

# Mind Control



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## Data Sheet:

**Title:** Mind Control

**Support:** PC and video game console (PS4, XBOX)

**Style:** Immersive Sim

**Target:** The games who **like immersive Sim** and the **hard-fun** gamers (Persons who **looking for fun** before everything but also a little difficulty).

**View:** FPS

**Number of players:** Two

## Pitch:

In 2100, the players will **control William and Jimmy Anderson**, two ex-militaries who give his body to science for **some bodily modifications**, after losing their left arms and the left eye for Jimmy. In exchange of those modification, they **will kill some target** who destroy the world with their business.

## Goal/Defeat condition:

**Goal:** Arrive at the end of the level and **kill** the target.

**Defeat:** The **death** of the two characters (Kill by an enemy, Dead by falling...)

## Unique Selling Points :

- A huge liberty of actions
- More base on the infiltration

## Reference



The franchise Dishonored are a huge inspiration **for the infiltration side**, and for the **utilisation of the powers** to succeed to this objective. While Deus Ex Mankind Divided and prey will serve for **the artist inspiration** (universe). And all those games will be useful for the **verticality of the levels**.

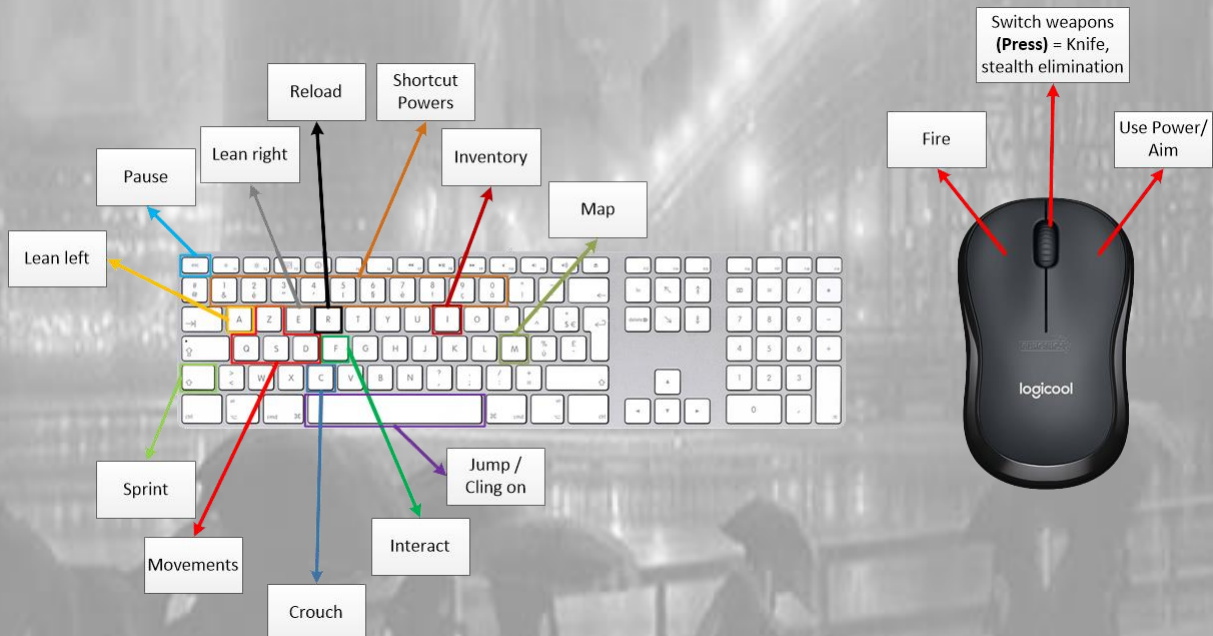
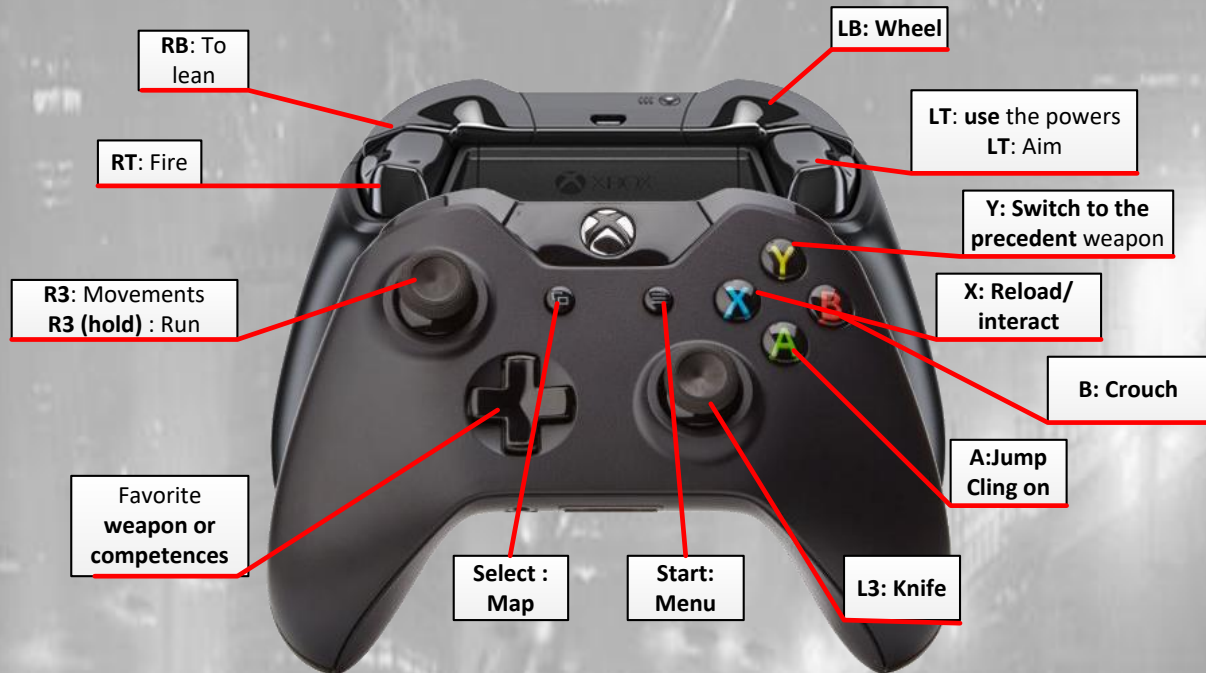
## Intentions of realisations:



