

## R.I.P. ROCKET: Arcade Adventure 60 Gameplay Summary

8/29/08: Legal Disclaimer added on page 11. Read before using this document. This game was later renamed to: SHRED NEBULA.

We join a first time player starting **Arcade Adventure** mode..

Note: Words in **bold italicized text** indicate control input, a game related feature or other key game concepts.



Intro Image 1



Intro Image 2

**Level Launch Cut scene (Intro Images 1 and 2):** Space is torn apart in a spectacular lightning strike, out of the rift a small ship appears. Note: This will be a real-time engine cut scene.



Intro Image 3



Intro Image 4

**Intro Image 3:** The **camera** tracks the craft's movement as it passes by (side shot) and the rift snaps shut with a thunderous clap. Slowly the **camera pans** sideways to reveal the 1 man ship code named **R.I.P. ROCKET**. The energy residue from the **Hyper-Jump** slowly rolls off the hull and dissipates casting a faint wake behind the craft.

**Intro Image 4:** The **camera pans** to the left and pulls back slightly as the ship's **Main Thruster** spins up with a distinctly muscle car inspired throaty whine as the **Thruster** fires up (the **controller** simultaneously **rumbles**).



Intro Image 5



Intro Image 6

**Intro Image 5:** The **camera** rolls behind the ship as the **Main Thrusters** fully ignite and the **camera** quickly does a **jump-zoom** with a bit of **camera shake** (and full **control rumble**) to sell the awesome power on display.

**Intro Image 6:** **R.I.P. ROCKET** banks to the right to further reveal more of the ship, showing there are two large side **Ev-Nav Thrusters** that are firing up and independently rotating to further make the ship dip more as the **camera** makes its final move to above the ship to reveal the level below. Note: This scene really shows off the incredible detail and technical features included in the game as **R.I.P. ROCKET** has detailed texture maps, normal maps, specular maps, self illumination maps and a multitude of animation techniques (mesh and texture) all running simultaneously in **real-time** which presents an visual bar that is cutting edge for any **High-Def Generation** game!



Intro Image 7

Intro Image 8

**Intro Image 7:** The view is stunning and foreboding, set against the backdrop of a huge blood red nebula the scene shows several planets and the whole scene is in motion with **Environmental FX and Animation**.

**Intro Image 8:** The player notices the upper right planet is orbited by a fully 3D asteroid belt! The depth and full scene movement is incredible, the music changes from dramatic to a driving metal fusion that kicks in with attitude adding to the vibe of the level- the game is clearly about to begin!.

**[End Cut Scene Kick off- Total Cut scene time 18 seconds- Gameplay Begins]**



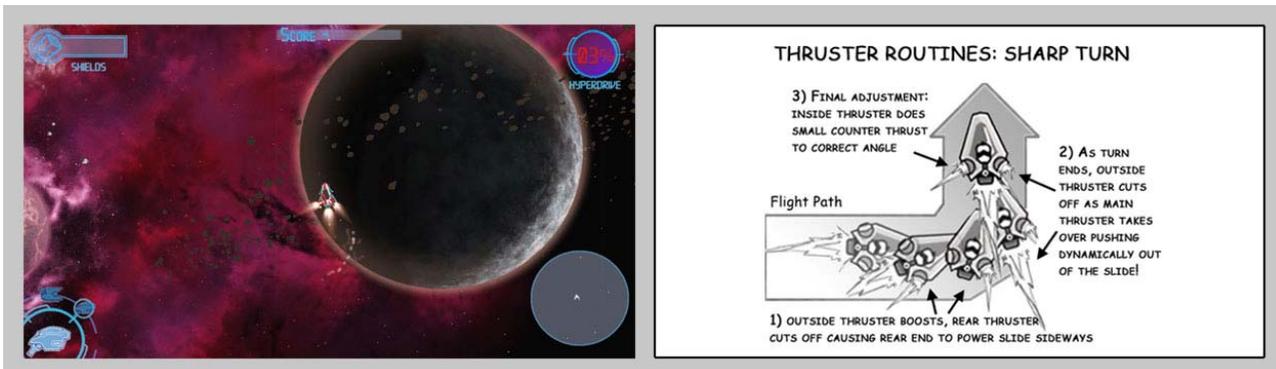
Gameplay Image 1

Gameplay Image 2

**Gameplay Image 1:** The player is looking down at their ship, in **classic top-down view** ala Asteroid's and has full control. A **Passive Text Message** (does not interrupt game action or require player response) from the ship's **GPB** (Galactic Positioning Bot/ Navigator) is displayed confirming they have arrived in the **Crimson Zone** (level 1 for both demo and full purchased game). The **HUD** (heads up display) dynamically rolls out and locks into place. On the **HUD**, the **Hyper-Drive Meter** is flashing and empty. The **GPB messages** the **Hyper-Drive** is now **Recharging** (the player does not know this could take 2-5 minutes based on what they do in-game yet!).

**Gameplay Image 2:** The **GPB messages** a note that **Deep Space Scanners** are on-line - the **HUD's Mini-Map flashes** in response to draw attention- and notes that no **Jump-Beacon** has been found in range. The player is advised to search for a **Jump-Beacon**.

