

MIGHTY SWORD STUDIOS

# The Arrowhead Project

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Game Design Document

Version #0.1

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## I. Introduction

The Arrowhead Project is a Fan-based cooperative FPS w/ a small set of Tactical & RPG Elements based on Stephen King's "[The Mist](#)" and Movie Adaptation by Frank Daraont.

## II. Background

The small town of [Bridgton, Maine](#) is suddenly enveloped in an unnatural mist that conceals otherworldly monsters. Strong allusions are made to an inter-dimensional rift caused by a military experiment conducted at a nearby top-secret military facility *up in the mountains* referred to by local townspeople as "The Arrowhead Project".



It is later revealed by one surviving soldier that the true purpose of the Arrowhead Project was to find other universes, but the experiment goes wrong, resulting in a freakish thunderstorm followed by The MIST.

### III. Description

The Arrowhead Project builds on this specific sub-plot for the book & film, following the immediate aftermath of the “*experiment*” in which 3 Soldiers fight for survival against the Monstrosities of the Mist.

The team starts with 3 Soldiers that can be human or AI controlled at any given time. The Soldiers communicate with `Orders` a small set of commands to alert Human Controlled Players or direct the AI Controlled Ones.

Each Soldier has a unique Military Occupation Specialties (MOS) that to compliment one another. TBD

The primary mission for the Soldiers, is to rescue/escort/protect as many distressed Civilians they can as they seek the passage out of the Mist into the `Clear Zone`.



Civilians form an ever-growing single file line as more join the group. The *Line* can reach up to 50+ (TBD) Civilians. The Civilians are AI controlled. They can defend themselves with low grade civilian melee weapons and can respond to *Orders* issued by the Squad Leader. The more civilians join the group, the more accurate, faster, and stronger the soldiers become; also the more powerful monsters that attack to drag the Civilians off.

The Arrowhead Project utilizes *Swarming* (equivalent to L4D Hordes) to induce intense combat action. Some Swarms attack from the ground (Gray Widowletts), others from the Air (Scorpion-Flies). Some Actions can trigger Swarms, such as bright light sources and loud sounds: alarms, explosions, etc. Some of the larger Creatures are attracted to the Swarms themselves (ie: Ptrobuzzard to Scorpion Fly Swarms.)

## Technologies

The Arrowhead Project will be developed with the [Unreal Development Kit](#) by Epic Games.

### I. Controls

The Arrowhead Project is a First Person Shooter feature a small set of Tactical, RTS, and RPG Elements.

#### a. First-Person Movement

##### i. Mouse/Joystick:

##### 1. Mode1: Mouse Look

2. Mode2: Free Cursor . Full view; Removes weapon out-of-view and decouples Mouselook; Rotation stationary. Allows Weapon Cursor to be moved freely across screen. This First Person Control provides alternate method of dispatching swarms of monsters, minimizing Vertigo.

##### ii. Keyboard

##### 1. WASD: Forward, Left, Reverse, Right

##### 2. Space: Jump

#### b. Communications

i. Players can issue `Order` Commands via User-defined Function Keys. Orders have no visual que, but are followed by audible voice-over to announce them. : Help Me, Follow Me, Over Here, Check your (1-12):00 Clock, Stand Back

ii.Chat Window. It is anticipated that action will be fast pace. However, to compliment multiplayer feature set a standard Chat Window is provided.

##### iii. Example

##### 1. F1 – Inventory Window

II. **Game World**

Inspirations for level design draws heavily from the Left 4 Dead Series by Valve Software.

III. **Game Progression**

The overall objective of the game is to survive attacks from the Monstrosities in the Mist, reaching the `Clear Zone` with as many civilians possible.

Reaching the Clear Zone, reaps greater Civilian/Military weaponry and power-ups with the greater number of Civilians rescued. Locate and rescue `Special Characters` and receive Planet X weaponry and power-ups.

#### IV. Non-player Characters

##### a. Civilians

b. Special Characters – Special Characters from the Story/film are hidden in the game. Find them and reap powerful Weapons and Power-ups. Some Special Characters are harder to locate than others based on their role in the film.

