



GAME DESIGN DOCUMENT

Version 2.3

Associate Lead:
Art Creation:
Software Development:
Level Designer:

Russell Krueger
Ryan Metcalf
Mike Tanfield
Daniel Underwood

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SECTION 1 – CONCEPT

1.1 HIGH CONCEPT

ROM's Hard Drive to Silicon Valley is a light-hearted platformer that takes the robot "ROM" through "the Junkyard", which is the south-western part of the United States, where he encounters quirky enemies in order to escape to Silicon Valley.

1.2 GAME DESCRIPTION

1.2.1 GAME GOALS & FEATURES/STORY SYNOPSIS

ROM's Hard Drive to Silicon Valley takes a "faulty" robot named ROM through various environments in his quest to reach robot paradise, Silicon Valley. During his journey, he encounters many other "faulty" robots that try to stop his progress, including his twin brother RAM.

The goal of the player is to use each of ROM's available attachments to complete each level, defeat a boss at the end of the level, until the player finishes the 3rd level and ROM arrives at Silicon Valley.

In the first level, the player must use the only attachment that ROM has, the spring attachment that allows ROM to jump high, to maneuver through the level and defeat the VendBot boss at the end to acquire the spider-legs attachment.

The second level uses some elements from the first level, but adds some wall-climbing puzzles to teach the player how to use the spider-legs attachment. When the player reaches the end of the second level, a boss fight with the Re-Furby ensues. The third level incorporates some elements from the first two levels to maneuver through a large number of enemies to reach the game's last boss: ROM's brother RAM.

1.3 GAMEPLAY MINUTE/NARRATIVE

ROM peers over the side of the precipice into the narrow pit below, the sides were treacherous, lined with spikes and oil. In the center of the pit floated a row of hover toilets. ROM would have to maneuver between the spikes and the toilets, occasionally bouncing off a toilet, and dodging their bombs. Two of ROM's eight legs tensed in preparation to launch himself into the pit from the wall. After timing the movement of the toilets, ROM pushes away from the wall and plunges down past the row of enemies. In order to speed his descent he switches into spring form in mid-air. Immediately, ROM becomes more aerodynamic and begins to fall faster, putting distance between the toilet's projectiles and himself. As the ground rushes up to meet ROM, he guides himself and lands on a broken robot, bouncing back up into the air a few feet and landing safely on the ground.

1.4 STYLE AND TONE

ROM's Hard Drive to Silicon Valley keeps a fairly light-hearted and humorous feel for potentially "grim-sounding" environments (junk covered and abandoned southwest U.S.A.) In addition to this, all the characters, including the enemies maintain the same humorous feel. The action is over-the-top and frenetic, and the shifting style of gameplay keeps the player engaged throughout the experience.

ROM is an experience that is meant to be played through in one attempt. Due to the casual nature of the game, ROM will sell as more of a fun experience than an actual challenge, while still keeping the players engaged and entertained.

1.5 STORY/BACKSTORY

The Earth's military create robot brothers named ROM and RAM to carry a hard drive containing nuclear launch codes. The military initially mean to install the hard drive into RAM, but by accident, they installed it in ROM by accident. The military doesn't realize the mistake, and throws ROM into the junkyard. However, RAM finds out about the mistake, and sets out to reacquire the hard drive from ROM at all costs. Meanwhile, ROM awakens in the junkyard with only one goal in mind: to go to Silicon Valley, where he can achieve his ultimate goal, to, as a twist, use the launch codes to destroy humanity. His quest takes him through the junkyard that is the western half of the United States. Along the way, he runs into all kinds of "malfunctioning" electronics, such as old toasters, robotic vacuums, and even a giant Furby doll. As he defeats each boss, he acquires a part of their "physique" as an attachment, i.e. spider-legs from the VendBot.

SECTION 2 – GAMEPLAY

2.1 OVERVIEW

The goal is to venture through each level, acquire a power-up from the boss of the level, and use the power-up to complete the next level, until ROM reaches the robot paradise, Silicon Valley. ROM is an experience that is meant to be played through in one attempt. Due to the casual nature of the game, ROM will sell as more of a fun experience than an actual challenge, while still keeping the players engaged and entertained. Since teens and adults are attracted to over exaggerated humor and fast paced game play they should buy this game. Even though our target audience is for teens and adults the game is expected to be rated E-10.

2.2 PLAYER'S OBJECTIVE

The player's primary objective in ROM's Hard Drive to Silicon Valley is to help ROM navigate through levels filled with enemies, environmental hazards, and puzzles to reach and defeat the level's boss, and acquire its power-up.

Secondary objectives include:

- Use acquired power-ups to solve puzzles and avoid being damaged...

2.3 CORE GAMEPLAY MECHANICS

2.3.1 CONTROLS

The player controls the game with the mouse and keyboard or a Xbox 360 controller.

The following is the standard control configuration:

Key	Action
Spacebar	Jump
Up Arrow	Aim up
Down Arrow	Aim down
Shift/Left Mouse Button	Fire
W	Climb Up Walls
S	Climb Down Walls
A	Walk Left
D	Walk Right
1	Select ROM's Spring
2	Select Spider Legs
3	Select Tank Treads
Ctrl/Right Mouse Button	Melee Attack
Move Mouse Up/Down	Aim Up/Down

TABLE 1: KEYBOARD/MOUSE CONTROLS



Figure 1: Xbox Controller Setup

2.3.2 PLAYER MOVEMENT

SPRING

With ROM's spring attached he can bounce backwards and forwards and can also jump 12 feet in the air. ROM can only move at a speed of 5 miles per hour. When ROM lands on an enemy he gets bounced in the air to twice his normal jump (24 feet). ROM can also alter his direction in the midair.

SPIDER LEGS

With ROM's spider legs he can walk backwards and forwards on the ground. ROM can only jump as half as high as he can with his spring (6 feet). The spider legs let ROM move at 8 miles per hour. When ROM jumps and hits a wall he clings to it and can walk up and down it. When ROM is on a wall or close to the ceiling and jumps he clings to the ceiling and can walk backwards and forwards. If ROM jumps while on a wall or ceiling, he falls back to the floor. The spider legs also come equipped with a net launcher, ROM can use this to trap enemies and interact with puzzles.

2.3.3 CAMERA

ROM is at the left edge of the screen and the camera follows him as he moves.

2.3.4 INTERACTIONS

Combat/Environment/Inventory/Skills/Abilities

2.3.4A TABLE ...

	JUNCKYARD	
SPIN	Flying	1
	Ranged	1
	Melee	1
NET	Flying	3
	Ranged	2
	Melee	5

Table 2: This chart represents the number of attacks ROM has to deliver to certain enemies to kill them.

	JUNKYARD
MELEE ENEMIES	10 hits kills ROM (90 Damage)
RANGED ENEMIES	10 hits kills ROM (75 damage)
FLYING ENEMIES	10 hits kills ROM (75 damage)
ENVIROMENTAL HAZZARDS	5 hits kills ROM (180 damage)

Table 3: This table represents the number of times ROM can get hit by certain enemies or environmental hazards before he dies.

ABILITY NAME	EFFECT	DIFFERENT ATTACHEMENTS
Jump	ROM jumps in the air	Spring – ROM jumps 12 feet and 24 feet after bouncing on an enemy Spider Legs – ROM can jump 6 feet
Walk	ROM can move backwards and forwards	Spring – ROM can move 5 miles per hour Spider Legs – ROM can move 10 miles per hour
Attack	ROM spins or punches at an enemy	Spring – ROM spins to attack enemies for 150 damage Spider Legs – <i>Not Available</i>
Net Launch	ROM can shoot out a net to trap enemies	Spring – Not available Spider Legs – ROM can shoot out a net to trap enemies for 5 seconds or activate distant levers.

Walk on Wall	ROM can walk on the wall	<p>Spring – Not available</p> <p>Spider Legs – If ROM jumps on to a wall he can walk on it, jumping again causes ROM to fall to the floor.</p>
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Table 4: This table represents the skills and abilities ROM can use.

2.3.5 HUD

The HUD can keep track of health, lives, and how many memory chips you have. ROM's health is represented by a health bar that looks like a battery. The health bar has 9 segments. When the health bar has 7-9 segments the health bar is green. When the health bar has 5-6 segments the health bar appears yellow. When the health bar has 1-3 segments the health bar shows red. When ROM gets hit he loses 1 segment of his power and if ROM loses all of his power he "dies." The number of lives are shown beside a small representation of ROM's head. The number of memory chips are shown beside a small representation of a memory chip. The memory chip counter can go to a maximum of 50 and then drops back to 0 when the maximum is achieved.



Figure 2: Early mock-up of the game world's fun aesthetic.

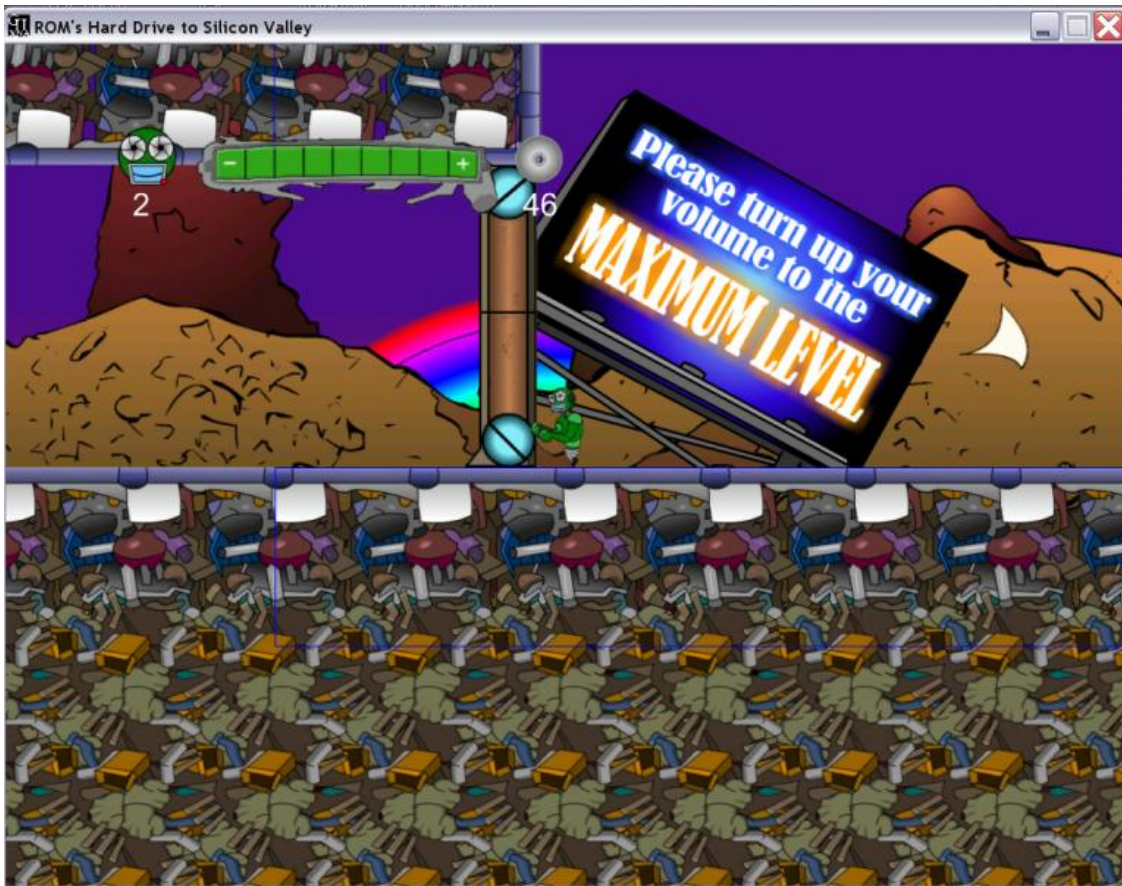


Figure 3: Final HUD design

2.3.5A HUD FEATURE 1 HEALTH

The health bar should look like a battery. Players need to know how much health they have left.



Figure 4: ROM's health bar

2.3.5B HUD FEATURE LIVES

ROM's lives should be shown beside a small representation of his head. Players need to know how many lives they have left.



Figure 5: Number of lives is displayed under the representation of ROM's head.

2.3.5C HUD FEATURE MEMORY CHIPS

ROM's memory chip count should be shown beside a small representation of a memory chip. The player needs to know how close they are to getting an extra life.

2.3.6 HEALTH SYSTEM

ROM's health is represented by a health bar that looks like a battery. The health bar has 9 segments that represent 100 hit points each for a total of 900 hit points. When the health bar has 7-9 segments the health bar is green. When the health bar has 4-6 segments the health bar appears yellow. When the health bar has 1-3 segments the health bar shows red. When ROM gets hit he loses hit points and when ROM loses 100 hit points he loses a segment of his power and if ROM loses all of his power he "dies." ROM can replenish his health by collecting batteries. Medium batteries like 9V or C batteries restore 2 segments of ROM's health (200 hit points). Large batteries like D Cell batteries restore 4 segments of ROM's health (400 hit points). Car batteries restore all of ROM's health (can be set to 900 hit points).

2.3.6 WEAPONS SYSTEM

WEAPON NAME	MOVEMENT SPEED	JUMP HIGHT	DAMAGE
Spring	5 mph	12 feet normally and 24 feet after bouncing on an enemy	ROM winds up and spins around on his spring doing 50 damage to enemies. ROM can also shoot missiles that deal 100 damage to enemies and destroy obstacles.
Spider Legs	8 mph	6 feet	Spider legs shoot out a net to trap enemies for 5 seconds, and activate levers. ROM can also punch forward to do 25 damage to enemies.

Table 5: ROM's weapons and their effects.



Figure 6: ROM's additional leg attachment allows him access to new abilities

2.3.7 PICKUPS SYSTEM

PICKUPS SYSTEM

ITEM NAME	EFFECT	DROPPED BY	HOW MANY THERE ARE
ROM Head	Gives ROM an extra life	Enemies (very small % chance for this drop)	Not many only 1 or 2 per level
CDs	When ROM collects 100 he gets an extra life	None	A very, very great amount
Batteries	Restore ROM's health	Enemies (50% chance drop)	A very great amount(enough to give ROM 1000 hit points in each level)

Table 6: Pickups and their effects.



Figure 7: Batteries restore health. The more powerful the battery, the more health is restored.



Figure 8: CDs: If ROM collects 100 of these he gains an extra life



Figure 9: ROM Head: By collecting one of these ROM is granted an extra life

2.3.8 OBJECTS SYSTEM

ITEM NAME	DESCRIPTION	INTERACTIONS
Blast Doors	Blast doors are used to slow ROM down as he progresses through a level.	ROM can open the doors using by flipping switches.
Levers	Levers are used in the puzzle elements of the game. ROM must flip levers to get through the game.	ROM can flip levers to open doors or cause paths to open. ROM can use his net to hit them.

Table 7: The different objects and how ROM interacts with them.

Section 3 – Menu System

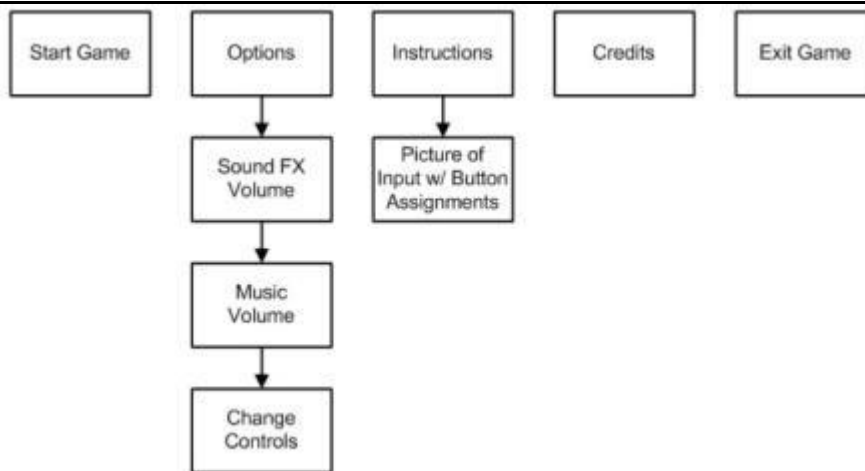


Figure 10: Menu Flow Chart

3.1 – INSTALLATION

ROM's Hard Drive to Silicon Valley is installed via a basic install wizard. The Install icon looks like ROM's face.