The first intention is to give a **huge liberty of action** to the players, thanks to that I want to call **all the skills** (Infiltration, aggressive, the both...) of a player through the levels.

### Gameplay (3C) :

- Caméra : First Person Controller
- Controller



## Principle of the game:

The principle of the game is **clean up** all the area from the gangs, by **killing the boss** of each gang. Use your powers and weapons to arrive to this objective. Play **with the verticality** of each area to **kill easier** the enemies who are on your way. But **cooperate** to see this efficacy double.

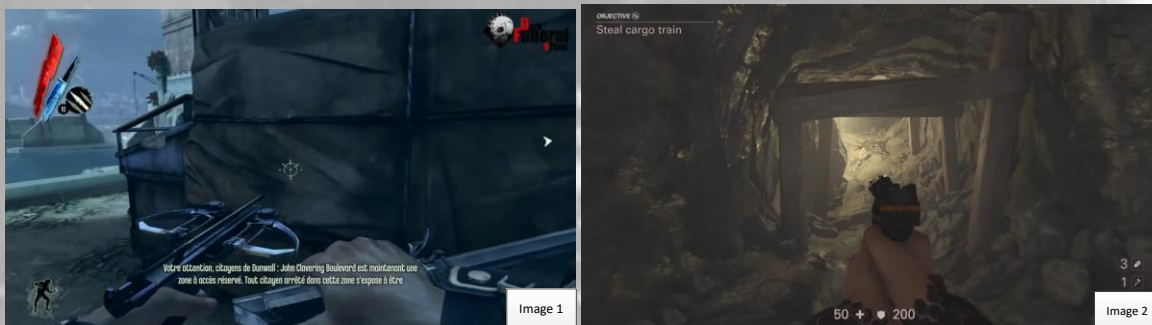
- Character :

### I – Movements

The movements of the character will **be fast enough** to escape from **the enemies** who run after you. *(Refer to. Image 1 and 2)*

<https://www.youtube.com/watch?v=wr23QtWt7Tc> = Dishonored

<https://www.youtube.com/watch?v=c3PrqapGKPg> = Wolfenstein the new colossus



### II- Run

The players can run to faster in their movements. There **won't be any stamina**, to run without limit. But run near some enemies **will attract the attentions** easier than he will be crouch.

<https://www.youtube.com/watch?v=87oa3oVYN5A> = speedrun Wolfenstein

[https://www.youtube.com/watch?v=LDGrV\\_J09ws](https://www.youtube.com/watch?v=LDGrV_J09ws) = speedrun Dishonored

### III- Crouch

The players can crouch their character to **pass through some close place** but the most important is to be **noiseless** and kill the enemies stealthy. *(Refer to. Image 3)*



