HUMAN
ALIENS
DISTRICT 9

GAME BRIEF

Synopisis

District 9 is a 2.5D role-playing game inspired by the science fiction movie film District 9. The main character is infected with an alien gene and is gradually transforming from a human to an alien creature.

Age

PEGI 16/Use of bad language, Contains criminal activity

Genre

Sci-fi/Survival/Adventure/Aliens

Platforms

PC

CHARECTERS

A private company known as the Multinational United Organisation (MNU) controls and manages the alien escapees, but they are apparently not interested in the welfare and treatment of the aliens, and could reap unimaginable profits if they could get hold of the weapons engineering that goes with them. Every attempt by MNU has ended in failure, however, as the aliens' DNA must be extracted if they want to activate the weapons network.

After MNU's grounds keeper, Wikus, contracted a mysterious virus from an alien source, his body underwent a shocking transformation as his DNA was reconstituted, making Wikus quickly the target of a worldwide manhunt - he had undoubtedly become the key to unlocking that secret of alien weapons technology.

Endlessly rejected and treated unkindly by his own kind, there seemed to be only one place in the world that could offer Wikus a place of refuge, and that was District 9.

MNU Armed Men

MNU has developed a new type of shock absorbing armour, which is widely used in their armour. One of this developer, Lucas, said he would test the armour's shock absorption with a red cloth and a bull, but well.....he hasn't been seen in the lab since

It is said that 80% of MNU Armed Men of District 9 hang out with local gangs and often hide their money in their bulletproof vests - which allows them to privately trade for some "nice gadgets" from gangs or aliens

Attribute

Attack: 3

Defense: 2

Speed: 2

Health: ▮▮▮▮

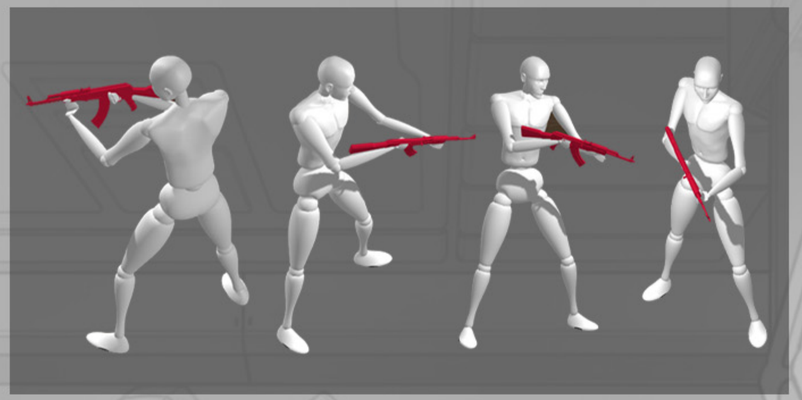
Attack range: 5

Attack Speed: 1

Armor Type: Creatures | light armor

Ability

-Will take 2x the damage from the infection
-Only deals half damage when attacking mechanically armored units



Drop

- Poor quality kinetic rifle 0.5
- Quality kinetic rifle 0.3
- Syringe*1 0.15
- Syringe*2 0.05

Weapons

Introduction

As an early company security force, the armed members were mostly drawn from among security guards and unemployed workers. Equipped with relatively simple equipment, they were mainly responsible for the security and administration of the Ninth District, where they had been compromised by the local gangs.

MNU Executive Captain

It is said that 80% of MNU Armed Men of District 9 hang out with local gangs and often hide their money in their bulletproof vests - which allows them to privately trade for some "nice gadgets" from gangs or aliens

Introduction

Executive captains are usually recruited from among officers or those with managerial skills, and MNU usually advertises the job at a very high rate, which attracts a lot of people to apply, who wouldn't want such a good job? What they don't realise is that on the front line, conspicuously dressed captains are often easy targets for fire .....

Attribute

Attack: 6

Defense: 2

Speed: 3

Health: ▮▮▮▮

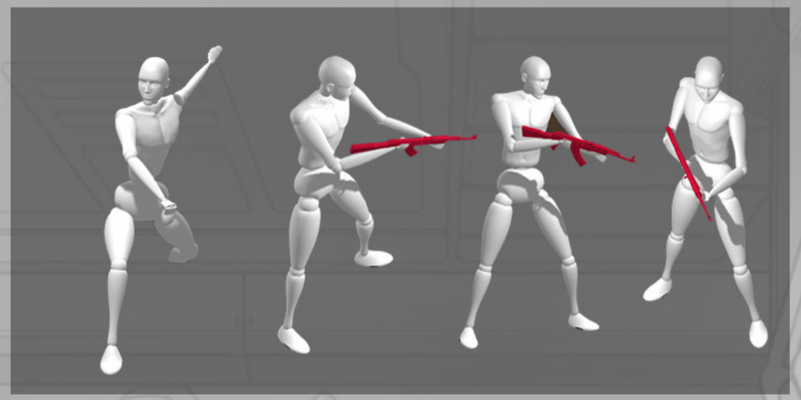
Attack range: 5

Attack Speed: 2

Armor Type: Creatures | Light armor

Ability

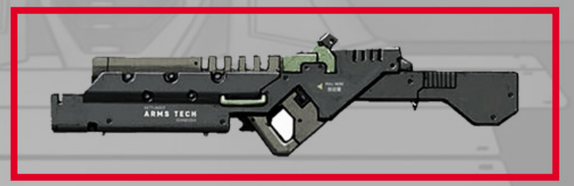
-Will take 2x the damage from the infection
-Only deals half damage when attacking mechanically armored units
-Can throw fragmentation grenades to damage targets within range, dealing damage to all types of armour
-Increases the damage of enemies around you by 10%

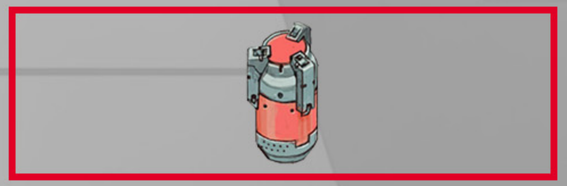


Drop

- Quality kinetic rifle 0.6
- Syringe*1 0.15
- Fragmentation grenades*1 0.15
- Power Core*1 0.1

Weapons





MNU War Employee

MNU War Employee

The MNU, in order to suppress resistance forces encountered in their area of operation, employs members of special forces as their powerful armed forces, who often get more than they could get in the army. Strange and unusual equipment ..... Sometimes addictive drugs too .....

Attribute

Attack: 5

Defense: 2

Speed: 1

Health: ▮▮▮▮▮

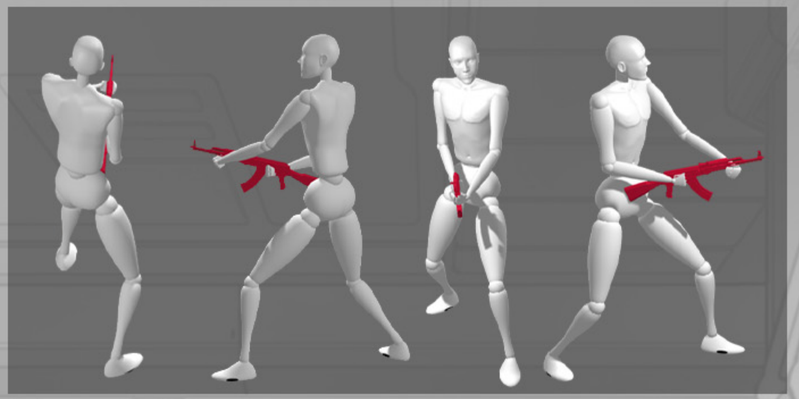
Attack range: 4

Attack Speed: 0.5

Armor Type: Creatures | light armor

Ability

-Will take 2x the damage from the infection
-Deals 2x damage to heavy armour and mechanical armour



Drop

- Poor quality Repulsor Howitzer 0.5
- Quality Repulsor Howitzer 0.3
- Syringe*1 0.1
- Syringe*2 0.1
- Power Core*1 0.05
- Mechanical parts*1 0.05

Weapons

Introduction

As an early company security force, the armed members were mostly drawn from among security guards and unemployed workers. Equipped with relatively simple equipment, they were mainly responsible for the security and administration of the Ninth District, where they had been compromised by the local gangs.

MNU War Machine

Dr. Hansen, the developer of War Machine, once said in an interview that if they could get hold of 1/14th of the alien DNA, they would be able to increase the mech's performance by another 4 times.

Attribute

Attack: 8

Defense: 6

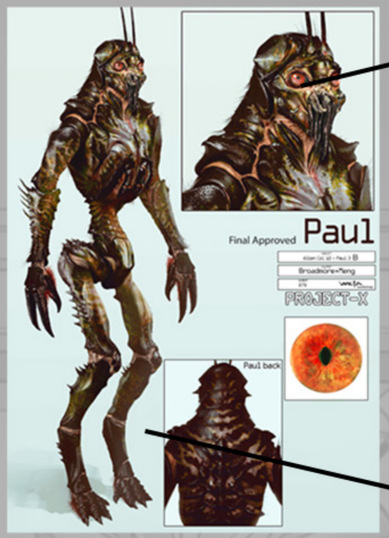
Speed: 1

Health:

Attack range: 7

Attack Speed: 0.5

Armor Type: Mechanical | Heavy armor



Drop

- Bionic Energy Rifle 0.3
- Mechanical parts*3 0.3
- Drive Energy Fluid*1 0.3
- Power Core*1 0.1

Ability

-Will only take half the damage
-A shield of energy that absorbs damage (the shield has no damage reduction) The shield is restored for a period of time after it is broken and the unit is paralysed for 3 seconds after the shield is broken

Weapons

Introduction

MNU has created its own war machine based on the aliens' weapons and their appearance. Although its performance is far less than that of the alien mecha, the bionic energy shield it is equipped with thanks to the research of human scientists can take a lot of damage to its body, which greatly enhances its durability, but the kinetic system of the mecha has been a technical challenge to be broken.

