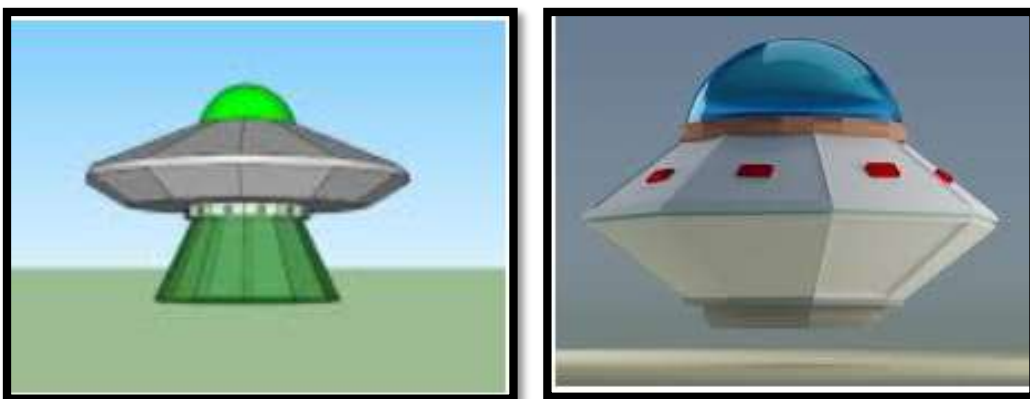
Attacking:

These enemies will be hovering objects at the same altitude as the Biplane. There are two types of weaponry, sweets and lasers that will do in their power to knock you out of the sky.

Fighter Jets (Sweets)



UFO (Lasers)



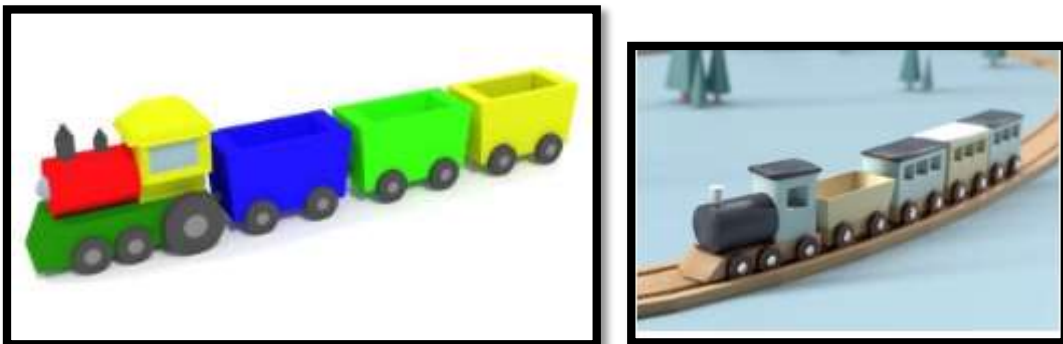
Defensive:

Enemies on the defensive will be protecting their home at all costs. Toy Soldiers will be deployed to cover vulnerable points of entry. These strategies will increase as the levels progress, leading to the final showdown with a toy train, generating a shield.