Image 3

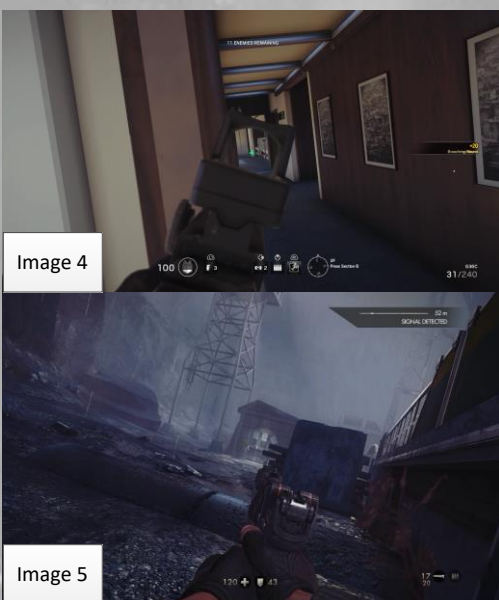


Image 4

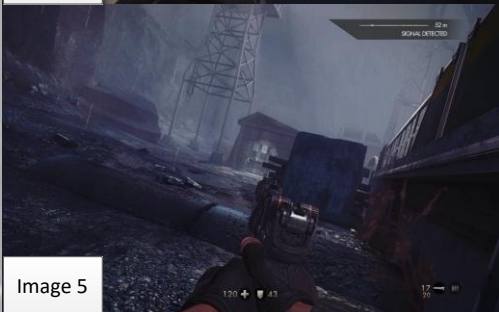


Image 5

#### IV- To lean

The character will can lean the top of their bodies just **behind objects**, to see the enemies around. They will have to **hold** the button RB. (They can just lean **on the left, to the top and to the right**) *(Refer to. image 4 and 5)*

#### V – Fire

The character will able to fire just if **there are** some bullets in the magazine. The **fire rate** will change in function of the **weapons** and the **accessories** on them. *(Refert to. image 6)*





Image 6

**Tow sights** on the weapon to be more **concentrate** on the second one

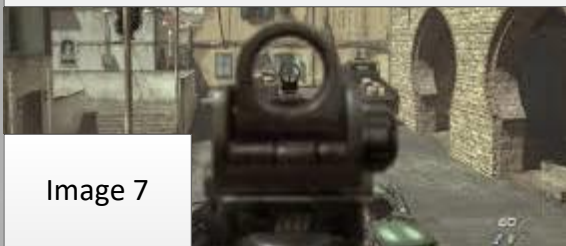


Image 7

#### VI- Aim

Besides, the character will be able to fire **without aiming** but his **currency will be better** by aiming. On each weapon, there will be a **sight**. *(Refer to. image 7)*

#### VII- Reload

The characters will be able to reload **when they want** (if there is at least **one bullet fire** before), but a **warning** will appear on the middle of the screen. (1/3 of the magazine left). The time of reloading **will change** in function of the magazine that the character use. *(Refer to. image 8)*

Rise up a little bit the weapon  
to show the reloading



Image 8

### VIII – Jump

The characters can jump in **length and height**:

High Jump:

When the player **will press** the jump button, the character **will jump** at 50cm from the floor (50cm between his feet and the floor) (*Refer to. image 9*)

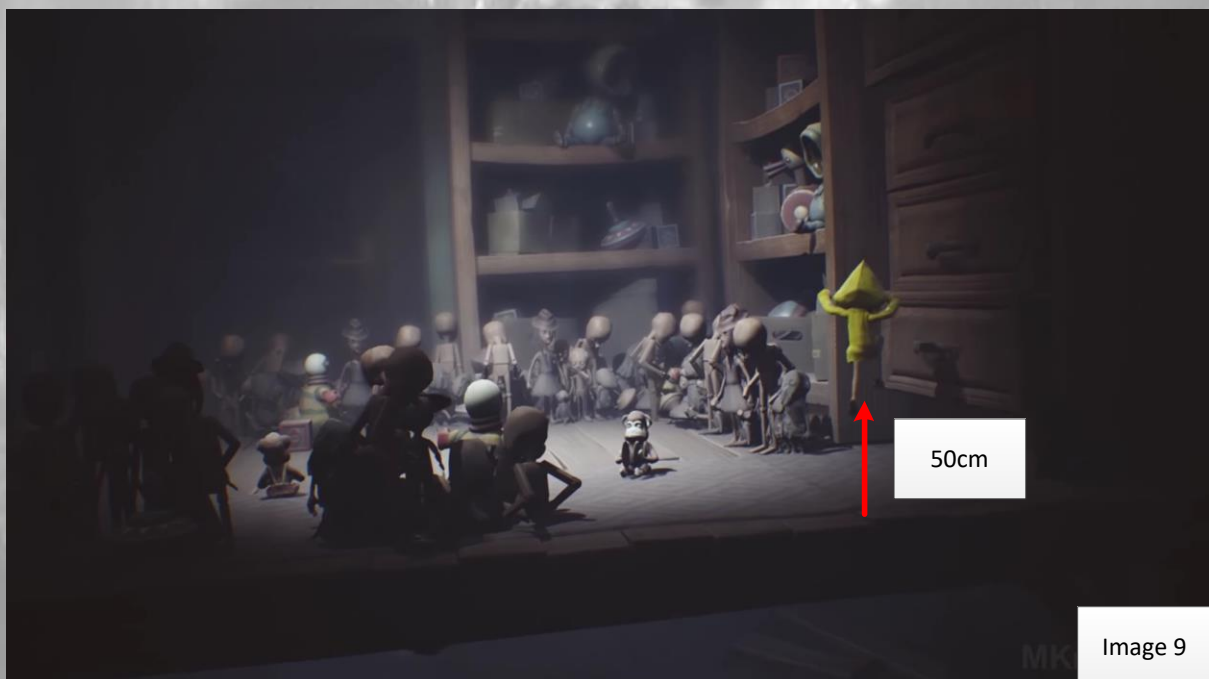
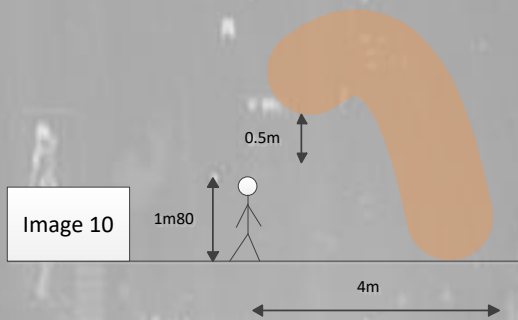


