SUPER

RADICAL

YOUR HERO

YOUR CITY

YOUR CHOICE

When a city is in danger and people cry out for a savior...a hero must rise up

With great power comes great responsibility Spider-man

A Dark Arts Studios production

The studio that brought you "Hellfire 1945" and "Julian Vernon underground"

We bring you the superhero game worthy of the next generation of home consoles

A hero. Not the hero we deserved but the hero we needed. Nothing less than a Knight . Shining. Jim Gordon-Batman the dark knight

PRIMARY GENRE

Role playing game

SECONDARY GENRE

Third-person action adventure

PLATFORMS

Xbox 360 and Xbox One

Playstation 3 and 4

PC

DISTRIBUTION

Xbox live download

Playstation network

Steam download

AGE RATING

ESRB Teen/PEGI 12

In brightest day, in blackest night no evil shall escape my sight, let those who worship evils might beware my power, green lanterns light" Hal Jordan-green lantern

THE PITCH

Super Radical puts players in control of a superhero of their own making, they choose what they look like, what powers they use and how they deal with the criminal scum of the city. The player starts of as a cop on the beat in the city when a dangerous criminal seems to fall right in his path, in pursuit our hero is exposed to what should be a deadly dose of radiation. Waking up from a three month coma our hero almost kills a mugger on his way home with the kind of powers they have only read about or seen on TV. Sacked from the police force there's only one thing to do, don a costume and clean up the streets one way or another. Players are given free roam over a huge city filled with collectibles, environment challenges, random acts of criminal violence to contend with and side missions.

To battle the scum of the city and the larger threat that looms is a combat system based on momentum. Using a combination of light, heavy and quick fire power attacks players can build up large damage multipliers that culminate in devastating and visually stunning finishing moves.

Players can customize their character from looks and clothes to what powers they have. Will your character have super strength or super speed? Throw lightning bolts or fire? The choice is there for the player to learn as many skills as they can or level up existing skills to make them more devastating.

Morality has always played a part in comics and superhero films and TV and *Super Radical* is no different. To become the cities white knight savior or a vigilante can affect the characters appearance, certain powers they can access, unique side quests and even weather the city police force aid you or actively try to stop you by any means necessary.

Dreams save us. Dreams lift us up and transform us. And on my soul I swear: until the day when my dream of a world where dignity, honor and justice becomes the reality we all share, I'll never stop fighting, ever. Superman

KEY FEATURES

- Extensive character creation and multiple skills to develop
- Huge game world to freely explore
- Online leader boards for all game world challenges
- An epic storyline that will keep players captivated to the end
- Vast array of side quests and challenges that will test the player

QUANTIFIABLE FEATURES

- Innovative combat system emphasizing speed and experimentation to create combos and finishing moves
- Destructible environments for the player to explore and fight crime in
- Multiple powers along three skill trees passive, defensive and offensive gives you a huge arsenal to fight your enemies
- Realistic day and night cycle gives the city a truly living feeling
- Criminals change their tactics based on players morality. Will they take hostages to get away from the hero or come armed to the teeth to deal with the ruthless vigilante

No, not all the blades in Asgard, not all the power in the universe shall hold me now! -Thor

GAMEPLAY DESCRIPTION

The player takes on the role of a former police officer who is given superpowers accidently while attempting to apprehend a dangerous criminal on the streets of Manhattan. After the opening movement and target tutorial level players choose their first power and begin the journey from cop forced out of the force to hero of the city. When players have their first power they are given free roam over the city, where they can talk npcs for side quests, take part in environment challenges such as reach the highest point in the city then jump off(depending the players character can survive the fall) and helping the people of the city by stopping the frequent random acts of crime.

Players have a third-person view of their character making the inevitable and frequent large scale battles look more impressive as the player eliminates enemy after enemy with punches, kicks and powers building up a damage multiplier ending in a super powered finishing move that can take out multiple foes as well as looking visually impressive.

Controls are designed to encourage experimentation for advanced players but also be accessible to new ones by using a combination of light and heavy attacks as well as one tap button quick fire powers. The combat emphasis comes from combining the different attacks to build visually impressive and devastating combos. Holding the melee buttons will charge up the attacks while holding the power button will bring up the power select wheel and pause combat for a short time to give the player time to assess the situation around them.