Level 1 (Highest difficulty): Stephen King

Level 2: David Drayton, Billy Drayton, Dan Miller, Amanda Dumfries, Irene Reppler

Level 3: Brent Norton, Mrs. Carmody, Ollie Weeks, Private Jessup, Jim Grondin, Norm the Bag Boy

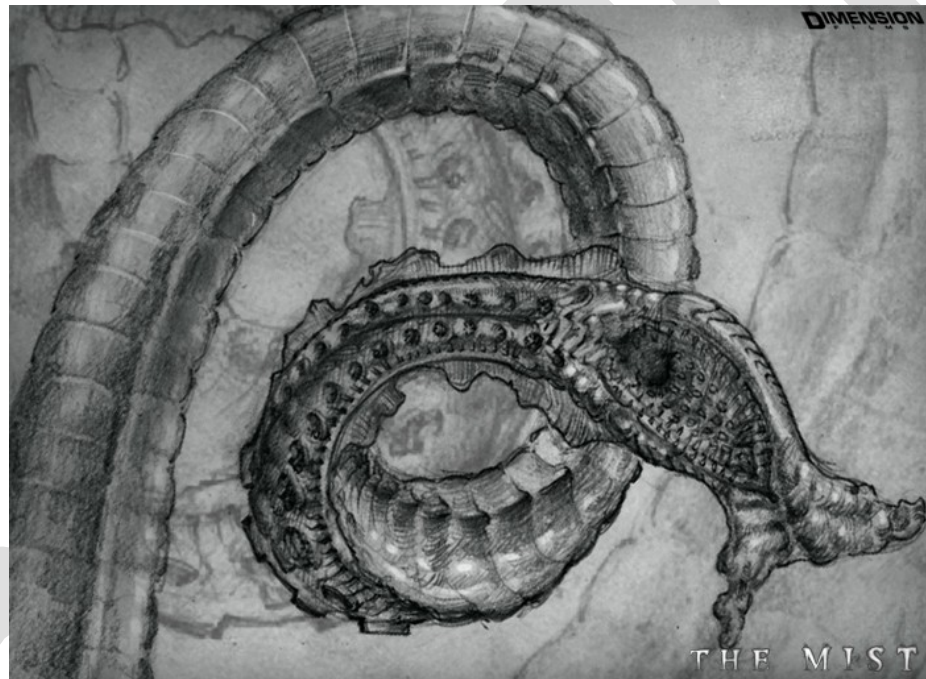
Level 4: Cornell, Sally, Bud Brown, Myron LaFleur, Mr. Mackey, Hattie



##### c. Creatures

i. Tentacles from Planet X: mollusk-like tentacles with mouths for suction cups. Bodiless, the Tentacles lounge from the mist to snatch

civilians. Vulnerable to melee weapons.



- ii. Scorpion-flies: Small, plump, flying creatures between two and four feet long which *swarm* to the attraction of light. Their sting results in the victim swelling and exploding. Vulnerable to melee attacks.
- iii. Albino Pterobuzzards: Nocturnal reptile-like creatures which enjoy eating scorpion-flies but will also attack Civilians the path. Scorpion Fly Swarms will attract these creatures. Vulnerable to guns, fire, and melee

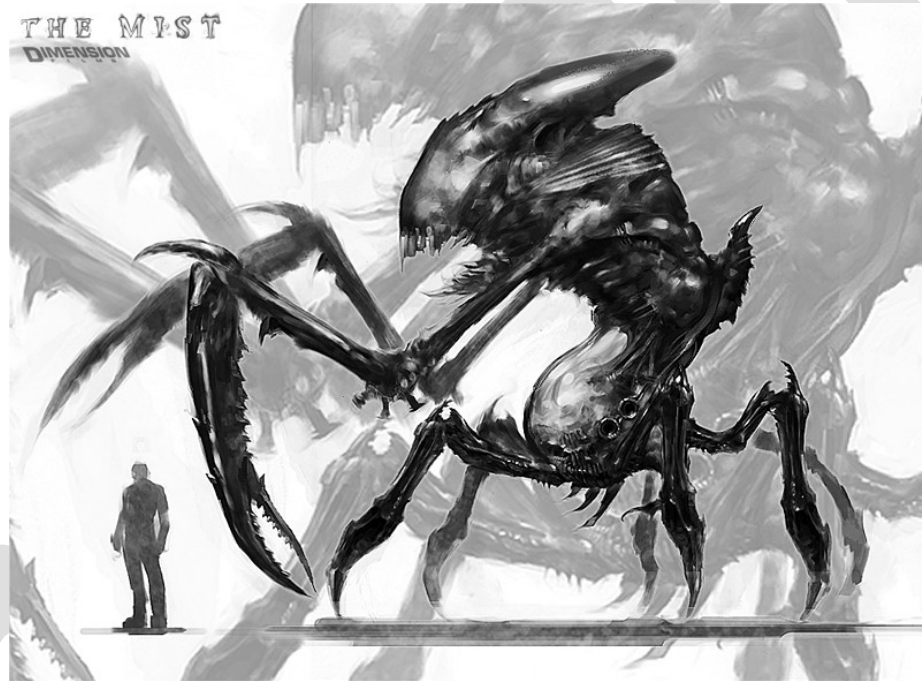


attack.

