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General Infos

1. Introduction

1.1. Text Recap

In his “Discourse on Voluntary Servitude”, Etienne de la Boétie is arguing against the current leaders, and against any government as a whole. A way of thinking that would be called “anarchist” nowadays.

Hence, the author is noting that any leader only has the power that we give them. This means that any dictator can be toppled, if enough people collectively decided to not follow their orders. However, still according to the author, the people are like their master, preferring the status quo and its promised stability, to the unknown of a revolt. As such, in exchange of decent living conditions and mostly distractions, any people would accept the authority figure which made the offer, maybe even glorify them, as long as the people’s situation seems stable or bettering itself. This way, it’s more about convincing the people that they shouldn’t give any credit or taxes to their leader, as a way to remove said leader’s close allies’ power, rather than find a way to make them more humane. Indeed, a tyrant can’t act alone, and always need a small team, which are submissive enough toward their power. Each of them will then have a certain amount of lieutenants, each with their own team, etc... until all the people are dominated. As such, if any part of the pyramid remove themselves, everything falls apart. This means that the people, being at the bottom, are the ones with the most power to validate or invalidate the leader’s power, by acting on the whole organisation.

1.2. Idea and link with the text

The game uses the voluntary servitude as a literal principle. In the intro, the people already offered their trust to the leader, along with all the power he wants. This creates a loop, where he asks for more control, arguing that it's in the country's best interest, gets it, then starts again. It goes on until the last limit : The people voluntarily giving their mind to the leader, as a "national unity". Thus, using propaganda and the people's inertia, the tyrant gets the most supreme power. He then uses the complete servitude from his subjects, as a hive mind, to do his bidding. The player acts as one of the rebels, working to open the people's eyes to what's happening. This would be the way to progressively remove the leader's power, while also building an army, ready for a total revolution.

However, despite still being about revolution, the game is way more violent than the passive reaction that la Boétie talked about. The control over the people is absolute, and most citizen unable to think. The player must use violence to defend themselves and act against the leader. Their influence would be undermined by the massive action of the lucid people, being more active and powerful than the meekly masses.

The starting situation can be made as a parallel with the "Lydiens", from the "Contr'un". Due to distractions being mandatory, they all accepted the external domination, until their complete doom. In the game, the people don't realize the situation, and may even think that the control over them is "a good idea". The hive mind comes later, with the general acceptance from the people, as a way to underline their uniformity. As such, most of the converted citizens are convinced that this submissive unity is mandatory to create a better world, in which the leader will give them a privileged role.

Title	TeleNation
Genre	Beat'em Up
Target	Public de 18 à 30 ans
Machine	PC
Mode	One Player

1. Pitch and concept

The game is a beat em up, in a semi open world. It's made to be fast paced and over the top of the top. It talks about current and pessimistic themes, but covers it with a gameplay based on never stopping fun.

The gameplay is focused on the enemies. Indeed, the main character can control some NPC, to form an army. These minions can then be assembled as weapons, vehicles, and giant objects. Destroying everything is an objective in itself, and the cold hard subjects are talked about as subtext, under the fun, the colours, and the violence.

2. Simple plot

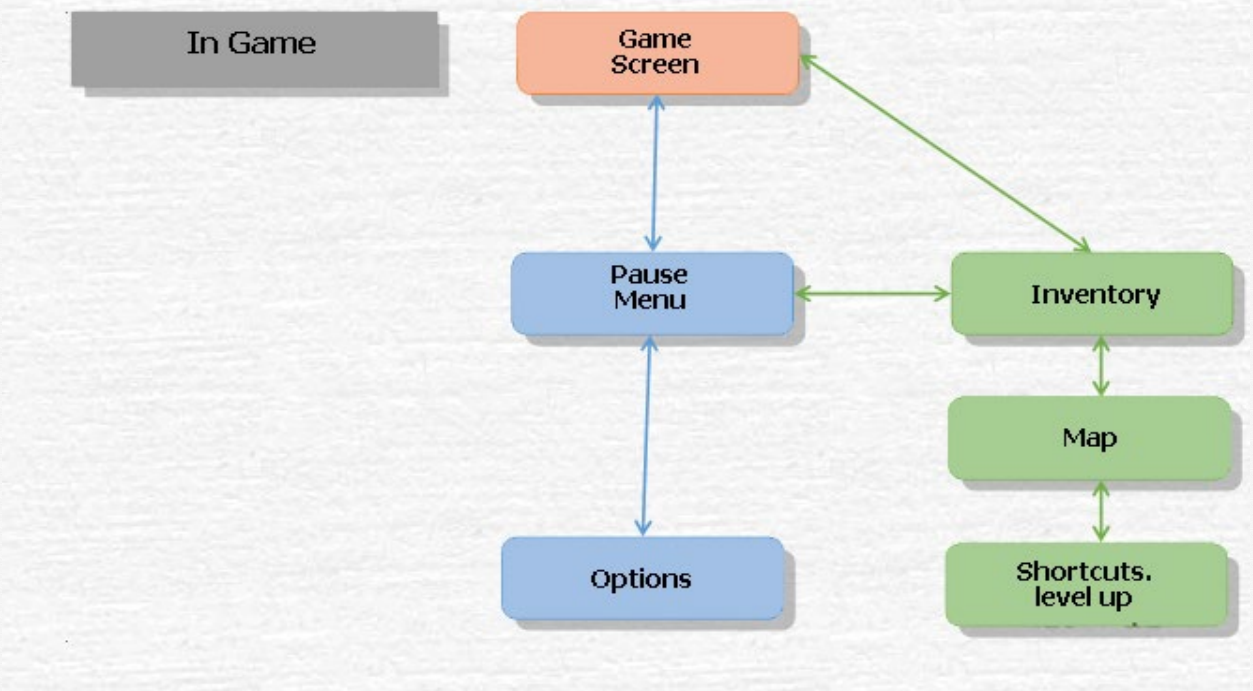
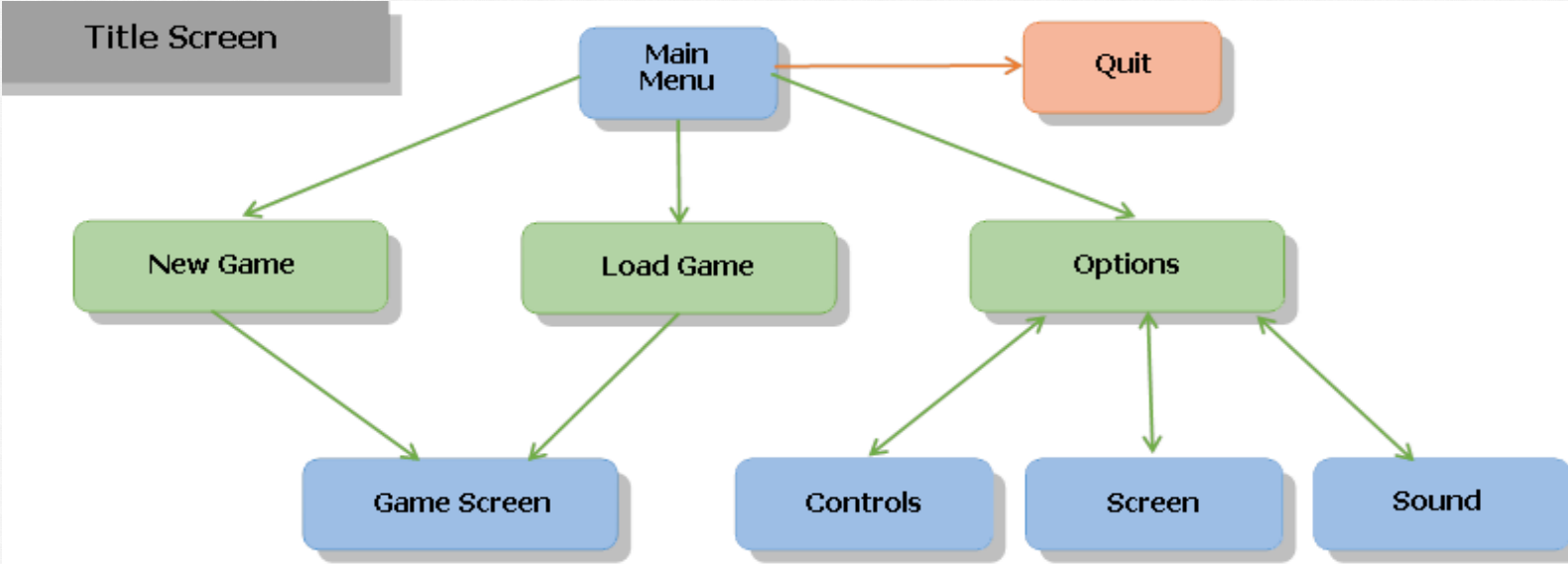
The game takes place in an alternate reality, with a different physic. But the geopolitical context is somewhat similar to ours.

