

Unmanned Aerial Vehicle

Unmanned Aerial Vehicle, or UAV, is a game for the PC. The player controls a UAV, which the player must use to eliminate a target with a missile while maximizing the casualties of the target's followers and minimizing the deaths of civilians. Afterwards, the player will be asked how many targets were killed; whether they are right will affect their score. The game sports a 2D isometric camera view of a city; around the mouse cursor, a small radar screen reveals NPCs as either civilians, followers or the target. In this manner, we hope that this game allows an interesting blend of movement/perspective for the player, offers arcade style game play that will incentivize replayability and a means for fostering player driven narrative.

-Mechanics

Movement is controlled by the WASD keys. In order to simulate UAV flight and to offer another level of skill involved, movement will be fluid with inertia moving the camera further.

Around the mouse is a circle (called the Scanner) that reveals normally mono-color NPCs as either Civilians, Followers or the Target. After the player fires the missile, the Scanner turns off.

To fire a missile, click and hold the left mouse button once to indicate the area, and release to fire the missile, which will detonate immediately, killing all NPCs within an area of the mouse roughly twice the size of the Scanner. If the player wishes to cancel the missile, they can click the right mouse button which will reset the controls.

Once a missile has been fired, an "End Level" button on the upper right hand corner will appear, allowing the player to end the mission and go to the Mission Report screen. The Mission Report screen will have three input options- Target Killed (Y/N), Followers Killed (#) and Civilians Killed (#).

The level is a map built on a constant grid-pattern of uniform buildings. The map will remain constant after every playthrough. Although we don't have a definite size for the map, it should take five or so seconds to reach one end of the map to the other.

There are three types of NPCs: Civilians, Followers and the Target. All NPCs walk along the grid in the streets. They do not enter buildings, nor do they disappear. Followers increase in number and will prefer to follow the Target; this way, the player can hunt down the target by following the increased number of Followers. When the missile is fired, NPCs will flee at triple speed away from the blast zone. All NPCs appear as the same grey color when not under the Scanner. While under the Scanner, civilians are revealed as white, followers are revealed as white with red tinge, and the target is revealed as red.

The Mission Report screen is accessible once the missile has been fired. There are three input options- Target Killed (Y/N), Followers Killed (#) and Civilians Killed (#). The score of the player is determined by both the amount of NPCs killed and the accuracy in which the player reports these values.

If the Target was killed and the player recorded it correctly, the player gains 100 points. If the Target was not killed and the player recorded it correctly, the player gains 10 points. If the player notifies the Target as incorrectly killed or not killed, the player is redacted 50 points.

If a follower was killed and the player records them as killed, the player gains 20 points for every follower correctly recorded. For every follower killed and not recorded, the player is redacted 10 points. For every number of followers recorded as killed that have not been killed, the player is redacted 10 points. If a player records the correct amount of followers killed, they gain 50 extra points.

If a civilian is killed and the player records them as killed, the player is redacted 5 points. For every civilian killed and not recorded or incorrectly recorded as killed, the player is redacted 10 points. If the player records the correct amount of civilians killed, they gain an extra 25 points.

Every mission is on a 5 minute (300 second) time limit, counting down. The end score of the player will be multiplied for every 3 seconds remaining on the time limit (max 100). If the player does not finish the mission by the end of the time limit, the player fails the mission and loses the game.

-Sample Player Scenario

Jeremy starts a new game. He starts at the middle of the map. He immediately begins to mouse over the area, using the Scanner to scan the area for signs of followers, as followers will appear more often the closer he is to the target. Although the NPCs in the game all appear the same, mousing over them allows Jeremy to reveal what kind of NPCs they are in an area, with Civilians appearing white, Followers being tinged with red, and the Target being fully red. After a minute, he has found the target, but waits to fire the missile because a large amount of civilians are in the area; as well, because the blast radius is roughly twice the size of his field of the Scanner, he must try and figure out how many people around the target are civilians and followers. Jeremy follows the target and, choosing the right moment, fires a missile. Afterwards, he looks over the area, verifying that the target has been killed and counting how many civilians and followers were caught in the blast. He is quick about this, as the time it takes for him to finish the mission will affect his score. At the Mission Report screen, Jeremy inputs that the target was killed, and that there were 9 followers and 15 civilians killed as well. He is told that the target was indeed killed, and is given 100 points for both killing the target and verifying

him as dead. He marked 9 followers, but only 8 were killed, so even though he was given 160 points for the followers he had correctly verified killed, he's docked 10 points for incorrectly showing one was killed. 21 civilians were killed in the blast, and Jeremy only marked 15. For 15 civilians marked, he is docked 75 points, half the normal amount, but 6 unverified civilians dock his score for their full amount, 60 points. Because Jeremy took 1 minutes and 40 seconds to complete the mission, his score is multiplied by 33. In the end, his score is $(100 + 160 - 10 - 75 - 60) \times 33 = 3795$.

-Creative Design

UAV is not a game with a moral or message- it exists solely as a game entity, and only attempts to be such. Therefore, there are no named characters within the game. Identifiers for NPCs are left neutral to allow player driven narratives to emerge. Targets are Targets, which do not denote their occupation. As well, Followers (this name may change) are given a neutral descriptor that serves only to identify them as in league with the Target. Therefore, the player may just as easily interpret the game as an American UAV eliminating a leader of a religious terrorist organization in the middle east, or as a secret spy plane used to quell a political uprising in a foreign country, or a disillusioned and guilty UAV pilot hoping to right his wrongs by killing the corrupt commander who had blatantly committed war crimes. The environment will also be as nondescript as possible, serving only as a utilitarian function to determine the path of NPCs.