Image 9

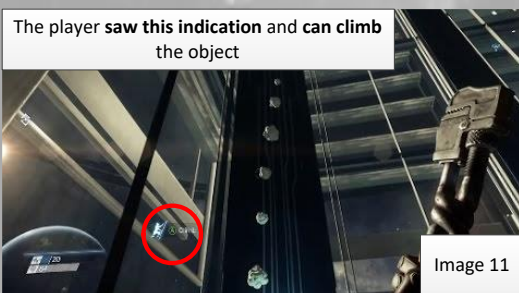


### Long jump:



The height jump will be able to go to **4 meters**, the players will be **able to control** they characters in the air to fall where they want. *(Refer To. image 10)*

### Cling on:



The characters will climb some objects **by pressing A**. More the object **will be little**, more it will be easy to climb them. **The highest** object will measure 2.5m. An **indication** will appear for the climbing objects.

*(Refer to. image 11)*

The **animation will change** in function of the height. *(Refer to. Image 12 and 13)*



### IX- Interact

The character will interact to **open doors** or to pick up some **ammo boxes**. He just must be near to the object and **will appear in highlight**. *(Refer To. image 14 et 15)*



### X-Switch



The character will be able to **switch to the precedent** weapon by pressing Y.

### XI-Stealthy elimination

The character can make some Stealthy elimination, when they **are close** from the enemies. When the character will be close enough from an enemy, the button he must press will **appear** and the cursor **will become red**. This kind of elimination can be done when they want but it will be better stealthy. Furthermore, if the elimination is stealthy, **they won't be detected**, and the **energy bar will increase** a little. (1/10) But if they eliminate (like this) an enemy **near another** (less than 3 meters) or another guard saw this elimination, the character will be punished. (Refer To. image 16)