Toy Soldiers



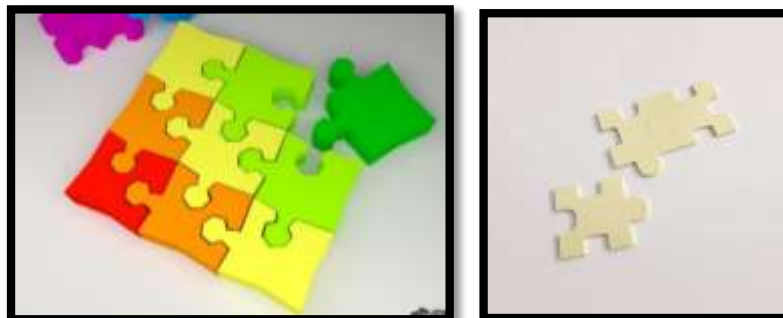
Toy Train



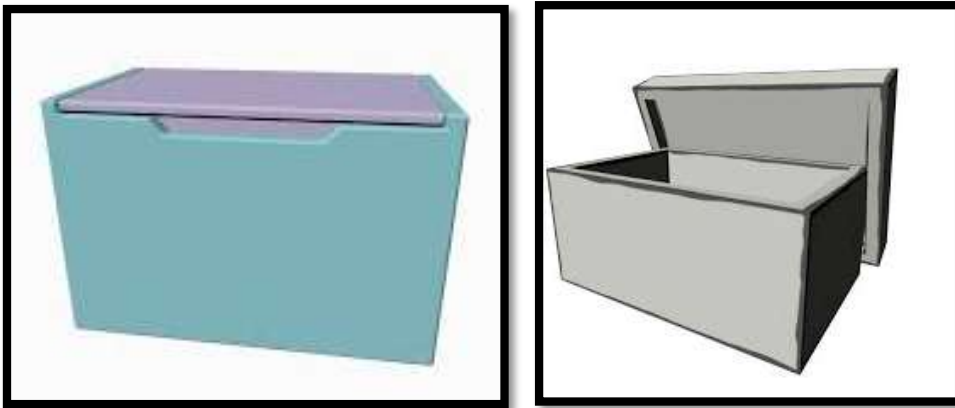
Building Blocks



Jigsaw Pieces



Main Boss



Controls

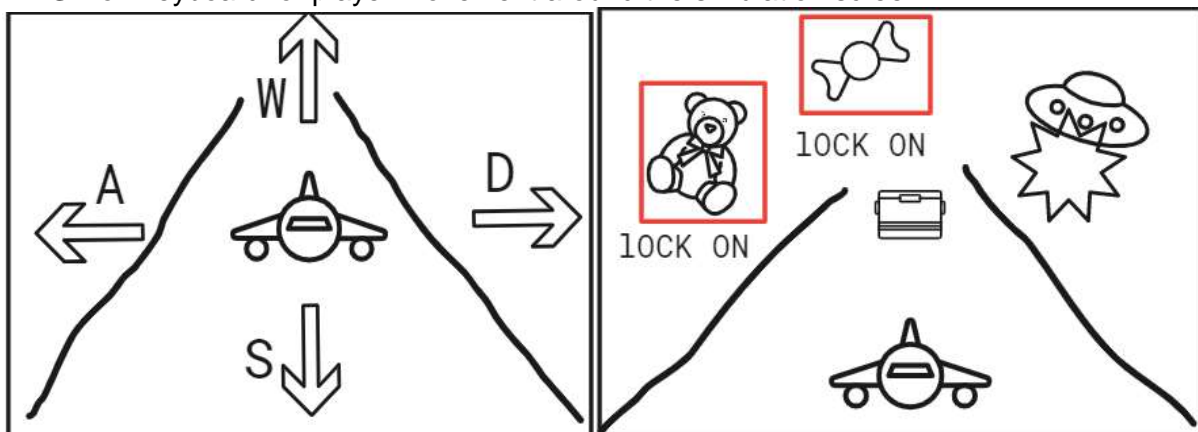
Movement

The Bi-plane has a simplistic form of movement around simulation with the use of keyboard controls. The speed setting is set at a default state to give ease of navigation, depending on the intensity of the battle. Speed may increase for more accuracy and precision.

Combat

The combat has a lock and ready system to fire upon enemies, using the cursor ray cast lock onto incoming targets and fire depending on the range towards the player. Once an enemy is highlighted the player can shoot beams from the Bi-plane and destroy the threat.

WASD on keyboard for player movement around the simulation screen.



Left Mouse Click shoot targets and **Right Mouse Click** to select/deselect targets

Art Style/Font

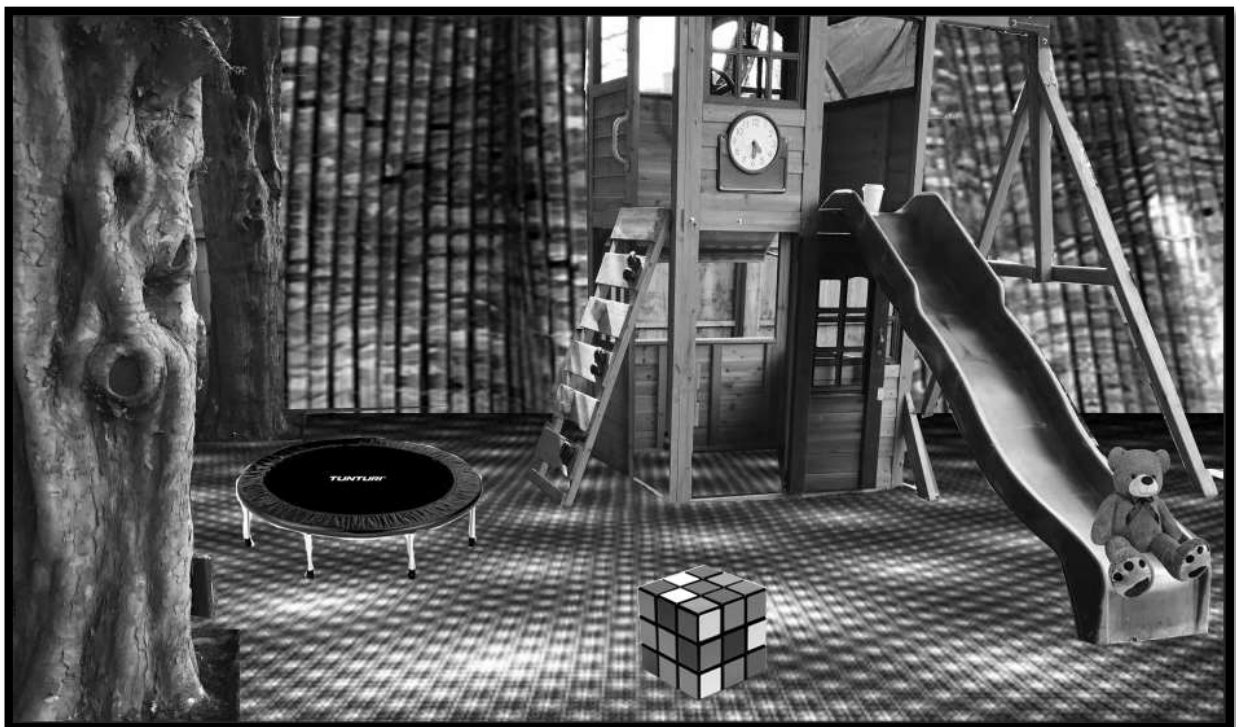
The game will be visually represented using a holographic approach, embracing the use of holo-shader materials as the graphical elements. This allows the use of colour to be enhanced on each object within the levels. The use of font will be in a sci-fi, futuristic, and cartoony format to mix between the visuals and chosen theme.