Keyboard-keys

Players can free to edit

Press and hold

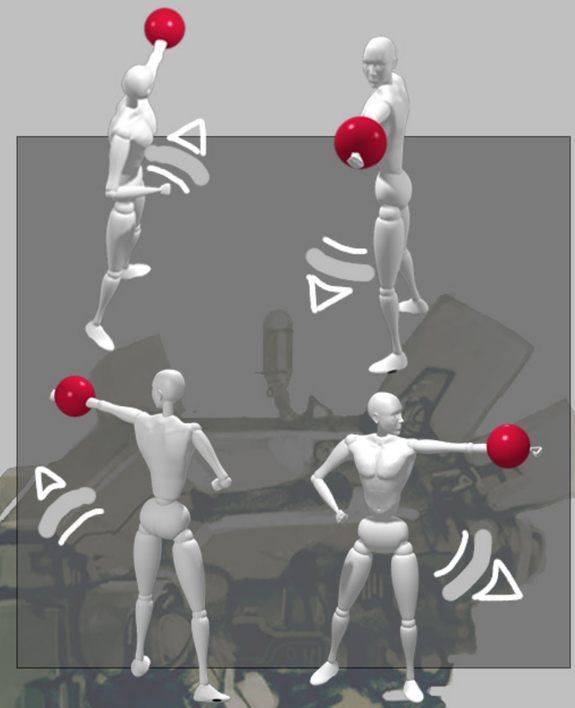
W:Move up

A:Move left

S:Move down

D:Move right

Move the mouse to control the direction



Press

Picking up drops or Interacting with npc's

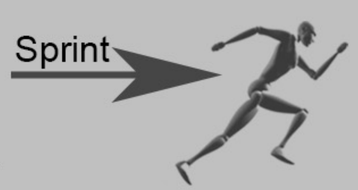
Press Open the menu

Press Open character screen

Press Open equipment bar and backpack

Press and hold while moving

Sprint

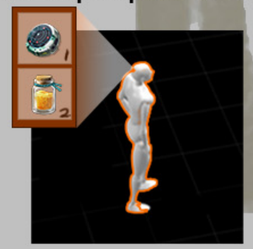


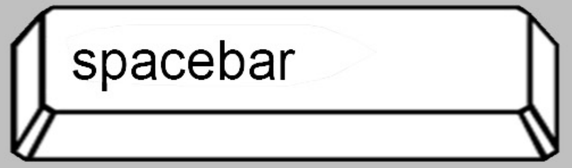
Press Reloading

Click or hold

Shooting/Using props

Select a prop and use it





Press and hold while moving

\+

Press

or

Press

Click or hold

Abilities/Call tactical skills

Equipment UI

Character Attribute Value — Level: ∞ Damage: ∞ Defence: ∞

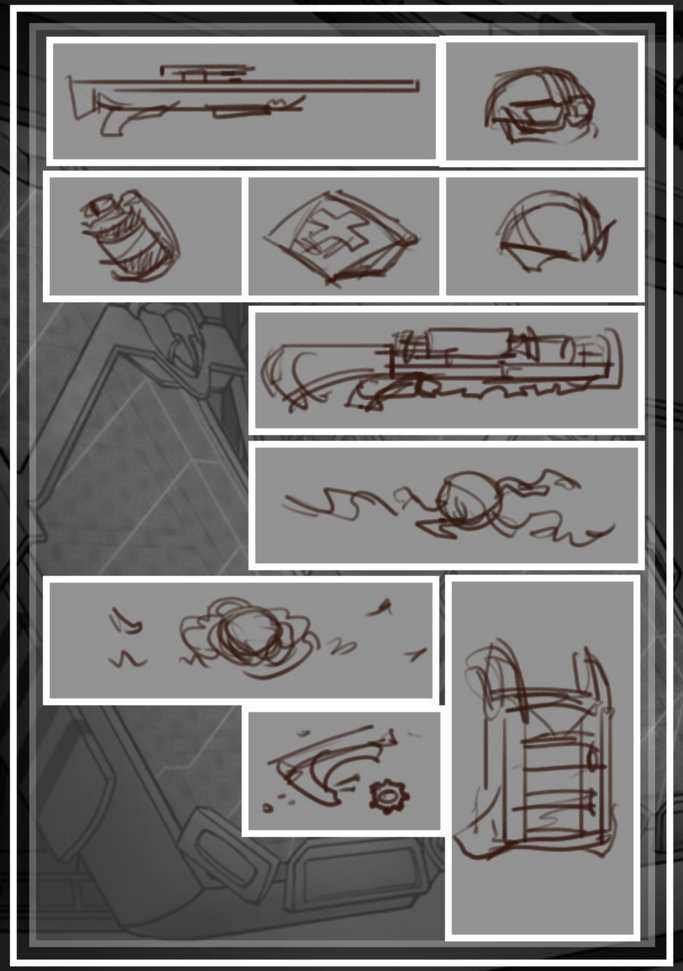
Degree of variation - xx%

Buff & Debuff - ③ ⑦ ⑧

Game Length - 1 h 14 min

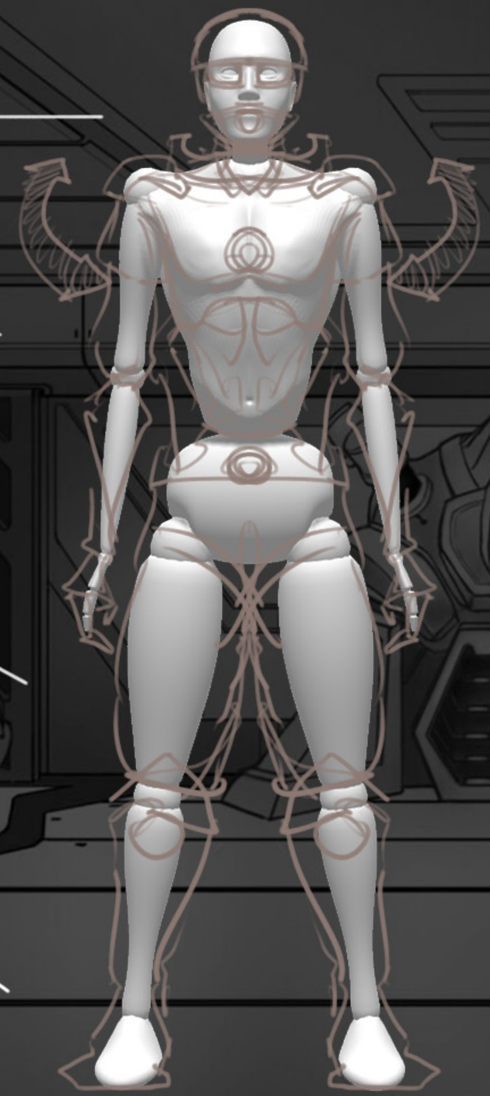
Money 100,000,00

Items



Defence gear

- Head
- Chest
- Legs
- Feet

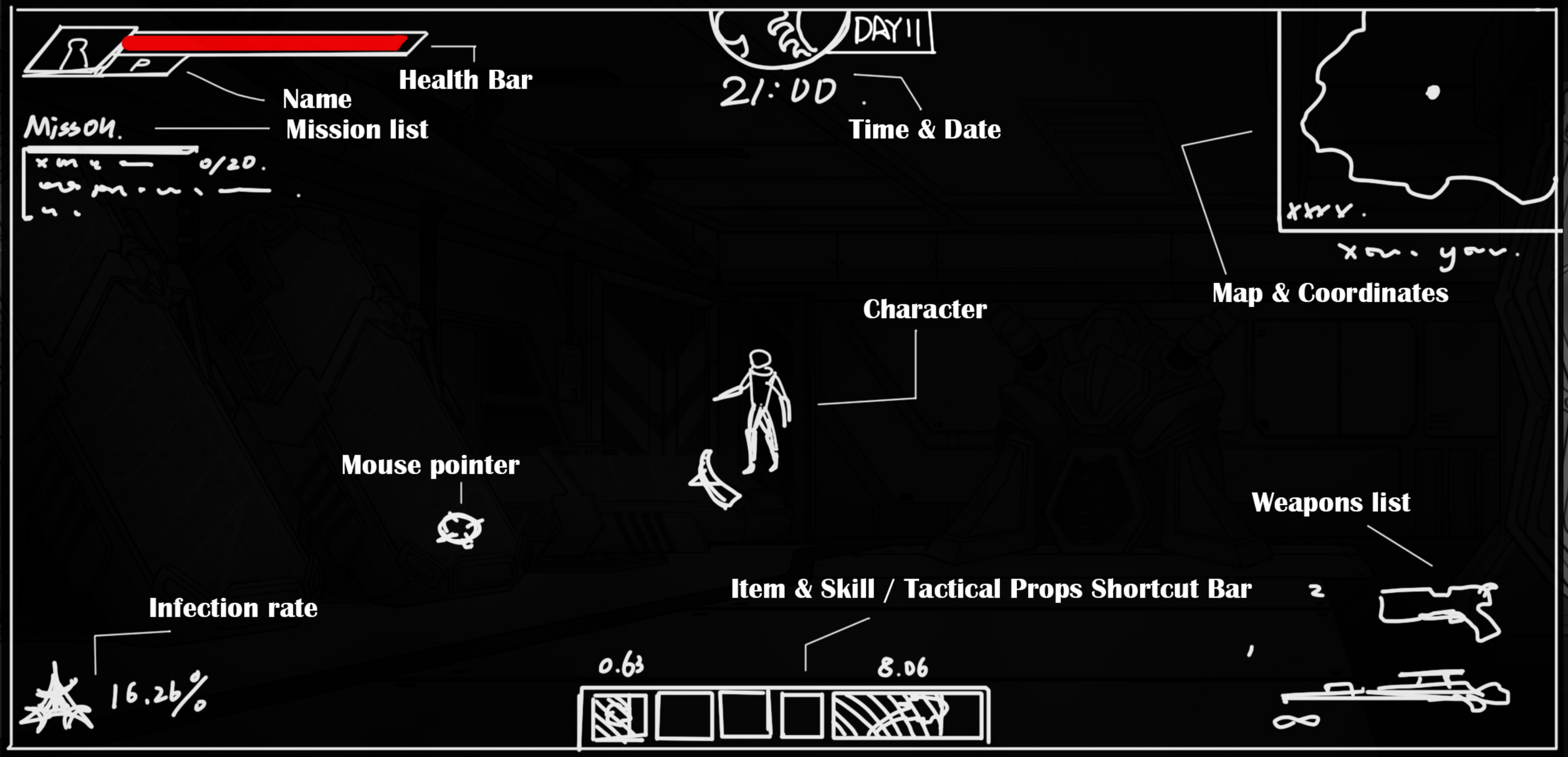


Weapon & props

- Main weapon
- Secondary weapons
- Props 1
- Props 2
- Tactical skill

Click TAB To open.