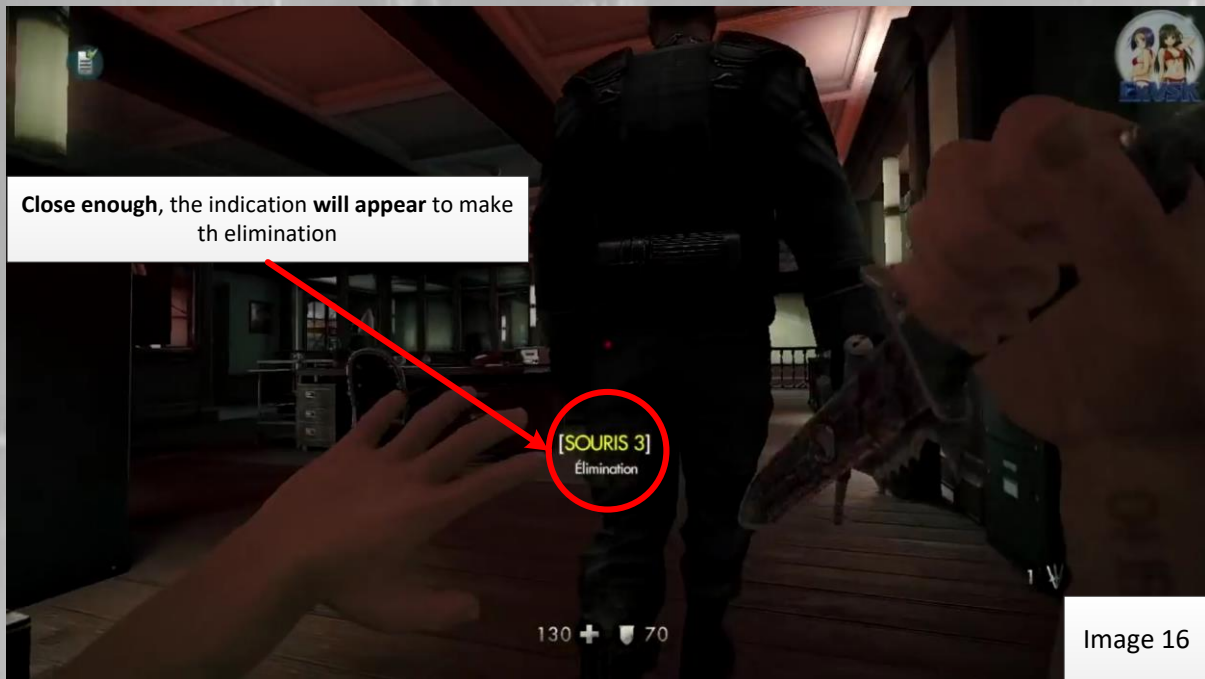


Image 16

### XII- Two characters, Different capacities.

William Anderson (just the left arm)

## Teleportation

(Refer To. image 17)



Image 17

The teleportation **works like in portal** with two portals of different colors. For each portal the range **won't have any limits**. The difference with portal is the choice of portal doesn't exist, the player **presses** the button and the first one appears (the enter) and he **presses a second** time and the second one appears (Exit). The portals will disappear after **5 seconds**. (So, he has 5 seconds to make the second portal) And the character will be able to make another portal **after the destruction** of the two before. It can be useful to **hide** some corpses or **kill** someone far (Of

course only the characters are able to pass through the portals). It's **just possible** to create them on floors, ceiling or walls.

First Stage :

- **Unlock** The capacity will use 1/3 (33%) of the energy bar. **Use the energy** just if the both are created.

Second Stage :

- **Not wait the disappearance** of the two portals to create another one (use the same quantity of energy)

Third Stage :

- **Use less energy** ( $1/4 = 25\%$ ) and the length is increase to 7.5 seconds

## Super punch



Image 18

The shield allows to the character to protect himself **against the enemies' bullet**. When the character activates his shield, **he can't fire** (without any weapons). The shield activates itself **just in front of the character**, so his back is exposed. The character must manage his moves.

*(Refer To. image 18)*

First Stage:

- **Activate the shield** in front of him, use 1/3 (33%) of the bar and stop the bullets only from the assault rifle, guns.

Second Stage :



- **Allow to send back** the bullets of the enemies but just in front of the character (use 50% of the bar)

Third Stage :

- Allow to **push away** the enemies who will fight in **close range**.

## Thor

The capacity Thor will give the chance to **electrocute** an enemy for 3 seconds (except the colossal). Until the capacity isn't upgrade, **it's not lethal**, it's just paralysed the enemies.

*(Refer To. image 19)*



First Stage :

- **Unlock** the capacity and use  $\frac{1}{2}$  of the energy bar (50%).

Second Stage :

- **The length** is increase to 8 seconds (8secondes)

Third Stage :

- Electrocute the enemies in a 2m **radius and decrease** a little their health (use  $\frac{2}{3}$  of the bar) *(Refer To. image 20)*