In the year 2016, the Eagleland is going badly. The feeling of security is at the lowest, according to the tv, and people are unhappy. Against these problems comes Pascal, a surprise candidate to the presidential election. He easily gets elected, thanks to the country's voting system, and his amazing capacity to point bad things where he wants them to be. Once installed, he pumps up the surveillance system across the country, reassuring his electors.

Later, in 2089, Pascal is president for life, and immortal thanks to new technologies. His control over the people is perfect, with a 99% positive rating. In this context, he starts the TeleNation program, with the promise of ultimate unity and absolute security. This new idea is largely accepted by the population, letting them be a single hivemind, acting together for the good of the nation. The "safe" and connected citizens can be recognized by the television replacing their head, with an antenna connecting them to the rest of the country's mind.

In this context comes Lisa, an impulsive and smart lady. After a fight with the police, she manages to take control of part of her opponents, without really knowing how. Armed with her new powers and a few minions, Lisa starts her quest to get rid of Pascal, and mostly have as much fun as possible.

3. Screenflow



4. Originality

The will behind this game is to create a two faced experience. On one hand, a gameplay with immediate fun, in a colourful world. On the other hand, a plot with heavy subjects about democracy, identity, and the sense of belonging.

When seen from a distance, the game may seem kind of shallow, with a clear antagonist that doesn't even try to hide the fact that they are bad, and a protagonist that isn't thinking that much, even less about political things. However, the message is still there, hidden. It's made up of elements that needs a bit more thoughts than what the game seems to imply, while some others are here to be understood a posteriori.

From a gameplay point of view, the main originality is in the way one progresses through the game. The player combines their minions into objects, mostly as a way to fight and facilitate their moves. This is mixed with a collectible and combination system, which is used to unlock new forms, by adding those items/combinations in the constructs.

Technical Part

1. Control Schemes

a) Controller (main scheme)



b) Keyboard + mouse

WASD	=	Move
Souris	=	Camera control
Left Click	=	Weak attack
Right Click	=	Strong attack
F	=	Special attack
Q	=	Dodge
E	=	Quick item
Mouse wheel	=	Change item
Tab	=	Inventory
Space	=	Jump
1/2/3/4	=	Form select

2. Plot

1) Summary

As said in the introduction, the game takes place in a fictional world, in a country known as Eagleland.

During the starting cutscene, the player learns about the past, Pascal's rise to power, and his policies.

When the game starts, Pascal have been in power for 53 years, during which he worked mainly toward augmenting both his control of the population and his lifespan. As such, a program is launched, as a way to control each and every citizen in a shared mind : the TeleNation project. Every citizen could accept to join the hivemind, in exchange of a better social situation, and other kinds of benefits. These people became known as the « Wired », recognizable by the television that's replacing their head.

As for the ones that refuse to join the program, they became second class citizen. Their existence is legal, due to the country "not being a dictatorship", but they lose access to every social benefit and somewhat high ranking job, except in some really rare cases.

The game's plot is quite linear. The player has to explore each city, and complete quests in order to progress, all while getting in contact with the rebel groups. Each of them are a kind of people that didn't directly support Pascal but contributed to his objectives.

The game starts in the city of New Ork, in one of the bad districts.

The tutorial is a simple fight between Lisa and a small group of Wires, during which the player discover the capacity to create a small army, by attacking the Wires that are a bit less faithful towards Pascal. Those become "Dewired" and gets connected to a parallel network, that goes back to Lisa.

Seeing an opportunity to start here chaotic revolution, Lisa goes looking for the rebels, in order to get them to help her and get rid of the current government.

From here, the plot is pretty simple and follows a loop : Meet a new group, learn about them and what they did, complete objectives, fight the local boss and the leader, start again somewhere else.

During the game's last mission, Lisa finally attacks the presidential bunker with her whole army, forming a giant mech, while the gangs are helping from the ground, by deactivating the enemy's defences. After a mirror match against Pascal and his Wires, the leader is killed, the TeleNation unit is destroyed, and the country gets rid of the hive mind.

Following this conclusion, the population collectively decides to use their newfound liberty for...

Making Lisa the new head of government, and asking for the project to be remade.

All and all, the plot is not really original in its structure, but would work with the worldbuilding and the various NPCs

2) Characters

The game would have quite a number of characters. As such, this section will only talk about a small selection.