UI


Health Bar
Name
Mission list
0/20.
DAY11
21:00
Time & Date
Map & Coordinates
Character
Mouse pointer
Weapons list
Item & Skill / Tactical Props Shortcut Bar
0.63
8.06
Infection rate
16.26%

Items Introduction

Weapons

Materials

Equipments

WEAPONS

Weapons

Rt-24 Automatic Rifle

Damage:▮▮▮▮▮

Ammunition capacity:24

Manoeuvrability:▮▮▮▮

Recoil:Medium

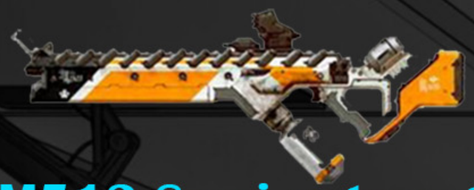
Damege type:Physical

Get access by:

- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(level)

Introduction

- The Rt-24 is a representative of the MCU rifle range and has become the favourite of many soldiers for its outstanding firepower and stability.



M512 Semi-automatic Rifle

Damage:▮▮▮▮

Ammunition capacity:26

Manoeuvrability:▮▮▮▮▮

Recoil:Slight

Damege type:Physical

Get access by:

- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(level)

Introduction

- Good MCU weapon products, not bad range and simple operation difficulty received a lot of customer favor

Biomic Energy Rifle

Damage:▮▮▮▮▮▮

Ammunition capacity:19

Manoeuvrability:▮▮▮

Recoil:High

Damege type:Energy

Get access by:

- Black marketeers(npc)
- Kill Drop(level)

Introduction

- A high-damage energy rifle that sacrifices ease of use and stability, and whose designers were said to have originally intended to design a laser sniper rifle?

Quality Kinetic Rifle

Damage:▮▮▮▮

Ammunition capacity:25

Manoeuvrability:▮▮▮▮▮

Recoil:Slight

Damege type:Energy

Get access by:

- Black marketeers(npc)
- Kill Drop(level)

Introduction

- In addition to MCU itself, some large plutocrats will acquire lighter versions of the gun because of its lesser power and ..... The idea of environmental protection

Weapons

N44 Submachine Gun

Damage:■■■■
Ammunition capacity:36
Manoeuvrability:■■■■■
Recoil:Medium
Damege type:Energy
Get access by:
- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(level)

Introduction

- A replica of an alien weapon, the weight and manoeuvrability of which affects its entry into the first tier of submachine guns

"Ghost Fire" Submachine Gun

Damage:■■■
Ammunition capacity:22
Manoeuvrability:■■■■■■
Recoil:Slight
Damege type:Physical
Get access by:
- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(level)

Introduction

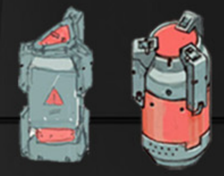
- Excellent submachine gun, the perfect choice as a sidearm, with a very high rate of fire for close range combat

Y114 Pistol

Damage:■■
Ammunition capacity:8
Manoeuvrability:■■■■
Recoil:Slight
Damege type:Energy
Get access by:
- Automatically carried on entry(level)
- Kill Drop(level)

Introduction

- Ringo, the MCU's Asian agent, carried the pistol on a mission out and made the classic comment, "It's a ten or even a nine out of ten good"



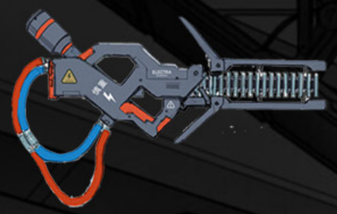
Fragmentation grenades

Damage:■■■■■■■■
Ammunition capacity:2
Manoeuvrability:\
Recoil:\
Damege type:Mixed
Get access by:
- Black marketeers(npc)
- Kill Drop(level)

Introduction

- Taken from an alien weapon, it is now the world's leading tactical grenade

Weapons



Electric Machine Gun

Damage:▮▮▮▮▮
Ammunition capacity:52
Manoeuvrability:▮▮
Recoil: High
Damege type: Energy
Get access by:
- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(npc)

Introduction

- Early MCU weapon products that relied too much on alien weapon templates led to poor performance of the final product.

"Striker" Shotgun

Damage:▮▮▮▮▮▮
Ammunition capacity:14
Manoeuvrability:▮▮▮
Recoil: Hight
Damege type: Physical
Get access by:
- Crafting machine(npc)
- Kill Drop(level)

Introduction

- Military grade, MCU's highest selling shotgun

Flat-line Light Machine Gun

Damage:▮▮▮▮
Ammunition capacity:40
Manoeuvrability:▮▮▮▮
Recoil: Slight
Damege type: Energy
Get access by:
- Crafting machine(npc)

Introduction

- The Energy weapons' ballast. It's performance at medium range has far exceeded all light machine guns

M514 Machine Gun

Damage:▮▮▮▮▮▮▮▮▮▮
Ammunition capacity:200
Manoeuvrability:▮
Recoil: Very Hight
Damege type: Physical
Get access by:
- ?????
- ??????
- ???????

Introduction

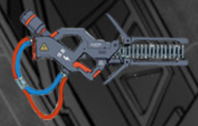
- All right, if you just wanna "fire"..... ^_^

Weapon quality and acquisition

Dropped weapons will have different qualities, and equipment with different attributes will have different values floating around. The quality levels are divided into broken, common, rare, epic and legend. Crafting weapons costs materials and dollars, and players can improve the quality of crafted weapons after learning the Artisan skill.

Standard values

Sample:



Electric Machine Gun

Damage:
Ammunition capacity:52
Manoeuvrability:
Recoil:High
Damege type:Energy
Get access by:
- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(npc)

Introduction
- Early MCU weapon products that relied too much on alien weapon templates led to poor performance of the final product.

Broken Electric Machine Gun

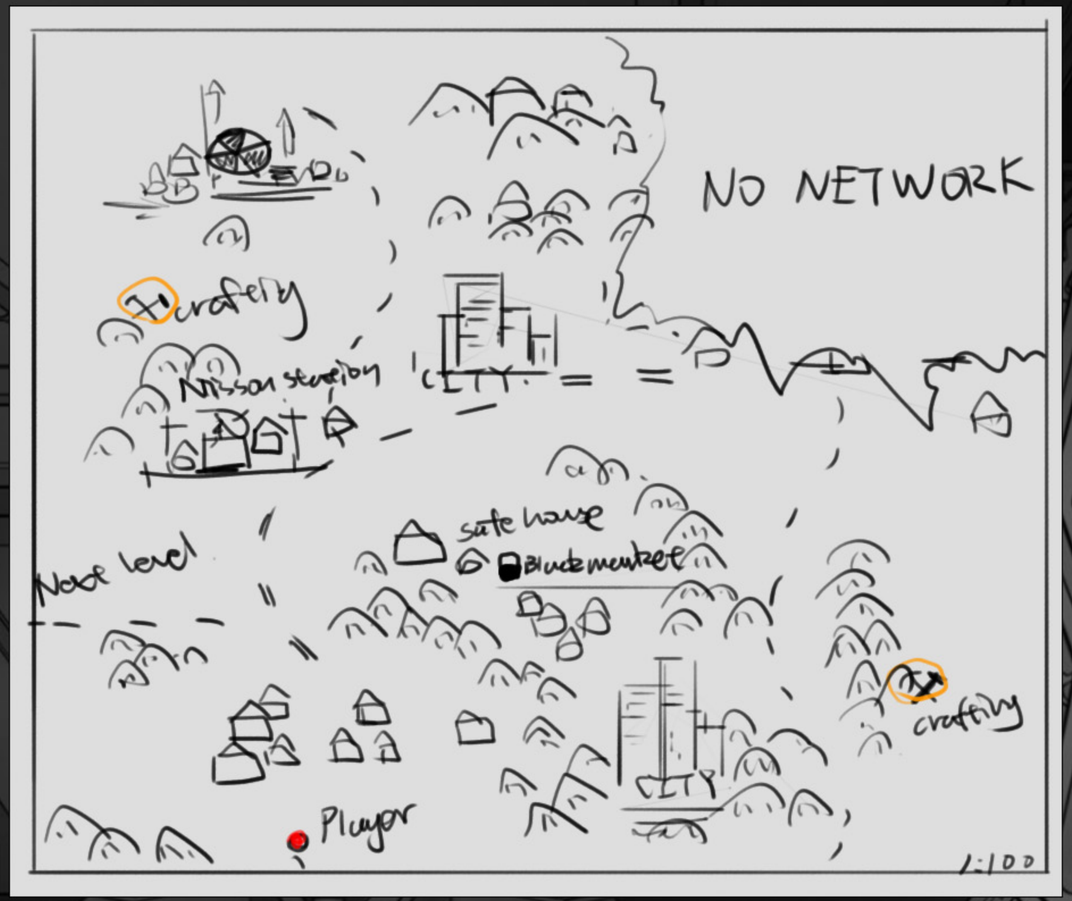
Damage:
Ammunition capacity:42-44
Manoeuvrability:
Recoil:High
Damege type:Energy
Get access by:
- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(npc)

Introduction
- Early MCU weapon products that relied too much on alien weapon templates led to poor performance of the final product.

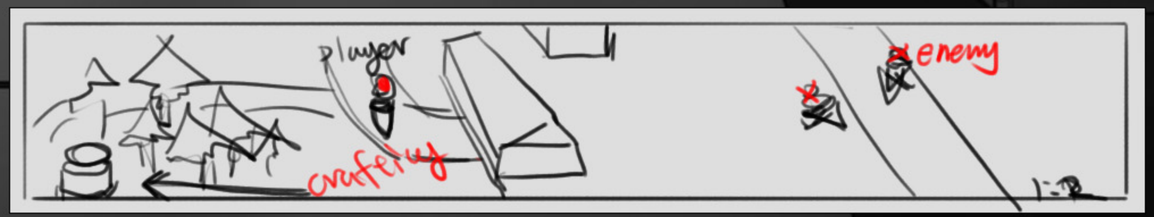
Legend Electric Machine Gun

Damage:
Ammunition capacity:61-68
Manoeuvrability:
Recoil:High
Damege type:Energy
Get access by:
- Crafting machine(npc)
- Black marketeers(npc)
- Kill Drop(npc)

Introduction
- Early MCU weapon products that relied too much on alien weapon templates led to poor performance of the final product.



Crafting is often designed to be extremely discreet and players will need to be patient in their search to find it.



