

BISTRO



БИСТРО



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Game Idea Development
Bistro Concept Document



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– **TITLE**

Bistro! быстро! (quick!)

– **VERSION HISTORY**

The game is in development right now, after completion I will put out a playable beta.

– **PREMISE**

Russia has become a communist nation after the October Revolution, in 1917. The October Revolution overthrew the Russian Provisional Government and gave the power to the Soviets dominated by Bolsheviks. It was followed the creation of the Soviet Union in 1922.

– **GAMEPLAY**

The game will start with not movie like cut scenes but interactive scenes where movement is limited but the player can still interact with the environment. I don't want the player to watch the story progress; I want the player to make the story progress. Also because the game will be a first person shooter, because of standards placed by previous shooters, shooters are known for linear levels where the player can basically move throughout the level with little or no thinking. I want my players to think and actually have to work to progress in the game. Similar to games like *Myst*, I want my game to be challenging enough to keep the player wanting more. There will also be a cover tuck system similar to *Rainbow Six Vegas*. The player will be able to tuck up against a wall and lean in and out to take out enemies, blind firing will be an option as well. The view remains in first person unlike *rainbow six's* third person switch. The health system will straight forward and more realistic, depending on the wound, the player will be handicapped in game play. For example if the player is shot in the leg, than the run feature will not be available. To heal, the character must find bandages or have another character patch him up. Head shots will be fatal for both the enemies and the playable characters also.

– **PURPOSE**

There is one purpose that I want to achieve with the creation of this game. I want people to think about their real lives in relation to the "virtual life" in *Bistro!* I believe that video games affect your life, usually positively but sometimes negatively. I want this game to make the player think, too many people just cruise through life never wondering their purpose, or questioning the things around them. Games are an outlet for people, whether its emotional or physical, games are for people of all lifestyles and I because games are played by so many people I want to use them to reach people. If people can enjoy my video games and also walk away learning something new about themselves or about the world I have accomplished what I wanted.

There are a few questions that Bistro will invoke:

- **What do I believe, what are my morals? Do I stand strong in my beliefs?**
- **Is it OK to harm or kill if I'm just obeying orders, or is it for a greater good?**

– **GENRE**

Tactical First Person Shooter with Role Playing Game attributes. The focus of the game will be on you shooting enemies but will have a strong plot that advances as the player moves through the game. I do not want the game to have a linear level design like that of previous shooters. This game will give more meaning to the genre of first person shooters, by strengthening the game with plot content and a “moral of the story”. As a tactical shooter this game will simulate more realistic, man-to-man skirmishes. The emphasis will be on realistic modeling of weapon effects, terrain, and character capabilities; this leads to the possibility of other tactics, such as stealth, being used in play rather than more conventional FPS gameplay.

– **PLATFORM**

Xbox 360, Playstation 3 and the PC. The PC will be a definite port because I know how big the PC gaming community is and I do not plan on neglecting them.

– **ESRB RATING**

This game will contain heavy graphic material including blood, intense violence and strong language. Thus the rating: M for mature will be suitable.

– **TARGET MARKET**

Young Adults to Adults. Intense violence will not be suitable for anyone younger. Those interested in the Soviet Union and Communism will also be intrigued by this title.

– **GOALS**

The goal of this game is to stimulate the players own ethics while he or she is playing the game. I want the players to learn something about themselves that they can apply to their “real” lives. Also I want Bistro to be a solid first person shooter with an engaging story, realistic graphics and game-play that gives the player more to chew on than delivered by other shooters on the market.

– **PLAYER MOTIVATION**

This game will be challenging and will take player initiative to actually get some where in the game. I have found that first person shooters have kind of losing steam as weak games are released. This first person shooter, Bistro! will be exciting and will leave the player wanting more. I will make effective use of cliff hangers between missions that do not frustrate the player but keep the player wanting to keep playing!

