Hajime Sorayama

It takes a robot to save humanity

Game Design Document

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Version # 2.20

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Table of Contents

Design History

This is a brief explanation of the history of this document. Each version of this document is based on when a document is released for feedback/review, or major changes/additions have been made.

Version 1.00

Initial pass at design based on material from the Game Concept Document submitted as 1st draft

Version 1.50

Responded to comments...
1. rewrote Goals section for brevity.
2. rewrote feature highlights for brevity to include 4 basic features.
3. moved visual style and controls pages.
4. reorganized platforming features to include 3D and 2D diagrams.
5. reorganized main features for clarity and importance.

Version 2.00

Added the walkthrough, characters, and levels
Included in the changes are:
1. Descriptions of gameplay and goals in the walkthrough.
2. Story and Cinematic Section for more detailed story.
3. Game characters section.
4. Story details.
5. World layout and design.

Version 2.10

Added diagrams for additional features important to gameplay.
Included in the changes are:
1. Conduit Powers features.
2. Tech, Alloys, and Golden Orbs.
3. Competitive Analysis.
4. Rusty the Robo-dog.
5. Beat Chart.

Version 3.0

Updated for use on online Portfolio
Included in the changes are:
1. Edited and cited found images
2. Character Drawings

Game Overview

High Concept

It takes a robot to save humanity

Gameplay:

ROBOTO is a third-person action/platform game where a young robot journeys through a dangerous solar system of fierce humans and evil nano-bots. **To platform, the player will explore large gameplay environments using jumping, grappling, and hover/boost mechanics. In combat, the player will battle enemies with melee and projectile weapons.** Some environments take place in space and feature zero-gravity physics, and each gameplay environment is separated by a special transition challenge. As Robbie, the player will journey across the Solar system filled with robots, humans, and nano-bots. Robbie will collect rare items, repair old technology, avoid dangerous obstacles, and defend his fellow robotic and human beings from destruction at the hands of the ruthless nano-collective. Robbie will periodically upgrade his body with gadgets for getting around and weapons for destroying enemies. The addition of zero-gravity gameplay to familiar elements of platform and combat play should provide the player with a novel gameplay experience.

Story Setup:

ROBOTO is an epic sci-fi journey where a young robot must sojourn through a dangerous solar system of fierce humans and evil nano-bots in order to win back his ruthless AI ex-girlfriend and save all free-thinking sentient life. Robbie Conduit is a young robot who just wants to ride around his home the Machine City on his hover-board. He is soon called upon to make an epic journey to Earth. **Robbie must find ROBOTO, the lost weapon that caused the apocalypse but could also hold the key to the survival of both human and robot kind**. Robbie, however, is far more interested in finding his ex-girlfriend, Gina Noid, who recently left him after revealing herself as the nexus of the ruthless, AI nano-bot-collective that is responsible for the near extinction of humanity. Needless to say, the two have some issues to work out.

Level Organization:

Robbie will explore the solar system in search of alloys and technology and perform special tasks to help his fellow beings on the way. In return, these helpful strangers will both upgrade Robbie's body and allow Robbie passage to the next stage of the journey. The game's network of level areas have a mixture of medium and short-term goals. The short-term goals are distributed and build on each other to fulfill medium-term goals, but can be done in any order. Level areas can be left and revisited at any time. This allows players to explore and cross the solar system in many different ways without losing track of the driving narrative. Furthermore, **sometimes a story-driven game can diminish the player experience by limiting the player's choices. This game seeks to counteract that by giving the player the freedom to move around the game world as he/she pleases.**

Philosophy

Doing Robots Justice: *Man and Machine*

Robots are common in video games, but are rarely taken very seriously as characters. The world of ROBOTO pays homage to science fiction authors such as Isaac Asimov who showed that robots can be characters that are both familiar and foreign to the audience at the same time. **ROBOTO will feature many fully-fleshed out (or *geared-out* if you will) robotic characters with all the nuance and sophistication of living beings.** There are also several types of robots in this game such as Gina's microscopic nano-bots, or mostly-human cyborgs. In a time when technology and machines are becoming increasingly important to our lives, there is an opportunity to explore some of the implications these rapid changes in the form of a ridiculously fun video game.