Items & Props

Items & Props

Inhibiting powder
[Rare]
Reduces infection rate by 5% after application

"Save your life" choc-olate
[Normal]
10% health return after use

Inhalation tranquillizers Pro
[Epic]
15% health return after use

Data Chip
[Rare]
Can be bought for a good price on the black market

Adaptive Solution
[Epic]
Used to make weapons, also sold to merchants at high prices

Armamentarium
[Epic]
Use to obtain armament items

Flashbang
[Normal]
Blinds enemies within range for a period of time after use

Inhalation tranquillizers
[Rare]
15% health return after use

Energy fluid
[Legend]
Used to make weapons, also sold to merchants at high prices

Radar
[Epic]
Display all enemies in the marked mini-map for the next 45s after use

Learning Chip
[Legend]
Gain 1 skill point after use

The Traveller's Bag
[Normal]
Appears to have been left behind by someone else

Equipments

Equipments Introduction

T-05 Kinetic Energy Armor

Armor type: Light
Defence: 5
Rarity: Common
Effect:
- +5% Move speed
- +5% of Damage taken

Chief Petty Armor

Armor type: Heavy
Defence: 7
Rarity: Epic
Effect:
- -1% Move speed
- +10% Damage
- +100% Bullet changing spedd

Deep Dark Armor

Armor type: Heavy
Defence: 7
Rarity: Common
Effect:
- -5% Move speed
- +5% Damage

The Heart of Galaxy

Armor type: Light
Defence: 3
Rarity: Rare
Effect:
- +6% Move speed
- +100% Bullet changing spedd

X-II Light Armor

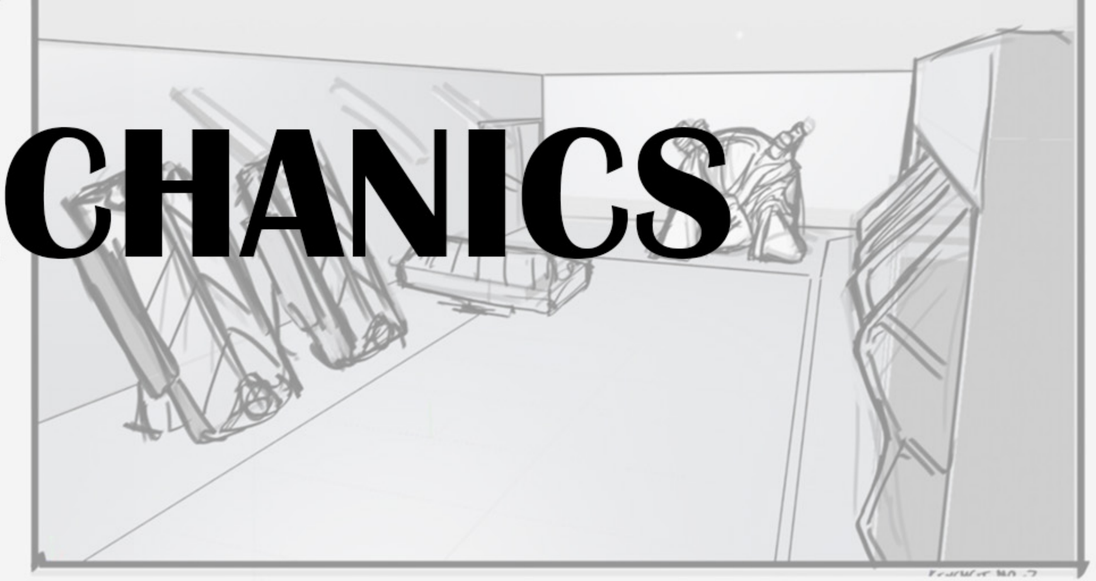
Armor type: Light
Defence: 4
Rarity: Epic
Effect:
- +10% Move speed
- +1% of Damage taken

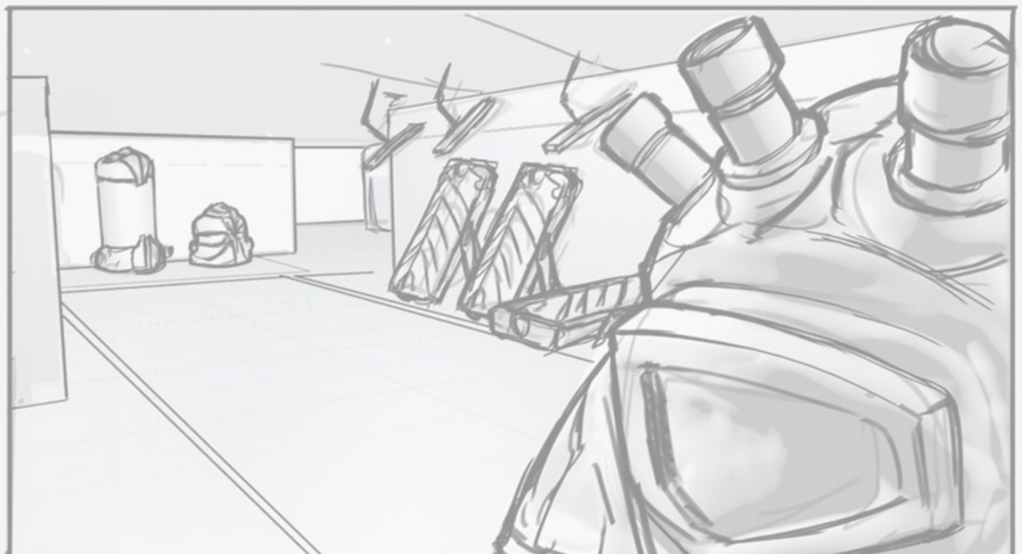
BIO - LAB

ROOM :
FORENSIC AREA

ELEMENT :
SECTION 1 _ BIO-LAB

GAME MECHANICS

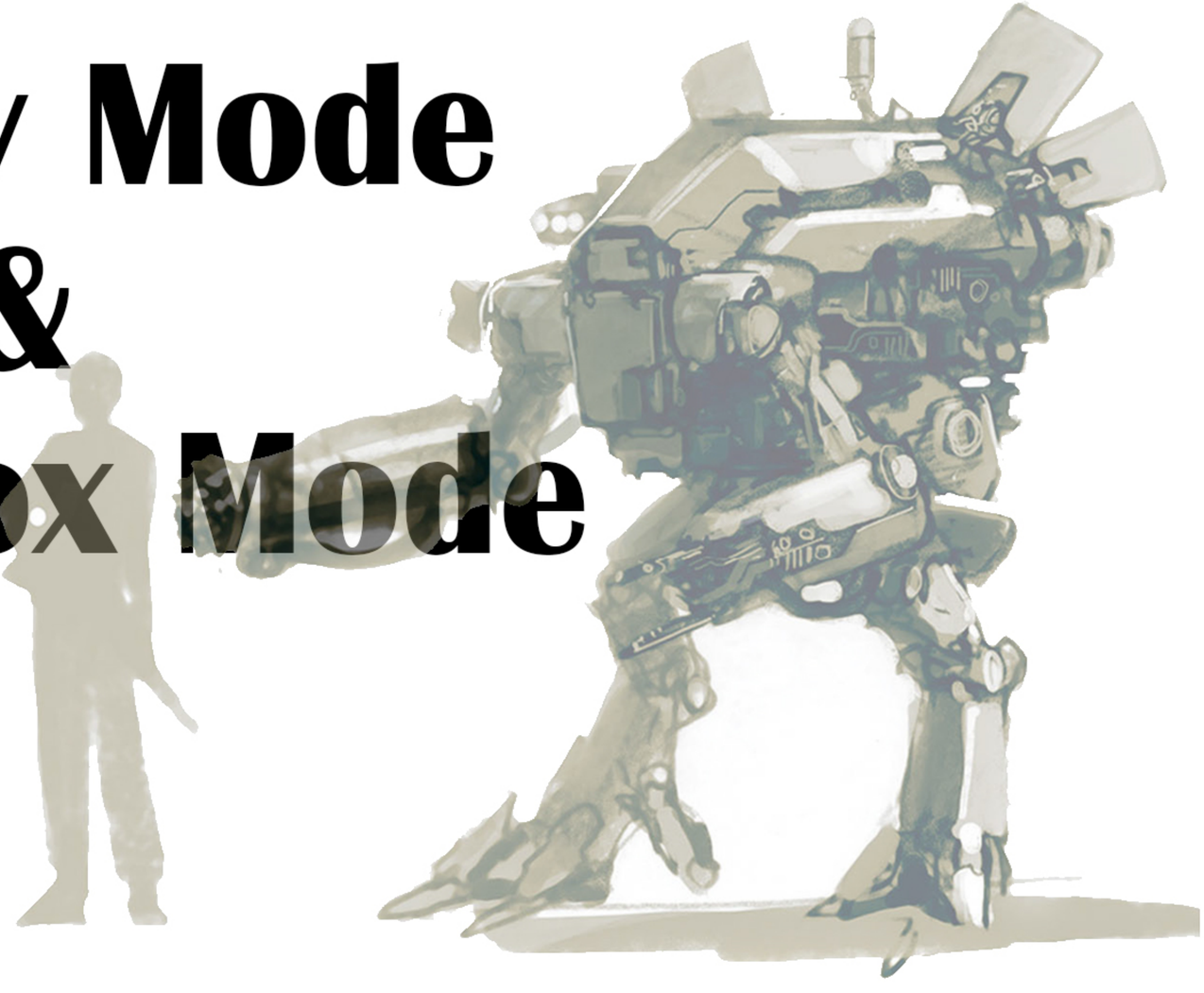




- Gamemods
- Game Levels
- Maps

MNU
MULTI-NATIONAL UNITED

Strory Mode
&
Sandbox Mode



Story Mode

Players will take the role of P, as they elude the MNU, arm themselves, acquire weapons and equipment, and do whatever they can to reach Sector 9 to get help from the aliens.