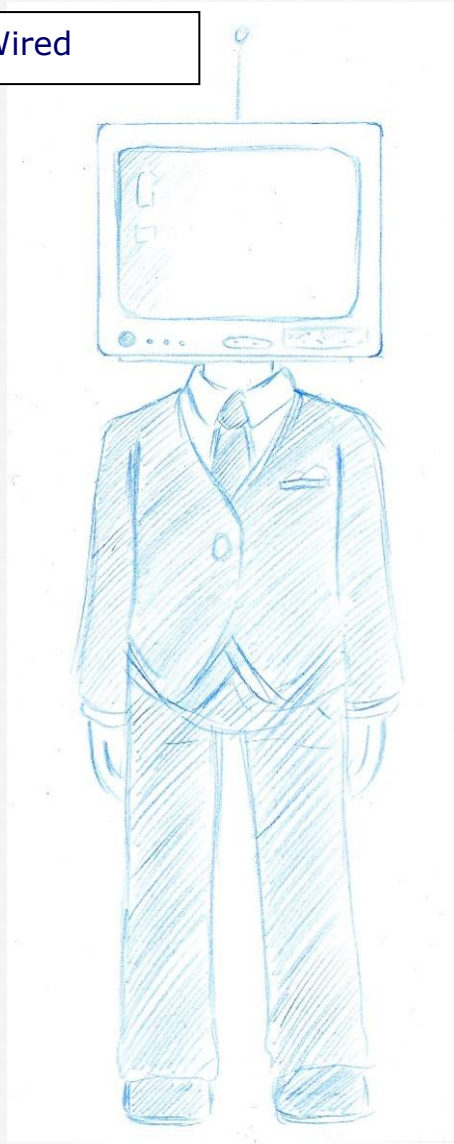
The Wireds/Dewireds :

The majority of the population. They are the citizens that joined Pascal's common mind, in order to make a "perfectly united nation". They can be recognized by the TV that is their head. They are the main enemies, with multiple subtypes, depending on their role and equipment. Even more, some Wired mutated after joining the TeleNation program, and became elite soldiers, for the great joy of the government.

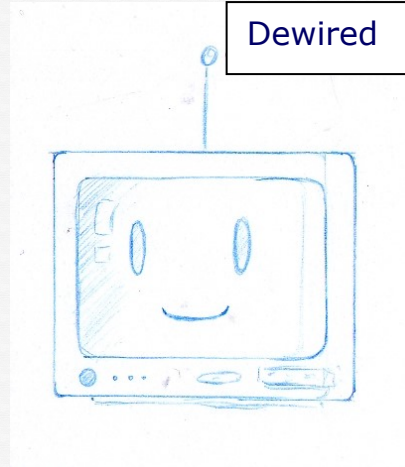
However, some Wireds still have doubts, which makes them less connected to the mind. Those "Dewireds" can be recognized by the smile on their screen. After defeating them, their connexion with Pascal is severed, and they can be converted to Lisa's point of view, joining her mind. They are her main allies in her fight against the power that is.

(Here is a sketch of the basic design for the Wireds and Dewireds)

Wired



Dewired



Drawings made by Roxanne Couillaux

Lisa :

The main character. We don't know her past, because it was too boring, according to her. This 25 years old lady is highly energetic, while still not being a stupid jock. With her athletic build, she's able to do some acrobatic moves when fighting, which makes her quite agile. Since she started fighting against the TeleNation, she has the power to connect the Dewireds to her mind, making her the biggest and pretty much only danger for the government.

Nikola :

The chief of the free engineers, and one of the rare rebels to have a high ranking job. Despite not being a supporter of the government, his team and him had a huge part in creating the current system. They created most of the country's security systems and the main defences of the presidential bunker, in exchange for a hefty sum for their researches. However, Nikola's opus magnum is the electrical system for his city of Los Apostoles, creating unlimited energy, that can be tapped from using the ambient air. His plants are powerful enough to power the city 24h/24 and even the rest of the country, using a more classical circuit.

Pascal :

President for life of Eagleland, Pascal is a control freak. His want for control and perfection made him lose his mind after his election. Under his rule, the country became a dictatorship under which surveillance is everywhere. However, Pascal is still pretty liked by the public, due to having a positive impact on the economy, and making the most visible crimes disappear. His popularity reaches the top when unveiling the TeleNation, letting him control all the country, with the approbation of the citizens.

Z :

Pascal's highest ranking General. His real name is unknown. Z is a pure military guy, taking his work to heart. That's how he, under Pascal's orders, lead the army toward the neighbouring countries, bringing democracy to their decadent state and their precious resources. Ever since these wars ended in total victory, Z protects both the country and its president. Thanks to the TeleNation, he has access to almost all citizen in the country, being able to conscript them if necessary. However, he prefers being with his elite troops, that he uses against Pascal's enemies.

3. Camera

The game uses a third person camera.



By default, it's behind the character, a bit above, which helps keeping the action visible and readable. The angle can be controlled using the mouse or the right stick. The distance between the player and the camera depends on the current form that Lisa uses. The bigger it is, the farther away the camera is.

Since the game is in real time, the camera follows every movement.

As a default, the camera is similar to what we can see in Dead Rising (left picture)¹. However, some situations and forms needs a bigger angle and more distance, closer to what we may see in The Wonderful 101 (second picture)²

Finally, the following drawing shows the theoretical User Interface.



¹ Source : http://dead-rising.wikia.com/wiki/Dead_Rising_Wiki

² Source : <https://www.nintendo.fr/Jeux/Wii-U/The-Wonderful-101-641216.html>

4. Main Idea

The game is mostly an open world beat em up, in the same vein as Dead Rising.

The character's movements are free in the world, but the way may be blocked by some elements, which needs to complete a certain quest or unlock the corresponding form.

The main game is made of three cities, forming a triangle. In the south is New Ork, a bunch of skyscrapers, surrounded by poor neighbourhoods, where the game starts. In the north-west is Foxity, dedicated to all kinds of pleasures, neon, and bets. Finally, in the north-east lies Los Apostoles, heart of the country's new technologies, and their testing ground. In the center of this triangle, one may find the presidential bunker, where Pascal is hidden. The rest of the map is made of wilderness, with a few bunkers and small villages that aren't part of the game.

The gameplay is simple : A jump, three attack buttons, a block, and a dodge. The particularity comes from how you fight and activate the enemies.

Indeed, during the game, you'll often find some Wired with a different head (said in the Plot section). Once defeated, they join the player, forming a Dewired group around Lisa. Those allies can be combined to form different objects and constructs, acting as weapons, vehicles, or even platforms. They can be used from the menu, but the player can also map 4 of them to shortcuts. However, the constructs are limited by a stamina bar. When the player attacks, blocks, or gets hit, the current construct's stamina goes down. When reaching 0, it breaks, and the Dewireds forms a horde again. However, the player can recharge the stamina by using another form, or by consuming items. This is close to the weapon system in the game Muramasa, the demon blade.

Each weapon has a different moveset, with some combo, and a special attack. Vehicles on the other hand are different in how they are controlled, and often have a way to protect themselves and to interact with the environment. For instance, a bulldozer form would be slow but would be able to plow through the enemies and any debris blocking the road.

However, the enemies starts by being inactive. They do their everyday things and don't care about anything. Much like a Grand Theft Auto, the player starts the fight. Then, the more chaos there is, the more the enemies become powerful, with the arrival of a police, and then the army. These fights are completely optional, in order to let the player navigate through the cities without much problems or having to fight everything. However, they can be nice to initiate, as a way to gain exp, or for the fun of it.