3.2 – TITLE SPLASH SCREENS



Figure 11: Guildhall and Garage Games Logos



Figure 12: ROM Title Page



Figure 13: Controls Screen

3.3 – MAIN MENU



Figure 14: Main Menu

Buttons are arranged on screen vertically.

- Start
 - Controls
 - Quit
-

3.4 – STORY SCREENS

Before Level 1:

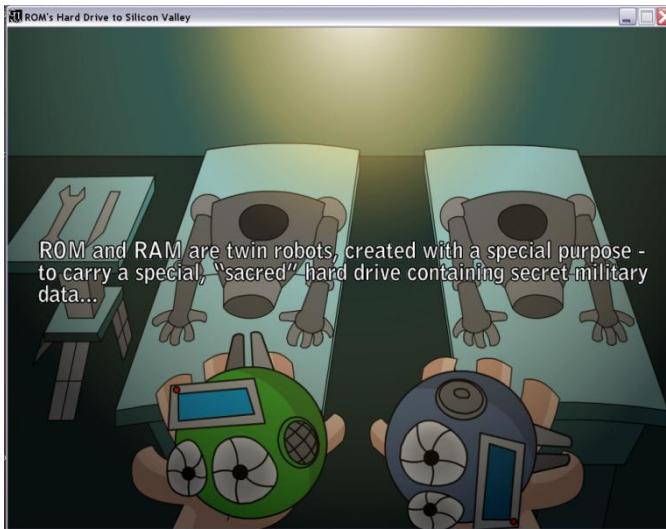


Figure 15: Storyh Intro 1

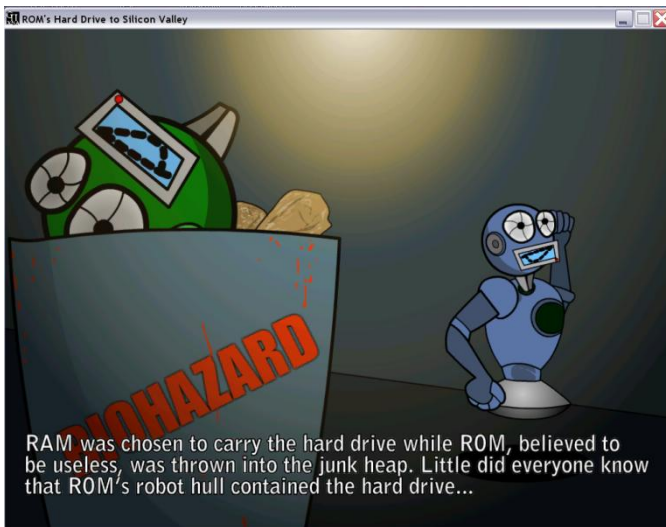


Figure 16: Story Intro 2

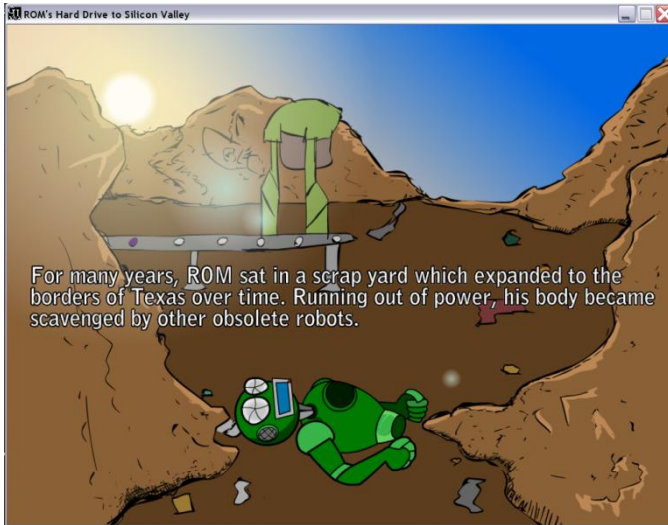


Figure 17: Story Intro 3



Figure 18: Story Intro 4

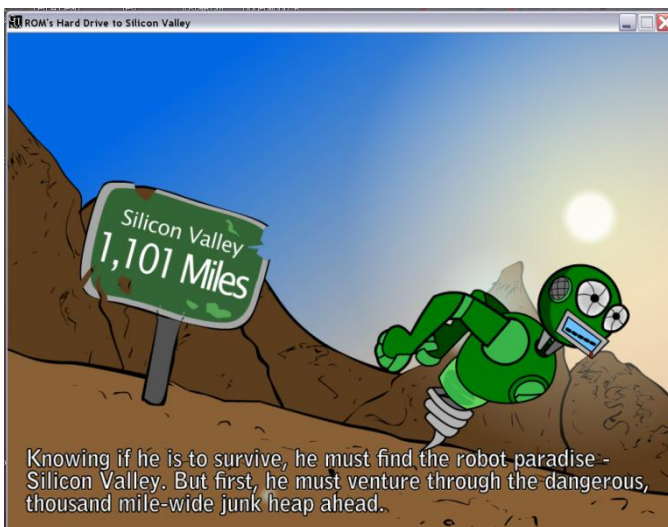


Figure 19: Story Intro 5

After Level 3:

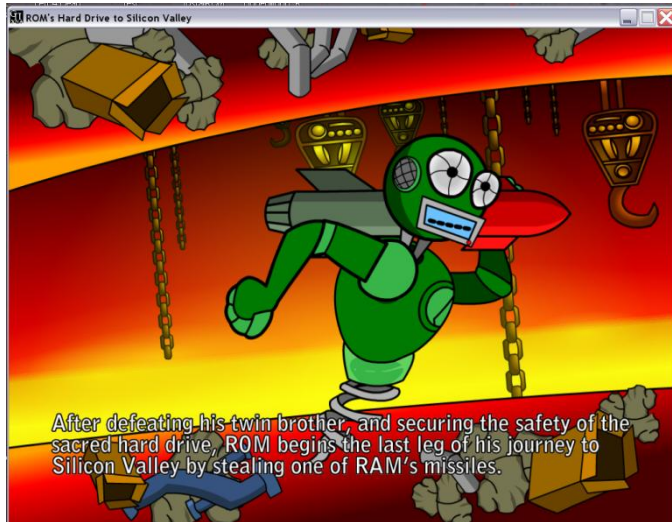
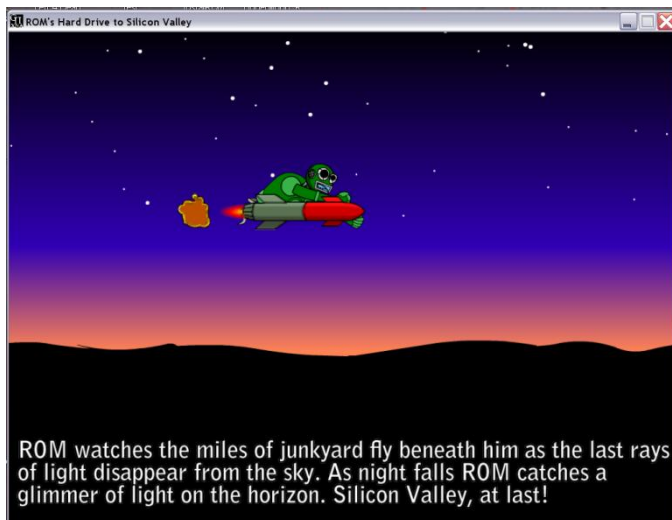
**Figure 20: Story Conclusion 1****Figure 21: Story Conclusion 2**



Figure 22: Story Conclusion 3



Figure 23: Story Conclusion 4



Figure 24: Story Conclusion 5

3.5 – IN-GAME TUTORIAL SCREENS/WINDOWS

Location	Text
Controls Screen	Available through the options menu, or by pressing Start

Table 9: Tutorials are seamlessly integrated with the game. Therefore all that is necessary is a controls screen.

3.6 – PAUSE

The pause menu is laid out vertically in the center of the screen:

- Options

3.7 – GAME OVER SCREEN

If player successfully completes the game, player gets credits (see below). If player loses all ROM's lives, background darkens, and a pop-up window shows up with a vertical menu with options of Main Menu and Quit, respectively.



Figure 25: Game Over Screen

3.8 – CREDITS

The credits screen scrolls through credits for the game.

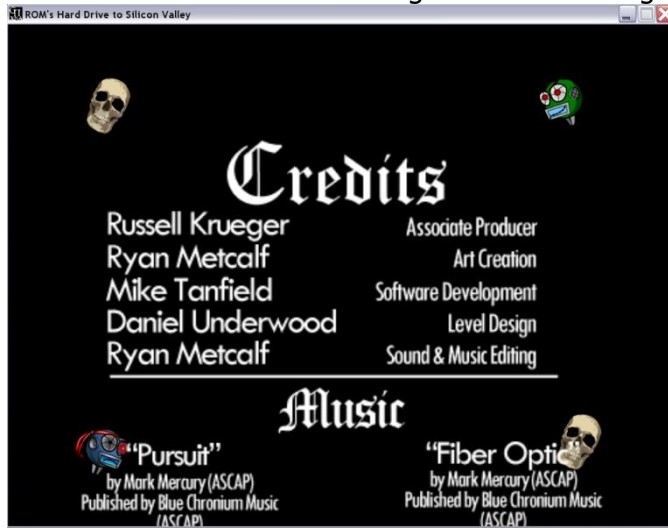


Figure 26: Scrolling Credits

SECTION 4 – CHARACTERS

4.1 MAIN CHARACTER: ROM

ROM is a scrapped robot who finds himself in a junkyard upon waking. He discovers an implanted hard drive within himself that contains vital, top-secret military data. The only thing he recalls from his memory is that humans have largely done away with robots out of fear. ROM recalls of a safe robot haven: Silicon Valley, and that he must journey there before he is dismantled.

Stats:

- Age: 3
- Height: 4' 6"
- Eye Color: Metal
- Race/Nationality: Hecho en Mexico
- Job Title: Spare Parts
- Powers and Abilities: ROM is able to switch his legs out with other robot's limbs. The primary problem is convincing the other robots to let them go.
- Purpose: ROM is unaware that he carries the sacred hard drive created by the US military. He was accidentally outfitted with the hard drive instead of his twin brother RAM. ROM's only desire is to reach robot paradise; Silicon Valley. However, it is inevitable that he will have to confront RAM on his journey there, as RAM is actively searching for ROM in order to recover the sacred hard drive.



Figure 27: ROM is the game's protagonist

4.2 BOSS CHARACTER: VENDBOT 6002 MK.4 V.5.2 BETA

Vendbot is a vending machine that is equipped with spider legs in order to find and service new markets in hard to reach areas (Mountains, the Desert, the Moon). The VendBot also has a net which is primarily used to catch and detain slightly more resistant customers until they realize that they really DO want to buy something. VendBot is equipped with a hyper-sonic can launcher/rail gun to effectively dispense refreshment and/or anti-tank defense at ranges of 50 miles or less.

Stats:

- Age: 60
- Height: 7'
- Eye Color: One Black, One White
- Race/Nationality: Made in Japan
- Job Title: Long range refreshment salesman/Artillery
- Powers and Abilities: VendBot is able to walk up walls, fire its rail gun/drink dispenser, and snare potential customers with its net launcher.
- Purpose: Long since decommissioned, and put in a junkyard miles from civilization, where it can't dispense refreshment to the population at large. It now roams the junkyard, where it attempts to refresh anything vaguely humanoid.



Figure 28: VendBot is the game's first boss



Figure 29: ROM battling VendBot

4.3 BOSS CHARACTER: RE-FURBY

The Re-Furby is living proof that bigger is not necessarily better. It was created in order to revitalize the long since unpopular toy line. Suffice to say, the executive who demanded several questionable changes in the toy's design was not with the company for much longer. Re-Furby is a giant toy that has tank treads (for all-terrain cuddling!) and shoots missiles from neck-mounted missile pods. It is also equipped with a high-powered sound emitter that can disrupt electrical systems.

- Age: 43
- Height: 18'
- Eye Color: Purple with glowing red pupils. (Heartbeat sensors for the heat seeking affection rockets! De-activation codes sold separately.)
- Race/Nationality: No idea... but something tells me the Germans had something to do with this...
- Job Title: Your new best friend!
- Powers and Abilities: The Re-Furby has tank treads (no point in trying to escape it, kids!) and missile pods (also effective at surface-to-air snuggling!) in addition to his sonic emitter, which is very effective at disrupting electronics (You don't need that game console anymore anyways! You've got Re-Furby!), it's eyes can also see into your soul... freaky, eh?
- Purpose: Widely regarded as the worst idea in history, for any product, ever, this particular Re-Furby sits abandoned in the Junkyard, waiting for someone to take him home, so it can love you forever and ever, and ever, and ever....



Figure 30: Re-Furby, the game's second boss. Seriously, who thought this toy was a good idea!?

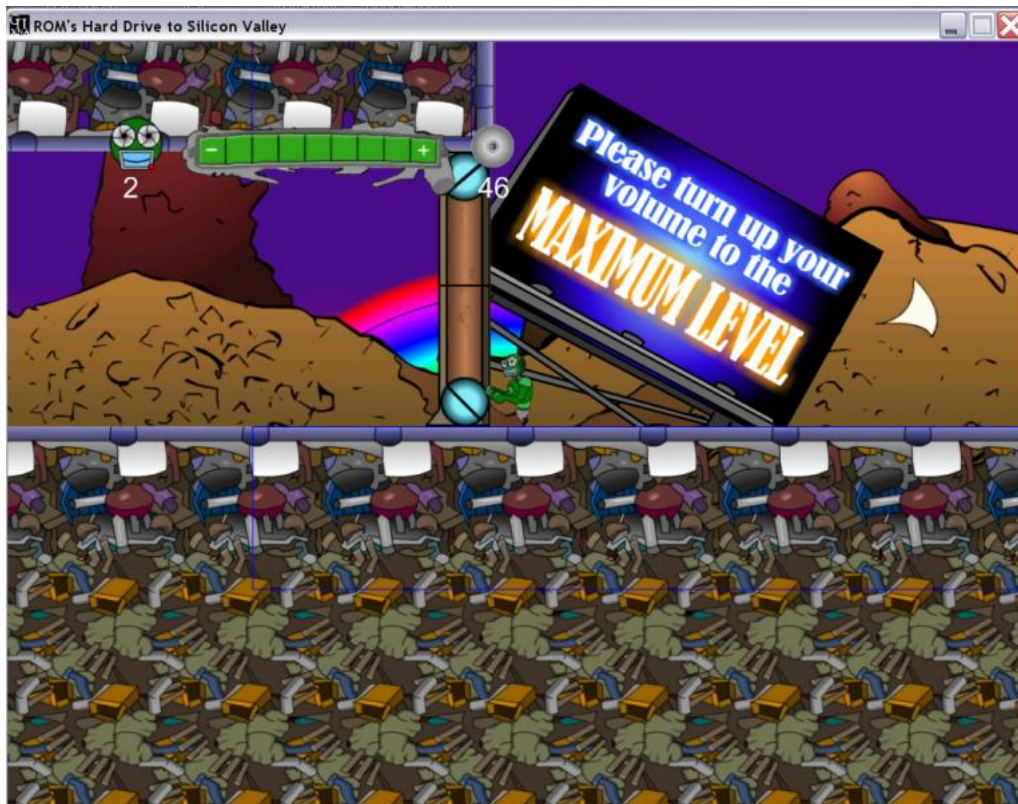


Figure 31: The set-up for an in-game prank



Figure 32: ROM and Re-Furby, friends at last!