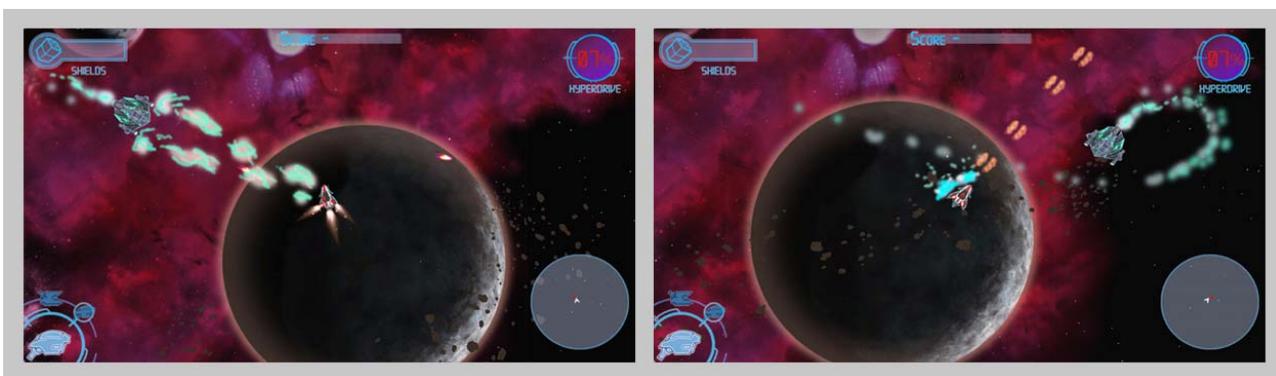
Finished reading the messages, the player presses and holds the **Left-Trigger** to **Thrust** forward and begins to survey the area looking for something to shoot. The ship lunges forward in a clear indication of **responsive power**, the **Main Thruster** blasts an intense jet like flame behind it, spitting out the occasional superheated spark as the ship accelerates to max cruising speed. The **background scrolls** at increased speed while **R.I.P. ROCKET** stays loosely in the middle of the screen. The player realizes the level might be quite large (average of 30 screens wide x 50 tall or 1 minute travel each direction). At full speed, the player also notices how deep and far the background reaches as each part scrolls separately and space dust and dark patches of space wiz by in the foreground to give the player a dynamic sense of speed.



Gameplay Image 3

Gameplay Image 4

**Gameplay Image 3:** While flying to the **RIGHT** (all direction terms will be screen relative), the player decides to fly **UP** and simply presses the **Left Analog Stick UP** towards the top of the screen- the ship instantly responds as the **Left and Right Ev-Nav Thrusters** flare and begin to **rotate independently** as they power the ship into a **dynamic sliding/banking turn** (Gameplay Image 4) to quickly begin flying **UP**. The player notices the detail and power of the ships thruster animation and thinks “this ship has attitude!”



Gameplay Image 5

Gameplay Image 6

**Gameplay Image 5:** The player notices the **Mini-Map** is slowly doing a sonar type **ping** every few seconds, a suddenly there is a small **unknown contact** (white blip= unknown) on the **Mini-Map** located directly ahead. A few seconds later, the player is attacked by a lone ship! The enemy ship is small but fast and quickly cuts right across the players course firing a barrage of **Energy Blasts**. The player is hit and **R.I.P. ROCKET's shields** flare up to show each impact as the **Shield Meter Drains**. The **Mini-Map** now marks this ship as an enemy with a red dot.

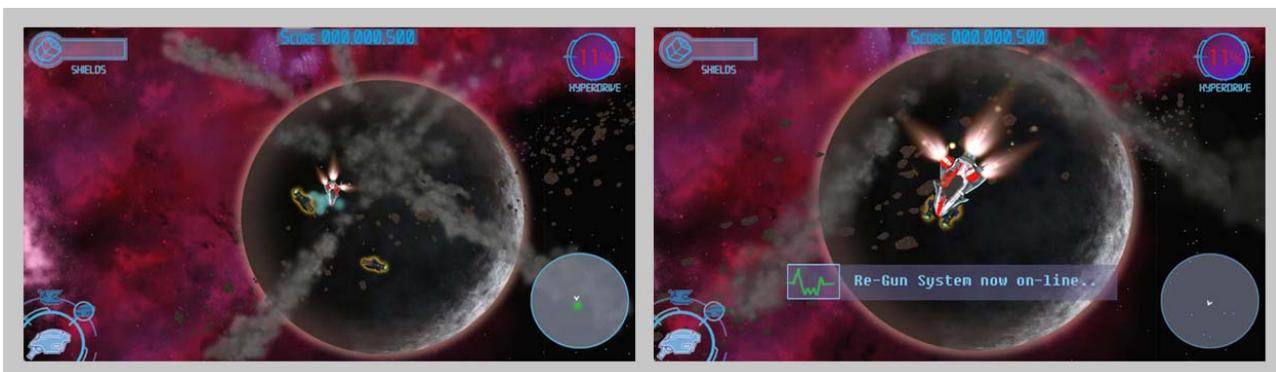
**Gameplay Image 6:** The player lets off the **Main Thruster** and presses the **Left Analog Stick** towards the enemy and begins mashing the **X-Button** to **Fire** a steady stream of **Pulse Shots** after the enemy- but it is moving too quickly and the shots wiz by and miss as the Alien Craft impossibly loops back towards the opposite direction in a display of agility that catches the player off guard.