Concept Art & Mock-ups

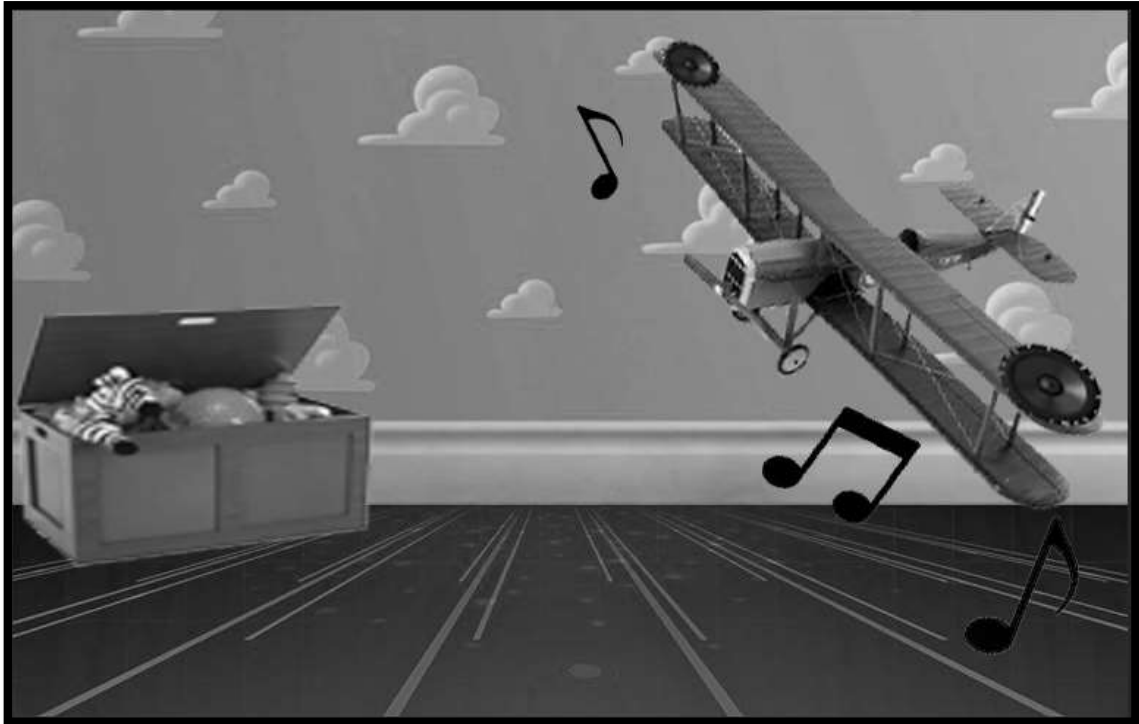
A general idea in the final stage of the toy chest battle with a train acting as shield.



Back Garden Stage with Teddy bear, Trampoline and Rubik's Cube.



Simulated child's bedroom with incoming Biplane. Speakers for music on wings.

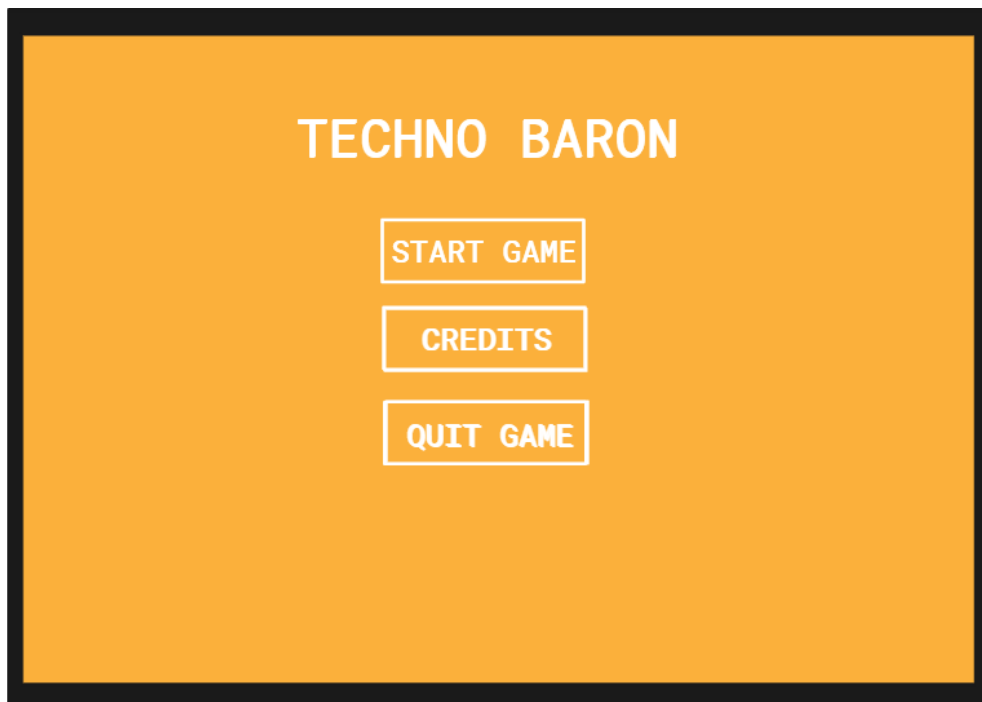


Staircase stage with Slinkys falling and hovering UFOs.



UI:

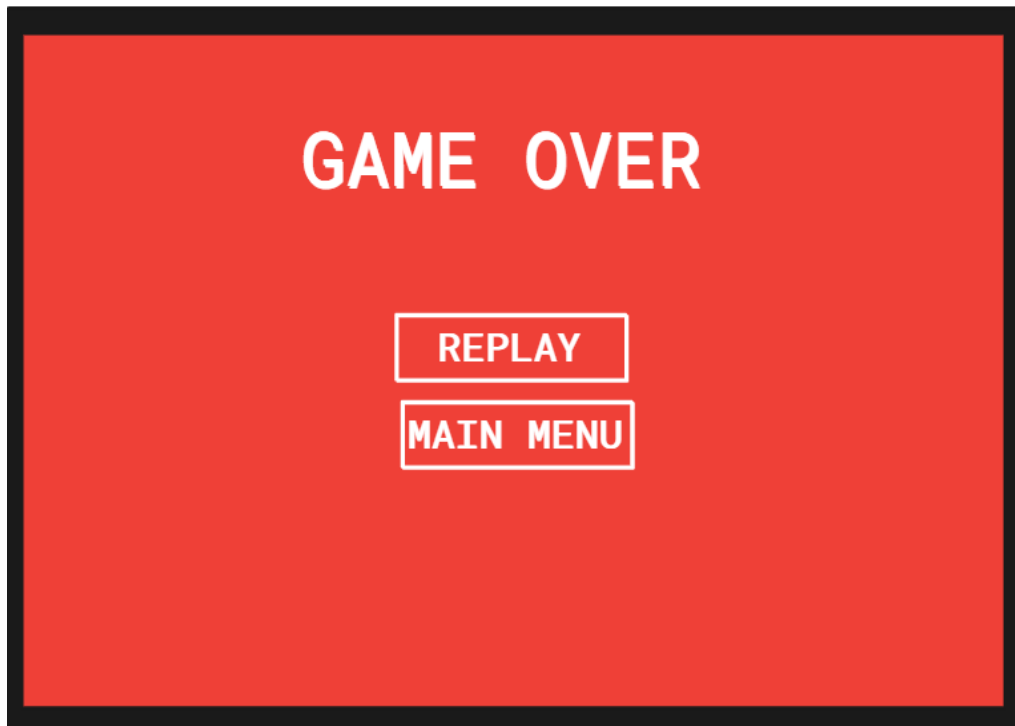
Start Screen



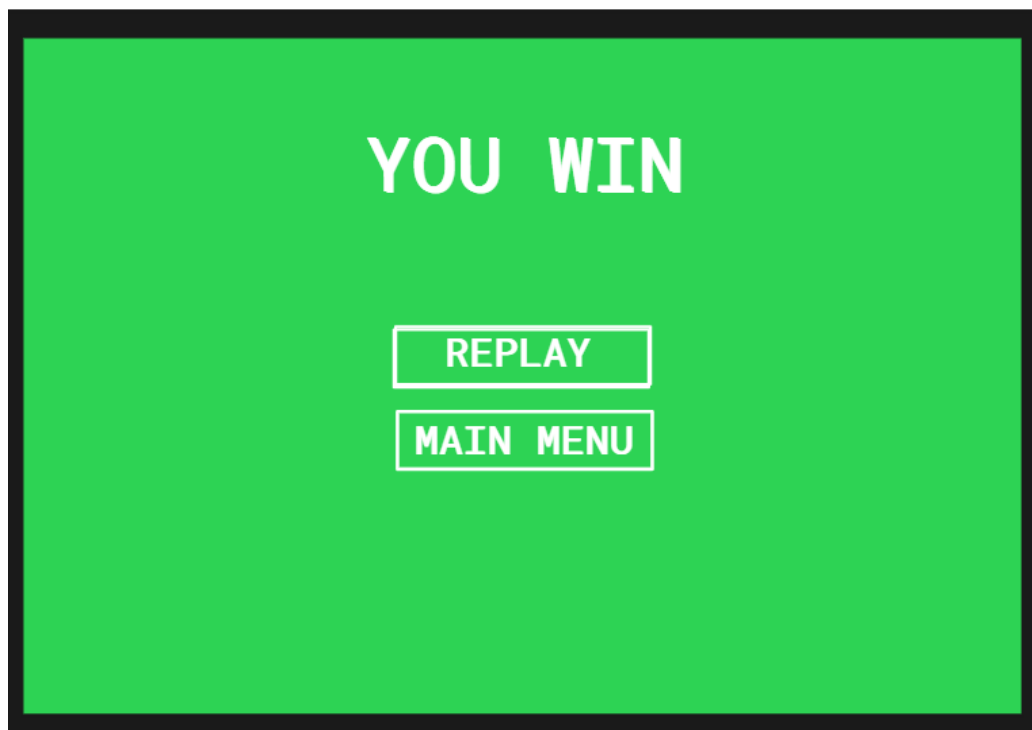
Loading Screen



Game Over Screen



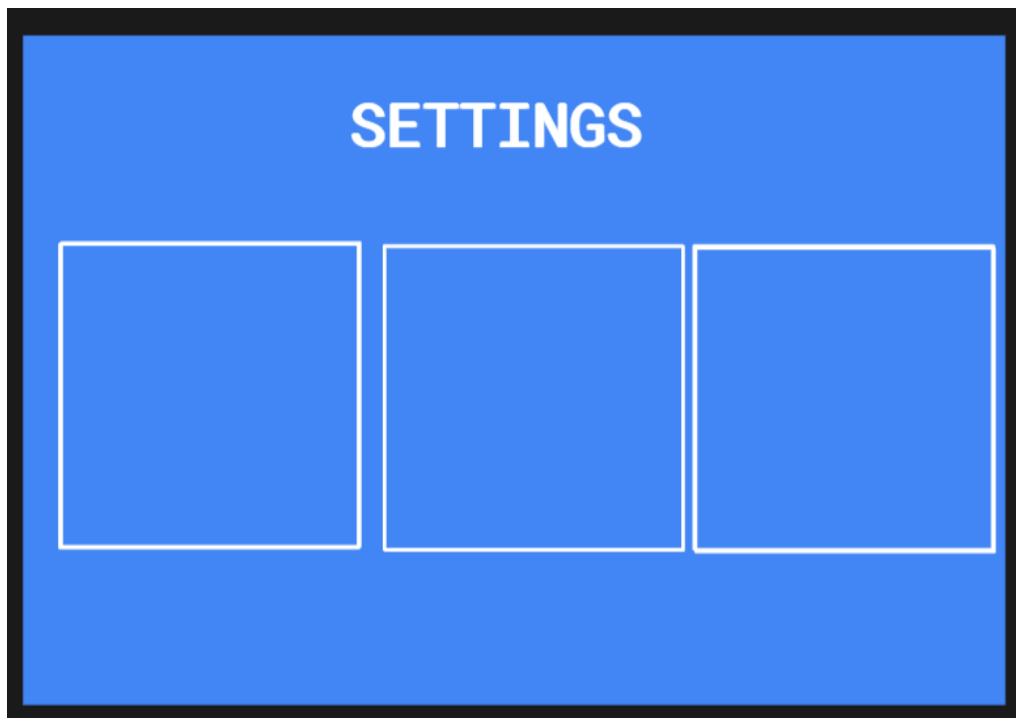