As players explore the city they take part in side quests that can be started by talking to npcs or arriving at a certain point on the

map. these quests can be anything from collection missions, fight a certain enemy, race from one point to another, fight of waves of enemies or short story driven adventures unique to certain npcs. All side quests add to the characters development either by earning experience points to help level up, learning new powers or earning costume items that can have passive bonus to the player.

All Environment challenges and most side quests have online leader boards that can be automatically updated at the players choice, this is to encourage replayabitly and competitively to keep the highest scores on the challenges. The top five leaders of each challenge is given an experience bonus while the remain in the there to help their character development.

After completing a quest or stopping a random street crime the player is given the choice weather to execute(heavy melee button) or subdue(light melee button) an enemy. This choice affects the players moral standing with the city and its criminals, a *Superhero* moral standing will give the player bonuses to their power attacks and give them a lager range to detect random crime events from where they are in the city while a *Vigilante* moral standing gives melee bonuses and makes random criminal encounters tougher with more experience points to be earned. Moral standing also opens bonus powers that can only be gained by leaning to one standing or the other.

Super Radical Emphasizes freedom above all else. After the opening scenes and tutorial levels the player can go and fight crime how they see fit, go where they want to and develop their character how they want.

Each of us has a different power...if we combined forces, we could be almost unbeatable! -Ant man, Avengers

STORY OUTLINE

Players take on the role of New York city police officer Hawke. During a routine day our character is given a tip off that a former Nobel prize winning scientist turned dangerous criminal is in his patrol area, Hawke and his partner give chase to an abandoned warehouse but are gunned down during an ambush by the criminal while he tries to carry out a dangerous radiation experiment. The player wakes from a coma two months later and just after being discharged from hospital runs into a common sight on the streets on New York, a random mugging. As he corners the criminal a surge of energy leaves his hands and knocks the criminal out cold.

Confused by what had happened in the street Hawke searches the internet for information on mutation and at the top of the Google search is the mastermind criminal who shot him, being an expert in genetics and experimental physics Hawke believes he was caught up in an experiment the mastermind had been conducting. The next day Hawke is told that he has been put on an indefinite medical leave from the police force, taking away the only thing he ever wanted he decides to use his new found power to fight crime on his own. Making his own costume to protect his identity he goes out into the city to do the only thing he's ever known how, take down the scum of New York. After stopping a few petty crimes and saving some civilians from a burning building the police themselves ask for the new hero's help during a bank hold up involving hostages rigged with explosives and heavily armed terrorists.

Hawke finally makes a name for himself in the city as a force for good but attracts the attention of the worst the city has to offer in the form of Mastermind and his army of eccentric followers. Seeing this cult as a major threat to the city Hawke decides to take them out once and for good by making Mastermind disappear. His first lead comes in the form of a robbery at a pharmaceutical company committed by cult followers with powers like his. during a heated battle with these super powered enemies he interrogates their commander, he tells Hawke that Mastermind is planning to attack a container ship in the harbor that's secretly carrying military hardware to be decommissioned.

Again Hawke fights his way though cult members, this time they have much stronger powers to fight back with though. Finally getting to the ships main hold Hawke encounters Mastermind stealing a fully functional neutron

bomb. Rushing in to stop Mastermind from taking this weapon of mass destruction Hawke is hurled back by an energy bolt from Mastermind himself, Hawke didn't believe the mad scientist would carry out his dangerous experiments on himself but he seems to be even more powerful than he is, after a lengthy battle Mastermind subdues Hawke and escapes with the bomb. Hawke sees this a wakeup call, he thought his powers made him unstoppable but thinks his laziness has cost the city a very steep price. Hawke spends night and day honing his skills and powers to make him strong enough to take on Mastermind when he eventually surfaces again.

After a few weeks Hawke hears of police officers going missing while investigating old underground tunnels, operating a gut instinct Hawke prepares to wage an all out assault on where he believes the cult and Mastermind is hiding. His hunch is confirmed as he battles his way through a labyrinth until he gets to the main chamber, an old subway station transformed into a laboratory where Hawke finds the truth to his and the cults powers and Masterminds final plan. He wants to use the neutron bomb to spread a specific kind of radiation to mutate the population and make them his army but the radiation only works on five percent of subjects, most of the city will die and the rest will become Masterminds slaves. Heading to the city's tallest building Hawke confronts Mastermind and stops him with seconds to spare before the city is massacred. Hawke decides whether to kill or spare mastermind then once again returns to guard the city from the criminals on the street or anyone else that may threaten its inhabitants.