Gameplay Image 7

Gameplay Image 8

**Gameplay Image 7:** The enemy now is cutting back and flies behind the player looping around again to unleash another deadly volley- but the player instinctively reacts to this sudden 180° change in direction by jerking the **Left Analog Stick back** towards the new direction of the enemy ship and **simultaneously** presses the **Left Trigger** to give chase- all the while mashing the **X-Button** to keep **firing**. **R.I.P. ROCKET** responds with a sudden exaggerated flaring of the **Left and Right Ev-Nav Thrusters** in opposite directions as **Context Sensitive Control Filters** pick up this stick action and determine that players desired direction change will be accomplished with a **special maneuver** and **R.I.P. ROCKET** performs a **180°Quick U-Turn** which surprises the heck out of the player as the enemy ship runs right into the stream of **Pulse Shots** and is blown to bits! The explosion is spectacular with **burning chunks** leaving **smoke trails** behind as a few larger pieces fly right by the screen (player's point of view) and the **camera shakes** in reaction to the shockwave. The player, a fairly casual gamer is suddenly feeling very confident and wondering just how many **special maneuvers** and **animation routines** **R.I.P. ROCKET** has. The player is also realizing that this enemy ship was just a weak **fodder** type ship, which is concerning based on how tricky and quick it was!



Gameplay Image 9

Gameplay Image 10

Note: Now that flying is established as pointing the **Left Analog Stick towards the desired direction** and **Holding the Left Trigger for Thrust**, this will be referred to as **fly/flies/flying** for the sake of simplifying the narrative.

**Gameplay Image 9:** The player notices **flashing objects** that look like **guns** in the debris and flies towards them. As the player gets near, suddenly, **R.I.P. ROCKET** automatically **tractor beams** the objects towards the front of the ship and in a flash of **Power-Up FX** they replace the **standard guns**.

**Gameplay Image 10:** The **camera** quickly **zooms in** closer to show that the player has collected a **temporary Gun Power-Up!** Now **R.I.P. ROCKET** can **fire** the enemy's **Energy Blasts**. The **GPB messages** that **R.I.P. ROCKET's "Universal Re-Gun system"** is now on-line and identifies the newly acquired weapon as the **DRARG Blaster**. The **camera pulls back** to **standard gameplay view**. Note: This was a one time camera routine to establish **Gun Pickups**. The **GPB ends the message** with the notification "**DRARG Scout data** has been added to the **Explorer Log, press the Back-Button** to review Logs". Note: The **Data Log** serve as a way to tell additional story at the player's leisure without bogging down gameplay. The player notices a new **Drarg Blaster Meter** on the **HUD** indicating it has limited ammo unlike the standard guns.



Gameplay Image 11

Gameplay Image 12

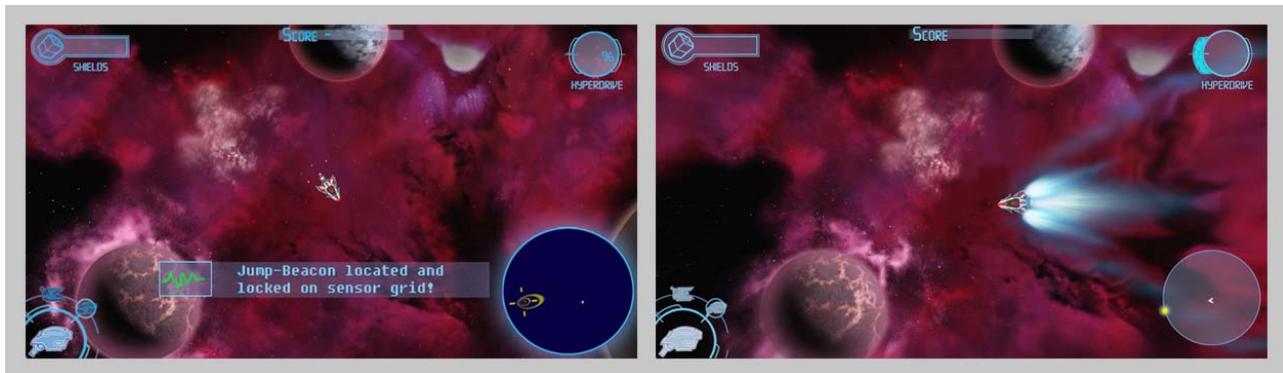
**Gameplay Image 11:** Before the player can begin hunting for the **Jump-Beacon** again, the **Mini-Map** suddenly shows **4 red enemy contact pulses** and marks them as **red dots**. Enemies are rushing in from multiple angles- time to check out the new weapon! From the quick info the **Mini-Map** has conveyed, the player decides to **fly UP** towards the top enemy first.

**Gameplay Image 12 (Upper Left):** Anticipating contact, the player begins to **fire** by pressing the **X-Button** and the newly equipped **DRARG Blasters** begin cutting through space to nail the enemy just as it appears on-screen! The **Drarg Blaster Meter** has gone lower in response, but the player sees this ship has also ejected a **Gun Power-Up** and flies over it and the **meter** is **replenished**. The player thinks it is cool a space game has adopted the standard 1<sup>st</sup> person shooter convention of converting gun pickups to additional ammo when you already have the gun power up.