There is an option too, to make the Wired actives from the start, for players that likes having action all the time.

As mentioned a bit earlier, there is an experience system. Lisa gains experience by completing quests and destroying things. Levelling up gives some stats points, that the player allocates to what they want (life, stamina, recharge speed, strength, speed, etc...). There are also coloured syringes in the game, giving a permanent bonus when found.

There are also items. They are pretty usual, consume them to regain some life/stamina, gets a temporary boost, or do something in combat. The player can use them from the menu, with a key to quick use one, and another to cycle between 5 saved items to be used on the spot.

Despite being quite linear, the game has a branching choice. The player can try and attack Pascal at any point in the game. The main plot is mostly here to unveil the world, and get supports/power ups, in order to make the end easier. Indeed, besides the level ups, the army's size and the new forms, having allies means some more helps, with them fighting alongside Lisa and deactivating some of the bunker's defences. As such, the more the player progressed in the plot, the easier the last boss is (while still being though as quite a challenge).

In addition to the main plot, there are secondary quests, that can be given by NPCs. And also some collecting quests, to find new items and get some upgrades/new forms.

As such, the short term gameplay loop is : reach the chosen place, fight/solve a small puzzle, either get a reward or continue the quest. It's focused on immediate fun, by letting the player blow some steam. In a longer scope, it's the same kind of loop, with New place => Quests => Boss (sometimes switching part of the loop). Again, the game would be pleasant by discovering new places and the world, and having fun, rather than be original.

Finally, for the long term play, there would be achievements, linked to completion and optional challenges. There would also be a new game +, in which Lisa keeps her levels and weaponry. As such, there is an incentive to both do the 100% and setup another loop where the player is prepared for Pascal. There may be a boss rush.

5. Artistic direction

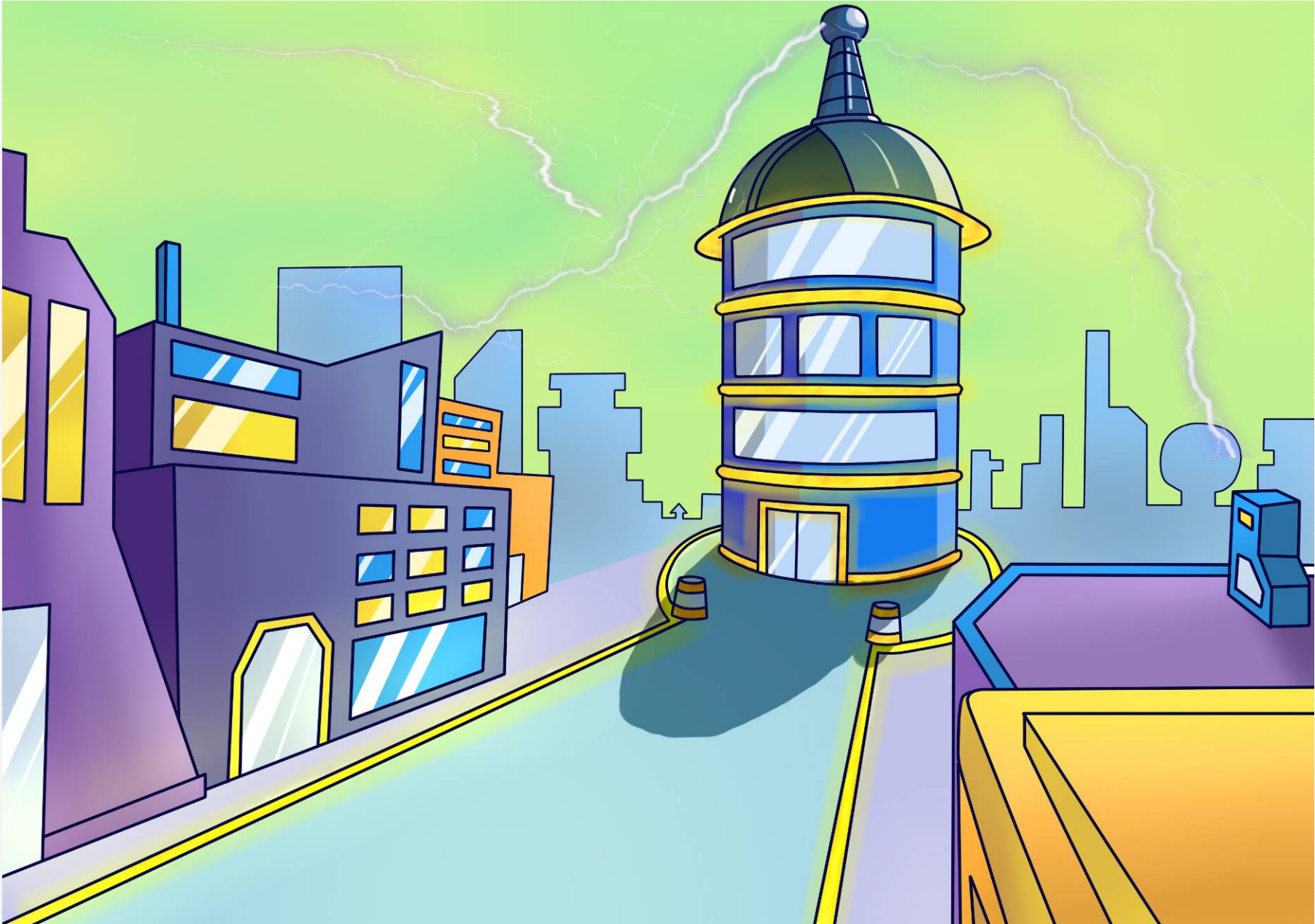
The art direction is mostly focused on looking cartoony.
The world is colourful, warm, and even seems "happy" in some places.

The designs are made to be classic, even "cliché" sometimes, in order to instantly create a feeling and an understanding of the area.

As for the animation, the characters would need to be able to twist and morph, like in old cartoons, in order to make the form's creation more fluid.

One of the big inspirations for the art style is the cartoon "Adventure Time", for the colours, the weird movements, and the bright visuals/dark content contrast.

Here, a concept art for the visual style in Los Apostoles



Art made by Roxanne Couillaux

As for the sound, the game would be varied, depending on the place.

New Ork is separated in two ambiances. The poor neighbourhoods would be using some underground atmosphere, with street music. Whereas the rich center would have a discreet and forgettable music, as fit for a place full of samey workers.

The Foxity, based on Vegas, would use some pop music, fast and energetic. With some dark undertones that would be a bit hidden, and joyful lyrics about control and subliminal messages.

As for Los Apostoles, the technological city, it would be more industrial. With references like "Television rules the nation", from Daft Punks, of "The robots", from Kraftwerk.

Meanwhile, the small part between cities would use the stereotypical banjo, with musical inspirations from Doc Watson, and the soundtrack of Fallout New Vegas.

In the same vein, each boss would have a characteristic genre. For instance, Nikola would be focused on the futuristic electro, whereas the thugs would have cheap rap.