4.4 BOSS CHARACTER: RAM

RAM is ROM's twin robot, both were developed by the military. Upon testing, the superior robot was RAM, chosen as the ideal robot for military use. Accidentally, ROM received the hard drive. Assuring his superiors he would track down and destroy ROM, the determined RAM sets out to retrieve the hard drive at any cost.

- Age: 3
- Height: 5' (6' 2" while hovering)
- Eye Color: Metal
- Race/Nationality: Hecho en Mexico
- Job Title: Special Forces Robot, failed keeper of the sacred hard drive
- Powers and Abilities: RAM is a capable fighter on his own, but he has been collecting parts off of the past bosses of the game, acquiring the VendBot's Hypersonic can launcher and the Re-Furby's sonic emitter, which was located in its beak.
- Purpose: RAM created by the military and was intended to carry the sacred hard drive, in order to guard the launch codes for the country's supply of nuclear missiles. However by mistake the next robot down, ROM, was fitted with it instead. ROM was believed worthless and disposed of in Texas, while RAM was shipped off to the military. It was only after RAM arrived in the United States that the mistake was realized.

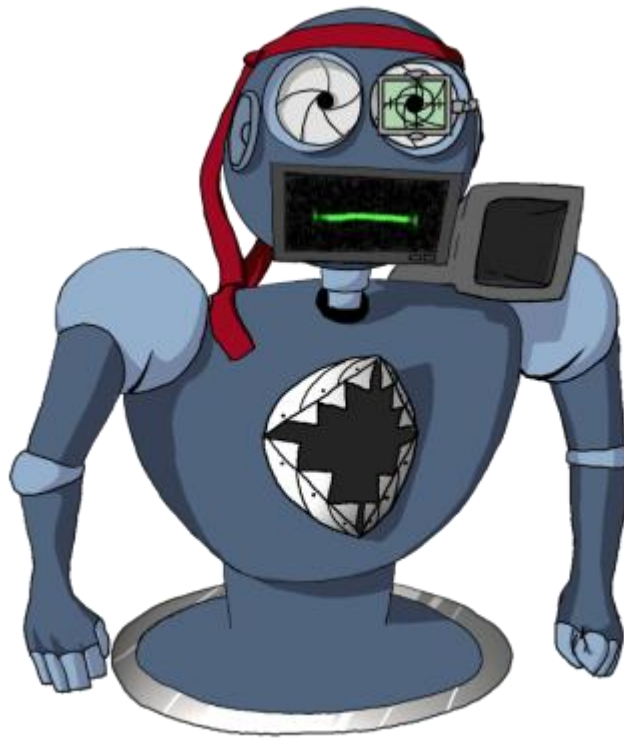


Figure 33: ROM's twin brother, in search of the sacred hard drive.



Figure 34: The final showdown between ROM and RAM

4.5 JUNKYARD ENEMIES

Ground/Melee Archetype: Broken Robot: These robots were once functioning members of society, but eventually came to be regarded as obsolete. Many of them have been recycled, but many still remain in various states of disrepair. These robots, maddened by the pointlessness of their existence will do anything to attack any functional robot near them, (for example: ROM) and will crawl after their prey if necessary.



Figure 35: Broken Robots are the game's melee enemies.

Ground/Ranged Archetype: Laser Toaster: Long since regarded as the most dangerous breakfast appliance in History, (next to the infamous "Glass Cereal Factory Deluxe" and the "Electric Coffee Mug", of course). These toasters were discarded in droves when their owners decided that the benefit of having toast made from a distance by a military grade combat laser was heavily outweighed by their houses burning down... for the third time. These appliances still hop around scanning for something, anything at all to toast.



Figure 36: The laser toaster is the game's ranged enemy.

Flyer Archetype: The Hover Toilet™: In keeping with the increasingly sedentary lifestyle of the human race, the Hover Toilet™ was introduced as an astounding success. No longer did you have to get up to go to the bathroom, or anywhere for that matter. The Hover Toilet™ comes with a 21 inch LCD screen and wireless internet. These eventually became obsolete with the introduction of the Jet Crapper Deluxe™, which allowed people to achieve speeds of 700+ mph, but more importantly came with a 23 inch screen.



Figure 37: The Hover Toilet is the game's flying enemy.

SECTION 5 – WORLD LAYOUT

5.1 GAME WORLD OVERVIEW

The setting is Earth in the distant future. Much of the western United States and New Jersey is not habitable, being a cheerful mix of nuclear wasteland and industrial disaster (New Jersey is used to being that by now, though). Humanity has discarded many of their robots out of fear that they may begin to exhibit higher intelligence and rise up against them. The environments that ROM travels through keep that level of feel with lifeless abandoned areas, with many objects in disarray. This provides the setting for a good platformer and run and gun game, as well as an ideal environment for a puzzle platformer.

5.2 LEVEL DESCRIPTIONS

5.2.1 2D ENGINE AND TXB LEVEL: ACT 1

QUICK SUMMARY

Act 1 is the introduction to the game. Players learn the basics of movement and jumping, as well as basic puzzle elements. At the end of the level the VendBot waits as the final challenge that players must face before advancing to level 2.

5.2.1A GAMEPLAY OVERVIEW

The player is restricted to using the spring leg attachment. This means that he has only movement, a high jump and a powerful melee attack at this disposal.

5.2.1B ENVIRONMENT CONCEPTS



Figure 38: The Junkyard is filled with relics of a last age



Figure 39: Stacks of junk may provide a narrow corridor of movement.



Figure 40: Cars will populate the junkyard.



Figure 41: Piles of junk and discarded auto parts can be used as platforms.

5.2.1C TECHNICAL OVERVIEW

MISSION LOCATION

- Theme- Silly Junkyard Robots
- Mood- an exciting upward climb
- Setting- The bottom of the junk pile
- Time- Noon
- Season-Summer or spring
- Weather-Bright and Sunny

5.2.1D TECHNICAL DETAILS

LEVEL ATMOSPHERE/MOOD

Players are able to take the level at a leisurely pace. The level is spaced out so that the players can easily get their bearings but do not have to travel very far in order to find the next challenge.

WATER COOLER MOMENTS

- Players bounce rapidly up a series of laser toasters, narrowly dodging laser fire.
- Players hit a switch and use Hover toilets to bounce over to the room's exit.

5.2.1E GAMEPLAY DETAILS

GAMEPLAY MECHANICS

The core mechanic of this level is to learn the basics of the game and apply them to solving simple environmental puzzles. Players can only use the spring attachment, and they have no ranged attack.

- Prerequisite Skills:
 - None
- Learned Skills
 - Move
 - Jump
 - Melee
 - Bounce off enemies
 - Basic switch puzzles

LEVEL OVERVIEW MAP WITH KEY

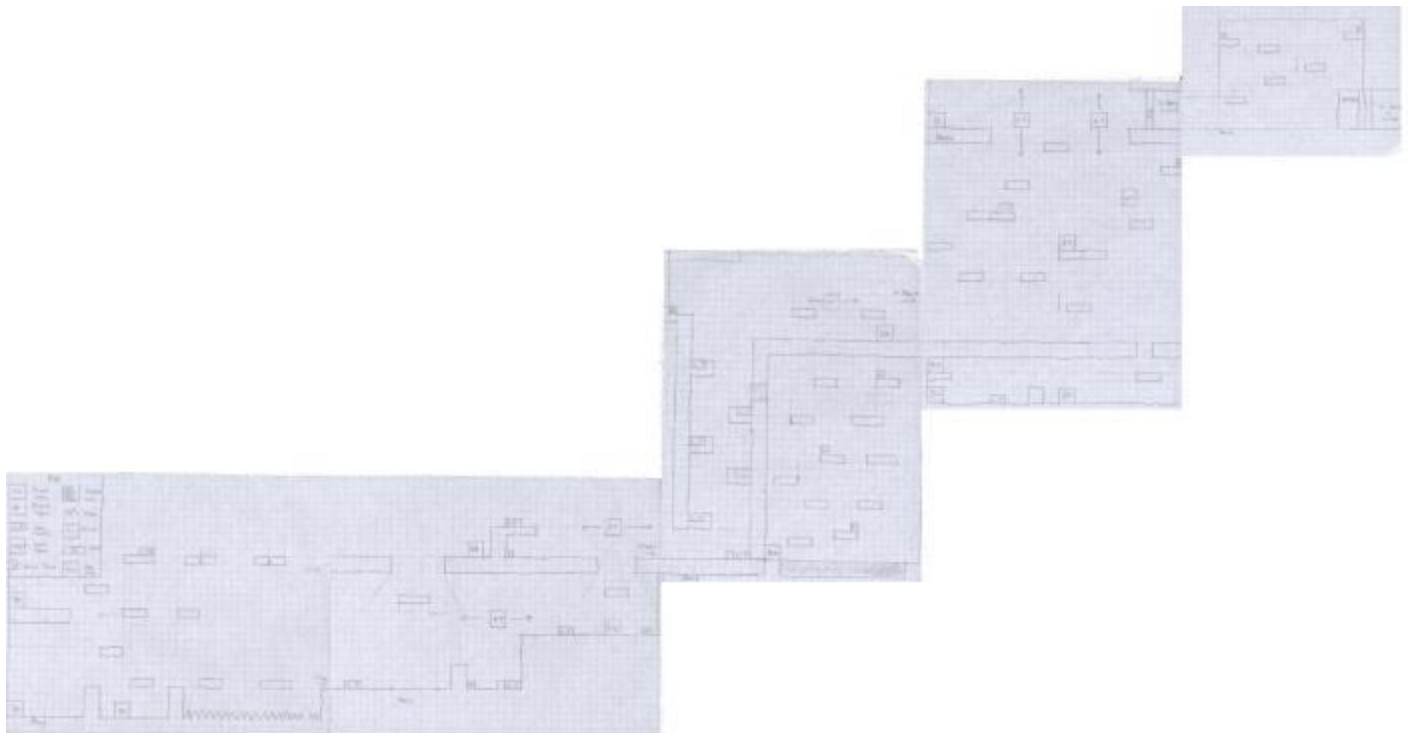


Figure 42: Rough Level 1 Map

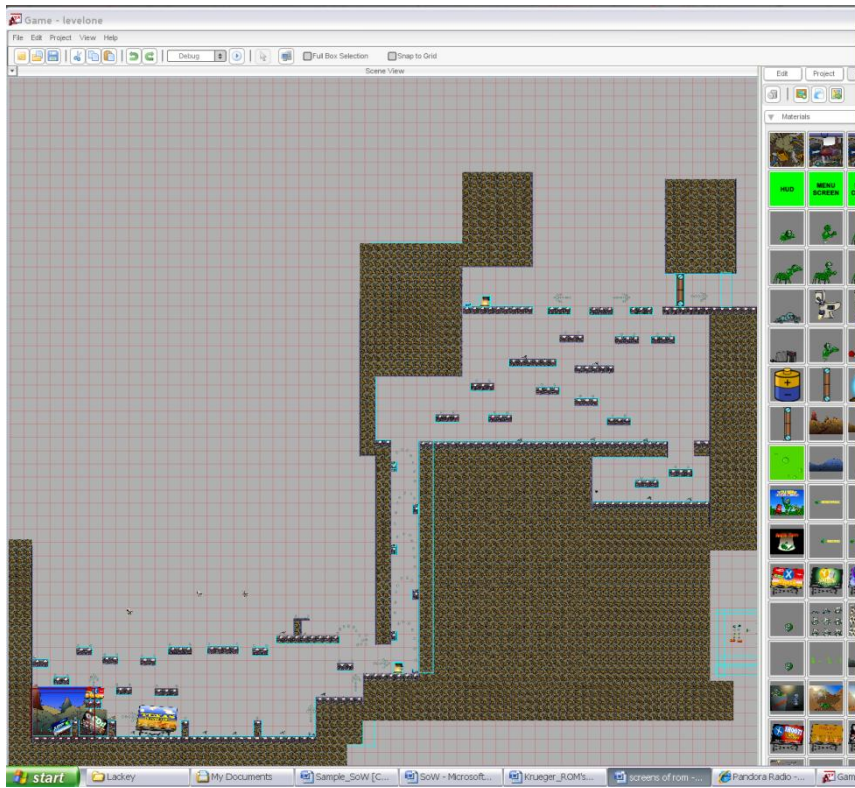


Figure 43: Torque level 1 Final

DETAILED WALKTHROUGH

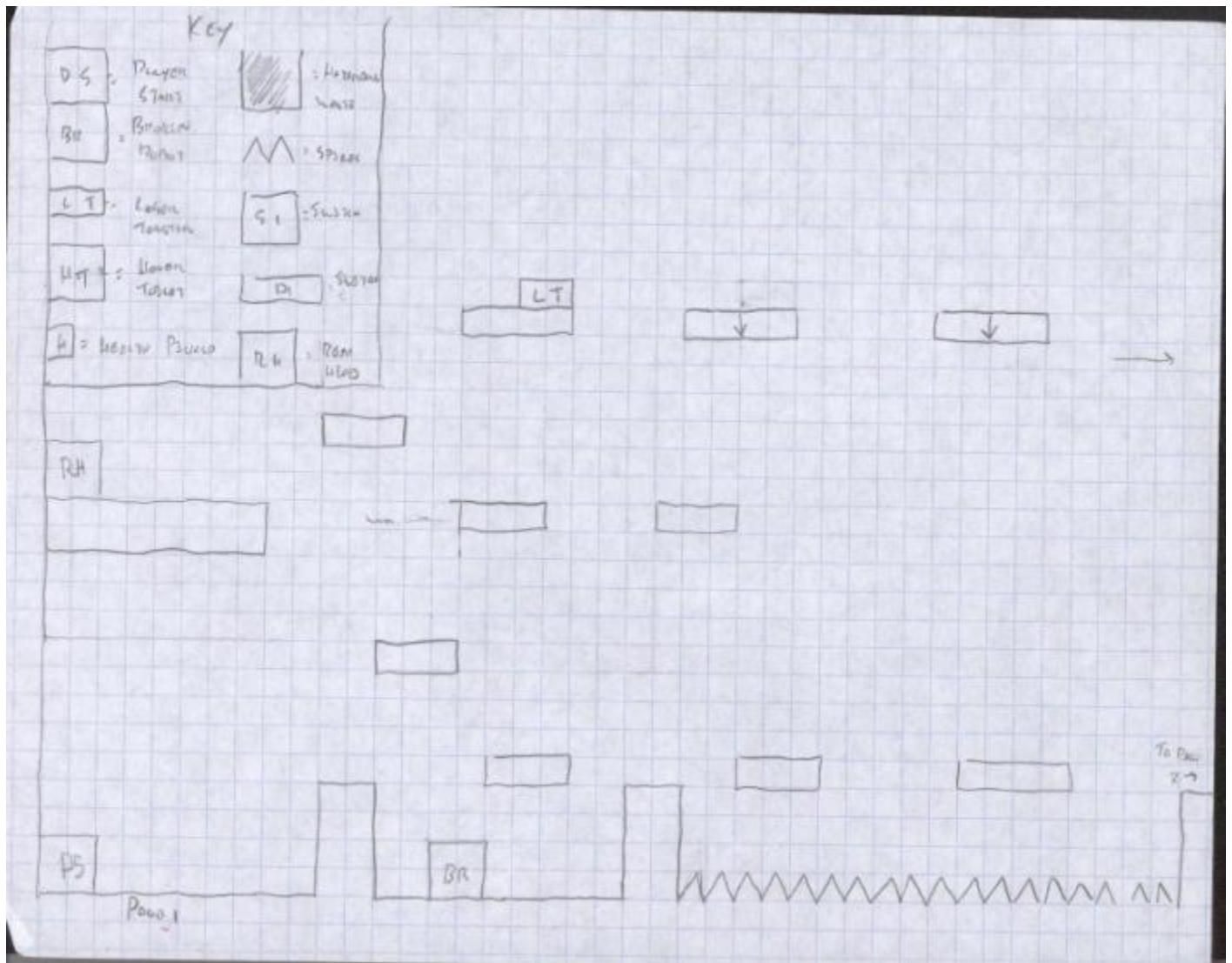


Figure 44: Area 1.1

Area 1.1

- Gameplay
 - ROM begins in a clearing with nothing around him. If ROM moves to the left, he reaches a dead-end, signaling the player that to continue, ROM must move to the right. As ROM moves further to the right, ROM reaches a platform on the ground with signaling the player to jump on that platform.
 - To the right is a series of platforms that ROM may jump across to reach a platform that contains an extra life. Rewarding the player early for exploration is key to the player's experience. The player may continue upwards, or to the right. Both paths lead to jumping puzzles. The upper one has platforms that fall and a laser toaster. The bottom has a broken robot and spikes.