**Gameplay Image 12 (Upper Right):** The player now sees an enemy enter from the bottom of the screen, player is now facing them, but flying forward is not advisable nor is trying to make a quick turn and run- the player presses the **Left-Bumper** and the **Ev-Nav Thrusters** flip around to face the front of the ship as they kick on and begin blasting **R.I.P. ROCKET** in **Reverse Thrust**. The player notices the **Main Thruster** is also rotating the opposite direction and producing a different, wider, more inversed thrust effect. The player is now **flying backwards** and begins to **fire** and aim at the on-coming enemy. **Aiming while flying in reverse** is at first difficult, the player realizes that the **Left Analog Stick** still aims the shots by pressing towards the enemy, but the ship moves naturally in the opposite direction much like driving a car backwards. The player is quickly being **overtaken** as the **top reverse speed** is not as fast as forwards, but the player has finally lined up the enemy and blows it up. This time, no **Gun Power Ups** are left behind, the player realizes this must be random. Now there is just two enemies left..

**Gameplay Image 12 (Lower Left):** As the player **flies UP/RIGHT** to face them, **Space Mines** are seen and the player avoids them. The player gets an idea and when the enemy appears, the player makes a quick looping turn and proceeds to **lure** the enemies back towards the **Mines**. As the player approaches, the **Mines** begin blinking and start moving towards **R.I.P. ROCKET**, but the player **counter steers** and makes it in-between a couple of the **Mines**. The enemies follow and the upper enemy fires a **Drarg Blast**- which the player dodges- while the lower ship is not so lucky and..

**Gameplay Image 12 (Lower Right):** ...**collides** into the **Mine** and is **blown up** instantly in a large explosion that **splash damages and destroys** the last enemy creating a huge **chain reaction!** The player makes a mental note- space hazards can good (at least so far). The player has survived the games 1<sup>st</sup> **mini-attack wave**.



Gameplay Image 13

Gameplay Image 14

**Gameplay Image 13:** The **GPB messages** a **Jump-Beacon** has been located as the **Mini-Map** map suddenly **changes color and grows larger** increasing the view as it switching to **Deep Space Scan Mode**. A **yellow dot** is highlighted with a **pulse ring** that fades out after a brief moment. The **GPB** concludes with confirmation the **Beacon coordinates are locked** on the **sensor grid**. The **Mini-Map** changes color and zooms back to normal **Short Range Scan Mode** with the **Jump-Beacon marker** sitting on the **edge of the Map**, indicating it is located in that direction but is still **outside scan display range**.

**Gameplay Image 14:** The player flies towards the **Jump-Beacon** and the **HUD Hyper-Drive Meter** flashes briefly and the player sees that the drive has now **re-charged** to the **60% mark**, the color has gotten brighter and has a new expanded section to show a special **Turbo-Boost Meter** which is filled with turbo energy. A quick **message** from the GPB says **"Turbo Boosters now online- Double Tap and Hold Thrust to Engage!"** and there is an icon in the message that reads "more info press **Back-Button**".

The player chooses to try the **command** and quickly **taps the Left-Trigger 2 times**. **R.I.P. ROCKET's 3 Thrusters** simultaneously ignite into huge blue plasma flames, the **camera shakes** and **zooms** in closer to the ship as the screen slightly **distorts** while the ship lunges forward in full **Turbo-Boost!** The **Turbo-Boost Meter** begins to drain indicating the amount of **Turbo-Boost energy** left. The player feels a rush as **R.I.P. ROCKET** leaves behind a blazing trail of **turbo charged particles** and a wake of **distortion waves** cast from the sides of the ship much like a muscle boat carving through space. The **Turbo-Boost** is almost up, but in **3 seconds** the player has now covered a lot of ground. The **HUD** flashes as the **Turbo-Boost Meter** hits empty and the blue flames cut off as transition back to the normal thruster animation plays out. The **Hyper-Drive Meter** flashes one last time to reflect a **5% drop in power** as the **Turbo-Boost Meter** refills- this is cost for the **Turbo-Boost**. The player presses the **Back-button** and sees a **Log Entry** for **Turbo-Boosters** and reads that **Hyper-Drive** must be at 55% or better to use a **Turbo-Boost**. Each **Turbo-Boost** costs 5% of the **Hyper Drive Meter!** The player realizes that the **Turbo-Boost** needs to be used sparingly as it could cause the overall **Hyper-Drive re-charge** take longer, or possibly will never reach 100% if constantly used!



Image 15

Gameplay Image 16

**Gameplay Image 15:** The boost has brought the player far and the ship is now approaching the location of the **Jump-Beacon**. The **Mini-Map's Jump-Beacon marker** now detaches from the map's outer ring and becomes part of the regular **map background** indicating it is now in **short scan range**. There is also a large **dark glowing mass** on the map surrounding the **Beacon**- the **GPB Messages** a warning it has detected an **unknown Nebula type!**

**Gameplay Image 16:** The player does not heed the warning and continues full speed ahead until a huge fiery apparition scrolls into view! The player immediately tries to **counter steer** by flying UP/RIGHT, but it is too late and despite **R.I.P. ROCKET's** agility, the ship **power slides** and scrapes deep across the gaseous edge of the **Ignitrous Nebula!** **R.I.P. ROCKET's Shields** spring into action and try to block damage as the entire side of the **ship bursts**

**into flames** as the nebula rapidly burns and deals **fire damage**- luckily the player flies clear before the shields are depleted! The shields smolder for a split second longer trailing smoke as the flames die out. Close call! The player is thinking what in the hell was that and tries to remember every actually **interacting** with a dangerous and beautiful nebula in a game before?