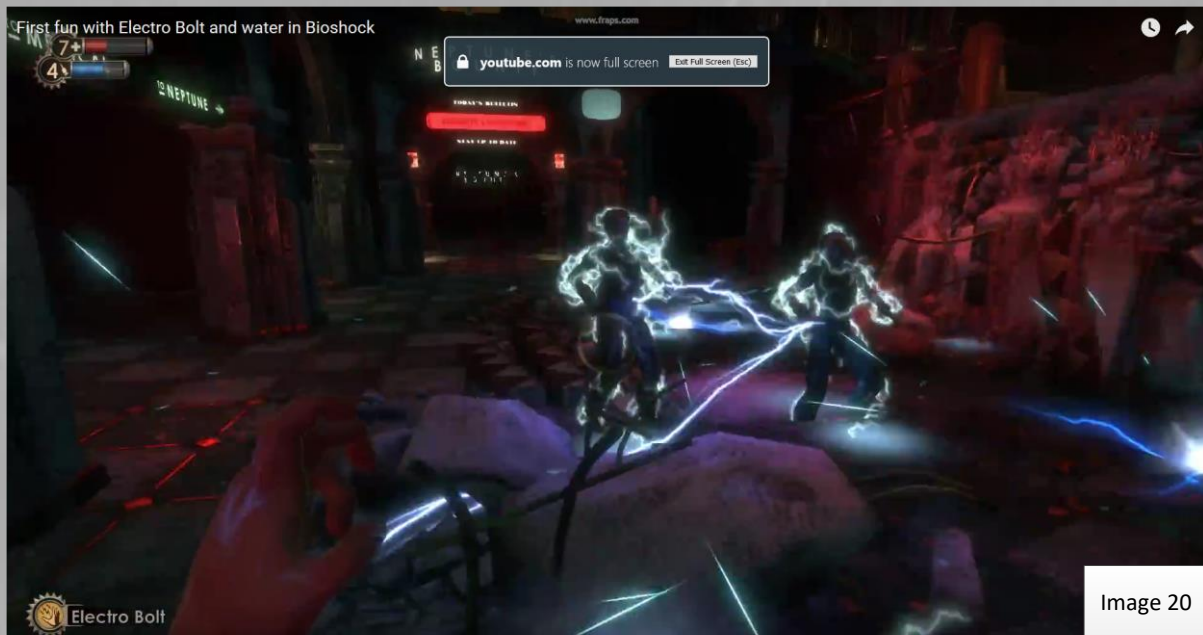


Image 20

Bryan Anderson (Eye and left arm)

## Impulsion

The impulsion will **detect the enemies** in an area of 7 meters (**even behind a wall**). They will appear in red for 5 seconds. Besides, the impulsion come from his eyes, so if the character moves, the area detection **will move with him**. Furthermore, the impulsion will give to the player to see **the electronics chips in the neck** of the enemies in blue (to control them) or **the breakables walls** in green. The other objects show by the impulsion are the objects for the upgrade of the capacities like the electronics chips or the rest of arms, but **it will only their figures**. *(Refer To. image 21)*



Image 21



First Stage :

- **Unlock** the capacity and use  $\frac{1}{4}$  (25%) of the energy bar.

Second Stage :

- **See the objects to upgrade** the capacities or weapons

Third Stage :

- **See the pattern** make by the enemies in orange. Use  $\frac{1}{3}$  (33%) of the bar. *(Refer To. image 22)*



Image 22

## Manipulation

The manipulation will serve to **give order** to the guards for example. Useful to **distract** the guards or **kill** them Stealthy. Or maybe to telling them to go somewhere. *(Refer To. image 23)*



### First Stage

- Allow to **activate an object** (who has an electronic chip) to distract enemies. Use 1/3 (33%) of the energy bar.

### Second Stage :

- Allow to **give orders** to a guard and go somewhere (for example). The character will select an electronic chip and he will **unlock a circle** and when he will press the action power button the enemy will go where the circle is. *(Refer To. image 23)*

### Third Stage :

- **Allow to explode** the chip in the neck of the enemies directly. If there are some enemies in the area, they will be in search mode. Use ½ (50%) of the bar.

## Invisibility

For 7 seconds the character will be invisible, and no guards **will see him, except** if he is firing or attacking. To prevent him that he won't be invisible anymore, the character **will start to flash**. If the enemies are on search mode, the invisibility **doesn't stop the search mode**, the character must be hidden. Also, if **he takes some damages** from bullets for example, the invisibility is stop. *(Refer To. image 24)*





First Stage :

- **Unlock** the competence and use  $\frac{1}{4}$  (25%) of the energy.

Second Stage :

- **The length** is increase to 10 seconds.

Third Stage :

- **Allow to kill someone** with **the knife** without enable the invisibility. Use  $\frac{1}{2}$  (50%) of the energy bar.

### XIII – Health and Energy Bar

#### **Health:**

The character will always a **visible bar** (with number) for the health on the screen, the character will **lose health** with damage falling or take bullets for example. But there is a way to **re increase their health** by use **consumables** like med kit (give 25% of the health of the character) (*Refer To. image 25*) (the aspect won't change), but also with some **little consumables** like fruits or bandages (*Refer To. image 26*). Furthermore, **after 5 seconds** without taking damages the health will increase **to the upper number** (for example if the health if on 31 she will increase to 40). If one of the two character has **no health anymore**, he falls **on the ground** and he needs to be revived (30 seconds to revive him). During those 30 seconds, the character on the floor **can move** but just move. After those 30 seconds the body will disappear and **respawn in a vat** like in Bioshock franchise. If the both die, they will respawn **one piece before** with all the enemies back.