During the closing cinematic scene we see a hooded figure incapacitate(if alive) Mastermind while being moved to a military base or attack a convoy that is transporting his dead body and take a sample of his blood, this hooded figure then burns the body to leave nothing behind and escapes with his prize. This cliff hanger scene sets up for a second game in the franchise or for later downloadable content.

I cannot preach hate and warfare when I am a disciple of peace and love"- wonder woman

VISUAL AND AUDIO STYLE

Visual style

Super Radical makes use of slightly exaggerated character models with bright colors that closely compares to that of comic books and super hero cartoons, recent Spiderman and X-men legends games are good examples of this visual style being adapted to video games. The setting of Manhattan island provides the ideal back drop to a free roaming superhero game with lots of tall skyscrapers and back alleys to wage war with the city criminals and explore between quests. The city will be rendered to a very close approximation of real life Manhattan with street and building layouts to be changed only for the purposes of gameplay and quest accessibility.

Audio style

The general background of the game will be the ambient sounds of the city and its people going about their daily lives with thematic music only being played during quests to help build up tension and tone setting. During enemy encounters the use of melee hit sounds and power use sounds are exaggerated to give the player a sense of power and emersion during the tense and often unforgiving fight encounters.

The main characters in the story as well as multiple npcs will all be voiced by professional actors. People in the street will be voiced with random phrases such as a conversation about a TV show to a mobile phone conversation to give players the impression of people going about their daily lives in a living city.

In my opinion the existence of life is a highly overrated phenomenon-Doctor Manhattan
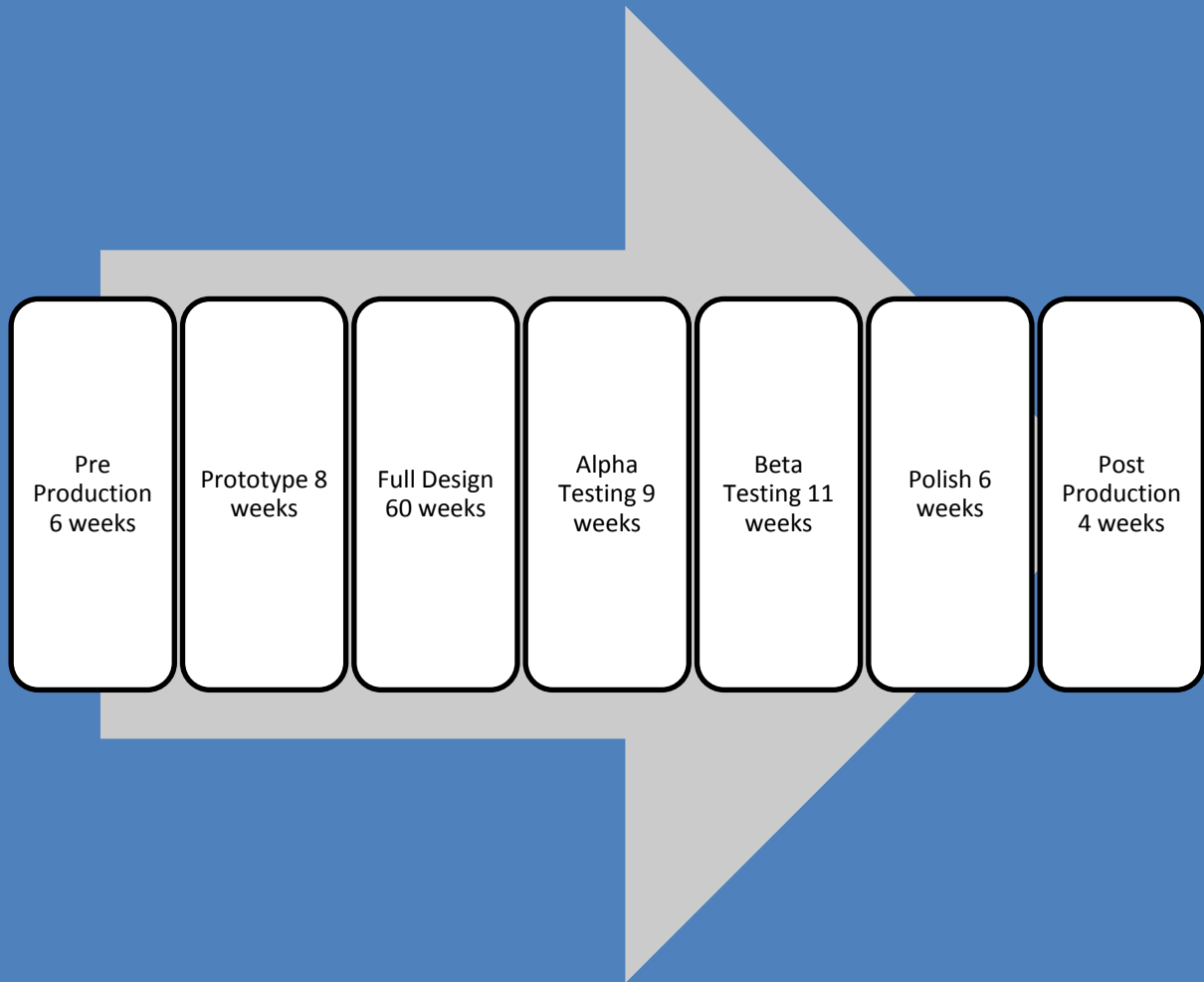
GAME AND STORY FLOWCHART