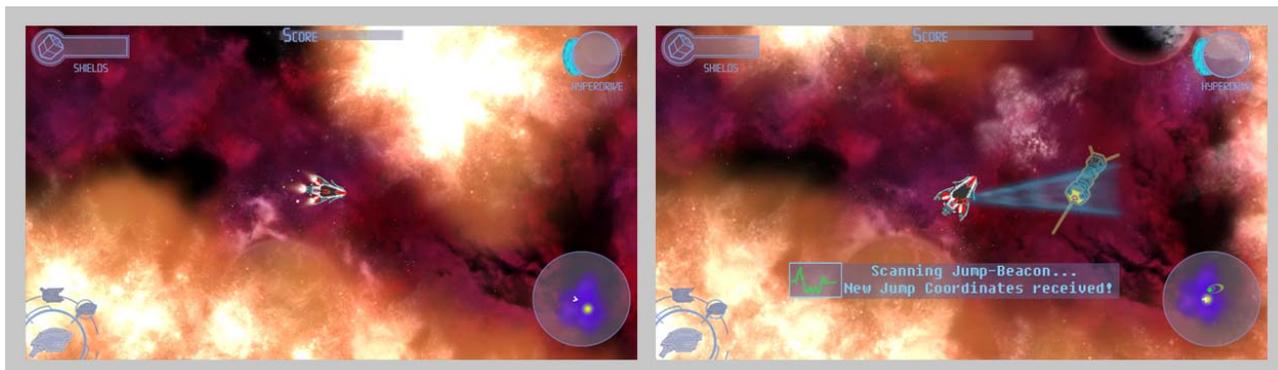


Image 17

Gameplay Image 18

**Gameplay Image 17:** The player now has a problem, according to the **Mini-Map**, the **Jump-Beacon** is located somewhere inside this deadly nebula. The player begins flying around the edges, noting that the whole thing **animates and pulses** threatening to reach out and burn the ship if the player gets too close. The player circles and finds a gap in the nebula and checks the **Mini-Map** again. The **Jump-Beacon** unfortunately is located in the middle of this nebula, adding to the challenge is the fact the **inner shape** of the nebula is not defined on the **Mini-Map!**

**Gameplay Image 18:** The player takes a deep breath and flies towards the opening- **triggering** the **camera** to switch to **Critical Navigation View** which zooms in closer making **R.I.P. ROCKET** easier to see but reduces the overall view significantly. **Under the hood** the game also switches the control to **Critical Navigation Control mode**, which reduces the **top speed**, remaps the **analog sensitivity scaling** of the **Left Trigger** to make thrust feel much more subtle at **slower speeds** and adds more power to the side thrusters for quicker **directional shifts**. The player feels the difference and is instantly more confident in taking this dangerous route now the ship is not flying a breakneck speed and somehow is even more responsive! The player navigates through the canals formed by the fiery gasses of the nebula, it is a death maze just waiting for the player to make a mistake, get too **crazy on the thruster** and **burn up**, but the player finally makes it to the **Jump-Beacon**. The **GPB messages** "press back-button for scan commands". The player complies and the **Data Log** opens **suspending** the game while detailed information is displayed. The player learns the arm device on the top of the ship is a "**Retrieval Beam**" capable of scanning, collecting objects via de-materialization for storage and in some cases converting matter into resources the ship can use- the secret to how such a small ship can sustain life support for long term intergalactic traveling! The **Log** also provides the simple commands required to operate it. The player presses the **B-Button** to close the **Log** and the game continues. The player flies nearer and aims the **Retrieval Beam** with the **Right Analog Stick** by pointing it towards the **Beacon** and holds the **Right-Trigger** to begin scanning. The **camera** responds by moving even closer to **scanning view**, the action makes the player feel suddenly very vulnerable. The scan takes 3.5 seconds to download the content of the **Jump-Beacon**, which is an object left behind by other explorers (who never made it home) to help kindred spirits learn information about the surrounding Galaxies they have traveled through and provides a way to pick safe **Jump-Coordinates** to take and hopefully, avoid warping into a Sun! The **GPB messages** "New Jump Coordinates received! Recharge the Hyper-Drive to engage next Hyper-Jump". The scan ends and the camera moves slightly back out to **Critical Navigation View**. The Player gets that the **Hyper-Drive** is now what is holding them on this level. The player notices a new **green contact ping** on the **Mini-Map** just above the current location- the player hopes green means something other than an enemy and proceeds to flying deeper into the nebula maze.