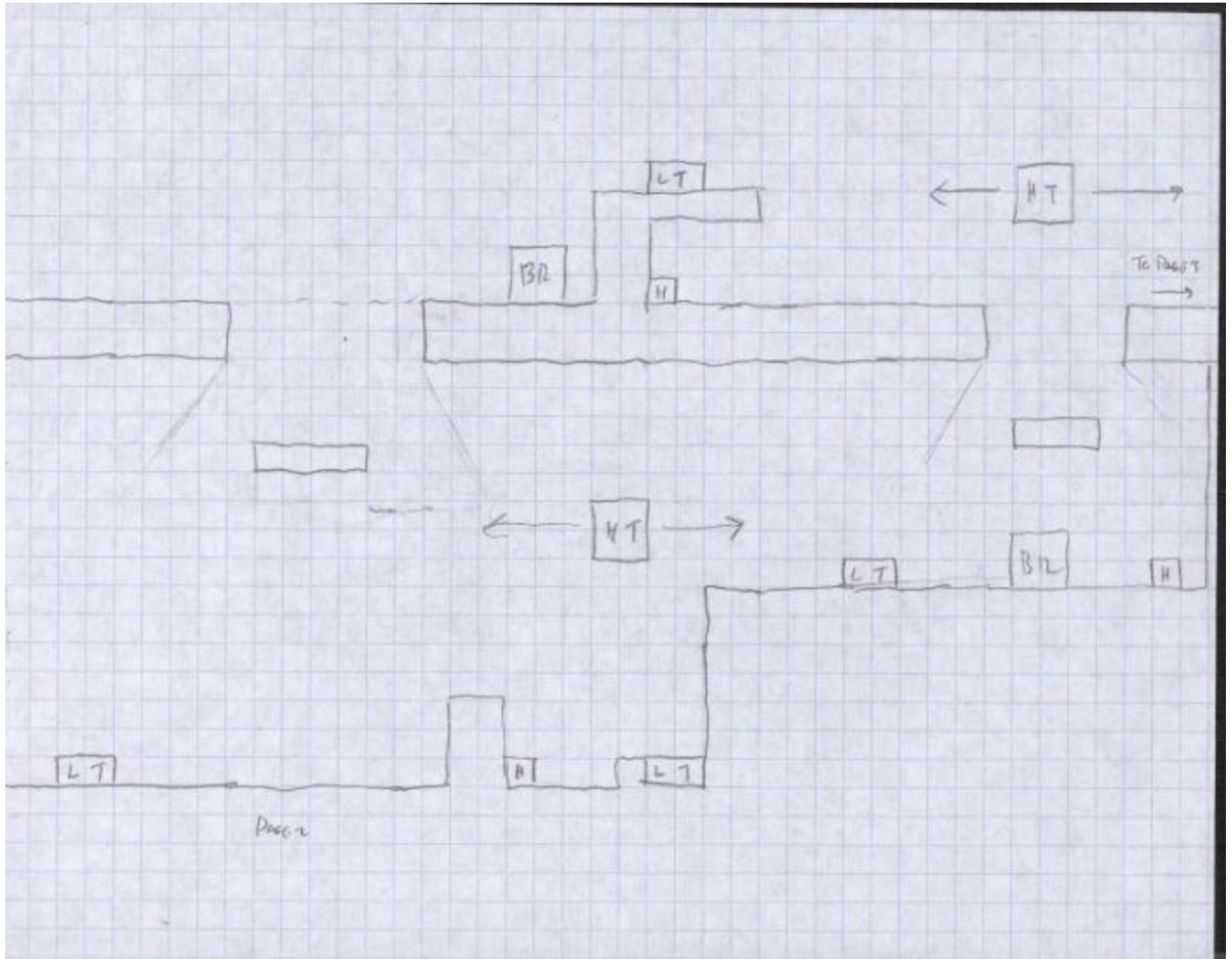


Figure 45: Area 1.2

Area 1.2

- Gameplay
 - If ROM is on the upper path, ROM has the option the option to drop down to the lower path, or continue on the upper path. If ROM is on the lower path, they must continue to the right, and use a laser toaster as a spring to reach a higher platform. Eventually, regardless of the path ROM is on, ROM must fight a laser toaster and a broken robot. To the right of the broken robot is a health pickup, and ROM must jump up to the upper level in order to progress to the next phase.

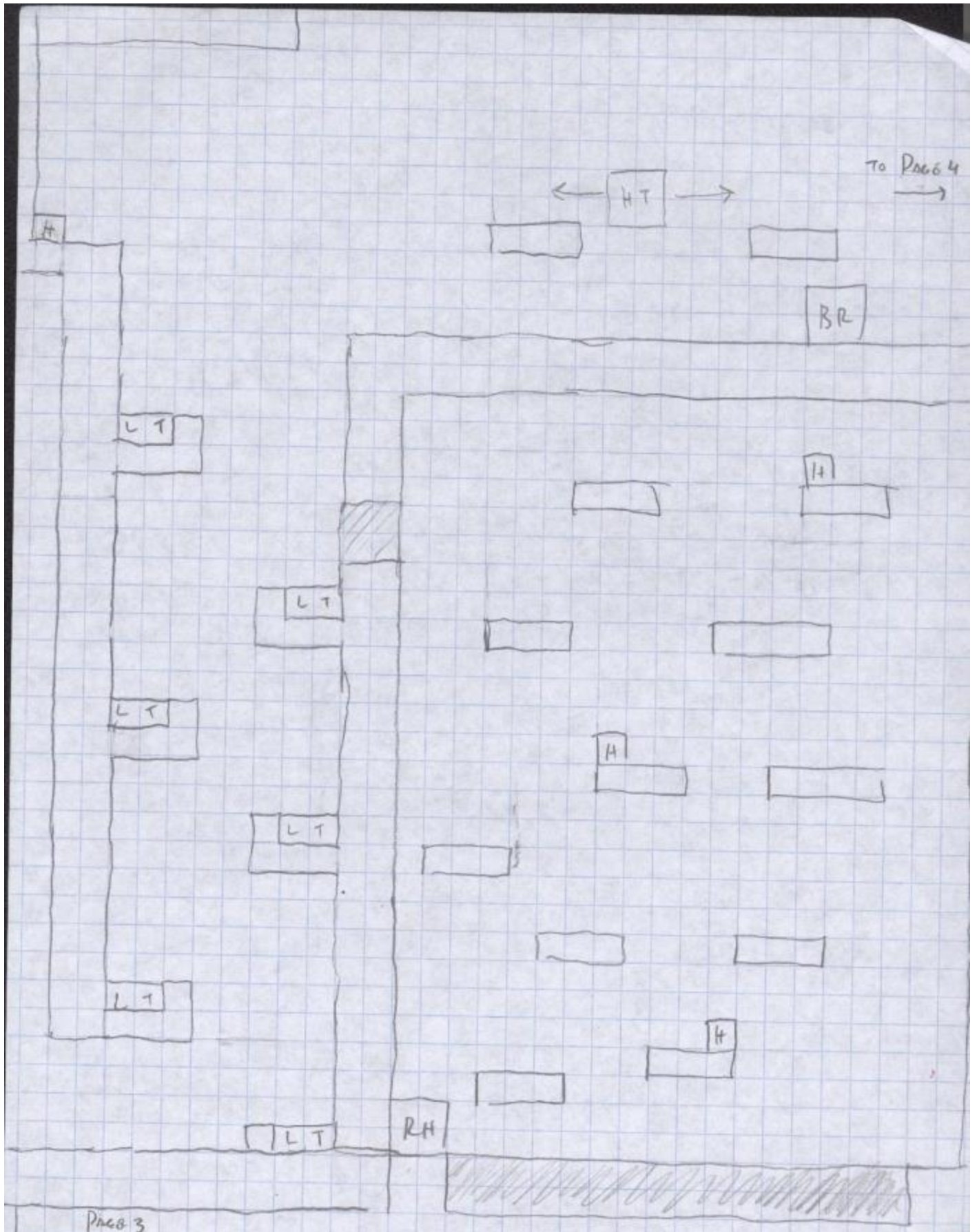


Figure 46: Area 1.3

Area 1.3

- Gameplay
 - After Area 1.3, ROM sees a “trapped” laser toaster. If ROM jumps on the toaster, ROM will bounce up to another trapped toaster. This process is repeated until ROM reaches the top of the obstacle.
 - If ROM moves to the right on the second toaster platform to the right, a secret area will be uncovered. If ROM explores this area fully, ROM will receive several health pickups and an extra life. However, ROM must be wary of the hazardous waste that pools on the floor of the level. A false move could be costly.
 - In order to reach advance to the next area ROM will have to get by a hover toilet and a broken robot.

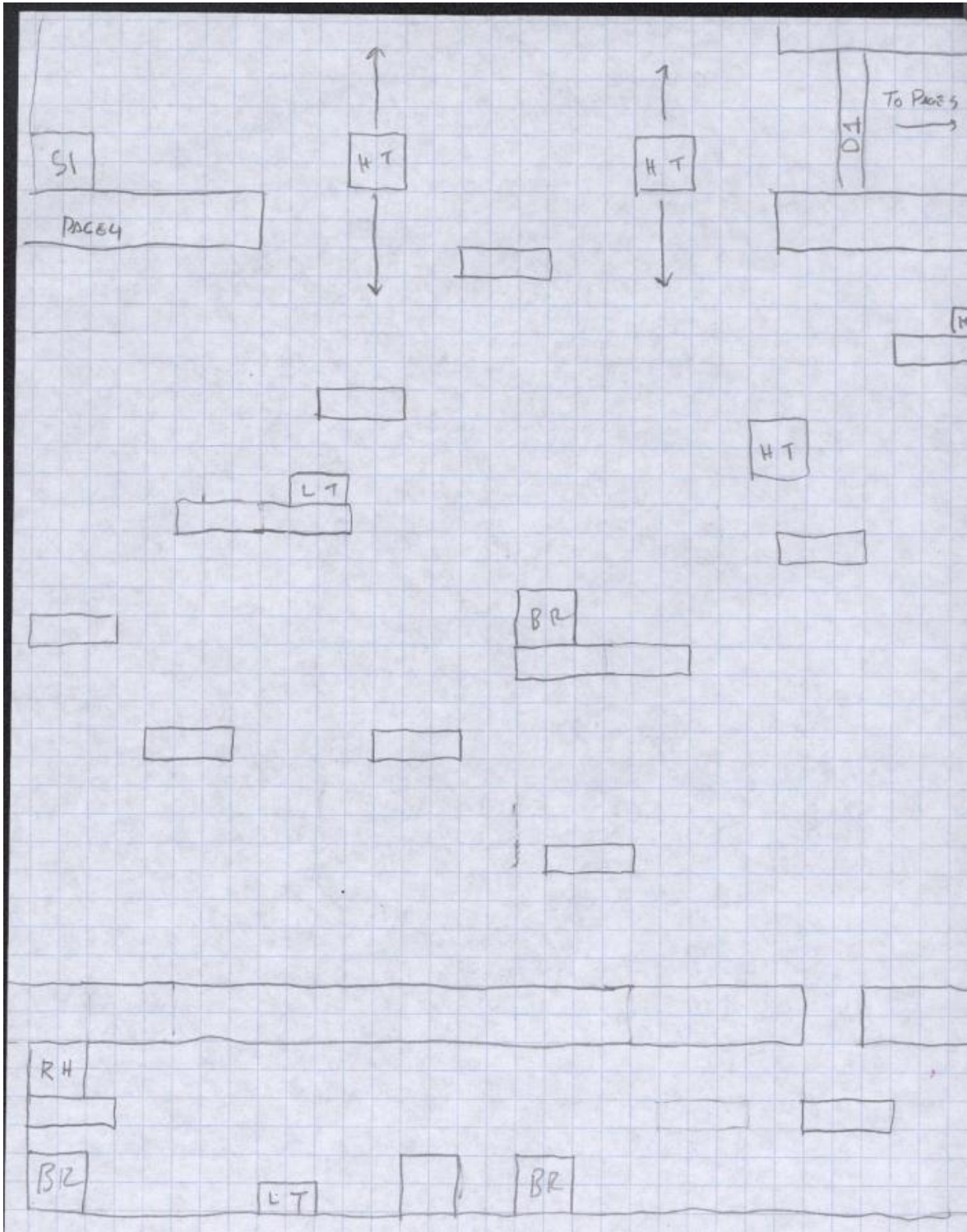


Figure 47: Area 1.4

Area 1.4

- Gameplay

- In Area 1.4, ROM must solve a simple switch and jumping puzzle in order to advance to the boss. After navigating a series of platforms, ROM finds a lever on the left hand side of the level. If the player flips the switch, the gate on the opposite side of the room will open, allowing access to the boss.
- There is an optional area for ROM on the bottom part of the level. Inside the optional room there are three enemies (2 broken robots and a laser toaster) and an extra life.