6. Level Design

a) Context

Due to being somewhat open, it would be best to describe a quest rather than a level.

Here, it is the penultimate mission, in the city of Los Apostoles.

Cutscene :

The mission starts with Lisa in Nikola's house, with a cup in her hand. The inventor is calm and restful, whereas the protagonist seems to have some problems with staying in place. The discussion is about the final plan against Pascal.

Losing patience, Lisa stands up, and claim that she'll get it over with as fast as possible.

However, Nikola explains that there is still a defence that can be deactivated, before the fight. It's the presidential forcefield, along with a bunch of electrical turrets around the bunkers.

These protections are powerful, but need a huge quantity of energy to function.

This leads us to the main objective : Find the energy source and remove it.

The cutscene ends on Lisa going out, hyped at the idea, while Nikola calmly finishes his tea.

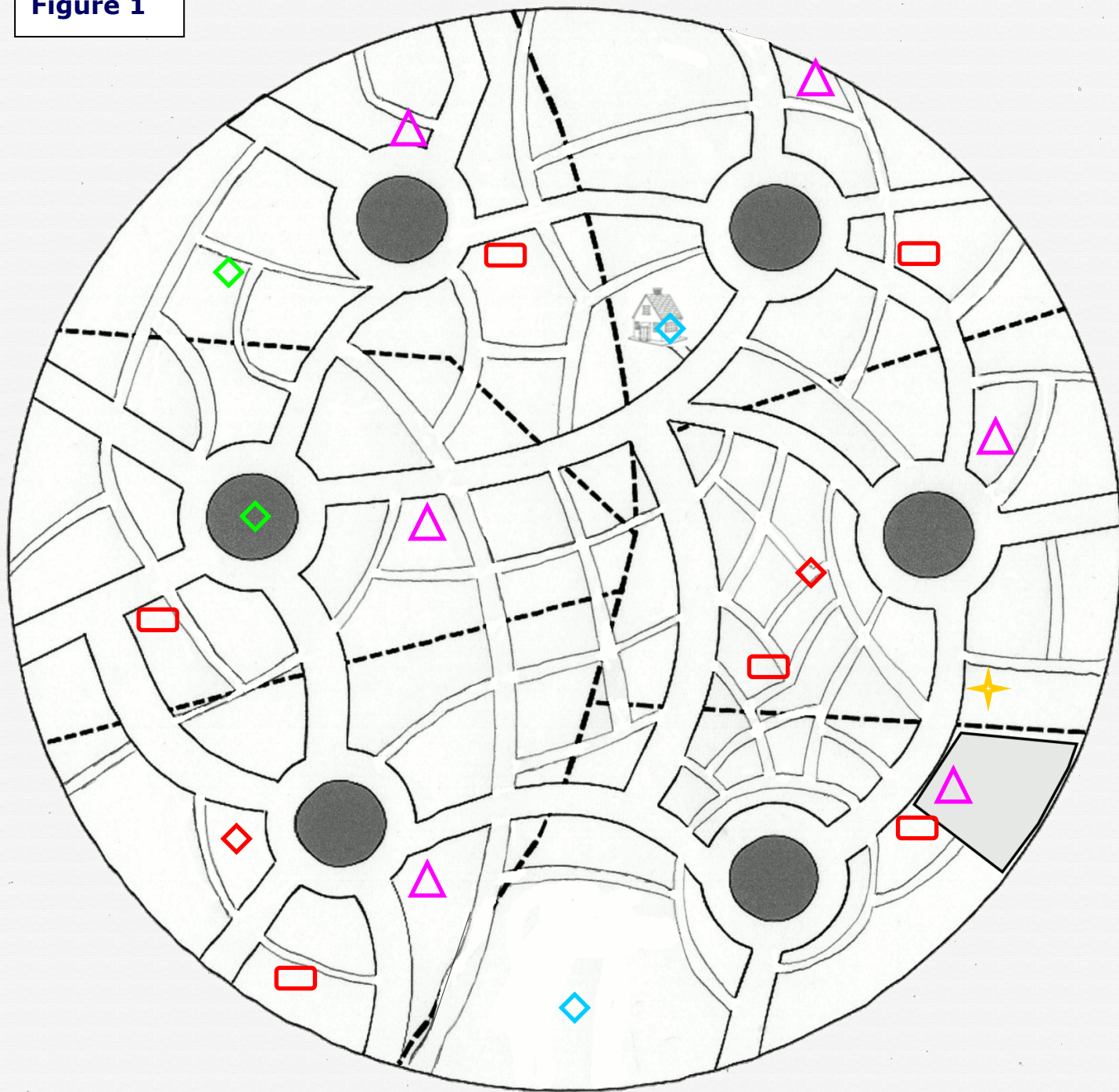
Back to the game.







b) Part 1 : searching

There is no objective on the minimap, because the player has to search around the city.

However, in order to be clearer, the following diagram will show both the main and secondary objectives (fig. 1)

Figure 1



-  Bars
-  Director's Apartment
-  Shops
-  Health upgrade
-  Stamina upgrade
-  Speed upgrade

The player must wander through the districts, looking for bars. There is one in each district, containing an engineer.

Once found, a military commando appears to protect them. It's made of 6 Wired with a semi automatic rifle, along with 6 using electrical batons, and 3 grenade throwers, along with the present enemies. This is made to show that we're getting near the end and that the government is throwing everything they have. The electrical attacks deal huge stamina damages to the forms, and may even one shot them if not blocked. This makes the fight harder, and forces the player to be swift and smart with their movements and focus.

During the fight, the engineer starts fleeing, and appears on the minimap. They have to be found and grabbed after dealing with the enemies, in order to interrogate them on the local plant. As such there is a 1/6 chances to find the right one, which is in the east side district.

This continues until the player finds the right one, with each new commando getting a new unit randomly chosen. This should take 15-20 minutes approximately.

c) Part 1 bis : Optional objectives

During the first two phases, the player can fight against civilians, then policepeople with pistols, tasers, and riot gear. If the chaos is not stopped, some military groups appears, similarly to the ones protecting the engineers. Finally, at the highest level, they may summon a tank that shoots electrical blasts.

In the centre of the city, there are 2 health upgrade, 2 speed upgrades, and 2 stamina upgrades. This makes for one upgrade for each district, that can be found before, during, or after the mission. The first one is in Nikola's house, if the player looks around. The second one is in the south east, in the mutagenic district, hidden in the testing field. In the east district, the player must find a weak gas pipe and use it to break the ground, in a maze of small alleys. As for the south west, the player can see it from the ground, but they have to climb some buildings to reach it. Finally, the north west one is on top of the plant.

There are shops scattered around the city. They can be visited to buy some items, outfits, and one of the three parts of the Laser Canon form.

d) Part 2 : Reaching the plant

Once the correct engineer has been found, the player must reach the plant. They are impressive buildings, in the centre of each district.