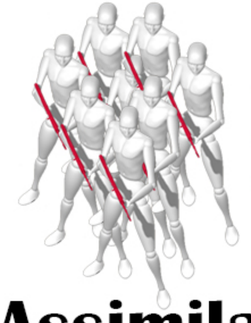
Difficulty is divided into Drama Player, Normal Campaign, Challenge Tour and Hell on Earth. Here are the difficulty descriptions

Drama Player

You are a newcomer who just wants to experience the plot and the enemy will not deploy a large number of troops to stop you

Normal Campaign

You want to have a normal difficulty experience and the enemy will entertain you with normal "manners"



Hell on Earth

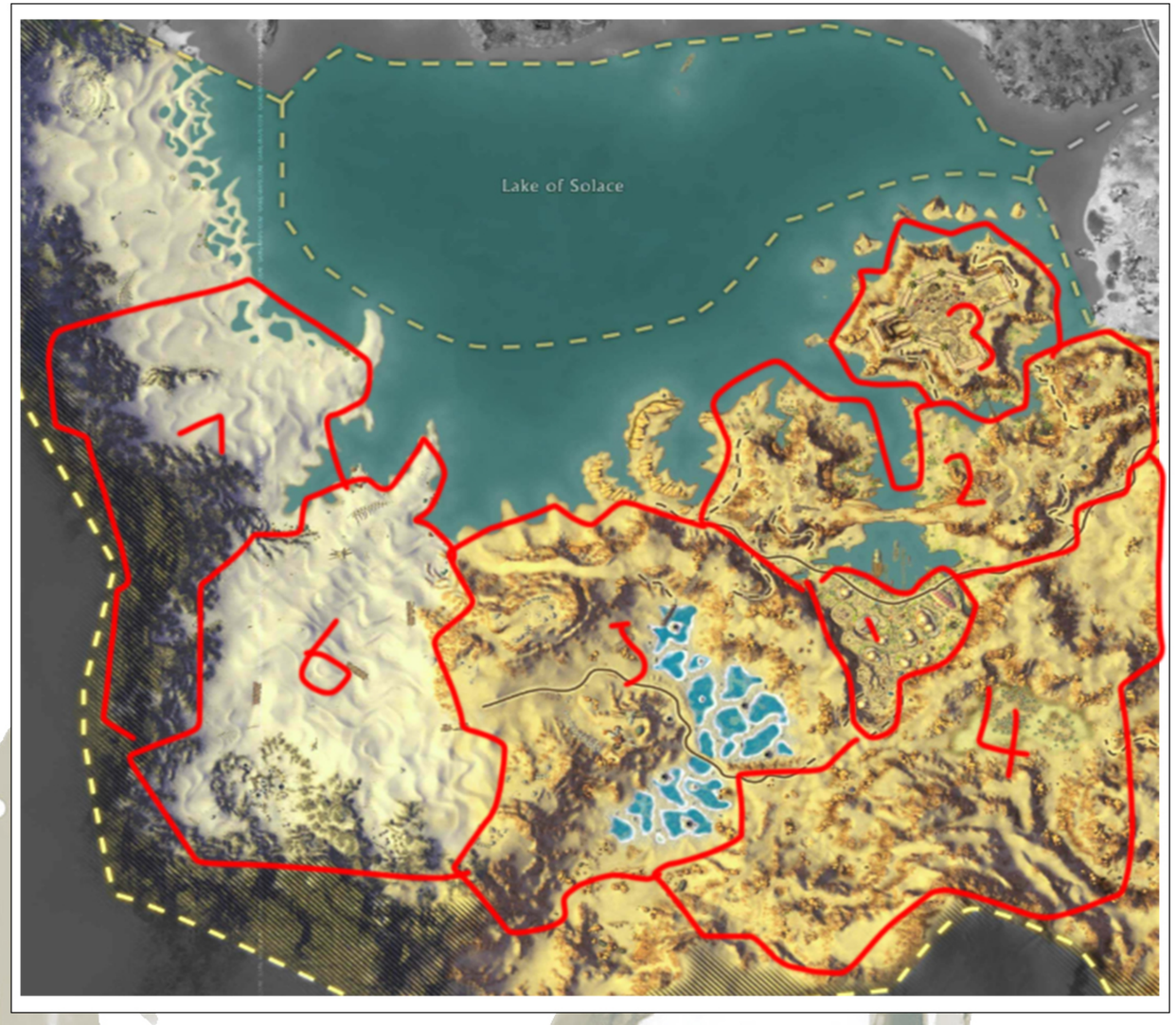
You like to wallow in defeat, and the enemy will send out elite forces beyond the pale to deal with you

Challenge Tour

You don't want to win, The enemy will send their entire elite force against you

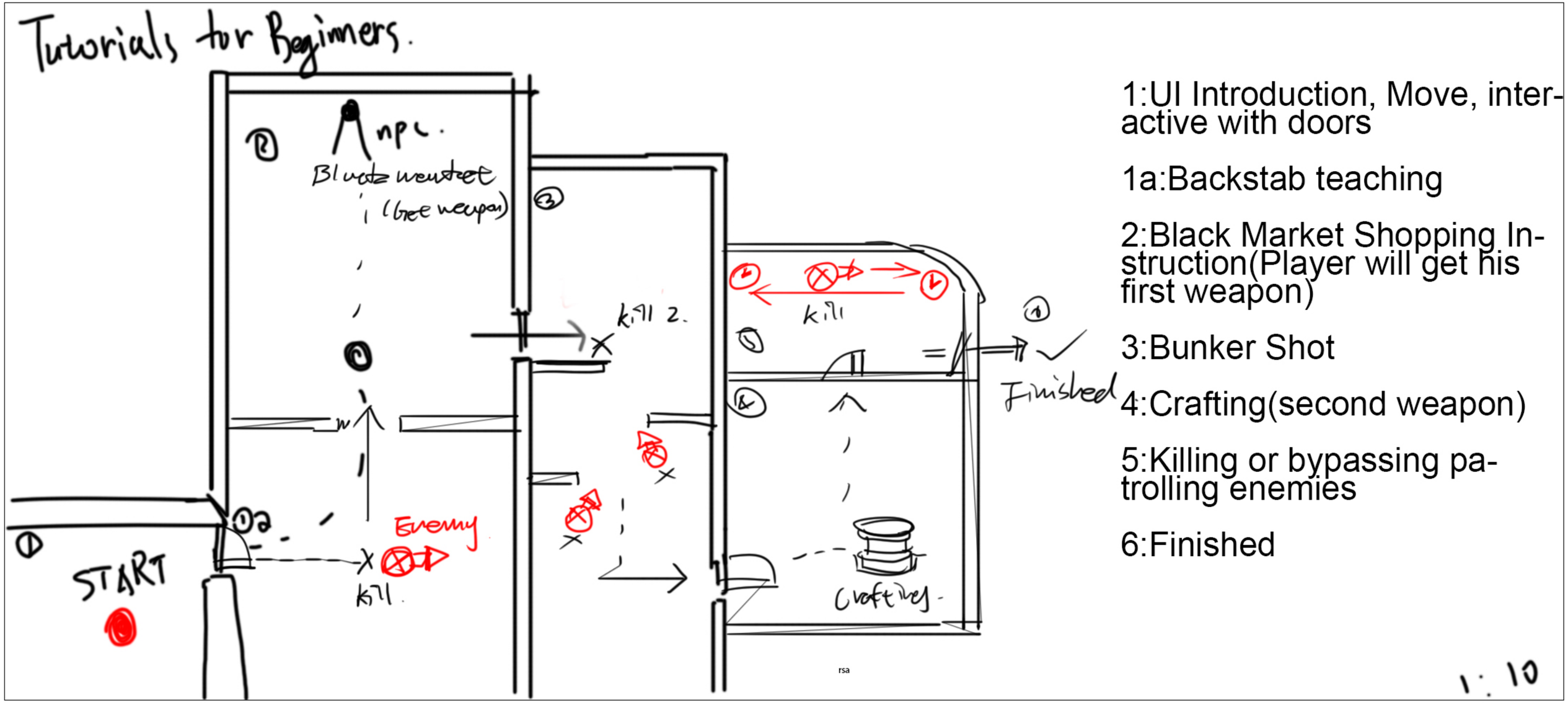
Assimilation rate

The player will gradually mutate towards aliens due to the alien genes they carry. When the mutation level reaches 100%, this will mean that the main character becomes a complete alien and the game will fail to read the file. But don't worry, there are props in the game to help you control your infection level, and some weapons and skills require a higher infection level to be unlocked.



Story Mode Map

Game Level 1
Tutorials for Beginners



1:UI Introduction, Move, interactive with doors

1a:Backstab teaching

2:Black Market Shopping Instruction(Player will get his first weapon)

3:Bunker Shot

4:Crafting(second weapon)

5:Killing or bypassing patrolling enemies

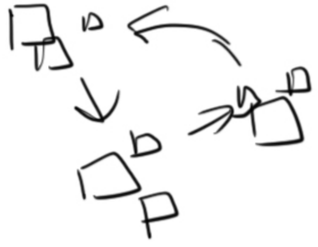
6:Finished

Game Level 2

Step 1:

Interact with Broken Bridge to find out what materials need to be collected

Step 2:



Finding materials in the city
Obtain materials by killing enemies and cracking mechanisms

Step 3.

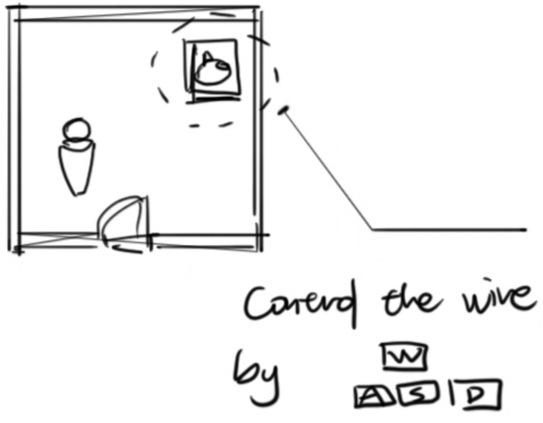
Repair the broken bridge and cross it, players will be rewarded with experience and props, and an overworld animation will play, opening a new map

Mission:Repairing a bridge across a river

Optional Mission: Help black marketeers deliver supplies
Deliver supplies for the Black Market Merchanta and receive a weapon reward upon completion

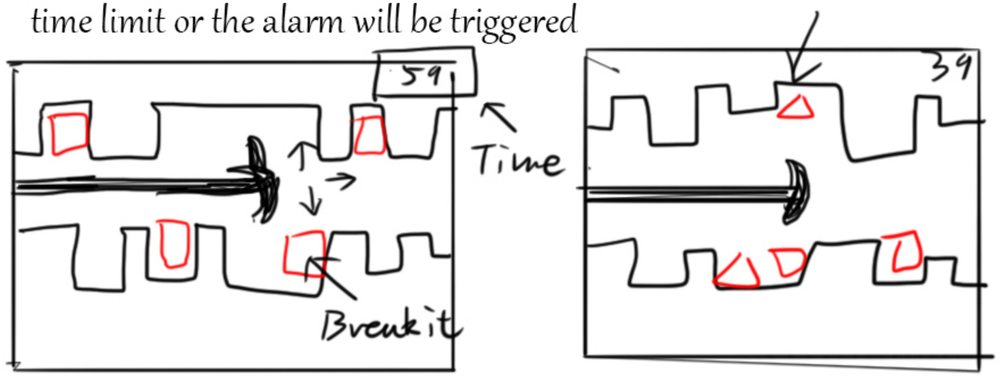
Player can get Optional Mission in each map.