Victory Screen



Credits Screen



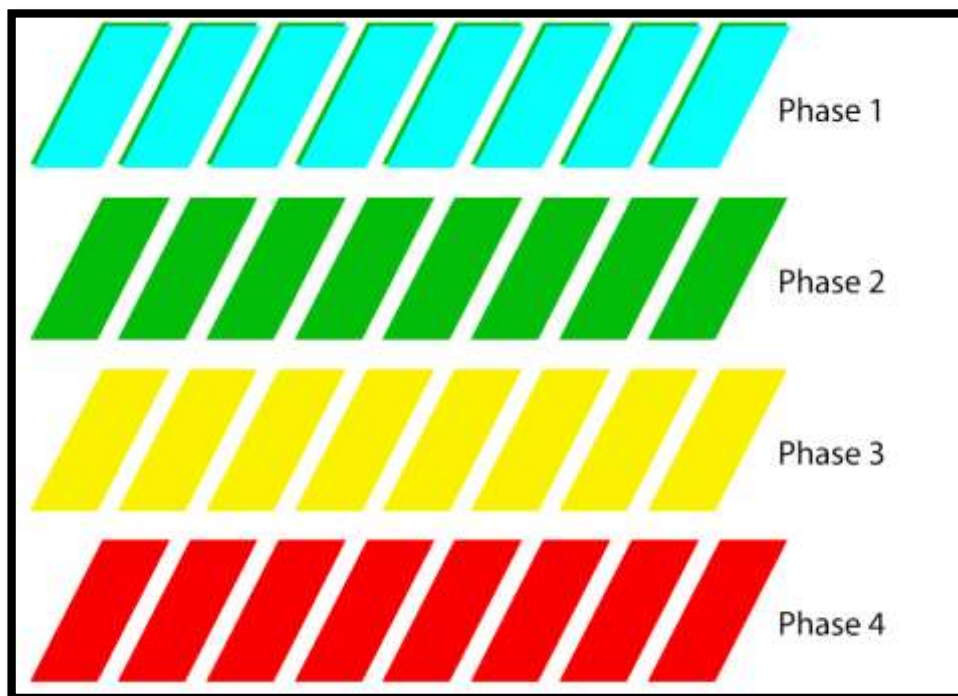
Settings Screen



Warning Screen

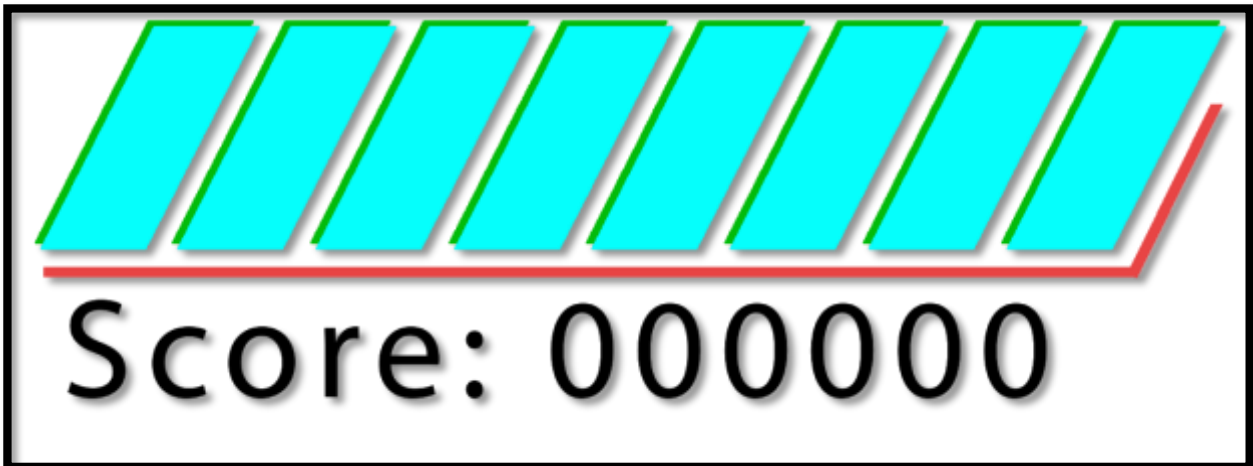


Health Bars:

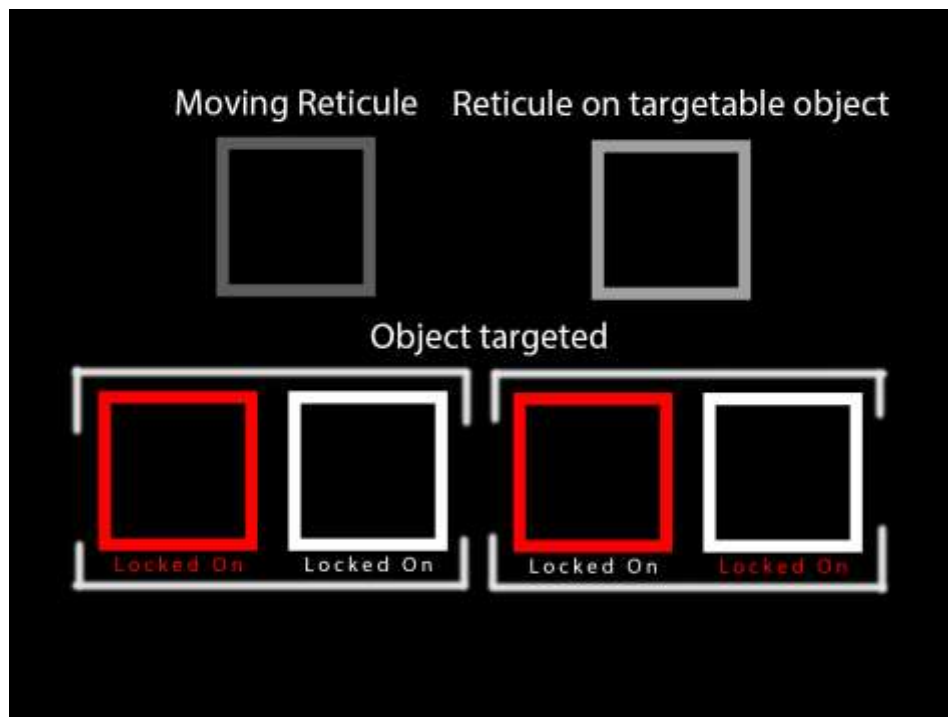


Health bars will change colour through all the phases with the first phase showing a “shield” over the top of the health bar. All health bars will be layered on top of each other and will be slowly peeled away to reveal the health bar beneath.

Scoring System



Targeting System



Moving reticule round the screen

Grey box with some transparency to allow vision of objects behind

Reticule hovering over a targetable object

Box goes solid with no transparency

Locked on to item

Each item gets its own copy of the reticule box and "Locked On" text appears below the box. Both the box and text will flash white and red for a few seconds before switching to a solid colour (maybe black).

Mood Board



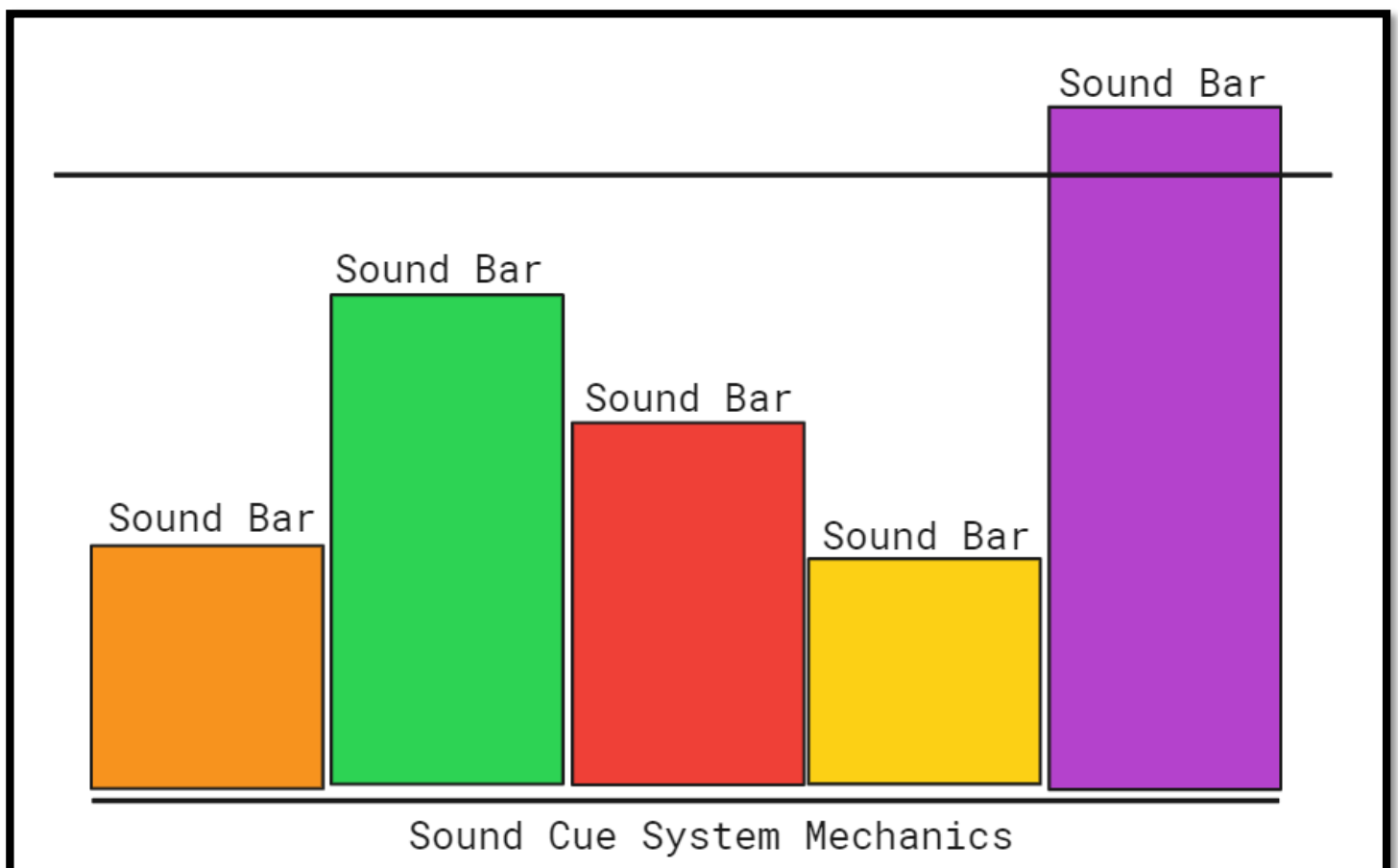
Music & Audio

Techno Baron features **electric swing music** created by Odd Chap. Please refer to the references page for more details. Odd Chap blends techno music with vintage records to create a chaotic and uplifting experience. We believe the techno side links perfectly with our mechanics, whilst the lyrics and instrumental approach does well to compliment assets such as the Biplane and Toy Chest.

In the future, we hope to develop a system whereby the player actions have impact towards the beat embedded within the track itself. Popular rhythm-based games such as Guitar Hero (2005) and Rock Band (2007) use this method to great effect.