Opening scenes and movement tutorial

Hawke and his partner chase a criminal through the city streets into an abandoned warehouse. The criminal guns both of them down.

Power use/select and basic combat tutorial

Hawke stops an innocent woman from being mugged in the street and stops a petty criminal with his new powers.

A cinematic cut scene shows the players character getting fired from the police force and decides to fight crime on their own. Using a police scanner the hero stops a break in at a local building. this is the players first chance to kill/spare an enemy.

The player uses their powers to save civilians from a burning building thus announcing themselves to the city.

After completing some side quests and completing random encounters the player is called upon to help the police resolve a hostage situation at a bank.

The Intel leads Hawke to a pharmaceutical company laboratory where his super powered soldiers are stealing advanced equipment and kidnapping scientists. Arriving too late to stop them Hawke interrogates one of them to find the next target.

Hawke finds the daughter but she has been wired with explosives. The only way he can save her in time is by letting the kidnapper get away. After handing back his mentors daughter Hawke is given Intel on masterminds suspected next target.

Tracking down the daughter proves a harder task than he previously thought but Hawke follows clues that lead him to one of his mentors last investigations and a criminal that got away.

Deciding to focus on Mastermind, Hawke visits his now retired mentor for advise and help tracking down his new enemies. His mentor says he will help him if he can find his missing daughter.

The hero is confronted by a criminal claiming to be working for someone more powerful than he is, after a boss battle the criminal reveals that Mastermind is coming back to the city.

Masterminds next target turns out to be a freighter in the city harbor carrying military hardware to be disposed off. Hawke races to the boat, again too late with masterminds soldiers killing the military guards that were protecting the boat.

Fighting his way into the boats main cargo hold Hawke finds Mastermind himself stealing an obsolete neutron bomb, blinded by the memory of him and his partner being shot Hawke rushes to attack mastermind but is hurled back by an energy bolt.

After a long and ultimately unsuccessful battle with his nemesis Hawke spends more time fighting and training for his next encounter.

Hawke finds masterminds base and fights his way through to the center, yet again too late but learning the truth of Masterminds plan.

Racing to the center of the city and through dozens of super soldiers Hawke confronts mastermind for their last battle on top of the city's tallest skyscraper. After the final battle Hawke defuses the bomb and deals with Mastermind for good. Hawke then returns to protect his city.

TIMESCALES AND BUDGET

Timescales

| Pre Production 6 weeks | Prototype 8 weeks | Full Design 60 weeks | Alpha Testing 9 weeks | Beta Testing 11 weeks | Polish 6 weeks | Post Production 4 weeks |

Budget

Staff role	Amount required	Total cost (£)
Producer	1	£38,000 per year
lead designer	1	£33,000 per year
General designers	7	£21,000 per year
Level designers	8	£19,000 per year
Narrative designer	1	£24,000 per year
Lead Developer	1	£34,000 per year
Developers	12	£22,000 per year
lead artist	1	£32,000 per year
character artists	10	£20,000 per year
Environment Artists	12	£20,000 per year
Lead Audio Engineer	1	£28,000 per year
Audio Engineers	4	£20,500 per year
Voice Actors	35	£2000 per actor

Software and Hardware Costs	
Unreal 4 Licensing cost	Unknown(est. £80,000)
Hardware Costs	£100,000
Office Space	Already acquired/paid by developer
Art Asset Acquisition	£55,000

Staff Costs	£ 1,344,000 per year
Software and Hardware	£ 235,000 est.
Total	£ 2,680,235 for project