When arriving in front of the right one, a group of enemies appear, with 4 militaries with jetpack and a taser, 2 massive upgraded "guardians", and a dozen of standard cops.

After the fight, the player can find out that the entrance is blocked by a forcefield. Then, Nikola calls them, and explains that they need to find the plant's director, to deactivate it.

He's found at the top floor of a nearby building, that can be accessed by jumping on the roofs around. When the player reached the floor's window, it explodes, revealing the Director, wearing a prototype armor.

Miniboss : Director.

The Director's armour lets him fly, with a control of his movements that's far superior to the jetpack clad military.

When starting the fight, the enemy is surrounded by a shield and fight with his fists. He's quite fast, and propels himself to reach the player and pin them to the ground.

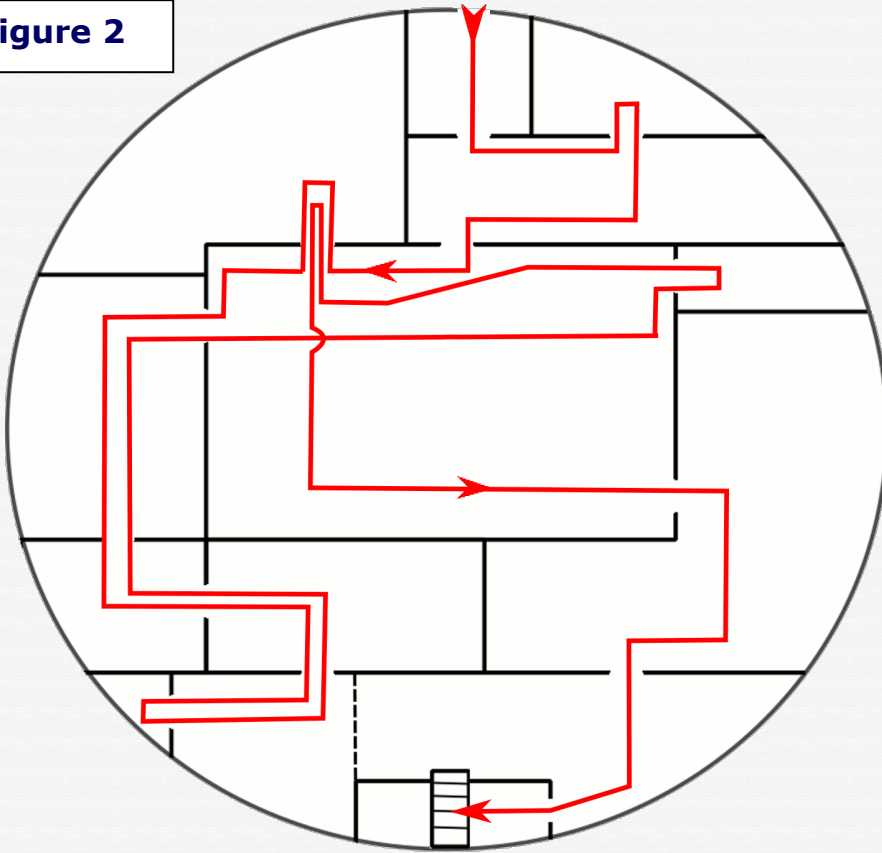
In order to deactivate this defence, the player must use the special lightning rod form, sacrificing one form's worth of stamina, to absorb the city's ambient electricity and create a massive lightning, short circuiting the armour.

Once done, the Director focuses on the safety of flying, while sending explosive drones. The player has to dodge them while trying to find a way to hit him. By dodging a drone for 4 seconds, it runs out of energy and can be launched as a highly damaging missile.

Once the Director has been defeated, he falls over, inert. Lisa steals his armor, that is also the way to go through the forcefield.

e) Partie 3 : First Floor

Figure 2



With her new armor, Lisa is faster and more resilient. She also can use the explosive drones. This also allows her to go through the forcefield protecting the plant. However, since she is the only one with it, she must leave her Dewired army outside.

Once inside the plant (fig 2), the game goes for a somewhat sneaky phase. The first room contains guards with a repetitive walking loop that the player must dodge.

After this is done, the player enters the main room, in which a cutscene starts. We see Lisa entering the room... Only to get aimed at by a dozen of guards. Then, Z's voice blasts through speakers, reminding her that everything is under surveillance, which means that infiltrating a crucial building such as this plant was a futile idea.

The player must then reach the forcefield's console and get back to the entrance, while being shot at. This challenge is made to test one's capability to use the dodge mechanic and make sure they are ready for the rest. The walls of the plant are magnetised, in order to avoid being damaged by bullets. As such, each shot bounces once, dealing half damages.

Once the forcefield is down, the player can get their army back and unlock the basement's access. However, the army is not completely usable. Due to the average room size, the player can only use 30 Dewireds, and can't form vehicles.

After getting rid of the aforementioned soldiers, the plant becomes a more typical dungeon. We will consider that the player follows the path showed on the graph.

The area's main enemies are military. The basic infantry uses knives, with fast attacks but a weak and short range. Some backup units are behind them, with assault rifles. The hardest common foe is an engineer that can shoot lightning. Their bolt goes through enemies trying to reach Lisa, while also charging each foe's next attack.

Currently, the hall is empty. The next horizontal room (second starting from the entrance) nests a small group of soldiers, close to the door, and two shooters along the east wall. The entrance to the north-east room is hidden by a breakable wall. Behind it are two assassin's type mutants (fragile speedsters). They cling to the wall and use fast leaps to attack Lisa with high damages, but have a quite low hp pool. After dealing with them, the player can explore the room to find two stamina recharges and a temporary speed boost.

The big centre room is special, being present on both the first and second floor (fig. 3). This means that by using the objects around, and an elevating form (flying platform, grappling hook, etc...), one can reach the second floor, shortcutting through the dungeon, but with the risk of missing items. There is a deployable ladder to help changing floor once the second one has been reached.

Due to this room's size, there are some snipers on the railings and on the sides of the second floor. There is also a group of jetpack soldiers, here to distract the player and support the normal enemies on the floor. Getting rid of the enemies opens the door, letting a second group enter. This one is harder, made of two giant and slow mutants (mighty glacier), a small group of mutated soldiers with an eye beam. All leaded by three flying engineers that can slow down Lisa and speed up the enemies.

Du fait de la taille de cette salle, des tireurs armés de fusils sniper sont présents à l'étage du dessus, sur le bord de la salle ou sur les échafaudages. De même, un groupe de soldats tasers en jetpack apparaît pour distraire le joueur durant l'affrontement, afin de soutenir les ennemis « de base » qui occupent le sol. Une fois les ennemis vaincus, les portes s'ouvrent, laissant entrer une deuxième vague d'ennemis. Celle-ci est composée de deux mutants géants, lents mais puissants (type mighty glacier), et un groupe de soldats cyclopes, utilisant un laser oculaire. Ceux-ci sont menés par 3 ingénieurs volants, capables de ralentir Lisa, tout en augmentant la vitesse d'action des autres ennemis.