For instance, the impact of projectiles, overwhelming moments, direct hits with win/lose scenarios, will all sync to the musical beat of the Odd Chap track we intend to use. The fight will include a range of samples with different rates for intense sound. Each beat drop and wave travels through the sound bar as the player triggers these events. Each set of sound cues represent the vibrating walls around the perimeter of the bedroom (*Boss Level*) and can be seen within the game itself.

Sound Mechanics Design



Levels (Beat Chart)

Level	1	2	3	4	5	6 (Boss)
Location	Kitchen	Living Room	Stairs	Landing	Bathroom	Child's Bedroom
Story	Once out of the garden, the Bi-Plane finds himself in a hostile kitchen environment.	The Bi-Plane conducts its plan to get revenge on the Toy Chest but must overcome many rooms in order to vanquish the Toy Chest.	The Bi-Plane is halfway towards getting its revenge! The Toy Chest is none the wiser.	The Bi-Plane must defeat the enemies in the surrounding environment and check the doors for Toy Chest!	The last obstacle for the Bi-Plane to overcome. Be sure not to get caught in the water!	Finally, the Bi-Plane is back where it started. Now time to teach that Toy Chest whose boss.
Progression	Enter the interior of the house and be greeted by waves of incoming food and toys. Essentially there are limited projectiles and this level will test the players' reflexes.	The number of projectiles has now doubled as the player progresses further. Shoot the incoming objects and once the area is clear, then the player can progress into the next level.	Shoot your way up the stairs as incoming toys rain down from above. Toys include slinkies, building blocks and many more!	Destroy the Hoover by shooting directly at its vacuum bag. The player will also have to deal with environmental changes when the hoover attempts to suck you in.	Eliminate all the rubber ducks in the bath and be careful you do not take damage from incoming projectiles!	Take out the shield by shooting the batteries on the moving train. Only then can you shoot at the Toy Chest.
Enemies	Candy, UFOs, Army Men and Food	Building Blocks, UFOs, Fighter Jets and Ornaments	Slinkies, Building Blocks, Fighter Jets and UFOs	Hoover, Building Blocks, Fighter Jets and Army Men	Rubber ducks, UFOs, Fighter Jets, Battleship and Army Men	Toy Chest, UFO, Building Blocks, Tea Pot, Candy, and Train
Hazards	Enemies, kitchen appliances and projectiles	Enemies and projectiles	Enemies and projectiles	Enemies, the hoover mini-boss, suction, and projectiles	Enemies, the water from the tub and projectiles	Toy Chest boss, enemies, and projectiles
Music	Reunite - Odd Chap	Day & Night - Odd Chap	Downtown Swing - Odd Chap	Fright Night - Odd Chap	Danger - Odd Chap	Return of the Secret Agent - Odd Chap

Boss Fight (Early Access Game)

Toy Chest



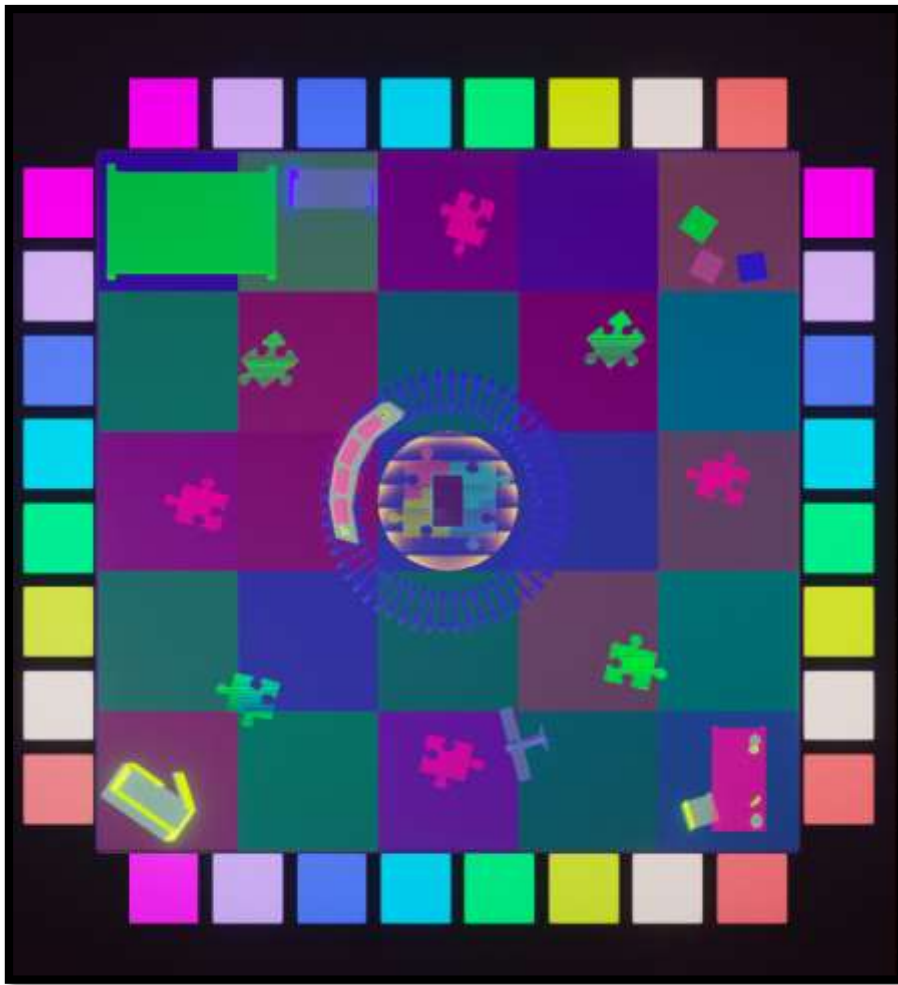
Phases:

Phases	Description
Phase 1	Toy Box is closed, the player shoots at the train circling it to gain access to the box.
Phase 2	With the train destroyed the box opens and throws toys at the player.
Phase 3	Toy Box stops throwing toys at you and sends out aircraft to shoot and attack the player.
Phase 4	Phases 2 & 3 combined.