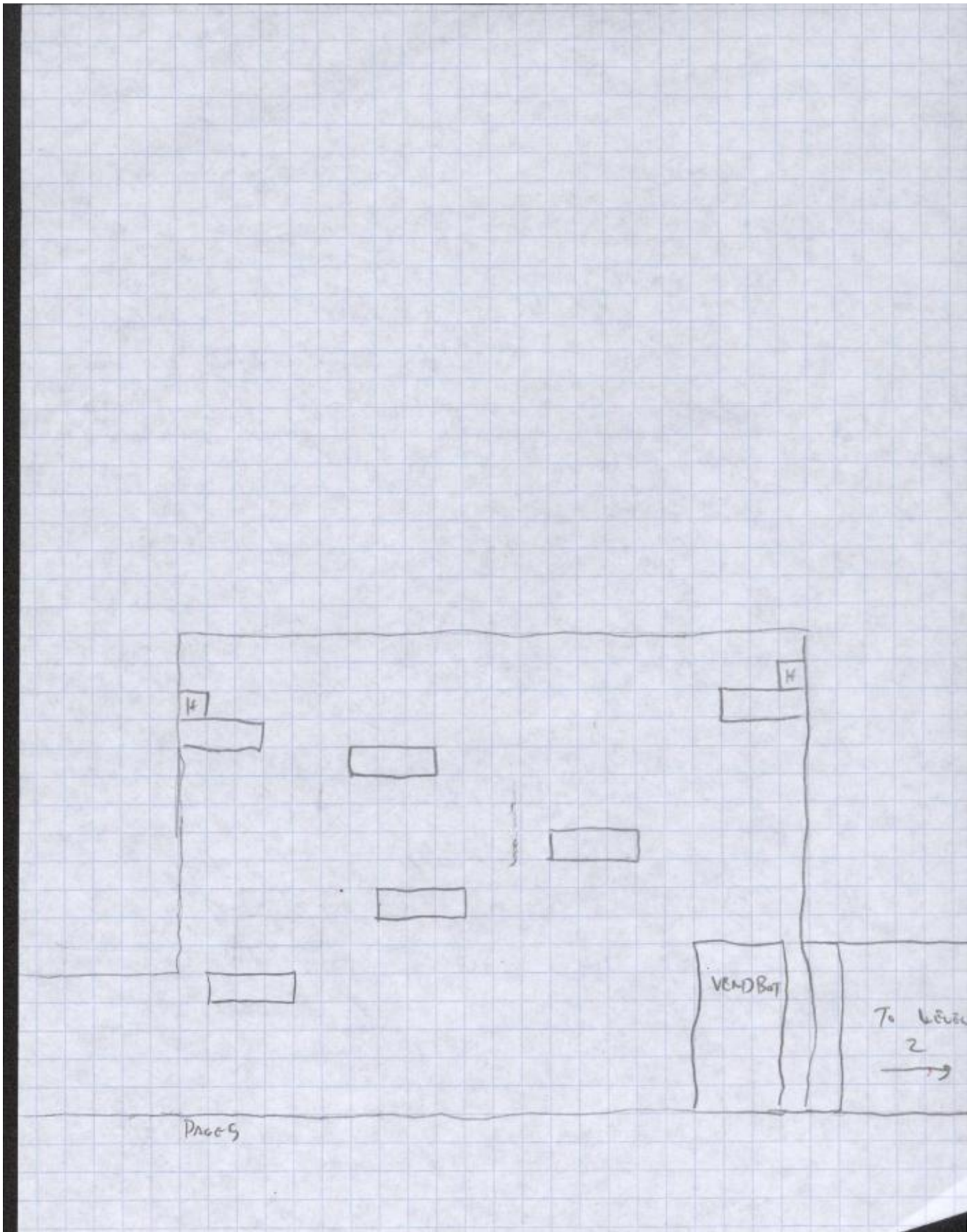


Figure 48: Area 1.5

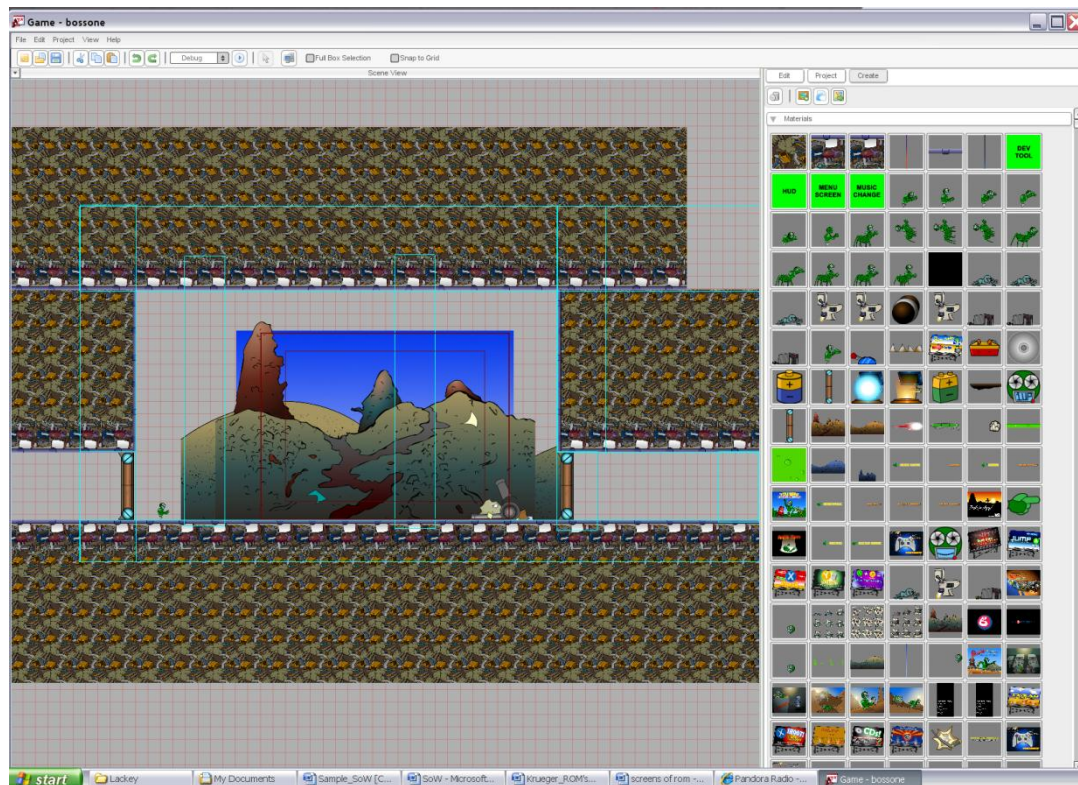


Figure 49: 1st Boss Battle Area Final

Area 5.1

- Gameplay
 - When ROM enters Area 1.5 the door locks behind him and he the Vendbot attacks, after killing the boss, ROM will be allowed to progress to Level 2.

5.2.2 TXB LEVEL: ACT 2

QUICK SUMMARY

This level is the second level of the game, which teaches the player the basic mechanics of the spider legs.

5.2.2A GAMEPLAY OVERVIEW

The primary focus for the player in this level is to learn how to use the spider legs avoid/defeat enemies, traverse platforms, and solve puzzles. Memory chips also guide the player through the level and show the player a straightforward route through the level.

5.2.2C TECHNICAL OVERVIEW

MISSION LOCATION

- Theme: Junk, trash, and other items that have been “thrown away”
- Mood: Dirty/Filthy
- Setting: The Junkyard
- Time: Sunset
- Season: Spring or Summer
- Weather: Partly Cloudy

5.2.2D TECHNICAL DETAILS

LEVEL ATMOSPHERE/MOOD

- The world's junkyard for recycling robots is the entire state of Texas, where ROM sets out on his journey west to Silicon Valley.
 - It is a clear evening.
 - ROM must venture through the broken, dilapidated wilderness of the junkyard which contains vile oil pits, stack upon stack of old cars (our present day cars), airplanes provide uphill encounters and old garbage has formed into small obstacles.
 - After the stage is completed, ROM gains the ability to shoot missiles that destroy barriers. ROM must then travel the last segment of the junkyard to escape.

WATER COOLER MOMENTS

- There are two secret areas in the level in which the player needs to bounce off of (an) enemy(ies) and jump from wall to wall to reach them. These secret areas hold a lot of "goodies" (pickups) that the player can acquire. Finding these areas requires skill on the behalf of the player, causing the player to feel skilled and to tell other people.
- A battle with a giant Furby.

5.2.2E GAMEPLAY DETAILS

GAMEPLAY MECHANICS

- Skills learned:
 - ROM's spider leg movement (Left & Right)
 - Spider leg Jump
 - Spider leg Attack
 - "Bounce" off of enemies from above
 - Climb walls
 - Spider leg net attack
 - Switch leg attachments
 - Activate levers with the net attack

LEVEL MAP WITH KEY

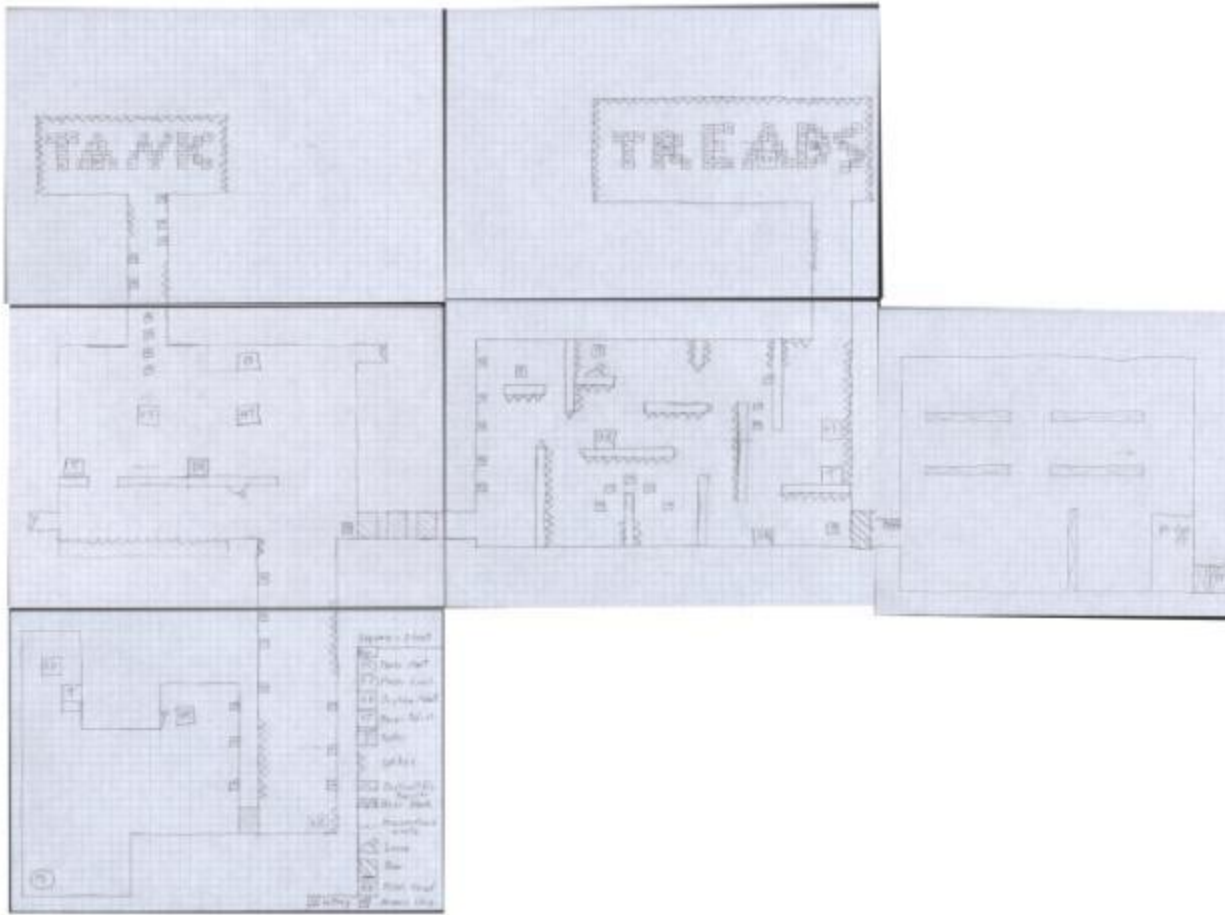


Figure 50: Rough Level 2 Map

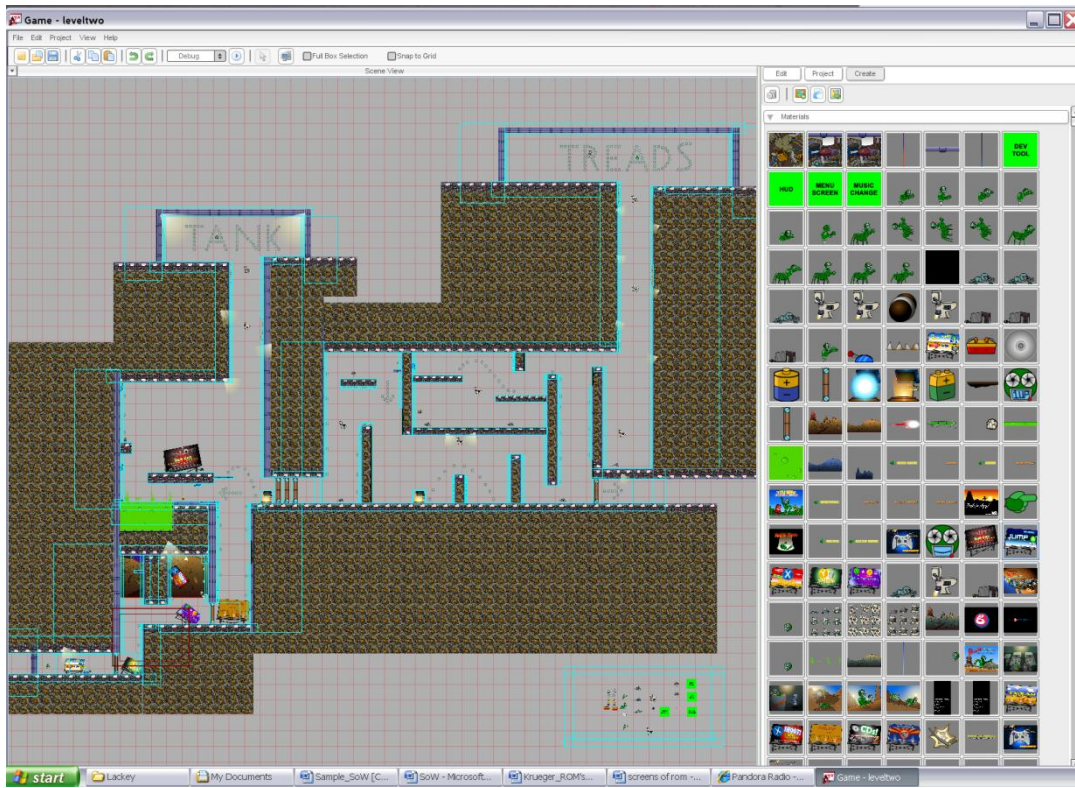


Figure 51: Level 2 Torque Final Map

DETAILED WALKTHROUGH

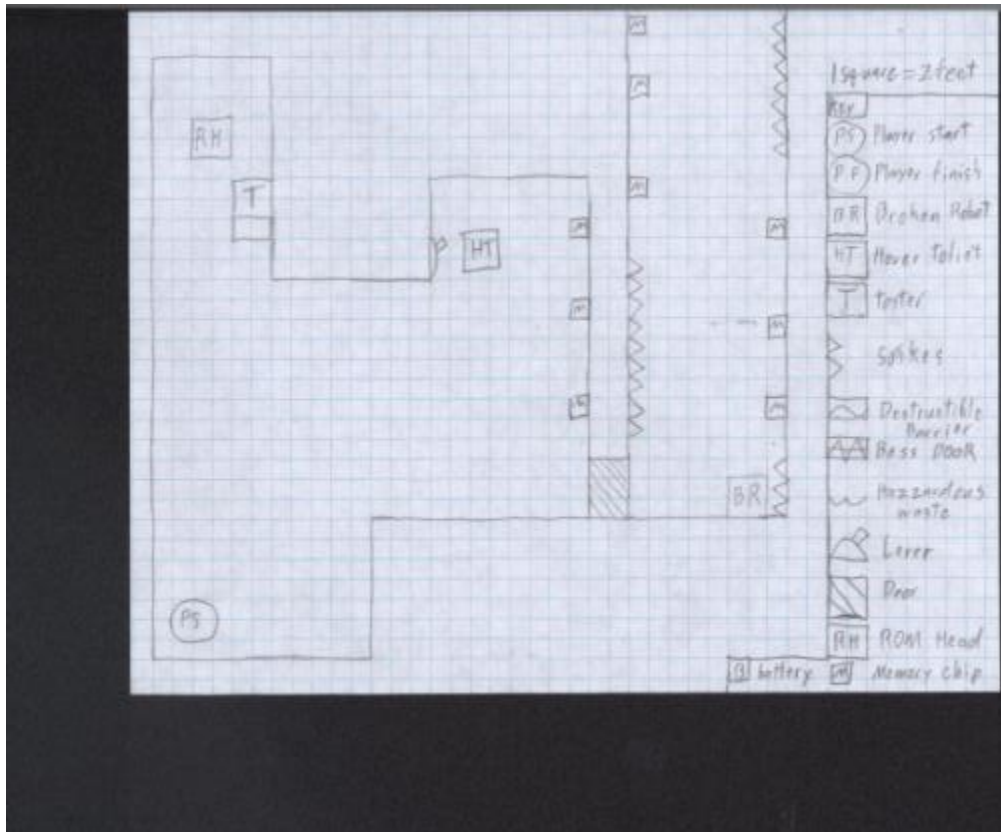


Figure 52: Area 2.1

- Gameplay for Area 2:1
 - ROM begins the level in a save spot so the player can get used to the new spider leg attachment. To advance the player uses the spider legs to climb up the wall in front of ROM.
 - The player can also get an extra life by climbing up the wall behind ROM, but the player has to get past a toaster this requires the proper timing and also teaches the player to shoot while climbing on the wall.
 - When ROM reaches the door the player must climb the wall and take out the hover toilet to hit the lever, this teaches the player that they can shoot while climbing and activate levers with the net launcher.
 - Past the door ROM must either jump on the broken robot to get high enough to climb on the wall, or jump in the air with the spring and change in mid-air to the spider legs and climb the walls.
 - ROM must then climb up to the next set of spikes and jump off the wall to the other wall and begin climbing.