The north-west room nests a group of normal enemies, around a robot. Said robot creates a protecting field, making the foes harder to kill. Destroying the robot creates a short circuit that destroys the player's current form and instakill any enemy around it.

In this room are multiple machines, with a circuit linking them together, with 4 missing pieces. The player can use 2 Dewired to create a replacement, but losing them until they want to stop the circuit. The robots remains can also be grabbed and used to replace one of the missing pieces. As long as the circuit is complete, the west room, and the east side cache are open, but the L shaped room is closed. The player then goes to the west part of the plant.

This room is a simple fight among the machines. The next room contains a sliding puzzle, prompting Lisa to ask why this kind of thing still exists. Finally, the third optional room contains an electric engineer, hidden behind a heavily armoured soldier. This foe must be dispatched using explosions, and uses shockwaves against the player. The engineer then becomes a new Dewired, while the next room is unlocked.

This one contains a transparent energy field (the dotted line), letting the player see the other side of the plant and the next path, in which there is an armoured door (leading to the stair), and a fissured wall to the north. On the player's side, there is a console that can be destroyed. The west cache can be reached with a puzzle in which the player must repair a robot guarding the door, then drain its batteries, leading it to a recharging alcove.

In the cache lies the second part of the Laser Canon (see part 1.2)

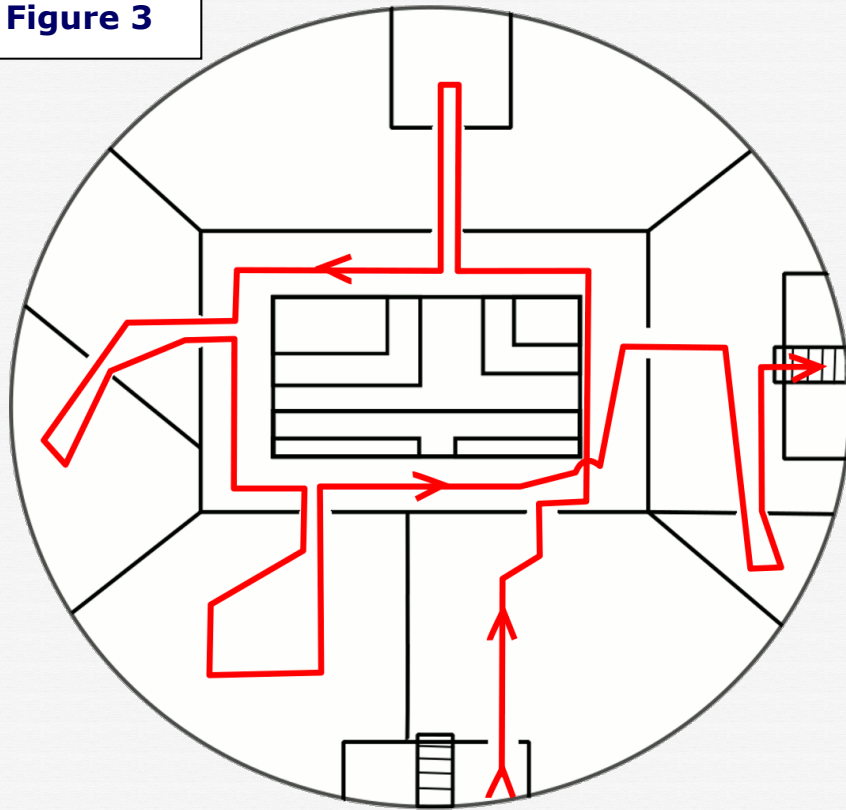
The player then reached the east cache, opened by the Dewired circuit earlier. In there, they'll find an assassin, and three healing items. Once done, they can get their Dewired back, and open again the L shaped room.

This room is separated into two parts, with a grid continuing the vertical wall. On the starting side, there is the return of the robot, this time with another one, a giant mutant, two assassins, and a bunch of normal enemies. On the other side of the grid are two snipers on a machine, which are there to harass the player, but can be killed by sending a drone through the grid. Said grid can also be opened with another circuit, this time needing 10 pairs, which means a reduced army for the next part. There is nothing of interest beside the snipers, and the next room can be reached by breaking the wall that the player saw earlier through the forcefield.

The last room is empty, besides the energy wall and the armoured door. The stair's door can be opened by destroying the previously mentioned console. If the player didn't do it, they can send a drone through a small maze and blast it.

f) Part 4 :Second floor

Figure 3



Due to the previous door, the player starts this section with only a third of their army.

The first room is made of a small machine maze, in which small groups of soldiers are fought, with one, then two assassins. There is also a drone maze, in order to open the door.

The main room is the top part of the previous central one. There are three catwalks, to make navigation easier. The player can deploy the ladder to get down, and get their Dewireds back, if they think of it. (We'll assume they do).

The next stair is blocked by three armoured indestructible doors.

The north room is a big fight, against a group of giant mutants, along with two times three snipers next to the wall of each side, and a group of electric engineers. The player

must bait a giant near two electrical closets on the wall, and have it broken. This will open the access to some cables that must be cut. As long as this is not done, more giants will come, in order to not block the player. In the next room lies the first console and a temporary defense boost.

The two west rooms form a puzzle : There is a grid on the floor of the first, and electricity on the floor of the second. There are 8 broken robots, that the player must put on the grid's tiles. Each activated tile will lose its electricity, which means creating a safe path using the limited amount of robots, and reaching the second console.

As for the big south room, it's a « monster house ». This place is the guards break room. As such, there a quite a lot of them, that awaken when the player goes through the door. This is a massive fight against all the enemy types, except the robots. Victory will let the player reach the third console and open the final door.

Finally, the East room is empty, as a way to let the player prepare themselves, ready everything, heal their wounds, etc... South of it is a hidden cache with a stamina boost and a full heal item.

The player can then go up the stairs, towards the third floor, reaching...

g) Part 5 : Z

The third floor of the plant is made of a single huge room. When entering it, a cutscene starts. Z uses a group of Wires to create a giant stake and fall on Lisa, who dodges. Next comes a monologue about the greatness of Pascal and his program, before the fight starts.

