

# Death Wish

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Death Wish will be a Cooperative-Play (or simply, CO-OP) style game where two players pit themselves against the computer. The idea with the game is not to have an intricate storyline or super-uber-AI (a technical term). Death Wish is a little experiment in moving away from the usual definition of CO-OP and introducing different genres into the same game.

In a CO-OP game, the players usually play the same game (or something similar; they might have special levels just for CO-OP) but with two people instead of just one. I propose a different strategy. Each player gets a separate experience, without forgetting the fact that in a CO-OP, the two players need to have some sort of common goal and more importantly, some motivation to keep each other alive.

As said before, Death Wish will involve two players working against the computer each seeing their actions on one half of the screen; the other half being filled with the other guy's actions. The first player will use a DDR pad. The other player will be using either a mouse and keyboard or a gun (think SNES gun). What does the guy with the DDR pad do? What anyone with a DDR pad does – try and do insane combos while trying to stay on their feet. The result of these combos will translate to the movement of a character on his side of the



screen in a top-down scroller. The DDR pad will not directly control the character's motion however. Doing this using the Up/Right/Down/Left keys would end up being tedious and silly. Instead, the player will see combos that map to different paths the character can take next and doing these combos will lead him to those paths. And as with DDR, this part of the game will be quite fast paced. The other player will effectively be playing a rail-shooter in first person (or third person, whatever works out better). His movements are limited to looking around with his mouse. He is, however, given control of

the enormous arsenal the character will have. So, the DDR guy controls the movement and path the character takes while the FPS guy actually looks around and shreds the hell out of the enemies. You might have noticed that I haven't said character\*s\*s anywhere. There is only one character that two people will need to control. This is that link that any CO-OP game needs. If one guy messes up, both of their characters die (mostly because both of their characters are the same person). As the game progresses, the two players need to find ways to help the other. If health is running out, the DDR guy will need to keep watch for paths that might potentially have health kits ... that sort of thing. The FPS guy has more of a twitch shooter goal. He needs to kill whatever moves in front of him. His goal is to keep the actual character alive. He can also have options such as shooting power-ups to let the other player have more time to do combos and the like. This idea of gaining power-ups and items from the other player's actions will only make the players work together more.

Since there is not a lot going plot wise, the game will focus on the two player twitch game play and the visual experience. The visual look of the game should have a very flowing feel to it. The game would most likely look awesome in some sort of stylized cell shaded rendering method. There would have to be lots of blood, but it has to be done right. A good example would be Gears of War. The blood in that game is excessive (in a good way of course), but the way it's stylized makes it sweeter.



As it's probably clear by now, this proposal is very ambitious. It would be a good start to get the idea of a split screen with two different inputs working first. Then get two different game styles working. The visual style of the game will be hard to do since it will need to be very effects intensive while not slowing down the player. Tools that would be of good use would be a good graphics engine. Ogre is an excellent choice. To complement a graphics engine, you need some... graphics. Packages like Blender

offer everything you need to get started. Blender is about 6-10MB in size and includes everything from modeling to rendering to animation. It is also, more importantly, completely free. Other tools such as Paint.NET (for image editing) and Audacity (for audio editing) are useful to consider. Since this is over the course of a semester, people should also look at evaluation versions of software. If there is something you need to use but it's not free, chances are it has a 30-day trial which you can make use of (you probably won't use it for longer over the semester anyway).