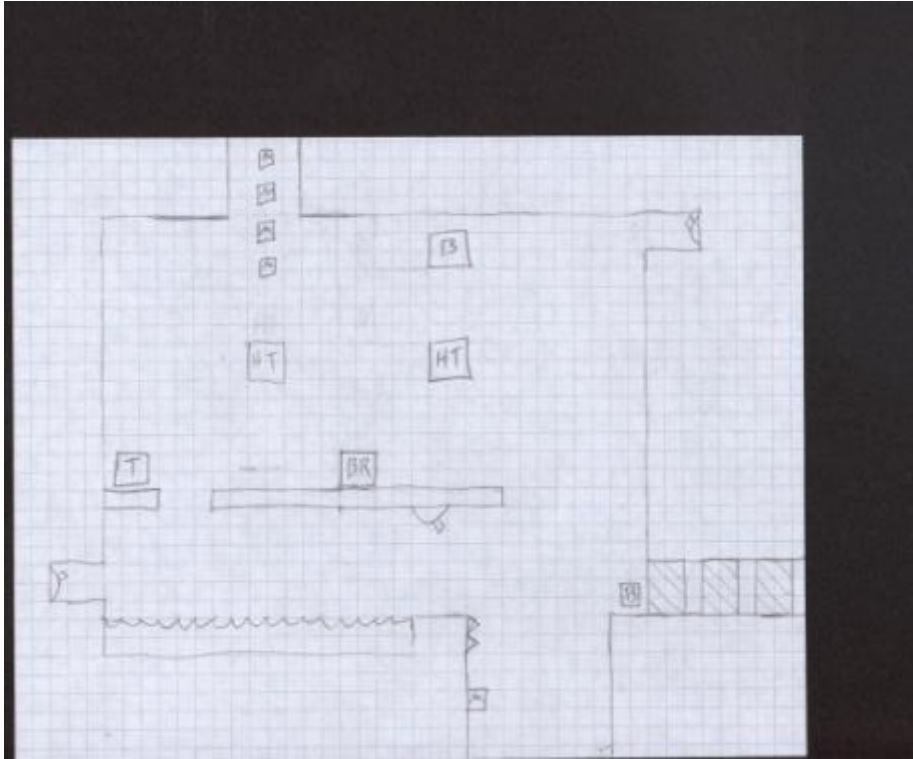


Figure 53: Area 2.2

- Gameplay for Area 2:2
 - In this area ROM must activate three levers to progress to the next area.
 - ROM has to jump to the other wall and reach the spot with the battery.
 - ROM must then switch to his spring and jump to the ledge under the lever and jump up to activate it.
 - Rom must then switch to the spider legs and shoot the net to activate the next lever.
 - ROM must then switch back to the spring and jump to the ledge by the doors and then jump to the platform.
 - ROM must then kill or dodge the Hover Toilet and dodge or kill the broken robot.
 - To reach the battery ROM must jump off the broken robot and jump off the hover toilet.
 - ROM must either kill the toaster or jump over it and start climbing the wall.
 - At the top of the wall ROM must shoot a net to activate the last lever.
 - To get to the secret area ROM must jump off the hover toilet and climb the wall.
 - Then all ROM has to do is head to the exit.

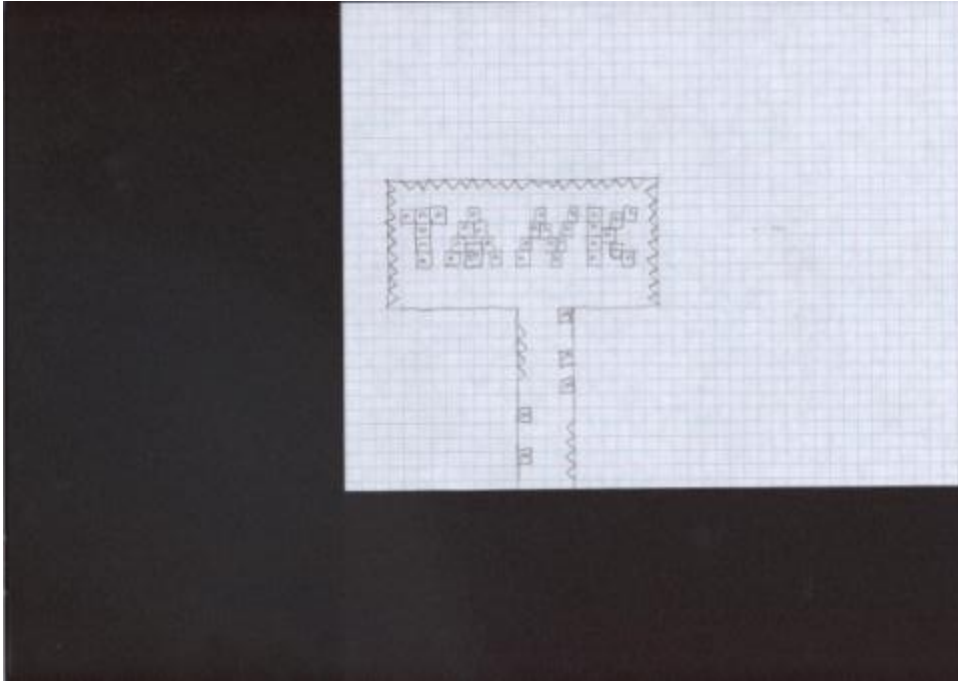


Figure 54: Area 2.3

- Gameplay for Area 2:3
 - ROM has to jump from wall to wall to get to the secret area that has the first part of the team name "TANK TREADS"
 - To advance ROM must go back down to Area 2:2

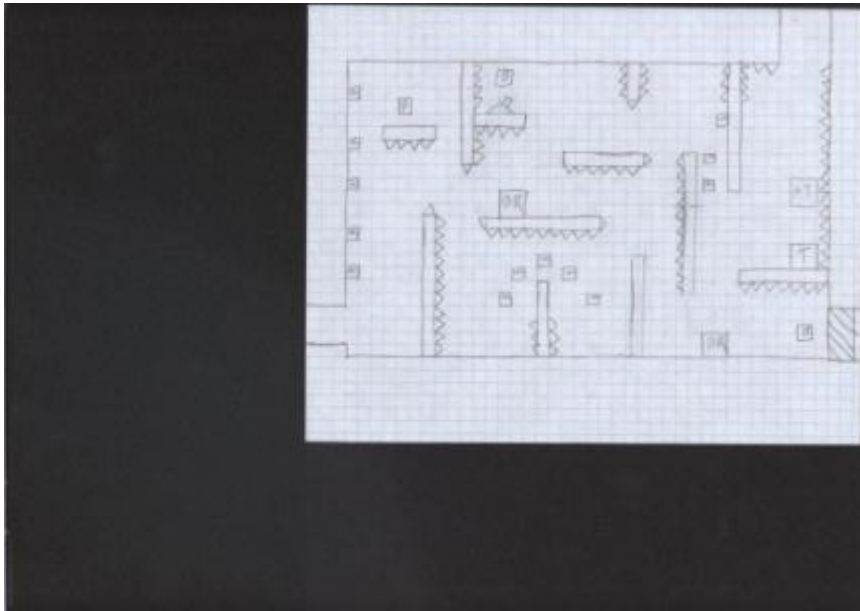


Figure 55: Area 2.4

- Gameplay for Area 2:4
 - In this room ROM must navigate a room filled with spikes to get to a lever and open the door.
 - First ROM must climb the wall with the memory chips on it, and jump to the platform with the battery.
 - Next ROM must jump down to the floor and jump over the short wall.
 - ROM then has to climb the next wall and jump to the floor and kill the broken robot.
 - ROM must then jump to the next platform and kill the toaster.
 - Next ROM has to follow the memory chips and jump to the platform that does not have the broken robot. Then jump to the lever to open the door.
 - Then ROM must get back to the door to advance.
 - To get to the next secret area ROM must jump off the Hover Toilet and climb up the wall.



Figure 56: Area 2.5

- Gameplay for Area 2:5
 - ROM has to jump from wall to wall to get to the secret area that has the second part of the team name "TANK TREADS"
 - To advance ROM must go back down to Area 2:4

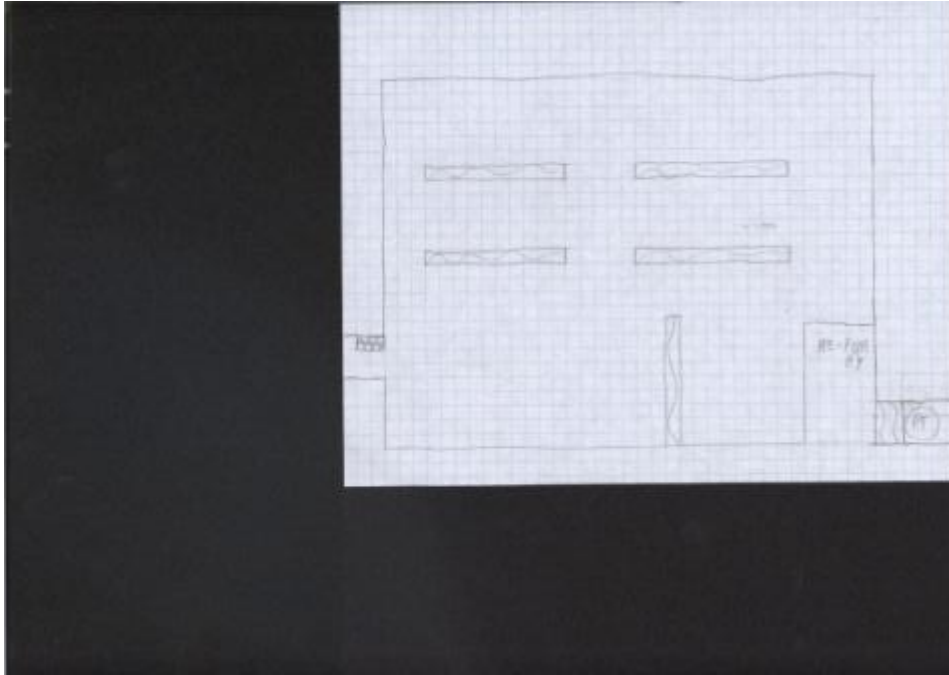


Figure 57: Area 2.6 Boss 2 Boss Area

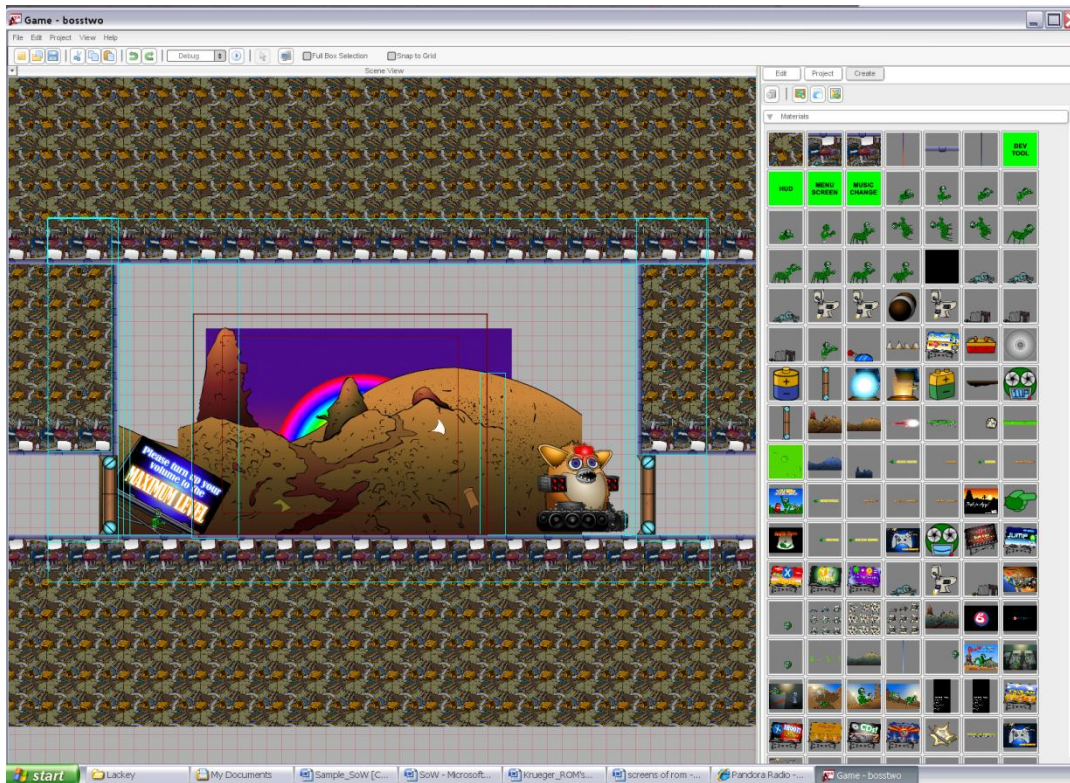


Figure 58: Second Boss Torque Final

- Gameplay 2:6
 - This the Re-Furby boss fight where ROM must kill the Re-Furby.
 - The scene opens with the Re-Furby shooting a missile to destroy the barrier. This shows the player that the platforms are damaged by the Re-Furby's missiles.
 - The Re-Furby starts by firing a missile that ROM must jump over or shoot with the net. This will allow ROM to get close to the Re-Furby during it's cool down to attack it.
 - After ROM attacks the Re-Furby twice the Re-Furby counters with a sonic blast that damages everything next to the Re-Furby.
 - Then the Re-Furby will get mad and try and crush ROM by running him over. ROM will be damaged by this if he is on the ground, and will get knocked off the wall if he is climbing on the wall. The only way to avoid this is for ROM to be on one of the platforms.
 - This series of events repeats until ROM kills the Re-Furby which takes 8 hits.
 - ROM must then use the missile ability that he gets from the Re-Furby to destroy the barrier and advance to the next stage.

5.2.3 TXB LEVEL: ACT 3

QUICK SUMMARY

This is the third act and conclusion of the game. Players use all they have learned, to solve tricky puzzles and navigate complex hazards. In addition to this, Players are now outfitted with a missile launcher, which makes ROM's spring form even more dangerous.

5.2.2A GAMEPLAY OVERVIEW

The primary focus of this level is to challenge the player to use what they have learned and solve tricky puzzles. There are considerably more hazards in this level, and players are meant to be challenged by this level, but not to the point of frustration.

5.2.2C TECHNICAL OVERVIEW

MISSION LOCATION

- Theme: Slightly spooky,
- Mood: A precarious downward climb out of the Junkyard
- Setting: The Junkyard
- Time: Night time
- Season: Spring or summer
- Weather: Mostly Clear Skies

5.2.2D TECHNICAL DETAILS

LEVEL ATMOSPHERE/MOOD

- ROM has been travelling all day, and now night has fallen over the Junkyard. The last level adds a slight feeling of menace to the otherwise silly environments.

WATER COOLER MOMENTS

- There are several points where the player will find themselves clinging to a wall over hazardous waste. While there is little chance for failure, the player will feel a sense of accomplishment for getting so close to death, and successfully maneuvering around it.
- A fall between rows of spikes that ultimately results in the player bouncing off a laser toaster and rebounding to a safe platform.
- The final showdown with RAM, and the end of the game.