– **PLAY MODES**

Single Player Campaign
2 Player Co-Op Campaign
Multiplayer Online/LAN

– **ART STYLE**

Alexander Rodchenko was a constructivist graphic designer and has really inspired my work and I really want to implement work inspired from his designs into the interface, and advertisements of my game. Many Constructivists worked on the design of posters for everything from film to political propaganda. These designs included brightly colored, geometric jazz-age looking posters, which in my opinion are the best of the constructivist movement.

– **USER INTERFACE**

The user interface will be simple and easy to use. There will be a training mission that will help the player learn the controls and perks of the game including The Duck and Cover system.

– **GAME ENGINE**

Unreal Engine 3

– **SOUND/MUSIC STYLE**

Music inspired from popular music in Russia during the 50's and 60's. But also music similar to films that are appropriate to scene.

– **MARKETING POSITION**

I want my game to be exclusive to the PC so that will be one marketing challenge this will obviously affect my sales because console gaming is bigger than PC gaming. I am really into graphic design so I want my advertisements to stand out and really grab the public's attention. I want my advertisements to use constructivism because this was the original inspiration for a game.

– **COMPETITIVE ANALYSIS**

Rainbow Six Vegas 1 & 2

Average Ratio on gamerankings.com is 89%

Pros:

- Intense tactical action that requires you to use cover realistically
- Beautiful visuals that let you battle in a glittering first-world setting
- Impressive multiplayer suite supports a wide range of cooperative and competitive games.

Cons:

- A.I. behavior is a bit predictable.
- Lacks a satisfying ending.

S.T.A.L.K.E.R.: Shadow of Chernobyl

Average Ratio on gamerankings.com is 82%

Pros:

- Game play variations are huge when compared to other more traditional shooters that feature linear paths.
- Overall design of *S:SoC* is effective in how it ties into the storyline.

Cons:

- Bugs both minor and major, especially when it comes to Windows Vista
- Story is a bit incoherent.

Call of Duty 4

Average Ratio on gamerankings.com is 94%

Pros:

- High-quality story mode packs in a lot of thrilling and unexpected moments
- Well-designed multiplayer progression gives you something to shoot for online
- Terrific audiovisual presentation.

Cons:

- Campaign mode is much shorter than those of the average shooter.

– **BACKSTORY**

The Soviet Union has been established in the country Russia after the Soviet revolution in October of 1917. The people of Russia have been living in fear while the communist government controls the country with selfish motives and ruthless force. Nikolai Kozlov, a member of the Soviet Secret Police has been one of the most notorious head officials of the KGB and has done many horrible things to the people of Russia.

– **GAME STORY**

It is the golden age of The Soviet Union; Nikolai Kozlov works for the the KGB, the soviet state security agency and has done horrible things under communist justification. As he is assigned yet another monstrous task, he begins to rethink his position and the ethics of what he has been doing. Nikolai realizes that what he is thinking would be considered treason if one were to find out, thus he continues on to finish the task. He later realizes that the KGB has been murdering Soviet officials with a radioactive poison. This sparks Kozlov's interest and begins to investigate deeper into what the Soviet Union is hiding and why they are killing people on their own side. As Kozlov delves deeper into finding what the Soviet government is hiding he discovers something that changes his whole perspective on the Soviet Union. Nikolai Kozlov decides to act out against the evil communist government and begins to secretly tear away at the Soviet communists with the help of a Russia nation tired of Soviet suppression.

– **CHARACTERS**

Playable Characters:

- Nikolai Kozlov. (Protagonist)

Non Playable Characters:

- KGB secret police agents (Individuals to be decided)
- Soviet government officials (Individuals to be decided)
- Common Russian people. (Individuals to be decided)

– **SUMMARY/FUTURE**

Bistro! is a game that I think will turn first person shooters in a direction that the genre has not been a part of before. Instead of a game where the point is to shoot as many “bad guys” as possible, the point of the game will be to teach a lesson while playing a story rich game with the benefits a shooter provides.