



Back story: As earth progressed and branched out into space to find many more planets with not only new species, but more places to live. earth(or Forge as they call it now) has been abandon by most of civilization. as the human race evolved and moved to many planets, certain planets grew to success, as other failed to war and poverty. this lead to a universal scale of strong planets and weak ones. a national sport was created called Xion. this sport was created to help poverty planets successfully grow there planets income with competition. the planets were all given the machinery and tech to build their own Xion robot, and Xion challenge course. though everyone was given equal supplies, the rich could spend their own money to fund better designs of their course, and robot. this kept the scale basically where it was, but made the rich richer, and the poor poorer.

Xion Back story (basic story rules): Xion works like this. the first year, every planet created their first Alpha robot. this robot was created off of no given knowledge of other planet robots, and stages. to successfully enter the tournament your robot must pass their own planet's course. some thought having a weaker course was good so there robot could get through, but then planets would let all other robots pass then as well. and this worked vice versa with really hard course(but there robot may not succeed.) so if your robot successfully passes your own course you go in to the world and defeat the planets around. the more you beat, the higher tier planets you can fight. everyone starts at the bottom and works their way up. if you fail a course you are destroyed. once destroyed your planet cannot enter till next year. then a new version is created.(works like "alpha, beta, Charlie, and so on..." if you fail your own level you do not progress. Each level of progression is given the ability to have a stronger course, and robot. this now leads us to present day. where the biggest and baddest planets have already created robots under the whiskey, x-ray, Yankee, and even 1 Zulu. there are not many Zulu do to the fact that your course will get to hard for even your own robot to pass. now these are all side notes as our main character is Echo-Forge.

Echo's story: Echo, the main character, is a robot from Forge(Earth) and has not been able to pass their own level due to lack of funds. But now some type of device interacts with Echo, and he is able to suddenly smoke their own stage. He has now been the first echo, and first robot in forever to fight for Forge. He must travel from planet to planet ridiculed and hated, as he thrives for success.

General game play design: You play as a little robot who can pull out a capsule orb. the capsule orb grows into the xion ball.(think of dragonball z capsule). you must use the xion ball to get past certain puzzles, and some require you to get out of the capsule orb. both will have intricate challenges.

Prime stages- these are internal stages within a planet. Each prime stage is given a grade. this grade is based on how fast you complete the level.

Checkpoints- these are located in-between prime stages. the checkpoints allow you to save where you are at within the game if you have to get off the game.(but once you pass the checkpoints and hit a stage, you cannot start from checkpoints.) you can only start from prime stages.

failure- if you fail a fallible challenge, or fall off the stage, or anything bad. you are given a size penalty. this penalty makes your ball bigger, so your Xion robot has more ball to run with, and slows you down. you will also be bigger, so challenges become harder.

paths- there are 3 paths. Easy, Medium, Hard. the harder the path the faster it can be if done correctly.

score- when you finish a prime stage you are scored by speed. Each path (easy, medium, & hard) will be given 4 scores. Bronze, Silver, Gold, and Platinum.

collectable parts- there are hidden gears around the prime stages. each planet has 5 parts hidden on it. collecting the parts will give upgrades. some upgrades are visual changes for your robot. some are for your ship.

the ship- you travel to each planet in a ship. you can find 1 part in each travel from one planet to the next(but to do so you will need all 5 parts from the previous planet.) the parts on planets are for the ship. the parts in space are for Echo. (this all depends on if we make the ships a loading screen, or actual game play.)

planet rewards- when you complete a planet you will win the planet ball. if you get all Platinum scores on the prime stages for that planet, you will unlock a special skin for your robot as well.

environment info: we need to develop environment surroundings to give it a more triple A feel.

ball ideas: Fish bowl ball. ball full of water, and has a fish swimming around inside. if we decide to have the characters, the fish would swim around the character, and your character is a robot, so you don't have to worry about oxygen(model changes) -(Steven suggested we pre render the water in the fish bowl and use it as a card. then do specific animations for stopping, and such. just like 2d animation.)

multiplayer rewards- there is multiplayer rewards you can unlock from completing achievements. these rewards can be used in the campaign, and the campaign rewards can be used online. there are also characters you can unlock for online use only that look completely different.

General Ideas:

-Look into adding a chat system before and after multiplayer games.

-Look into adding a voice chat system during the game(can have a menu pop up at first asking if they would like to have voice chat on or off) this would work alot like a phone call, or skype.

Xion bot names: Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, India, Juliet, Kilo, Lima, Mike, November, Oscar, Papa, Quebec, Romeo, Sierra, Tango, Uniform, Victor, Whiskey, X-ray, Yankee, Zulu

other characters/creatures:

Xi-Bot- a robot camera that follows you around to film what you are doing. Xi-Bots are all over the stage and you will see them while playing the game.

reference: Bastion / Ocean horn / Ratchet & Clank / Tron