

Repo Man!



Preliminary Design Document
(Version 0.1)

Designed Written by **Brody Brooks**

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1. Mission Statement

Repo Man! is a single-player and multiplayer isometric collection game. Players are repo men working for a credit company, and must collect items to reclaim debts by going into peoples' homes and bringing possessions to their van. While you reclaim peoples' possessions, the homeowner is trying to stop you with whatever they have at their disposal, hoping to stall you long enough until the police arrive.

2. Summary

Repo Man! is a casual arcade game that features hectic run-and-grab gameplay, with the player attempting to steal peoples' valuables while avoiding the efforts of the homeowner from thwarting your goal.

The game features a single player experience and a competitive multiplayer mode, with many homes to choose from – each with a different homeowner who will provide a different challenge than the last. In single player, the player single-handedly plays through levels, facing only the levels AI enemies. In multiplayer, multiple players are competing to reach the goal first, hindering the efforts of the other player as they do. The players not only have to contend with the traps and pitfalls set forth by the homeowners, but also other players.

2.1 Setting and Style

The game takes place in modern American or European suburban areas. Each level is a different house or condominium, with multiple rooms and a street outside with the player's van. There's no intertwining story aside from what's necessary to establish the player goals, which is mostly who he's stealing from and how much he must repossess.

Repo Man's art style puts focus on stylization and distinctive silhouettes, in similar fashion to *Team Fortress 2*, *Evil Genius*, and *The Legend of Zelda: Phantom Hourglass*. The goal is to project a fun, almost comical world where corporate mandated theft is *totally fine*, except when the authorities become involved.

3. Main Features

3.1 Simplistic Play Mechanics

The player moves his Repo Man around the environment with the **Arrow Keys**, picks up or drops items with **Spacebar**, punches things in front of or on the player with **Control**, and uses his special inventory item with **Shift**.

3.2 Enemies Stalling Your Efforts In Many Different Ways

Different homeowners will hinder the player's progress in various different ways, ranging from slowing the player down to blocking their path. These abilities include:

- **Clinging Minions:** Small animals/insects that cling to the player and slows him down, until the player Punches them
- **Melee Knockdown:** Enemy comes into close range of you and knocks an item you have out of your hand.
- **Ranged Knockdown:** Enemy comes into line of sight of you and knocks an item out of your hands from a distance.
- **Wall:** Enemy quickly constructs a breakable wall that blocks your path.
- **Ranged Stun:** Enemy freezes you in place for a short period of time from a distance.
- **Melee Stun:** Enemy gets into close range of you and freezes you in place for a short period of time.
- **Door Locking/Unlocking:** Enemy can lock and unlock doors around the house, blocking your path.

3.3 Multiple Neighborhoods of Houses to Bring Justice To

The player has an overview map of a neighborhood, filled with filthy debtors to liberate. As the player completes levels, more homes in the neighborhood are unlocked, bringing new challenges for the player to complete. Each neighborhood carries a different theme, bringing with it a different style of challenges.

3.4 Secondary Items

The player has one inventory slot to hold a limited use item. These items help the player keep the enemies at bay, or get items faster. Some items the player may be able to use include:

- **Stun Gun:** Stuns target enemy for X amount of time.
- **Whip:** Grab items from a distance from the environment or from another Repo Man.
- **Dummy:** Stays in the environment for a short time, enemy thinks it's the player.
- **Food:** Clinging Minions love food more than strangers invading their home. Keeps them distracted for a short amount of time.

5. Gameplay Mechanics

In *Repo Man!*, the player runs inside a person's house, picks up an item, and runs back to his van to drop it off, then repeating until he's stolen enough valuables to pay off that homeowners debt. The game has simplistic play mechanics, with players able to run, pick-up objects, drop objects, punch, and use their inventory item. The mechanics are intended to be easy to pick with a very quick learning curve, so players become engaged with no more than a quick tutorial.

5.1 Running

The player moves his Repo Man around the environment with the arrow keys. The game is isometric, so each direction moves the player in a diagonal direction:

- **Up Arrow:** Moves player up-left.
- **Down Arrow:** Moves player down-right.
- **Left Arrow:** Moves player down-left.
- **Right Arrow:** Moves player up-right.

When the player picks up an item, that item has a weight rating, and will slow the player down a certain degree. The larger the object, the slower he will be while holding that object. The player runs the fastest when he's not holding an object.

5.2 Picking Up / Dropping Items

When the player stands in front of an object that can be picked up, he can pick it up by pressing the **Spacebar**. If the player presses the **Spacebar** again, he will drop the item in front of him. The player is only able to carry one item at a time.

Some items are fragile, and if they are dropped by the player anywhere besides his drop-off point, the item will break, and cannot be collected during the current game session.

5.3 Punching

If the player is not holding any item in his hands, he has the ability to punch with the **Control Key**. The player can punch various things in the environment, each having a different effect.

- Punching a person (a homeowner or another Repo Man) will stun him/her for 2 seconds.
- Punching a clinging animal (cats or roaches) will bat them off the player and send them fleeing for dear life.
- Punching an object will damage or destroy that object (depending on its durability)

The Punch button is disabled while the player is holding an object.

4. Supporting Features

4.1 Competitive Multiplayer Repogeddon

Multiple Repo Men can hit the same house, each with the same goal, and competing to reach the goal first. Players can attack each other, or hinder each other, adding to the challenge.

4.2 Multiple Difficulties for Every House

Every house has a Normal and Hard difficulty setting. Hard adds more enemies, more security measures, or decreases the number of open doors or pathways.

4.3 Clothing / Item / Weapon Upgrades

The player gets a small commission off of every job he does, giving him personal spending money to customize his clothing and upgrade his items. Clothing gives him attribute buffs, allowing him to walk faster when carrying heavy objects, reduce stun times, and so forth. Items could have more uses before they stop working, or have increased effectiveness.

6. Risks

Repo Man! Is not without its share of risks. The game will need to be populated with a lot of small items, and therefore will require quite a bit of balancing. Some of the major risk areas include:

- Multiplayer balancing/programming (if multiplayer is incorporated)
- Volume of models and textures needed
- Item balance (weight, what can/can't be taken, money values)
- Volume of levels needed (homes and neighborhoods)

7. Resources

Repo Man! will require a decent volume of small art assets and a sizable amount of levels, which are the areas where the game shows its scope. Most notable requirements for production include:

- Tisible wall textures
- Small props for players to steal
- Variety of sound effects
- Lot of character models (homeowners, repo man, police)
- House themes (textures, doors, architecture)
- Background music (various different moods)

8. Art Style Reference



9. Video Reference

- Multiversers 2 (example of camera perspective) – [LINK](#)
- GTA: San Andreas Home Invasion Missions – [LINK](#)