At random intervals during the fight the toy box will close, and the players focus will be moved to a set of enemies "ambushing" them (fighter jets and UFOs) once defeated the players focus will be moved back to the toy box as it opens again.

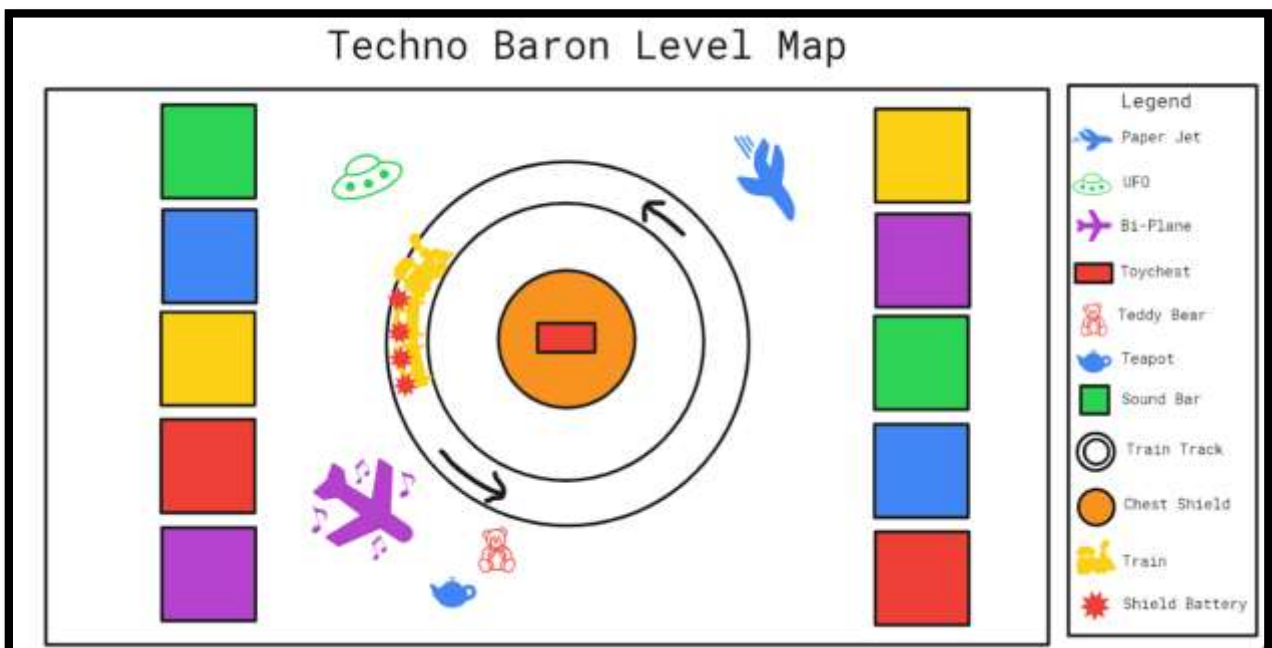
During all phase's toys will fall from the top of the screen in between the player and the Toy Chest to act as distractions and small shields for the boss.

Boss Fight Map Design



The final boss level shows a kid's bedroom in a top down perspective. The centre consists of the chest, safely protected by a shield with a train track around it powering the batteries for the shield's energy.

The different coloured squares represent sound bars that tie in with the audial cues during gameplay. The Bi-Plane in purple, flies around the area to give a clear line of fire and defence to the ongoing shooting and thrown objects.



Market Analysis

Target Market

Techno Baron will be developed and released on PC. There will be the option to play the game with either mouse and keyboard or controller. The choice is entirely on the players preference.

The game will be released on Itch.io in May 2020. ATTA believes the retail price of the game should reflect the quality of the published product. In addition, due to this project being developed and labelled as a 'university project', we have decided to make the game 'Free to Play' and accessible to the majority. We intend to release the boss battle as a vertical slice of the entire game. Note that the full game will be released in the coming years.

Although the genre of the game is unique, the popularity could be considered quite reserved. We intend for Techno Baron to be a spiritual successor to popular past rail shooters such as Rez (2001), Iridion 3D (2001) and more recently, Child of Eden (2011).

As a result of the genre and our unique IP, we have decided to target the game to young teens 14+. With our secondary target being much older males' gamers 35+. We believe the environment and chaotic gameplay to entice a much younger audience, whilst the challenge and mechanics of the game will most likely appeal to Rez veterans.

Top Performance

Developed in Unity (2019), Techno Baron stays up to date with modern, high scoring rail shooters, whilst maintaining that retro appeal with simplistic menu design and holographic shaders. It appeals to multiple generations and will not demand much in the way of computer specifications. Making is easily accessible on a variety of machines (PC & Laptops).

Title Comparison

In comparison to other rail shooters, Techno Baron contains a strong focus on the environment around the player. The movement and gameplay have been heavily inspired by Rez (2001) whilst the theme and aesthetics bring it to modern day. The game is both visually and audibly chaotic. We believe the Boss Battle Demonstration displays this partnership in its greatest potential.

Localisation

The Techno Baron demo will be developed and published for English audiences. Although, this does not rule out the possibility of translating the game for other countries in the future. However, as of May 2020, we will release the game in English.

Publishing

Itch.io

The early access title will be published in May 2020 on Itch.io under the name, ATTA. It will be Free-To-Play and accompanied by beauty shots, a short description of the game and system requirements. All other and or relevant information will be posted and uploaded on the Itch.io page.



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