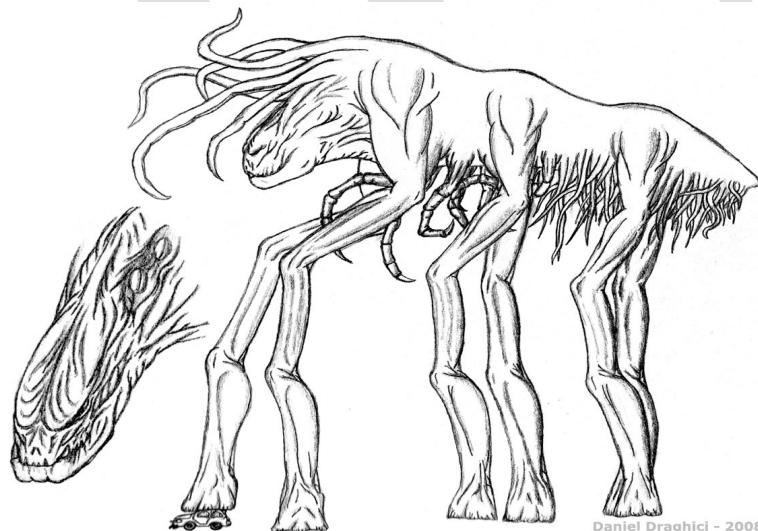


- iv. Gray Widowers: Black spider-like predators each about the size of a dog, which hunt by scent. These have the ability to project acidic "spider-webs" which can burn through materials like cloth and flesh.
- v. Gray Widowlets: Gray Widowers lay a massive number of eggs in their victim, when they hatch, they burst out spilling on the ground like fluid attacking and devouring any Civs in their path. Vulnerable against Fire and Munitions.
- vi. ArachniLobster: A creature with a scorpion-like segmented body with lobster claws. Although slower moving than most of the creatures,

they are very powerful and not vulnerable to melee weapons.



vii. Big Foot: A behemoth with six legs. Other than the legs, with hundreds of the aforementioned small flying creatures attached to them, this creature is unseen. Their giant legs fall from out of mist creating earthquakes and crushing whatever is under their footprint. Recommendation: avoid the crushing legs.



viii.

ix. Killer Kite: A giant kite-like creature glimpsed flying through the mist.

x. Green Dracofly: A large, green insect resembling a twisted and deformed dragonfly with long, clear wings, which alights on the car.

d. The Unknown Creatures

i.

**V. Weapons****a. Firearms****i. Civilian Grade**

1. Pistol – Accurate, powerful caliber holds six rounds but may occasionally miss fire.

**ii. Military Grade**

1. Flame Thrower

**iii. Inter-Dimensional (Planet X Weapons)**

1. Pulser
2. Windower – Opens a portal
- 3.

**b. Melee****i. Knife****ii. Flaming Mop Stick**

**iii. Flaming Bug Can & Lighter** – Essentially a miniature Flame Thrower, this requires two handed operation to first aim and spray the can, then ignite it with the lighter.

**VI. Utilities**

**i. Rope** – Can be used to pull back Civilians dragged-off. Limited `Pull Strength` before the Rope breaks. The success is dependent on the Monster (Stronger monsters require more pulling, then weaker ones.) Civilians can also help Soldiers pull the rope using the `Help Me` Order. The more Civilians pulling, stronger the pull. Design note: This mechanic is also opened to possibility if using button control that requires rapid taps to charge a Pull meter in order to be successful. TBD.

**VII. Items****viii. Military Occupational Specialities (MOS)**

Military Occupation Specialities are divided into 2 Catagories: Combat & Utility

- a. Artillery/Medic
- b. Demolitions/ Heavy Machine Operator

c. Sniper/Navigation

**IX. Vehicles**

a. Civilian

iv. Volkswagen Golf

a. Government/Military

v. Ambulance

vi. Fire Engine

vii. Police Car

viii. SecuriCar

ix. VIP Motorcade

I. Puzzles/Mini-games

II. Reference Materials

[www.warproductions.com/portfolio\\_Mist.htm](http://www.warproductions.com/portfolio_Mist.htm)