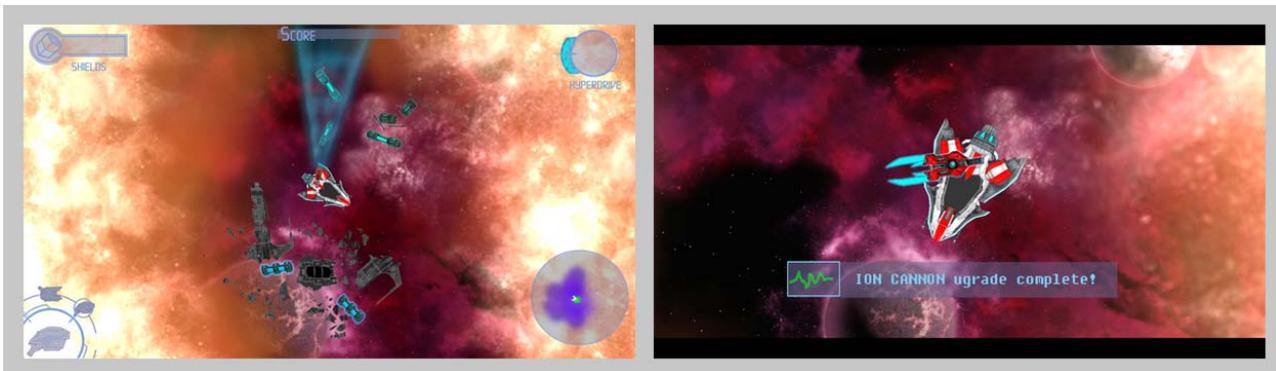


Image 19

Gameplay Image 20

**Gameplay Image 19:** The player finds the source of the green marker, a wrecked ship that apparently was burned apart by the mysterious nebula. The **GPB messages** “Energy Cells Found! ION Core Cells Found!” along with the press back-button for more info icon. The player notices floating amongst the debris are several long green cells and blue double cells. The player brings up the **Data Log** and reads the **Green Cells** are the **Energy Cells** which can be converted to power to instantly increase power to the **Hyper-Drive**. The **Blue Cells** contain **Ion Core Energy**, which according to the Jump-Beacon data downloaded earlier is used by some races to power weapons- which the **GPB** is now researching how to create an Ion energy based weapon to work with **R.I.P. ROCKET’s retrieval arm!** The player closes the **Log** with **B-Button** and proceeds to retrieve the **Energy Cells** 1<sup>st</sup> by aiming the **Retrieval Beam** at them with the **Right Analog Stick** and holding the **Right Trigger** to **beam them onboard**- the camera zooms in to **scan view** and the animation shows the Cells glow in the beam ray, then be sucked towards the ship and phase out. The **GPB messages** “Energy Cells Collected!” and instantly the **Hyper-Drive Meter** responds by jumping up 5%! When the last **Energy Cell** is received the **Hyper-Drive Meter** has instantly increased an additional 15%. As the camera returns to **Critical Navigation View** the player thinks: “awesome!!”.

The player now flies closer to the **Blue Cells** and repeats the **Retrieval** process on the **Ion Cells** and the **GPB messages** “Ion Core Cell Collected- **Ion Cannon** upgrade partially complete. Collect 2 more Ion Cells to complete”.

**Gameplay Image 20:** The player flies deeper into maze and finds the remaining 2 needed triggering a **special upgrade cut scene** (locking out gameplay and enemies while leaving the world animating). The **GPB messages** “**Ion Cannon** creation complete!” The **camera zooms down** close to the ship as the **Retrieval Beam attachment** is beamed out in a quick flash of FX and immediately replaced with a more extreme weapon- the **Ion Cannon!** The camera zooms back to **Critical Navigation View**. The **GPB messages** “Multi-Turret Weapon system added, **Ion-Cannon** Complete! Press Back-Button for more info”. The cut scene ends. *Note: The Intro Images 2-6 (page 1) actually show the player starting with Ion Cannon, please ignore the discrepancy (render shots vs. a plan change, all gameplay shots have been the Retrieval Beam to this point*

The player reads the new Log entry and learns the **Ion-Cannon** can be aimed in full 360° and can fire a continuous **Ion Energy Beam** for 4 seconds. The controls show the same turret style aiming with the **Right Analog Stick** and **Right Trigger** to activate, with a quick select by pressing Left on the D-Pad. The player presses the B-Button to close the Log and the game continues. The HUD shows the **Ion Cannon** selected on the **Turret Weapon Wheel** with a new **Ion Cannon Ammo Meter** to the right of it.

The player is very excited about the new weapon and realizes there is yet more tricks to **R.I.P. ROCKET** then expected!