Figure 4

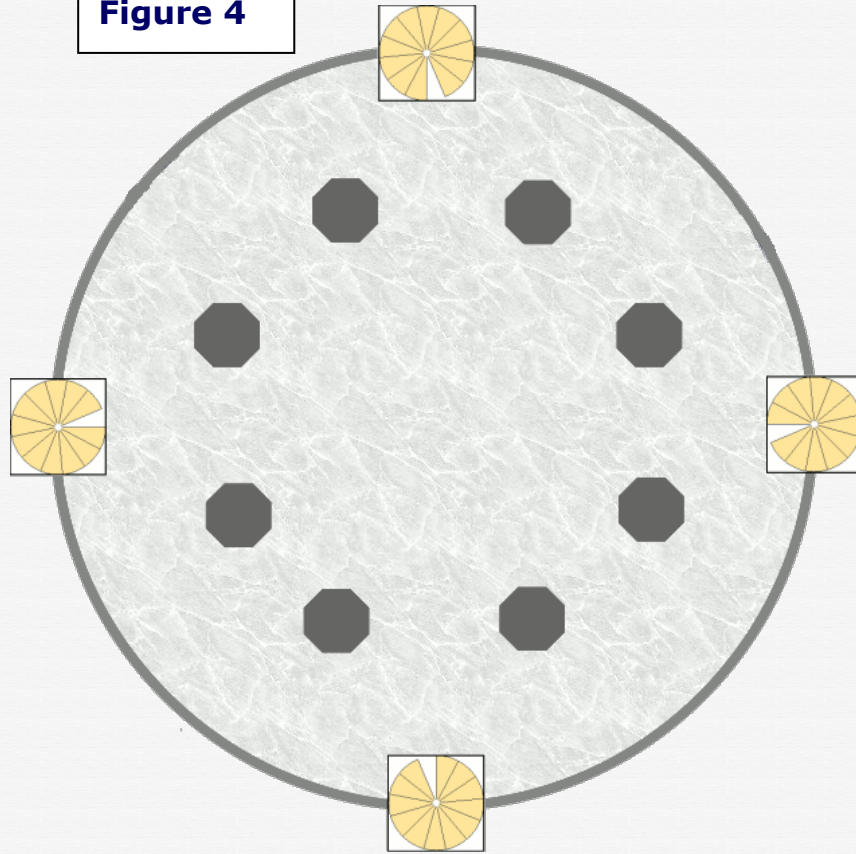
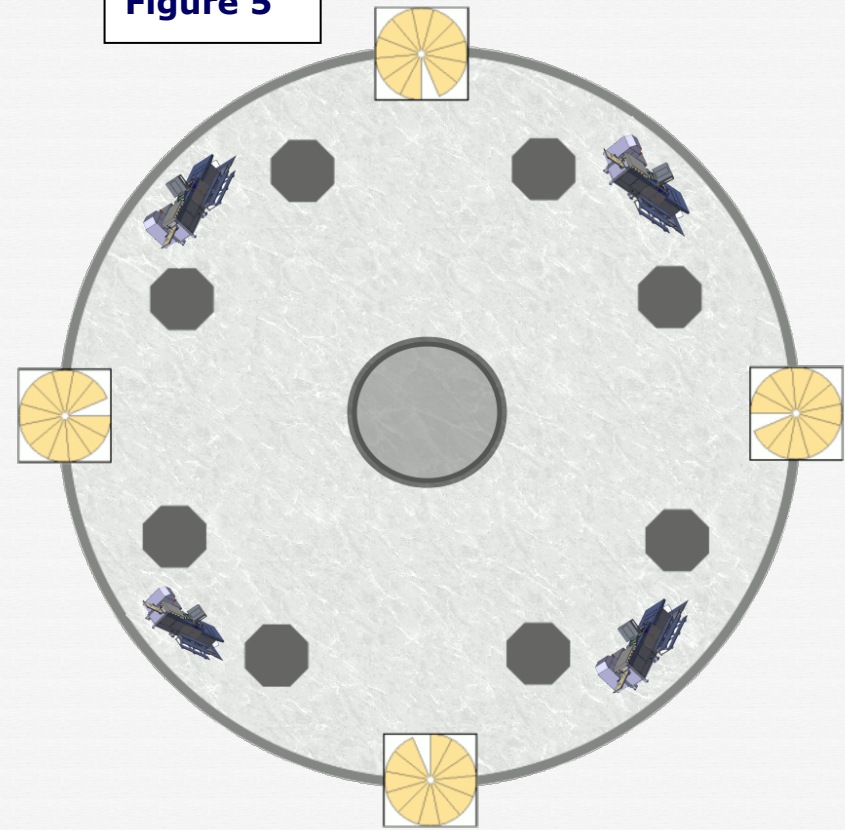


Figure 5



The fight takes place in a two floored circular arena (fig 4 and 5). There are stairs on each cardinal point, to change floor. The player can also use the central hole (fig 5) to go up, if they have the flying platform or another way to propel themselves.

The lower floor's pillards are hollow. Regularly, a group of soldiers will come out of one of them. They are stacked on top of each other, acting like a turret that can also fall on Lisa if she gets too close. On the top floor, the pillars are used to support some lightning rod. At random intervals, lightning falls on it, dealing damages in a large area and instantly destroying Lisa's form if she's hit. There are 4 consoles that can be used to force a lightning bolt on the two opposing pillars, dealing their damages on both floors.

As for Z, he's fighting with his Wired, in the same way as Lisa.

At close range, he uses a slow flail, that deals huge damages in a large zone, but needs quite a lot of time between each hits.

On the other hand, if there is more than half the arena between Lisa and Z, he'll use the Laser Canon form. Using it, he alternates between weak and fast shots, a swiping beam that needs to be dodge, or a charged attack that needs a few seconds of preparation but can easily destroy Lisa.

As for the mid distance (something like between 25-50% of the arena between the fighters), Z can throw a flashbang to blind the player, while doing a retreating jump and shooting a bunch of scattered small beams. His other move is a Jeep form, that he uses to ram Lisa, and can be combo-ed into a flail attack if the player ends up too close in front of him.

The enemy's movements are made to counter the player, with the need to adapt. Even more, Z can sometimes reach the centre of the arena and use his Wired to propel himself between floors, preparing a charged beam that'll destroy the player if they take too long to follow.

The fight would probably be balanced around 10-15 minutes for the typical player.

The duel ends with a cutscene showing a bit of exchanged blows between Z's flail and Lisa's fist. After a while, Z collapses, out of breath. Lisa grabs him and ends the fight by throwing him through the main console, getting rid of both the bunker's power surge and Z.

END OF THE LEVEL DESIGN PART

7. Inspirations

-TeleNation is largely based on the serie "Dead Rising", from Capcom, and even more the third one. Mostly the fact that it's an open beat them up with tons of enemies, and taking place in a city.

-The other big inspiration is "The Wonderful 101", made by Platinum Games. This game inspired me for the idea of using allies to create weapons, which makes for more impressive and fun fights. However, this is combined with Dead Rising's combo system, as a way to have more forms and use them for things besides combat.

-A lot of cartoonish media influenced the game's direction. Along with TW101, we can talk about the "Borderlands" and "No More Heroes" series, which are respectively 18+ and 16+ despites being colourful. On the other hand, I got inspired by cartoons like "Adventure Time", "Gravity Falls", or even "Steven Universe", which are children's show with a lot of depth under the colours and the fun.

-The basic concept and the plot got inspired from two songs. "Television Rules the Nation", from Daft Punk, and "Echo", a vocaloid one. Both giving the idea of TV as a domination tool.

-In a more subtle way, there is an influence from "Metroid Prime 2", from Retro Studios, which inspired the Level Design, with the addition of puzzles in another genre, and the general structure.