Image 25



Image 26

## Energy:

The characters have an **energy bar (and numbers)** who represent the energy of their capacities. She will **decrease** in function of the powers used. (with the percentage show before). And Contrary to the health it will **never decrease to 0** and even that happened she will **come back to 25** (always if she under 25), to give the opportunity to the player of always **use the characters' capacities** (after 5 seconds). But there is way to have more energy, by **consuming some nuclear batteries** in the different levels. (*Refer To. Image 27*). Each battery will give it back 25% of the energy.

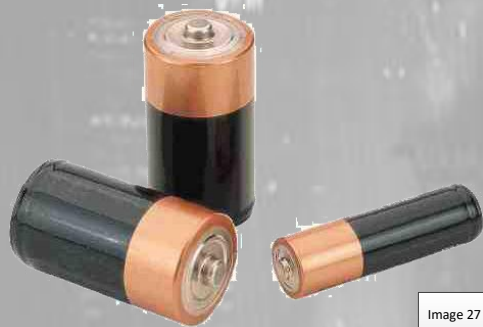


Image 27

## XIV-Weapons

### Assault Rifle

The assault Rifle have a **better range** than the other weapons. Also, a **huger magazine** with an average of **32 by magazine**. The inconvenient to use them is, you **can't equip a suppressor** and if the characters use them, they **can't use their capacities**. (Bullet limit = 32/160)



### SMGs

The SMGs are **useful close** to the enemies. The character **can't equip** them with a suppressor but **can use their capacities**. (limits bullets = 24/120)





### Guns

The guns **don't have** a huge range but **can be equip with a suppressor**. (Limit bullet = 10/50)



### Knife

The close-range weapons **won't be some collectable**, there is just one close range weapon during all the game. It can give the opportunity to make some stealthy elimination **to dodge the attention and increase** a little bit the energy bar for the capacity. The energy bar **doesn't increase** if the enemies are in search mode.



### Accessories

There are **two categories** of accessories. One base on the **stealthy side** and another one on the **aggression side**.



### XV-Inventory/Wheel

The inventory will work like the **one in Deus Ex or Prey**. It means will a limit of stocking (*Refer To. Image 28*). It will possible to **stock every consumable** like the batteries, ammos [...]. The stocking will **work by cases** and each case **have a limit** for example, a case has a limit of 5 apples, if the character picks up another one that will use another case. Of course, **more the object is big** more it will take place in the inventory. To give something the character will just must **drop it and the object will spawn just in front of him** to be pick up. ("For the bullet, the guards will **drop some magazine** and the players must to **press X** to pick them up. He will win **a few bullets or a complete magazine**, it will depend of this ammos stock.")



For the wheel, it will be **useful to list the capacities and the weapons** is just wanting to use. The weapons will be in first follow by the capacities. There are also **short cuts for the consumables** of the health and energy. With the wheel the player **won't wasting his time** to watch in the inventory to use something. (*Refer To. Image 29*)