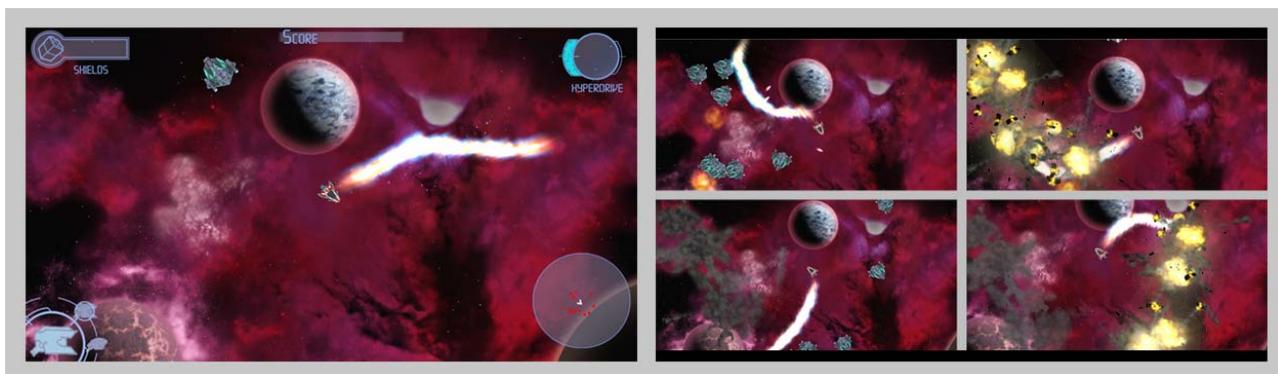


Image 21

Gameplay Image 22

**Gameplay Image 21:** The player now works back through the nebula maze and safely exits. After a moment of peaceful flying the *Mini-Map* is suddenly flashing tons of new *enemy contacts* on all sides- a *major battle wave* is triggered and a *Context Sensitive Camera filter* pulls the camera out to *Massive Combat Camera View*, which is slightly farther away so the player can see more of the action. The enemies converge from all sides. The player decides to try the new *Ion Cannon* and holds the *Right Trigger*. Energy begins forming on the tip of the weapon in a rushing of inverted particles. Enemies begin coming from the top of the screen just as a huge brilliant blast is unleashed from the tip of the weapon as the *ION Cannon* begins cutting through space!

**Gameplay Image 22 (Upper Left):** The player moves the *Right Analog Stick* towards the oncoming enemies and the *controller pulses* to indicate massive energy is being wielded as the *Ion Cannon's Beam* (Ion Beam) begins to sweep towards its victims. The enemies see the weapon and several try to respond by veering away, but they are too late...

**Gameplay Image 22 (Upper Right):** The *Ion Beam* cuts through all seven enemies like butter exploding them on contact as the *Ion Beam* blazes counter clockwise past them towards the new enemies to the right. The destruction is so quick the multiple explosions begin to engulf the left side of the screen!

**Gameplay Image 22 (Lower Left):** The player continues to sweep the *Ion Beam* with the *Right Analog Stick* while simultaneously *flying UP* to hopefully avoid the *Drarg Blasts* the new enemies have just begun to launch.

**Gameplay Image 22 (Lower Right):** The *Ion Beam* catches the lower enemies but their blasts are still incoming when the unexpected happens- the *Ion Beam* hits the shots and *Counters* the in-coming *Drarg Blasts* neutralizing them on contact! The player is so surprised, the fact that the *Ion Beam* has also cut through the four remaining enemies almost does not register except for the burning ring of explosions left behind demanding attention. The *Ion Ammo Meter* has now run out and the weapon shuts off as the player stares in awe as the wreckage from all 11 enemies *burn and spin* off into the distance in all directions- the *Ion Cannon* has suddenly changed the odds. Once again *R.I.P. ROCKET* is a different machine then the player started with just 1 minute ago! The player ponders the fact the *Ion Beam* actually *countered* another weapon- what would that kind of action be like in *multiplayer!?* The player will have to try and find out!



Gameplay Image 23

Gameplay Image 24

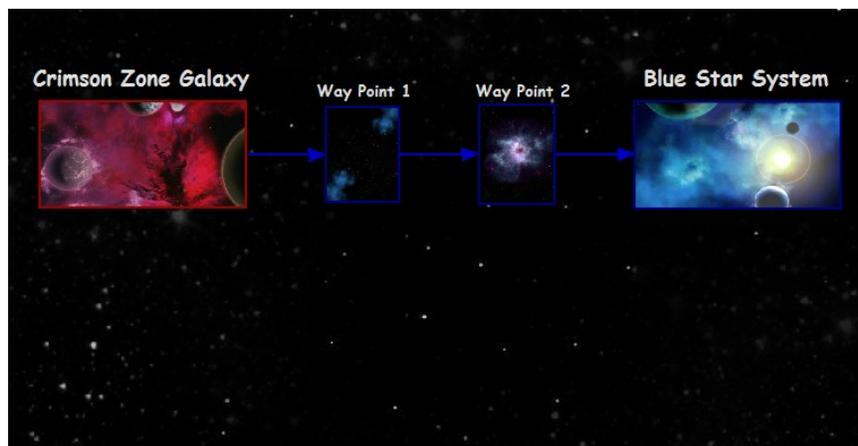
Now the battle is over, the player realizes the **Hyper-Drive** has fully recharged and is flashing. On cue, the **GPB** messages "**Hyper-Drive** ready, **Jump Coordinates Locked**, press and hold **Right-Bumper** to activate **Hyper-Jump**" and the press Back-Button icon is included for more info. The player decides to read the **Data Log** and learns the **Hyper-Jump** is totally manual and if desired, the player can continue to explore more of this new galaxy and gather more resources for the long journey ahead.

The player decides to not risk staying in this hostile galaxy any longer and activates the **Hyper-Jump** by holding **Right-Bumper**.

**Gameplay Image 23:** A floating **countdown message** appears below the hyper drive meter that reads "Jump in 5, 4, 3, 2.." as an **energy rift** begins to form in front of **R.I.P. ROCKET** and the **camera** begins to slowly zoom closer. The player notices the flight controls are locked out and player thinks "I hope no enemies attack now!"...

**Gameplay Image 24:** The countdown completes and **R.I.P. ROCKET** executes the **Hyper-Jump** by launching forward into the **energy rift** which closes with a thunder clap and shower of **energy residue FX**.

The game view now fades to a level clear- summary screen. The player is given the stats for the level, score, and a summary of all achievements unlocked during the level. The player is also given a Level Specific Leader Board Ranking to show them how well they did on this level compared to the XBLA community!



