

Iron Angel

Force back the invading enemy using a customizable mech-suit.

by Brainstorm Productions:
Eric Benson erbenson@wpi.edu
Keenan Gray krgray@wpi.edu
Connor Porell cgporell@wpi.edu



Game Summary

Iron Angel is an exciting action-based shooter. The player is put in control of a powerful mech-suit. The mech is outfitted with two primary weapons and a secondary, shoulder-mounted, weapon. Each of these weapon slots can be fitted with any of the gun-types available to the player. *Iron Angel* promises balanced game-play as well as a fun and challenging difficulty curve.

Features of *Iron Angel*

- Customizable weapons allowing for a wide variety of play styles
- Large maps with a variety of enemies ranging from infantry to advanced mechs.
- Multiple pathways to the end of each level.
- Mech power-ups, including temporary speed boots, damage increases, faster weapon cool-down, additional health and defenses.
- A hub world allows for characters to choose when and how they complete goals.
- Diverse levels and enemies.

Game Overview

Concept

New Shoram is a mid-sized city located on the tropical Angel Island. Unknown to its residents, the island houses a sight of international military R & D. When a hostile army invades the island in order to lay claim to this military technology, it is up to a lone researcher to prevent the technology from falling into the wrong hands with the only resources he has available. Luckily, This means teaming up with the research facilities artificial intelligence and taking control of an advanced mech-suit.

Genre

Iron Angel is a side-scrolling action-shooter with RPG elements. The levels are viewed from the side and the mech is free to move along the x and y axis much like in *Double Dragon* for the NES. Enemies come from the both sides of the screen, requiring the player to be quick on his feet in order to defeat them. After unlocking weapons the player is able to customize the mech's kit and enemies randomly drop items that boost the mech's speed, health, damage, etc.

Player-motivation

The player is motivated to succeed. An engrossing storyline keeps the player engaged and constant action means there is never a dull moment. The difficulty scales in later levels motivating the player to hone their skills.

Game World Story

50 years ago, the mysterious Dr. Guack had a revolutionary idea. He planned to integrate man and machine into the ultimate super-soldier. Dr. Guack was praised for his controversial discoveries, and International Military Research and Development bought the doctor's patents to create their own mech-soldiers on Angel Island.



In the present day, New Shoram City hides the still-active facility. However, the facility is threatened by a foreign nation, led by a mysterious man known as "The General." The General sends a massive army to Angel Island to recover the plans for the mech-suits. A single researcher, known as Ace, chooses to stand against the invaders. Ace proceeds to take the facility's database, Gabriel, and a mech-suit to push back the army and deter The General from Angel Island.

Characters

Ace- Ace is a seasoned researcher who has spent his entire career working for International Military Research and Development. A respected authority in the expansion of Dr. Guack's military experiments, he created the modern version of the mech-suit. Ironically, Ace has always held a strong sense that the mech-suits are not meant for war or aggression.

This conviction is challenged when The General's army abducts the other engineers and researchers. Ace feels that it is his responsibility to protect Dr. Guack's work. Just before The General destroys the facility, Ace escapes with a prototype of the newest mech-suit, and the facility's archive and AI, Gabriel. It is up to Ace to stop The General from stealing the mech-suit design plans, and to protect Gabriel.

Gabriel- Gabriel is the AI who was installed in Dr. Guack's facility shortly after the beginning of the mech-suit project. Created by Dr. Guack, Gabriel is a brilliant wonder of technology, performing the same functions of any computer, but also capable of free thought and reason. Gabriel is integrated into the prototype suit by Ace, allowing him to guide Ace through using the suit.

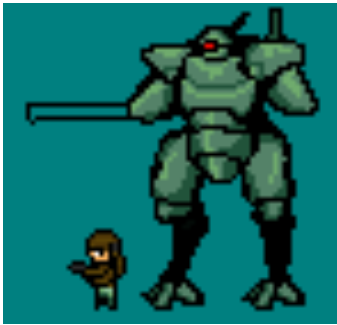
Dr. Guack- Dr. Guack originally created the idea of building a mech-suit that augmented a human's abilities. When he unveiled his ideas to the world, International Military Research and Development contacted him with a partnership offer. Dr. Guack realized the potential advances that a partnership would offer, and accepted the job.

Dr. Guack soon set up his secret facility on Angel Island, where he continued to build his mechs. In the present day, the facility is still active, and the city of New Shoram hides the laboratory.

The General- Fierce. Aggressive. Enigmatic. The General leads a massive invasion force to Angel Island in an attempt to steal the mech-suit plans and pave the way to world domination. He succeeds in stealing the mech-suits and immediately integrates himself into it. Without the AI

Gabriel, The General cannot completely realize his goals. The General hopes that stealing the mech-suits will give him the ability to conquer nations and expand his power.

Weapon Types



Machine-gun (primary or secondary): The machine gun is the choice for players who prefer the spray-and-pray approach to combat. The machine gun shoots a lot of bullets very quickly. While MG bullets do the least amount of damage in the game, they are useful for taking on swarms of weaker enemies.

Rail Gun(primary or secondary): The rail gun is a long-ranged high-powered rifle. It shoots more slowly than the machine gun but does not overheat as quickly. It deals a good amount of damage but is nowhere near the most powerful gun in the game.