Successfully breaking into a safe can yield significant resources, but it is also a risky act

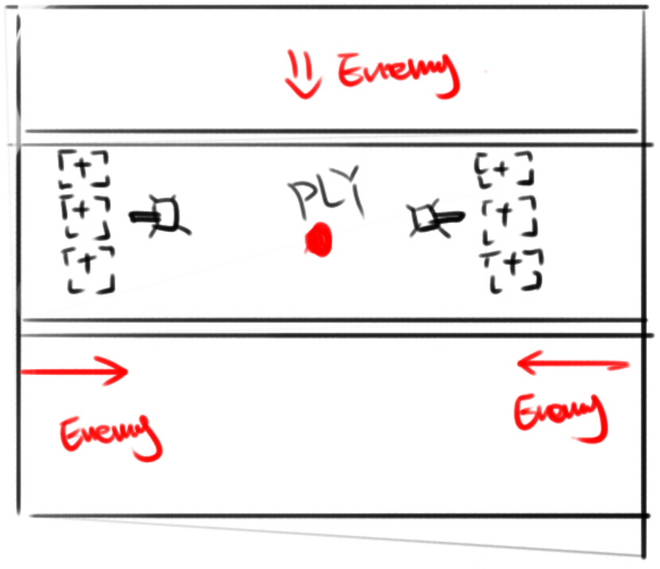


Break the safe's mechanism with the wire within the time limit or the alarm will be triggered

Breaking the fuse will trigger the alarm directly, so beware!



Game Level 2



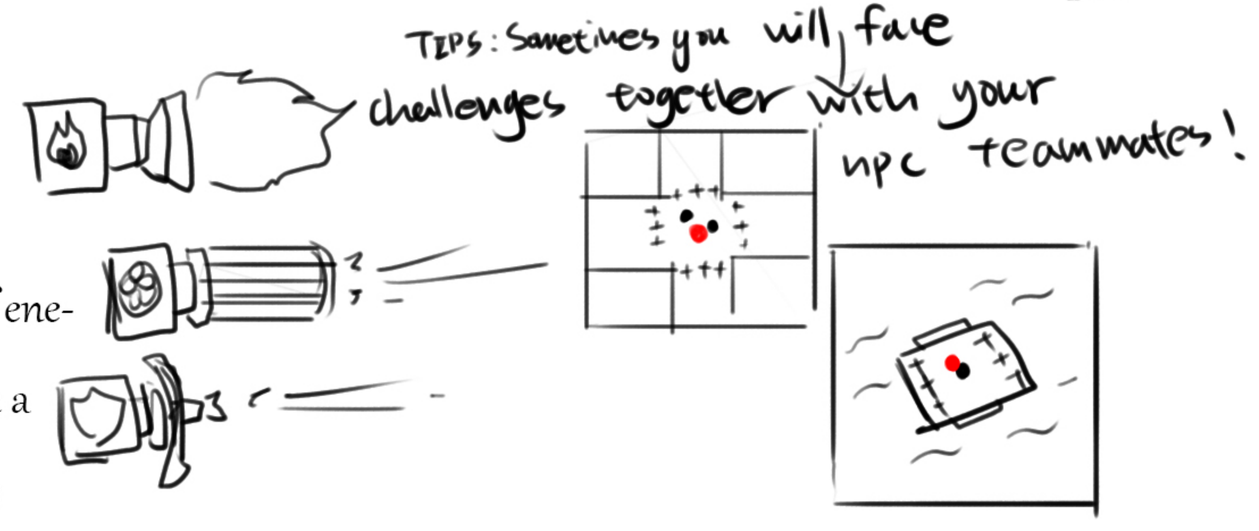
Mission:Hang on at the bridge until reinforcements arrive

Players can upgrade or remove their own turrets for twice the original cost (example: Lv: 1 Flame Turret costs 10 points to build and 20 to upgrade, Lv: 2 Flame Turret costs 40 to upgrade, and so on)
Upgraded turrets gain 1.5 times their attributes and half the points are returned for removing them, so players need the flexibility to replace or upgrade turrets depending on the composition of enemy units.

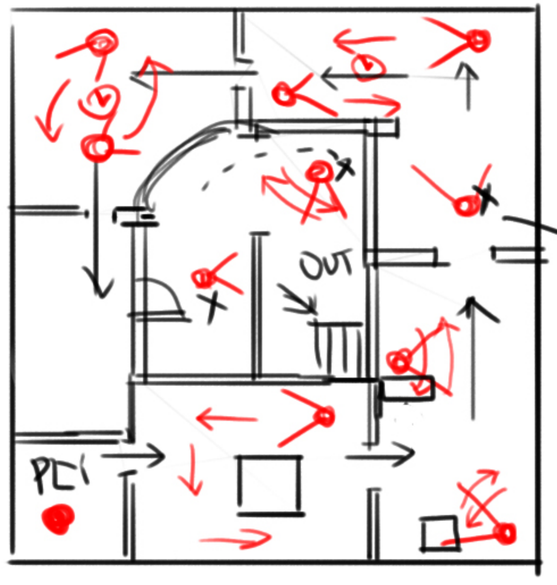
Sometimes the target of defence is not always the bridge, in subsequent missions the player is faced with being at a crossroads surrounded or hiding in a raft being watched by low-flying aircraft

Kill = point = Defence Battery

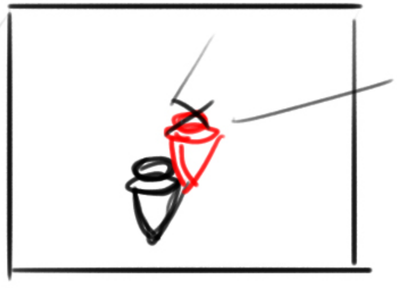
Players need to kill enemies to gain points and build zero time turrets, when the player's life level is 0, the mission also randomly fails to read the file
There are three types of turrets available
Flame turret: shorter range, can attack groups of enemies, average damage, average armour
Machine gun turrets: Longer range, can attack a single enemy, higher damage, lower armour
Shield turrets: medium range, can attack a single enemy, low damage, high armour



Game Level 3

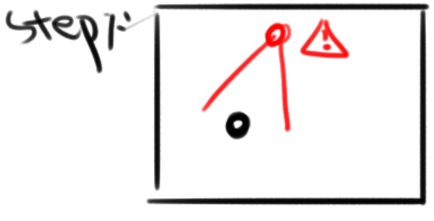


You can deliver a silent killing blow to an enemy who has his back to you



Mission:Enter the control room and remain undetected by sneaking

Maps Ref:
powered by RPGMaker MV.



Don't be spotted by the enemy, which will cause the whole interior to attack you

When the alert value reaches full, the guard will sound an alarm and the sneaking mission will fail.

Note: Your character will be in a crouching position during sneaking missions and your movement speed will be slowed down.

Tips:

Only Survival mode.

In survival mode, if you are spotted or attack a guard, this will not cause you to fail the mission, but it will draw the guards in all rooms to your location.

Game Level 4(1)

Story Mode

In story mode, the main character will have an ending, and each time the player makes a choice in the main quest, he or she may decide the final outcome.
Unique features of Story Mode.
-The player will automatically archive each main quest point after it is completed

-The player determines the course of the plot

-Players have unique skill points for Story Mode

-Players will have access to weapons and equipment unique to Story Mode

--A fixed map

-Maximum level cap is 30

Story Mode Skill Point

Bodybuilding 0/5
Increases Health limit by 15 for every 1 point learned

Long Distance Running 0/5
Increases movement speed by 5% for every 1 point learned

Ammunition saver 0/5
10% increase in ammunition capacity for every 1 point learned

Electric welder 0/5
Each point learned increases the probability of creating a better weapon by 15%.

It's midday! 0/5
Increases blast chance by 3% for every 1 point learned

Electric welder 0/5
Each point learned increases the probability of creating a better weapon by 15%.

Thief 0/5
Every 1 point learnt will add 1s to the safe alarm trigger delay

The Wolf of Wall Street 0/5
Each point learnt reduces the black market price by 10%

Loot Scavenger 0/5
Every 1 point learned will boost the amount of dollars and props acquired by some

Firearms Mastery 0/5
Increases attack damage by 2.5% for every 1 point learned

Light Skills 0/5
Each point learned reduces the weight of armour by 5% and increases the chance of dodging

The Breath of the Mind 0/5
Reduces the cooldown of props and tactical skills for every 1 point learned

Game Level 4(2)

Story Line(Mainly part)

The protagonist (henceforth referred to as P), a civilian employee of the MCU, is preparing for an expedition to District 9 at MCU headquarters. (Newbie Tutorial)

After visiting District 9, P is infected with an alien virus and is gradually assimilated into the alien population. P will be captured by the MCU and used as a human sample for experiments (start mission - Escape from MCU)

After a life-or-death escape to the countryside, P needs to find an abandoned signal base station and he needs to make contact with the aliens (start mission - establish a contact network)

After making contact with the alien "Red", P needs to make his intentions known (this option will influence the story)

1

1\"I'm sorry for what I've done in the past, but now... Please... I really need your help."

2\"Damn it! Now I'm asking you - you guys... family! Help me cure this damn disease!"

"The satellite map has not yet been updated with the bridge's location, but when P arrives in the town, he finds that the MCU has taken control of the bridge and P must move to an old wooden bridge and repair it (start the mission - The Dark Side)

1.1

After rendezvousing with the Redcoat, he said that in order to reach the Ninth District, it was necessary to cross the Central Lake, as the rest of the main traffic routes had been destroyed. You eventually build a sturdy raft and prepare to cross the central lake (start the quest with the NPC "Red" - Cross Over)

1.2

When you reach the rendezvous point specified by "Red", he says that to reach the Ninth District you must cross the Central Lake, as the rest of the traffic routes have been destroyed, and that he will wait for you on the other side of the Central Lake. You eventually build a sturdy raft and prepare to cross the central lake (start the mission alone - Cross Over)

Game Level 4(3)

2

After crossing the central lake, "Red" tells you that you have now left A-town, but that there are only two ways to get to District 9. (This choice will determine the course of the plot)

Carefully bypass the MCU's lines of sight to reach District 9 as quickly as possible

Task List and Plot Options (not including normal side missions)
-Capture MCU soldier Rick
(If Rick is killed after the interrogation, he will not appear in the next episode)
-King of the Crossroads
(Guard the crossroads, if you don't kill Rick, Rick will fight with you)
-Paid access
(Complete the Black Market Merchant quest)
Side quests.
Mara Joe (rescuing Mara, who is also infected with the virus, and completing all 2.1 main quests will lead to ending 4)
Alien Crusade (seek help from District 9 with "Red", if you choose 1.1 in the 1 dialogue, ending 2 will occur)
Military technology (After completing the infiltration mission, the military technology will not aid the MCU in the final battle and the final boss will be replaced with a weaker "Sandstorm 4".)