Gameplay Image 25

**Gameplay Image 25:** The player is done reviewing the summary screen and presses A-Button to continue. A **Galactic Chart** is then presented showing the travel progress so far and where new **Jump-Coordinates** will take the player. This image is a mock that shows a **very rough** example of how this will look.

The player learns the next destination is the Blue Star system and it looks like there are several stops to get there- it must be far! The player presses the A-Button to continue journey!  
**End 60 second description.**

**Demo Notes:** In the demo, the player will be given an "up sell" message upon revealing the **Galactic Chart** encouraging purchase to unlock the full version of the game and to **carry over all achievements unlocked** so far! The demo will allow the player to play the next Way Point level, but not make it to the Blue Star System. The goal of the Galactic Chart is to get the player fired up to keep traveling and looking forward to the next Galaxy the way old-school games used to present things – like Ghouls and Ghosts by Capcom- which works nicely on the timing of the "up sell" to purchase the full game.

Upon completion of Way Point Level 1 will mark the end of the single player demo and the player will be presented the same "up sell" strategy on a splash page thanking them for playing plus strong hints on anything they might have missed on the demo. For example there is an extended version of the Crimson Zone that the player in this document missed because the player left without exploring. In this extended version, the player would have gotten a significantly higher score, found 1 of the 5 special **Data Cores** needed to get the "**Data Preservationist**" **achievement** (which shows **achievement progress** in-game on the summary screens and on exit screen) and battled the dreaded **Drarg Marauder** which is also included in the demo as a multiplayer ship! The final "up sell" page will also encourage players to try the **split screen multiplayer demo** included and also list features included in the full version that will further help sell them on the game.

**Additional Comments:** This description, while extensive in detail, has not included the sheer amount of action that will really occur in the production level (and demo release)! We skipped over 5-10 attack waves of pure arcade action to make sure this description covered the deeper concepts of the game while providing a solid taste of the action to come. Also not depicted is the fact that there are other items and areas in the level that are not required to explore but reward the player huge for taking the time and chance to find them- these lead to larger scores needed to rule the **leader boards**.

**August 29, 2008 UPDATE:** This is an original document (with minor edits) for Shred Nebula (aka R.I.P. ROCKET).

**8/29/08: LEGAL DISCLAIMER:**

- 1.1. Shred Nebula Xbox LIVE Arcade (XLBA). The game was originally named R.I.P. ROCKET (after the main hero), many references throughout this document therefore are old and not updated to the new name. Sections of this document contain information and ideas that are either altered or cut from the final Shred Nebula XBLA release and does not serve as a product sales or specification document. Please download the demo from Xbox LIVE Arcade to see final features or visit [www.shrednebula.com](http://www.shrednebula.com) for information on the final product.
- 1.2. This document has been declassified and openly shared for reference and educational purposes only. No portion of this document including images and game design concepts may be reproduced without approval by CrunchTime Games Inc. It may however be freely distributed online and used as reference by any person or industry. CrunchTime Games Inc. has provided this as a reference on how we documented our concept and successfully pitched it to become an official Xbox LIVE Arcade title, CrunchTime Games Inc. does not recommend or guarantee use of this document will result in any similar success and is not responsible for what the reader does with this information. Please use this reference wisely and at your own discretion.
- 1.3. Educational Institutions may use this document in class as an official educational reference for game design and high-level documentation practices after registering with CrunchTime Games Inc. and receiving an approval email. Registered Game Programs will be eligible to receive additional information and updates beyond this document. For registration, please email: [gameprogram@crunchtimegames.com](mailto:gameprogram@crunchtimegames.com)
- 1.4. The sharing of this document does not imply or convey transfer of any ownership of the information contained or intellectual Properties owned by CrunchTime Games Inc. Shred Nebula™ ©2008 CrunchTime Games Inc.

Message from the CEO of CrunchTime Games Inc., James Goddard: "The above legal disclaimer is a necessary evil, hopefully it will not overshadow the purpose of sharing this with the world- this is something that we are very proud of and hope that aspiring designers/developers out there find to be informative and helpful in their pursuit of one day making their own game.

The concept of a 60 second essay is a cool one that I first was exposed to during the production of Buffy the Vampire Slayer (the original part 1) for Xbox when near the end of production we had to submit specific documents to Microsoft. There was no format to reference and honestly doing an essay was not exciting to anyone including me. Boy am I glad I tackled that and I applied my passion for Visual Game Design methodology to create what turned out to be a radically cool document that made me rethink things and improve the almost done game. The same goes for Shred Nebula, this document is a required piece of the submission package to Microsoft and it will show if you know you game or not. Creating this 60 second walkthrough lead to many fun ideas and ultimately helped us simplify the gameplay level goals for adventure mode in Shred Nebula, while simultaneously fleshing out the dramatic flare for how the AI ships would be shown and behave so the team could see what I was thinking. For example the enemy ship shown in this essay (Drarg Scout) is amazingly accurate to this vision in the final product because we later referenced this for production (you can see this enemy in the demo of Shred Nebula on Xbox LIVE Arcade in level 2 of Adventure Mode!). I use this format now in the Game Design classes I teach and I encourage anyone who is sure they 'know' how their game idea will work, to take the challenge of doing a "60 seconds of gameplay" essay to put the concept to a fun test. Thanks for reading and good luck on all your creative endeavors" -DJames Goddard.