Electric Spear (primary or secondary): The Electric Spear is a short range weapon. When used, the mech fires a large metal spear at the enemy, dealing high damage to infantry units and stunning tanks and other vehicles. The Electric Spear causes significant heat buildup.

Light Sword(primary only): The light sword is a short sword made of energy. The sword deals high damage to units directly in front of the mech.

Rocket Launcher(primary or secondary): The rocket launcher fires a straight rocket that explodes on impact. It deals a high amount of damage but the mech must cool down between shots. The rocket's splash damages units near to the point of impact.

Grenade Launcher(primary or secondary): The grenade launcher fires a timed explosive grenade. Like the rocket launcher grenades deal splash damage but do not explode on impact. Rather grenades land on the ground and explode after a timer has gone down.

Precision Missile(secondary only): The precision missile is a special weapon that can only be used when the mech is stationary. When activated a targeting reticule appears on screen. The player controls the reticule and selects an impact zone. The mech then fires a missile into the air. The missile returns to earth at the target zone, exploding and dealing splash damage.

Shotgun (primary only): The shotgun is a primary weapon that spreads out its bullets, inflicting high damage over a short range. Best used against close-up targets, where the majority of the spread will hit the enemy.

Proximity Mine Launcher (primary or secondary): The proximity mine launcher fires a volatile mine that will explode when enemies approach. This weapon has a high area-of-effect, and deals high damage, but has a slow cooldown.

Drops from Enemies

When killed, enemies may drop one of the following passive boosts. All are permanent except for the speed boost and the instant cooldown.

- Health increase
- Speed Boost (lasts until the end of the level)
- Instant Cooldown (instant, 1-time use)
- Faster Recharge
- Extra Life
- Higher Damage Output
- Restore Health



Novel Features

- Many weapon types to choose from allow for an in-depth customization of the player's character. Mech customizations allows for the player to develop a sense of their own play style. Primary weapons (which the player can dual-wield in any combination) make up the most efficient weapons in the player's arsenal, while the secondary weapon (the shoulder-mounted weapon) can be used as a powerful support weapon in a pinch.
- Large maps with a variety of enemies ranging from infantry to advanced mechs. Levels present an expansive world full of challenges and enemies. As the game progresses, more powerful and dangerous enemy variants will appear to challenge the player.
- Multiple pathways to the end of each level. The game's layout constantly gives the player the option to choose their own path to progress through the game. The player can choose to follow one of several paths when selecting a level, allowing for a fresh, different experience even after multiple playthroughs.
- Mech power-ups, including temporary speed boots, damage increases, faster weapon cooldown, additional health and defenses. The player can acquire a permanent augmentation to their mech or temporary power-ups from fallen enemies or in the environment.
- A hub world allows for characters to choose when and how they complete goals. Players start the game in a hub world and are given one of several areas to begin their journey. The player chooses an area, and begins one of several unique paths that branch out into different parts of the same world. Some areas eventually converge.
- Diverse levels and enemies. The player is faced with an incredibly diverse menagerie of enemies to fight. In early stages of the game, the player fight relatively weak enemies to give them time to learn the game. Enemies will become progressively stronger as the game progresses, with more powerful enemies posing a significant threat to the player.



Target Platform

Iron Angel is built using GameMaker, so it is solely a PC-game. The simple graphics allow for people with simple video cards to enjoy the game. The player can interact with the game with the mouse and keyboard, so no joystick or other input device is required.

Design Goals

- Character Development- The dropped power-ups and customizable weapons system must keep the player entertained and give them a sense of crafting their own play style. The varying stats of different weapon types and the temporary and permanent passive abilities create a sense of freedom and choice in the player.
- Challenge- *Iron Angel* aims to present a tactical challenge for the player. The player must use their wits to determine which weapons and abilities will serve them best in each level. The game steadily increases the difficulty with each level, presenting new enemies for the player to defeat. Whilst challenging, the game presents a manageable difficulty.
- Engaging Story- *Iron Angel* seamlessly integrates the core action-based game with an intriguing back-story, similar to *Half-Life*. Lulls in combat will be interspersed throughout the game's levels, as well as post-level. During these breaks in action, text will show up on the screen, representing conversations between the three major characters- the Pilot, the AI, and the General. These moments give the player a chance to rest, as well as an opportunity for the game to develop the story.

Game Play

- The majority of the game is combat-based, with the player moving right along the screen to accomplish various objectives. The player is attacked by enemies who advance from both sides of the screen. The player must use their weapons to defeat the oncoming foes and advance through the level.
- The player's goals will vary. For example, one level will require a player to stop a truck carrying valuable technology. If the truck reaches the end of the level before the player, the world ends (since the player failed the objective) and the player loses a life. Failed missions can be replayed.
- The missions all begin from a hub world, where the player is given multiple choices with regards to the mission they wish to pursue. The varying missions will eventually converge, allowing players to advance after completing the available objectives. The hub world is the location where the player can save the game.



Production Details

Development Team



Connor Porell and Keenan Gray are responsible for the programming of *Iron Angel*. Their role is to build the levels, characters and abilities, and to integrate them into a challenging game. Eric Benson is the team's artist. He is responsible for creating the concept art, sprites, and locations of *Iron Angel*. The team will work together to integrate each member's ideas and concepts into the final game.