Bypass the MCU's key holding areas and take the long and harsh road

Tips: NPCs will automatically withdraw when they lose all their stamina, you can use props or wait 3 days to recall them

List of tasks and plot options (excluding normal side quests)
-Rama Wasteland
(A tug-of-war with the MCU, players will enter a transitional animation after reaching level 25, if they choose to stay with the Rama tribe they will go straight to ending 3)
-Ice Outpost
(Sneak past MCU outposts or go head-to-head with outpost soldiers)
Side quests.
War Dance Ritual (a worshipper, Brien, will follow you on your subsequent journey until you leave the Rama Wasteland)
Silk Road (transport oil to a designated location, ending 5 will appear upon completion of the mission)
Clan Wargo (resolve years of conflict with the Wargo, complete this quest, the Silk Road quest and the Ritual of the War Dance quest and Brien will follow you until the final battle, ending 6)

The final battle

Game Level 4(4)

Ending

Ending 1 (this option will be hidden when Ending 4 appears) - option "We fight together" - "Red" decides to stay behind with P to fight against the MCU and wait for reinforcements to arrive (entering the boss battle against the military-technology battle armour "During the battle, "Red" is tragically killed and P is taken to Sector 9, where he decides not to receive treatment for his trust in "Red". P later becomes a member of the alien community, dedicated to helping and improving human-alien relations.

Ending 2 (requires 1.1 and the mission "Alien Crusade") - option "I'll hold them off while you evacuate" - "Red" evacuates and P stays behind to fight the MCU while waiting for reinforcements to arrive (enter the boss). During the battle, alien support arrives just in time and P is taken to Sector 9. Thinking that he has caused countless losses to the MCU and that he cannot get rid of the MCU even if he turns back into a human, P decides to stay in Sector 9 and becomes One of the aliens

Ending 3 (triggered by choosing to stay with the Rama tribe at the end of the Rama Wasteland mission) - Minor Ending Changes 1. --The infection rate was higher than 25% at the time of the ending, and P drank the "holy water" to drastically reduce the infection, but the depth of the infection still caused P to become an alien for the rest of his wandering life, and later The MCU has pioneered this area and no one recognises P as a fully transformed alien.

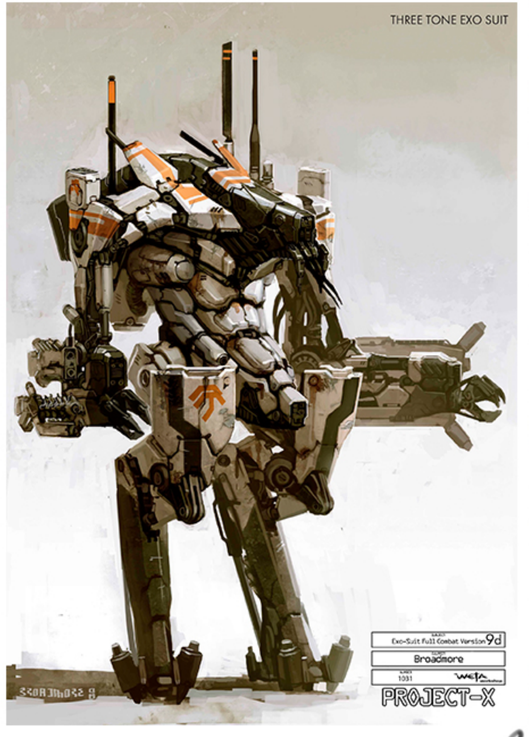
Ending 4 (requires completion of the mission "Mara Joe") - option "They're targeting us both, let's block them while you evacuate" - "Red" evacuates, while P stays behind to fight the At the end of the battle, P and Mara are taken to Sector 9, where they are cured and P and Mara live in seclusion, never to be seen again.

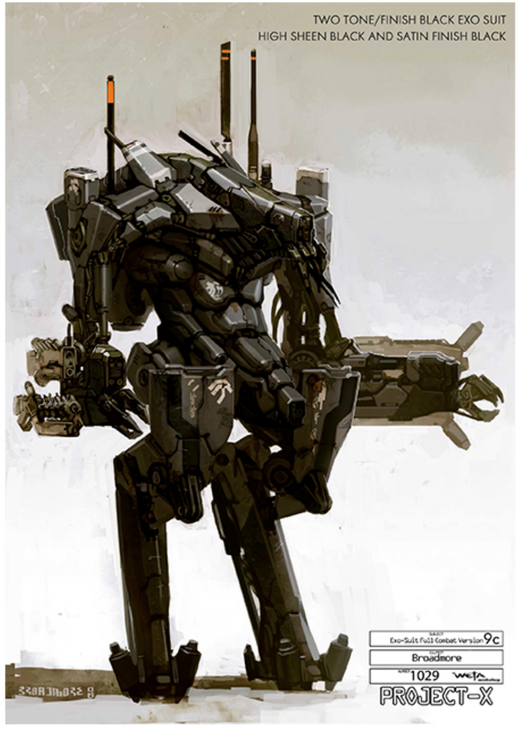
Ending 5 (requires completion of the quest "Silk Road") - option "I think I've seen it somewhere" - "Red" stays behind with P to fight the MCU and wait for reinforcements to arrive (During the battle, P, who was familiar with the attack pattern of the Wolf 2000, deflected a fatal blow for "Red" and died. "P's memory chip was used to transfer his consciousness into a new cyborg body.

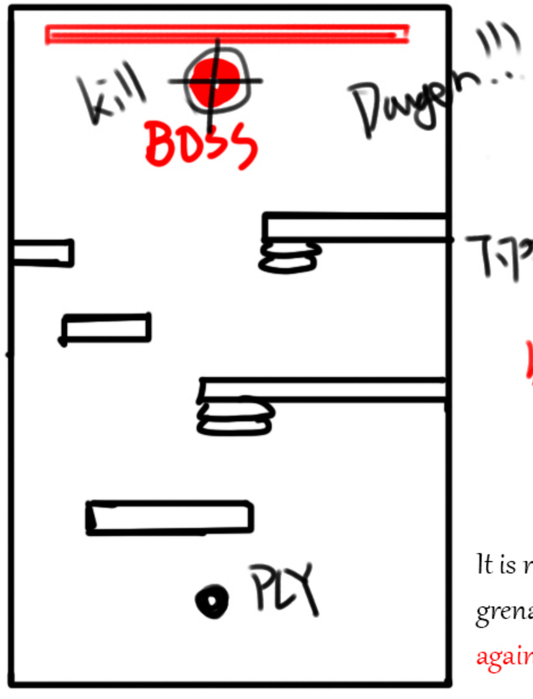
Ending 6 (requires completion of the quests "War Dance Ritual", "Silk Road" and "Battle Song Clan") - option "Yelraaayaaaa! (Rama language)" - The group fights together (enter the boss battle against the military-technology battle armour "War Wolf 2000" which has half of its attributes weakened) and wins easily and kills their way into the MCU headquarters (enter the boss battle against the MCU headquarters) After the battle, P unites with the Rama and the aliens to announce the MCU. At the end of the battle, P joins forces with the Rama and the aliens to announce the MCU's evil deeds, and the MCU ceases to exist.

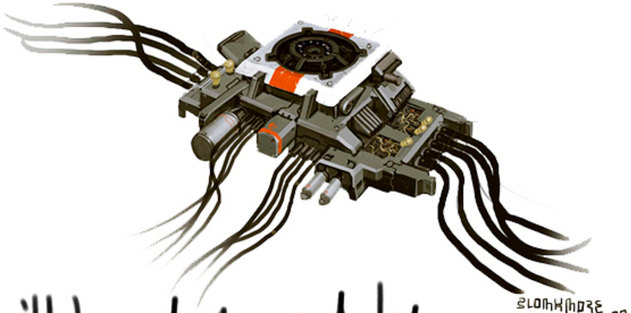
Game Level 5

BOSS BATTLE(Story Mode)





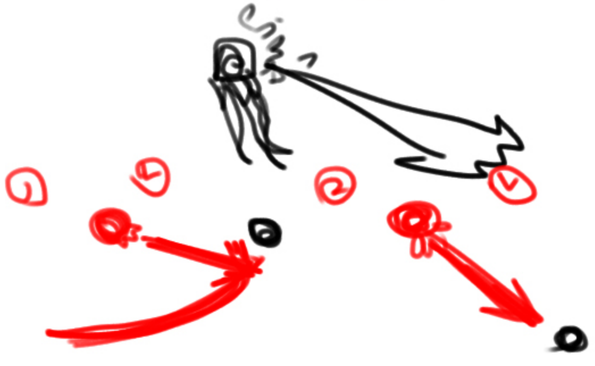




Tips: Terrain will be destroyed by BOSS

P knows the weaknesses of the Wolf 2000 and the Sandstorm 4 from the drawings of the mission "Silk Road".

It is recommended to carry enough consumables and grenades and to use weapons that have a damage bonus against heavy armour



Attack Mode 1: Laser

1. Storing up power and then sweeping the ground with the laser (tracking the player)
2. Build up power and then shoot a laser

Attack mode 2: Melee

1. Build up power and sweep 1-3 times in front of you (there will be a pre-shake of the action)
2. Stages and then dashes forward

Attack mode 3: Missile

Build up power and fire a missile at a pre-selected position

Sandbox Mode

In sandbox mode, the player's infection rate is reduced by 50%, and players are also allowed to name their own characters. The mode is suitable for long play sessions and the game will also be declared a victory when the player has breached the MCU headquarters.

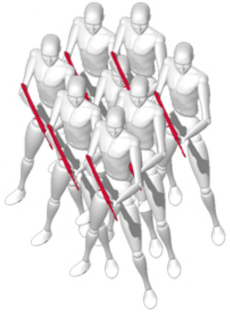
Difficulty is as same as the Story Mode

Drama Player

You are a newcomer who just wants to experience the plot and the enemy will not deploy a large number of troops to stop you

Normal Campaign

You want to have a normal difficulty experience and the enemy will entertain you with normal "manners"



Hell on Earth

You like to wallow in defeat, and the enemy will send out elite forces beyond the pale to deal with you

Challenge Tour

You don't want to win, The enemy will send their entire elite force against you

Sandbox Mode Map

The maps in sandbox mode will be randomly generated and the player will be able to determine the size and details of the generated maps.