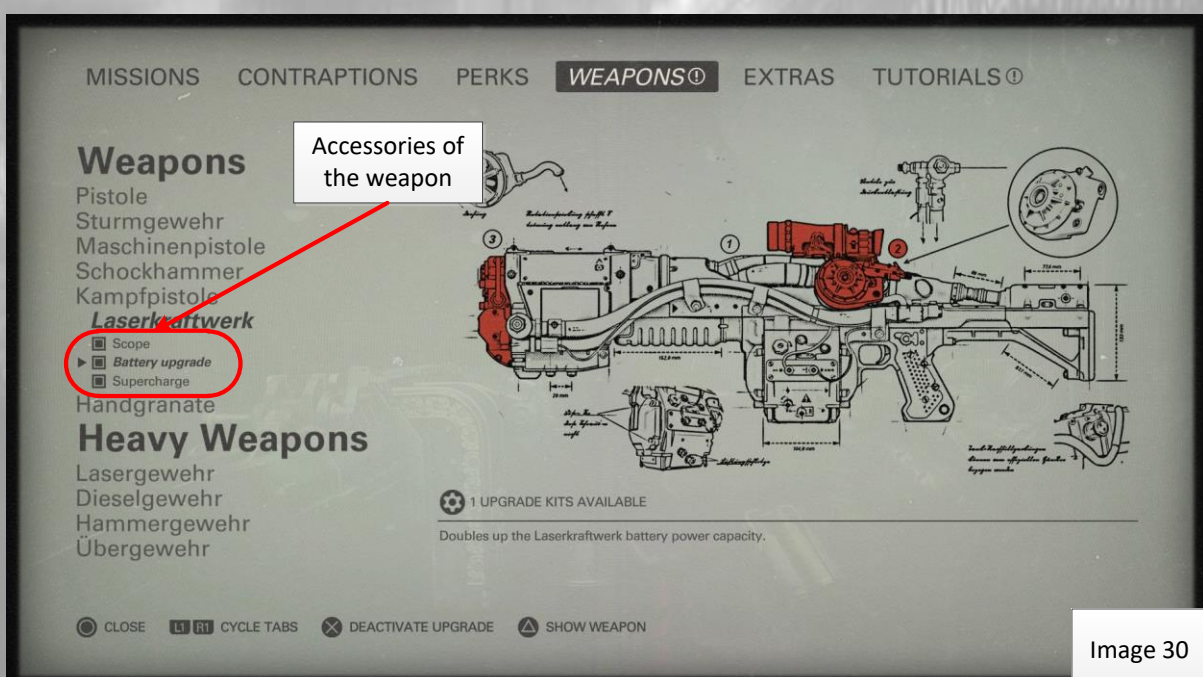


### XVI-Upgrade weapons and capacities

The amelioration of the weapons and capacities will be **directly in the menu Start**. In the menu start the player will see **two categories** "Capacities" and "weapons". And each upgrade will **use some consumables**.

#### **Weapons:**

The character will have to find some **unfinish electronic arms**, to build those upgrades. Contrary to the capacities, there **aren't some stages of upgrading**, if the character has an unfinish arm he can build an upgrade. Each weapon has **different accessories**. (*Refer To. Image 30*)





## Capacities:

The consumables to upgrade the capacities are some **electronic chips broken pieces**. Each stage **cost a few chips** and for example if you want to **upgrade the stage 3 you must upgrade the stage 2** first. The competences in common between the both characters can be upgrade just one time. *(Refer To. Image 31)*



Image 31

Teleportation: 1->3->5

Manipulation: 2->5->7

Super Punch: 3->4->6

Invisibility: 3->4->5

Impulsion :1->2->4

Thor: 4->6->8

Longevity: 2 (**Increase the life** of 50%)

Power +: 2 (**Increase the energy** of 25%)

gunman: 3 (Allow to fire with an Assault rifle **with one hand**)

Steel legs: 4 (Allow to **resist of the falling damages** more than 20 meters)

Ninja: 4 (**noiseless** when the character run)

Quick Revive: 4 (Allow to **revive someone quicker**)

Porter: 5 (**Enlarge the inventory**)

## XVII-Enemies

The enemies will have a **different behaviour** between them. Indeed, there are different enemies, with **different weapons and shapes**. But the **search mode is the same** for all of them. On each enemy there is a **visual cone** in their two eyes and if one of the character pass through it, the **search bar will appear (up to the head of the enemy who detect the character)** and start to Increase. *(Refer To. Image 32 and 33)*. On the second stage the bar **will become red** and he will start **to go in the direction** of the character. If the bar is increase to her maximum **all enemies pass to the search mode**. It means if they see the character they **shoot directly**. The only ways to escape from the escape mode it's to **not be found for 10 seconds** or to **kill** the one who start to detect the player.



Image 32



Image 33

### First enemy (Soldier):

The first enemy will be classic, just an **assault rifle, not so much life**, enough to survive **from a few bullets**. With a **pattern** that they **will follow** until they are in the search mode.

Stats :

- Health : 100
- Damages : 10/bullet
- Range: [0m ;15m] up it will be harder for them to touch the characters.







### Second enemy (colossal):

The colossal will **be bigger but slower** but enough fast to turn himself quick. He **won't have a health** at the beginning until the character **destroy his shield**. To destroy it there are **3 weak points** at the back of the colossal. To destroy them, the characters **can shoot on it or knife them**. Once this shield destroys, they can shoot him to kill him. He will have **circle pattern** to walk around the piece and he is the only one who **doesn't break his pattern** in search mode.

Stats :

- Health: 70 when their shield disappears
- Damages : 20/Bullet
- Range: [0m ;10m] up it will be harder for them to touch the characters.

### Third enemy (Sniper):



The third enemy will be a **sniper**. He will have an **electric weapon** who will **enable the capacity** of the characters. During this electrocution, their arms will be **electrocuting, that will give a feedback** to the players when they will be able again. This enemy will **be always higher than the others** and his particularity is **to stay in altitude** even in search mode. His **little shield** will give a little difficulty to the characters to kill him.

Stats :

- Health: 100 + 50 (shield)
- Damages: 0 electrocute just the character's arms.
- Range: [0m ;35m] up it will be harder for them to touch the characters.

### Fourth (UAV):



The last enemy is a UAV who **fly around the area by itself**. He is also the only one who **doesn't respect the search mode** because when he will see the character, he will purchase him directly. It will hard to escape from him because he is fast. To kill the character **must fire on his propeller** (between 2 and 4) because the rest of his corpse just **push back the bullets**. They will be visible by a red light.

Stats :

- Health: 35 on each propeller
- Damages : 5/Bullet
- Range: [0m ;5m] up it will be harder for them to touch the characters.