5.2.2E GAMEPLAY DETAILS

GAMEPLAY MECHANICS

- Prerequisite Skills:
 - ROM's spider leg movement (Left & Right)
 - Spider leg Jump
 - Spider leg Attack
 - "Bounce" off of enemies from above
 - Climb walls
 - Spider leg net attack
 - Switch leg attachments
 - Activate levers with the net attack

- Skills Learned:

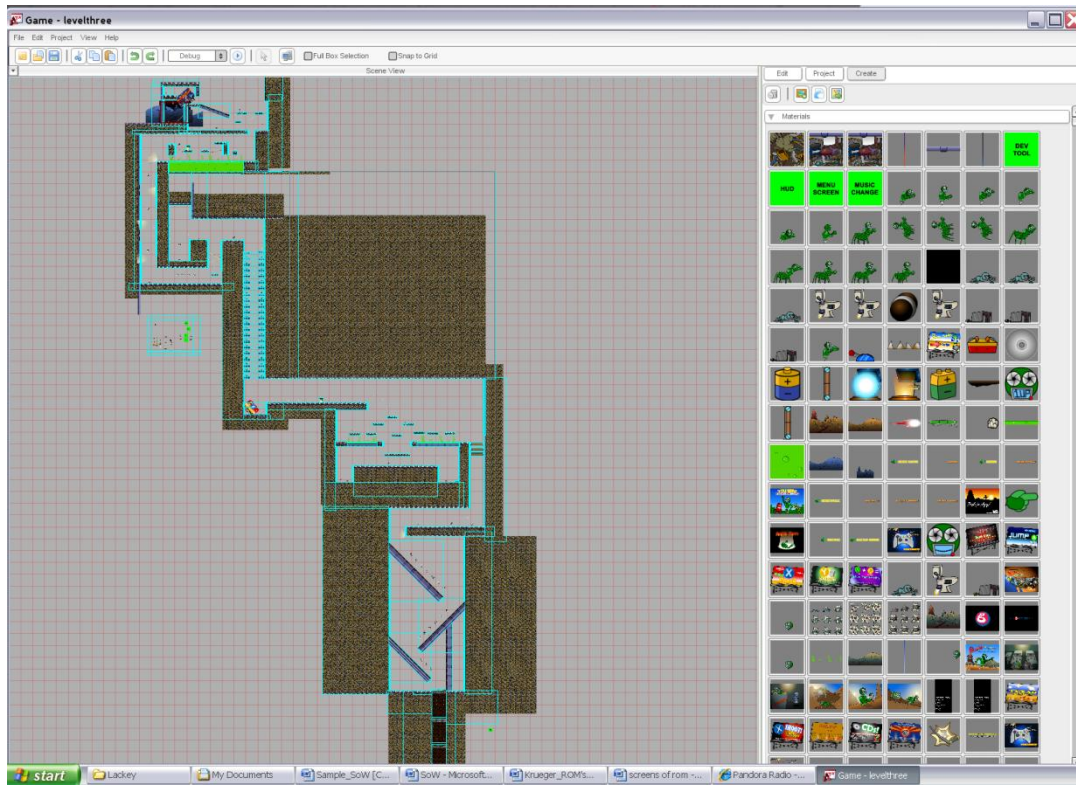


Figure 60: Level 3 Torque Final

DETAILED WALKTHROUGH

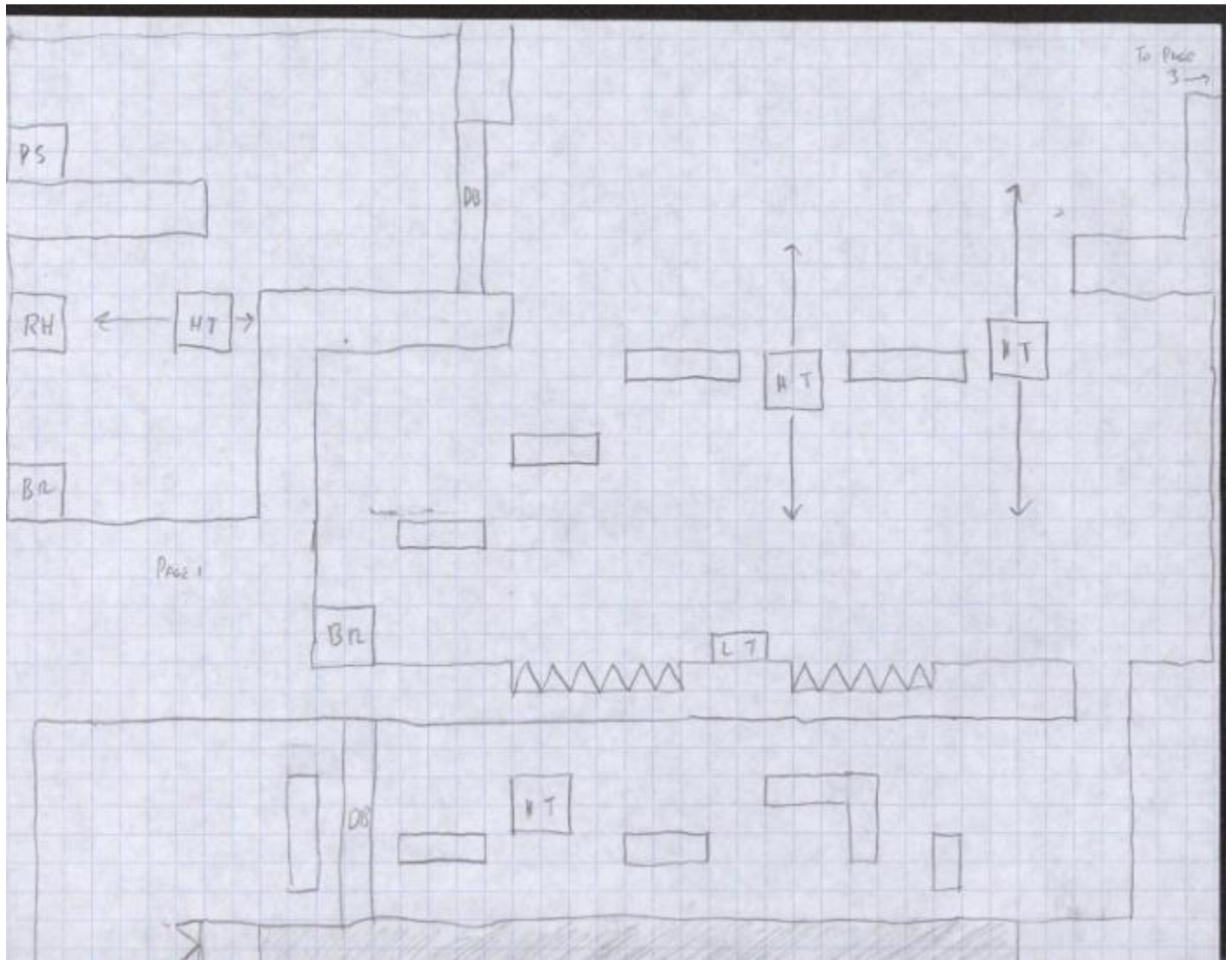


Figure 61: Area 3.1

- Gameplay for Area 3:1
 - ROM begins the level in an enclosed area. Below ROM is an area with a hover hoilet, a broken robot , and an extra life. To exit this area, the player must destroy the destructible barrier.
 - The level branches here. ROM has the option to go to the upper right, navigating a simple jumping puzzle, which will take them to Area 3.3
 - If ROM wishes to take the lower path, they must jump across spikes and defeat a laser toaster.
 - In the area below, ROM must stay navigate a set of jumping puzzles across a vat of hazardous waste. After destroying the hover toilet and the destructible barrier, players will jump down into Area 3.2

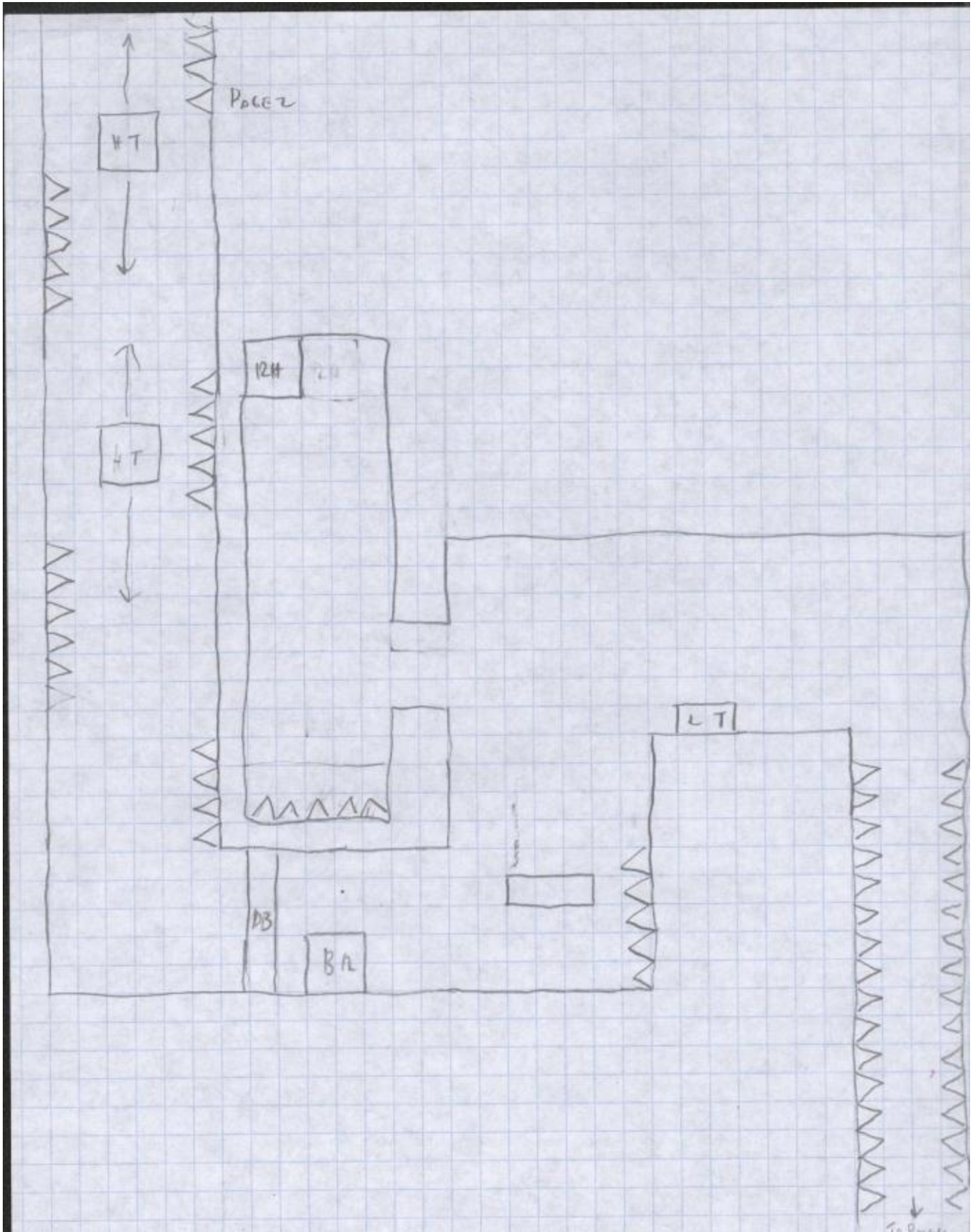
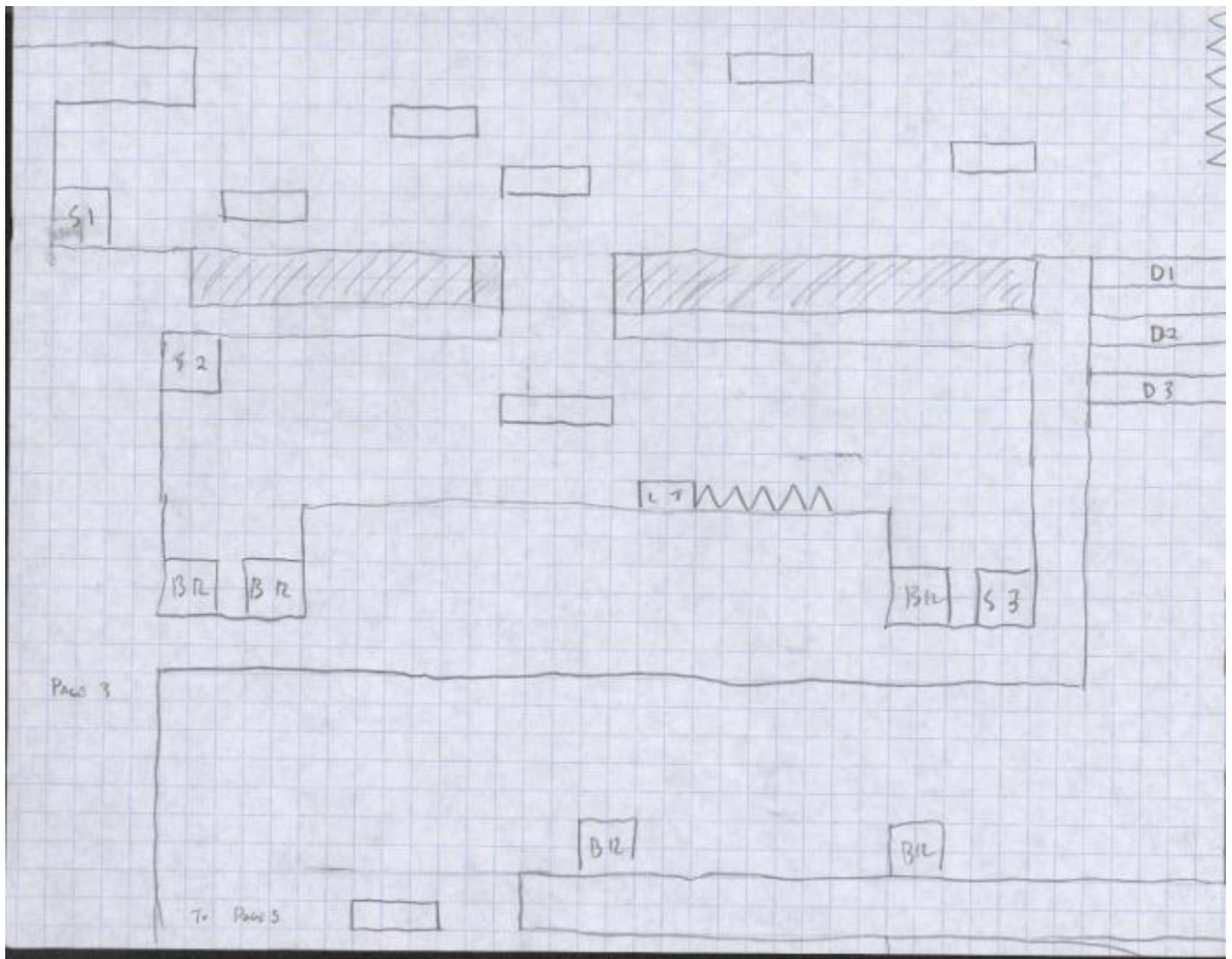


Figure 62: Area 3.2

- Gameplay for Area 3:2
 - If ROM jumps down, instead of climbing down the walls, ROM will bounce off hover toilets, and risk running into the spikes. However, because of the bounce option, the spikes are easily avoided, if ROM chooses to climb down using the spider legs.
 - ROM has to destroy the barrier and defeat the broken robot.
 - ROM must jump onto the platform. If ROM chooses to go right, ROM will fight a laser toaster and then jump down to area 3.4.
 - If ROM chooses to go left, there is a jumping puzzle with an extra life in a side room.