Map Edition

Default settings

Map seeds: -102395792347

Map size: Small\Medium\Large\Huge\Infinite (requires powerful cpu)

Black marketeer generation rate: 25%

Forge generation rate: 25%

npc generation rate: 25%

MCU outpost generation rate: 25%

Number of cities: Sparsity\Normal\Dense

Number of villages and towns: Sparsity\Normal\Dense

Whether to allow non-friendly alien units: No

Whether cheat mode is enabled: No

Whether forging is allowed: Yes

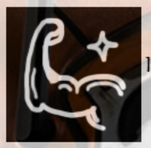
Whether trading is allowed: Yes

Experience multiplier(Maximum 300): 100%

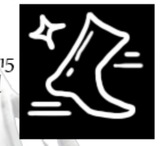
Resource acquisition multiplier(Maximum 300): 100%

Sandbox Mode Skill Point

There is no cap on the level of the sandbox mode



Bodybuilding 0/5
Increases Health limit by 15 for every 1 point learned



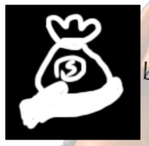
Long Distance Running 0/5
Increases movement speed by 5% for every 1 point learned

Thief 0/5
Every 1 point learnt will add 1s to the safe alarm trigger delay

The Wolf of Wall Street 0/5
Each point learnt reduces the black market price by 10%

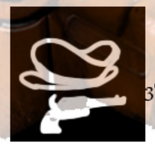
Ammunition saver 0/5
10% increase in ammunition capacity for every 1 point learned

Electric welder 0/5
Each point learned increases the probability of creating a better weapon by 15%.

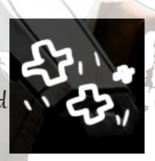


Loot Scavenger 0/5
Every 1 point learned will boost the amount of dollars and props acquired by some

Firearms Mastery 0/5
Increases attack damage by 2.5% for every 1 point learned

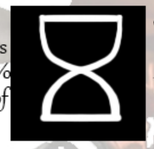


It's midday! 0/5
Increases blast chance by 3% for every 1 point learned



Electric welder 0/5
Each point learned increases the probability of creating a better weapon by 15%.

Light Skills 0/5
Each point learned reduces the weight of armour by 5% and increases the chance of dodging



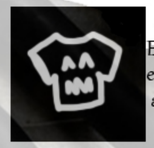
The Breath of the Mind 0/5
Reduces the cooldown of props and tactical skills for every 1 point learned

Assassins 0/5
Extends the time to be detected by guards when sneaking by 1s per point

Bombardier 0/5
For every 1 point you learn, you have a 1% chance of not consuming props when using

Iron Cloth Shirt 0/5
Reduces bludgeoning damage by 10% for every 1 point learned

Natural Born Leader 0/5
Increases companion health by 30 for every 1 point learned



Fashionista 0/5
Every 1 point learnt increases the probability of forging a better piece of defence by 5%

Immortality Totem 0/5
Cooldown 300s, invincible for 3s when receiving lethal damage, cooldown -15s for every 1 point learned

IQ 180 0/5
10% increase in mission reward for every 1 point learned

??? ????? 0/5
?????? ???????????
??????????????????
???? ?

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Active Skill

Chaotic Acid (25%)
Cooldown: 6s
Spray a stream of acid, dealing 25% of maximum life per second to the target hit (5% for bosses) for 3s

Claw strike (45%)
Cooldown: 15s
Throws a powerful sweeping claw strike forward, dealing knockback and 300 points of damage to the target it hits

Self-healing factor (65%)
Cooldown: 12s
Restores 45% of lost life

Awakening (85%)
Cooldown: 60s
For the next 10s, reduces damage taken by 50%, increases damage dealt by 50% and increases movement speed by 15%

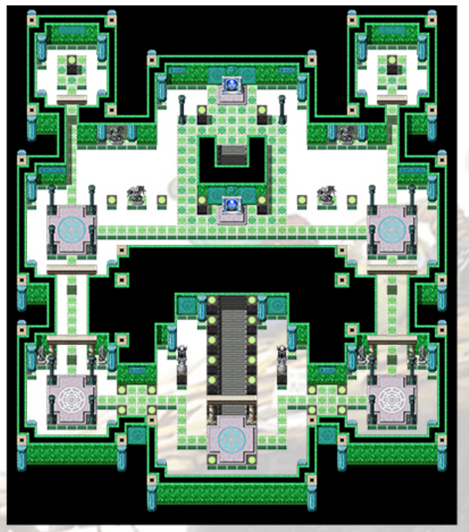
Active skill requires infection rate, when the infection rate is lower than the skill requirement, the skill will be disabled

Story Mode Design Summary

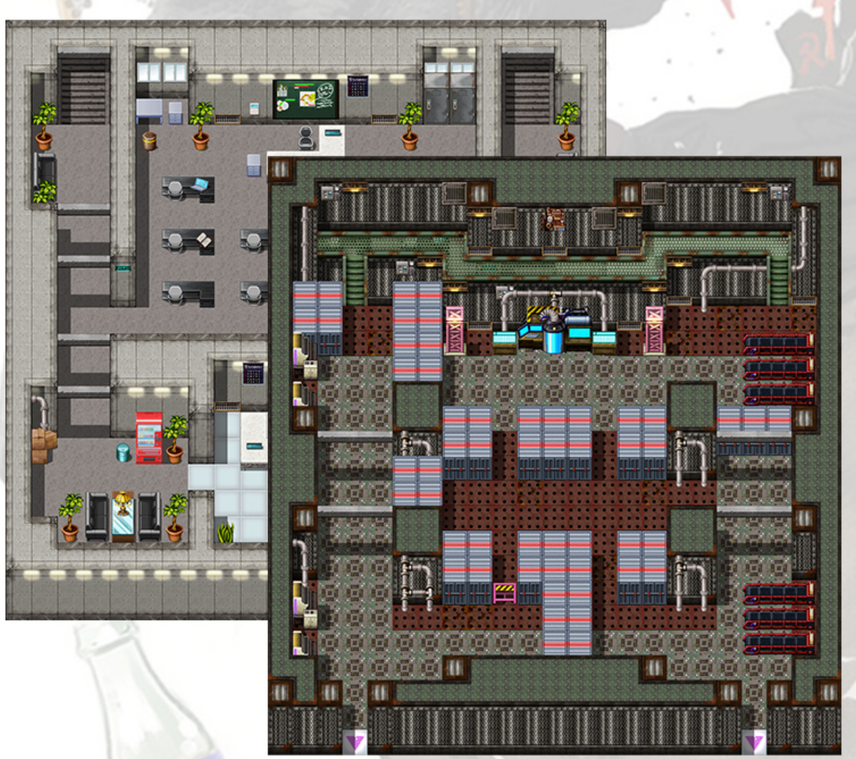
My idea for the story was a bit rushed, I just wanted to enrich the gameplay with the plot, but I could have done better, maybe "Bad end" would have been the new idea.

I also wanted to make the characters more three-dimensional, I didn't want the player to "choose a dialogue or a quest in order to reach a certain ending", if the characterisation was done properly, then the player might be able to have a kind of "empathy" with the main character "P" in the story. "empathy".

Every main quest and NPC in the story has to have a purpose, and I was inspired by the storylines of many RPGs, and I wanted to blend them, but it was a difficult journey. I came up with 16 endings and several triggers, and I wanted to write them all out, but it would have been a long, novelistic paragraph, so I had to streamline it a bit, and as you can see - this is what it looks like now.



I was going to use RPG Maker to complete the map, but that only works for 2d and not 2.5d games, so I gave up on that idea and will have to use these scraps for map reference



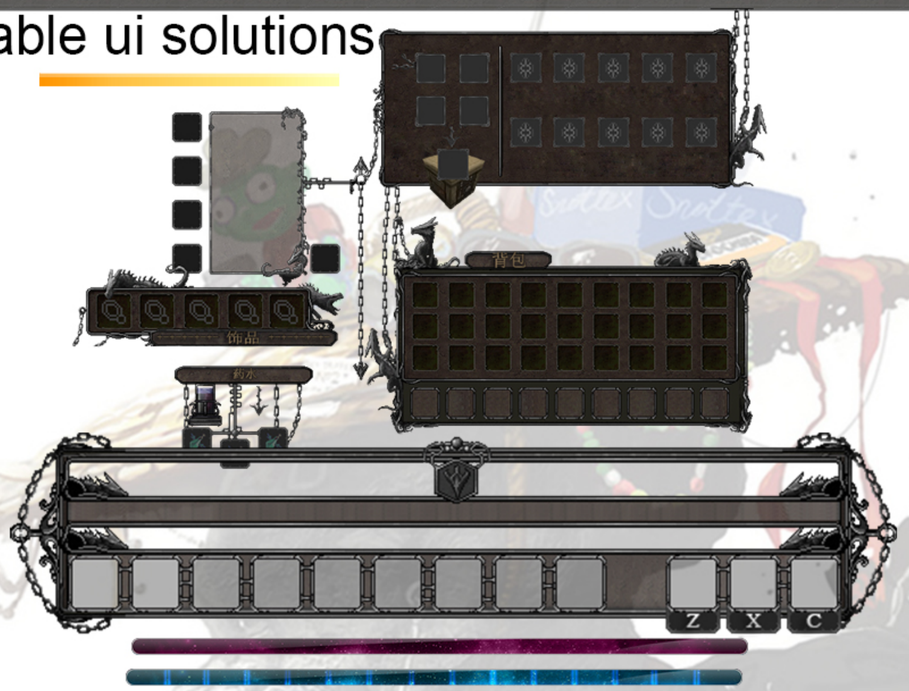
Sandbox Mode Design Summary

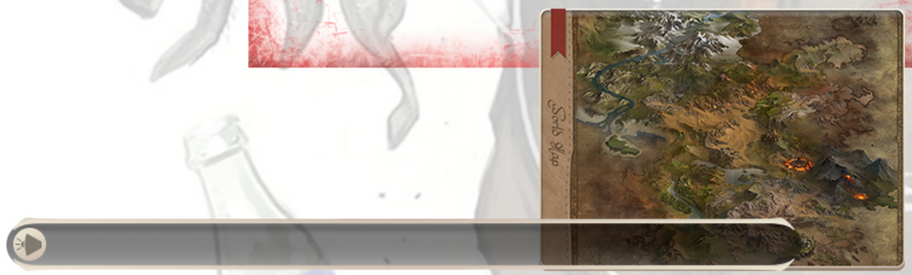
Sandbox mode is a great way to expand the gameplay with multiplayer modes, open building and block destruction features and more.

One of the core aspects of RPGs is the numerical value of equipment, and if players want to get stronger, they will summarise and combine sets to create a "genre". This adds to the playability and discussion of the game.

Considering how time consuming it is to design and balance several grids of professions or a whole skill tree for players, this may require a team. I wanted to keep the game as story-based as possible, so I removed the 4 pages of text from the sandbox mode to make the game as clear as possible.

Unavailable ui solutions





Reference & Unused material

THANKS FOR READING

c2461946
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