**Figure 63: Area 3.3**

- Gameplay for Area 3:3
 - ROM has to trigger 3 switches in order to progress to Area 3.5
 - The first switch is directly below the entrance to room 3.3

- The second is in a room between two pools of hazardous waste. ROM must fight two broken robots, and switch into his spider form in order to cling the wall, and trigger the switch.
- The third switch is in the same room and ROM must fight a laser toaster and a broken robot in order to safely trigger it.
- Once all 3 switches are thrown, ROM is able to descend, and fight a few more broken robots, before jumping into Area 3.5

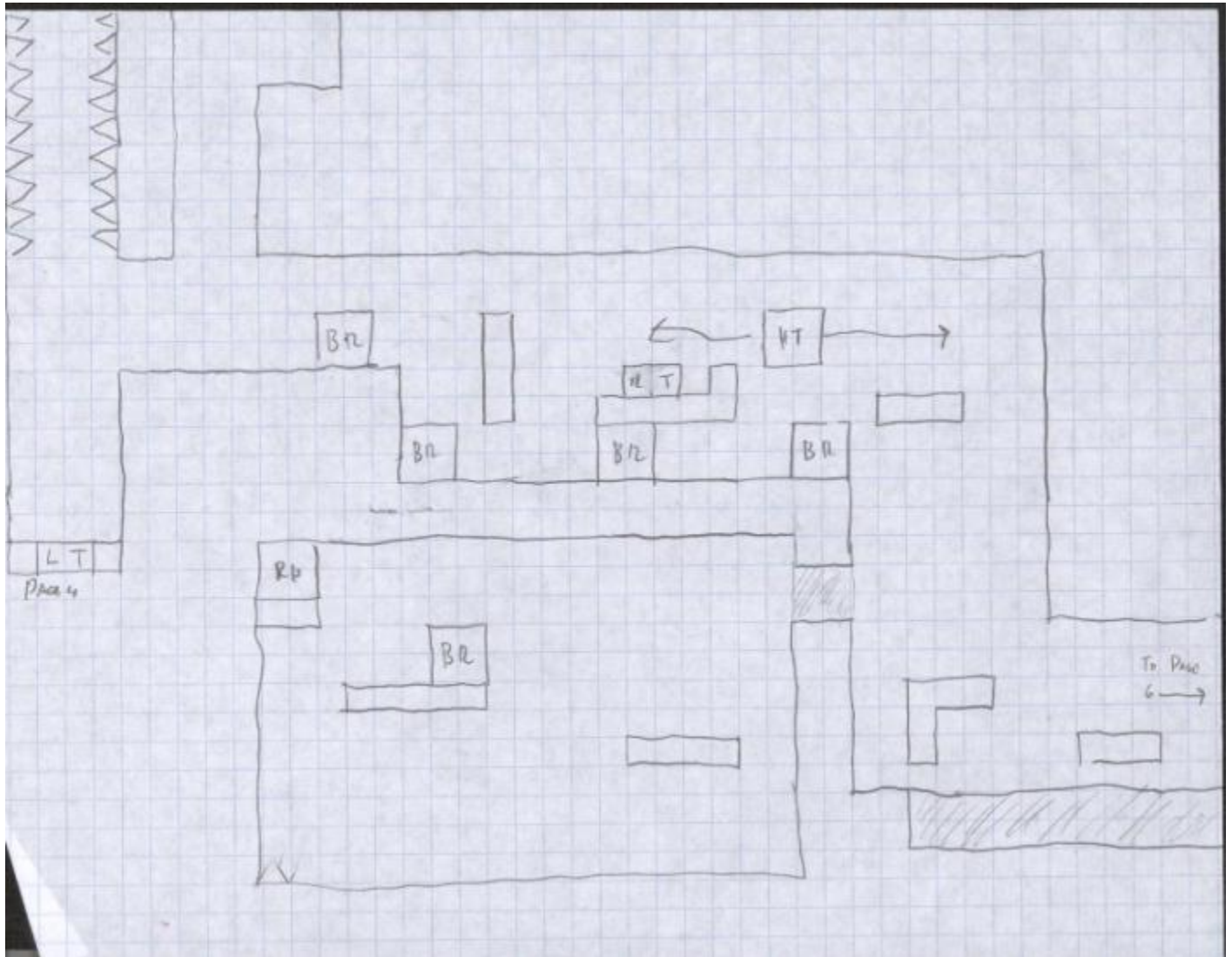


Figure 64: Area 3.4

- Gameplay for Area 3:4
 - In this area ROM can enter through two ways, if he enters through Area 3.2 the falls through spikes, lands on a laser toaster and bounces to safety. If ROM enters through 3.5 , ROM leaps down a platform, and immediately battles a broken robot.
 - Rom may choose to fight the broken robots on the floor (there are 3) or to use his spider legs and climb up the wall, and leap to the next platform, where he must battle a laser toaster, and hover toilet.

- ROM must climb down the walls and has the choice to go left into a secret room to fight a broken robot and collect an extra life, or to go right through a jumping puzzle and into the final boss room, Area 3.6.

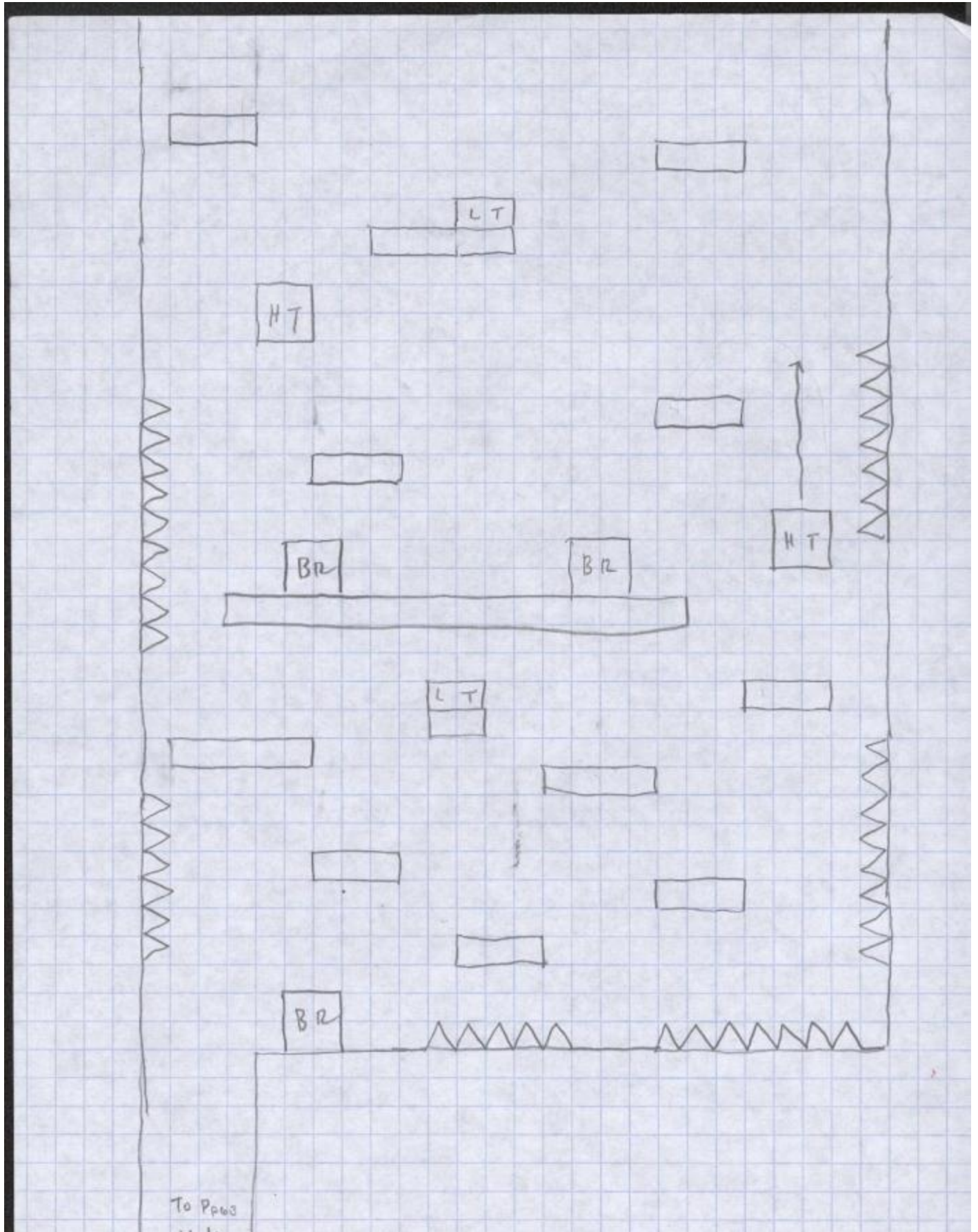


Figure 65: Area 3.5

- Gameplay for Area 3:5
 - Area 3.5 is a large jumping puzzle, with multiple routes to the bottom. Ultimately, ROM will likely end up fighting three broken robots, possibly a hover toilet and possibly a laser toaster. Once ROM has reached the bottom of the room, ROM may jump down into Area 3.4.

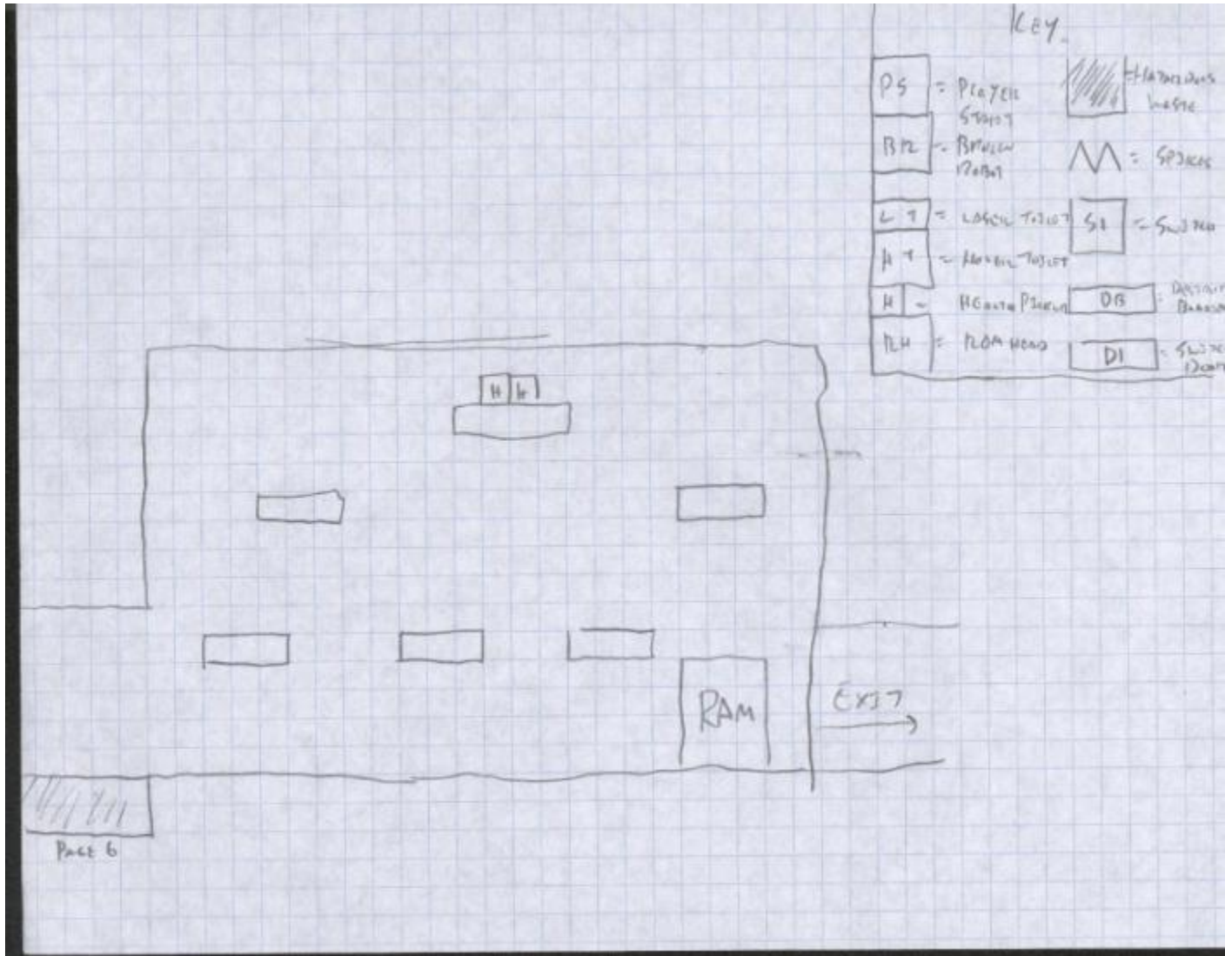


Figure 66: Area 3.6 Final Boss Fight Room

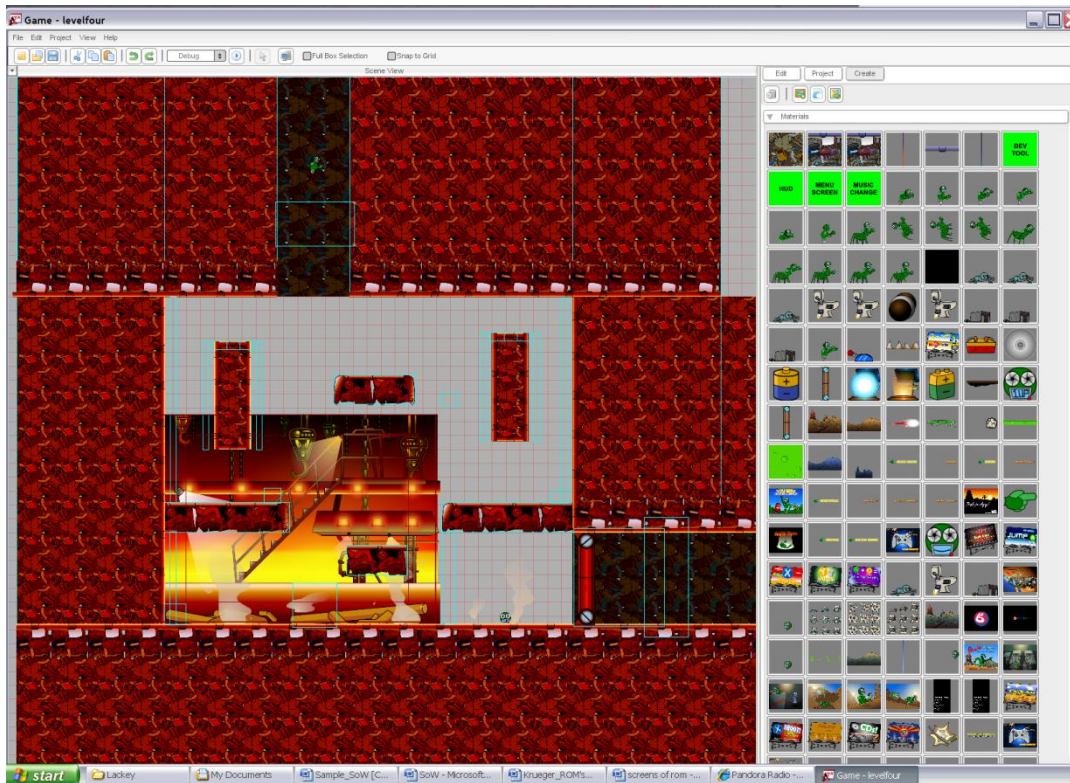


Figure 67: Final Boss Area Torque Final



Figure 68: In-Game Final Boss Area

- Gameplay 3:6
 - This is the final area of the game, where ROM encounters RAM. A boss fight ensues, and if ROM is victorious, the ending cinematic will roll.