One Past, Two Futures: *The Individual and the Collective*

This game features three primary types of sentient being: humans, nano-bots, and free-thinking robots. If one was to get overly metaphorical, one could argue that these three forms represent the past, present, and possible future of humanity. The humans in the game represent our past with their struggles for survival and basic animal instincts. Humans are seen at their best and worst as they fight amongst themselves even as they valiantly struggle against an impossible enemy. **The nano-collective will be revealed late in the game to contain the electronic minds of the humans who died during the apocalypse when ROBOTO destroyed the world.** This makes the nano-collective a representation of aspects of our human present and possible future. In this scenario, human minds are linked through electronic portals into a collective electronic consciousness at the expense of the physical world and the mind of the individual. Finally, the free-thinking robots of Machine City represent a better future for humanity. The minds of the robots are free and individual, but are nevertheless electronic in nature and connected to each other through sub-space networks. The minds of the robots are free to think and do as they wish, but the needs of the collective are met through mutual awareness and necessity. **The human vs collective relationship could be considered relevant to our present time.**

Worlds of Tomorrow: *Retro-Futurism*

The visual design of ROBOTO heavily references futurist art from the 1970s. Sometimes referred to as *retro-futurism*, this art style can be both breathtaking and nostalgic. **This game heavily references artists such as Hajime Sorayama and Syd Mead as inspirations for its visual design.** This visual style ranges has both serious and comedic value, and should appeal to a wide audience of players both young and old. The style could even go as far as to express a sense of nostalgia and hope for the future (which is increasingly rare in our current environment). Other references for the world of ROBOTO include the movie *Metropolis* (both the Fritz Lang version and the Osamu Tezuka anime), the Dune novels, and Hayao Miyazaki's manga, *Nausicaa of the Valley of the Wind*.

A Range of Tones: *Post-Apocalyptic Comedy and Tragedy*

ROBOTO is a third-person platformer reminiscent of games like *Ratchet and Clank* or *Jak and Daxter*. These games have comedic undertones and wide accessibility, as well as lots of action-packed gameplay. However, the subject matter underlying the gameplay of ROBOTO is very serious. Humanity is nearly extinct, and even the free-thinking robots are threatened and forced to make tough choices in order to survive. **This game's narrative beats will include periodic swings between comedic and tragic moments. This varies the gameplay experience, and should increase the game's longevity and appeal.** The game's lighting and environment art will also vary depending on the desired tone. For example, Machine City is bright, saturated, and very shiny. Scenes within Machine City are mostly light and comedic. Conversely, the Asteroid Colony is dark and dingy, which reflects the desired tone for the events within.

Common Questions

What is the game?

ROBOTO is a third-person action/platformer where a young robot crosses the solar system in a variety of platform styles. The player must master 2D and 3D platforming in addition to Zero-G platforming in order to journey to Earth and save all sentient beings from destruction.

What do I control/ Who Am I?

You are Robbie Conduit, intrepid adventurer and hover-board extraordinaire. Robbie is the robotic equivalent of a teenager. He simply wants to hang out with his girlfriend Gina Noid and compete in various robotic extreme sports.

What is the premise/story?

After human survivors attack Robbie's home (Machine City) and Gina disappears, Robbie is informed of the tragic scenario around him. He finds out Gina is actually the leader of the nano-bot collective that has been hounding humanity for so long. Robbie quickly decides to confront Gina, but the only way to do so is to revive the ancient weapon ROBOTO, which is buried somewhere on Earth.

How many characters do I control?

Robbie is the chief playable character. However, he has many companions. Certain challenges in the game will require the player to control a different character at specific intervals for fun mini-game experience.

Where does the game take place?

ROBOTO takes place in our solar system between the asteroid belt and Earth. Robbie will travel to various exotic locations along his journey to Earth. His home, Machine City, is a giant metropolis open to space (built from an ancient mining station). Other environments include small colonies on asteroids, rusting human space stations, Earth's moon which has been chromed-out by Gina's nano-bots, and a post-apocalyptic Earthen deathscape.

What is the main focus?

When playing ROBOTO, players will discover large areas open to exploration, and will be able to choose what goals to accomplish in the area by interacting with NPCs (non-playable characters) they encounter. A mentor NPC will open the way to a last challenge before Robbie moves on to the next area and repeats this process again. ROBOTO's gameplay focuses on combat, platforming, and exploration.

What's different?

This game integrates story and gameplay in every aspect. It gives the player a deep story with all the freedom and gameplay challenges of an action/platformer. This is an action/platform game with a lots of embedded story content that could appeal to an older audience as well as the usual younger players.

What are nano-bots?

Nano-bots, also known as *nanites*, are microscopic robots. The idea is that they can reorganize themselves to fulfill any function needed in near-infinite ways. Although they do not yet exist, they are prevalent in the science-fiction genre . Microscopic robots in the real world are in the research/ development phase with the intention of entirely benevolent medical applications.

Goals

Long Term

Find ROBOTO. Save the day. Get the girl?
- Make your way across the Solar System so you can find ROBOTO
- Find and activate ROBOTO
- Confront Gina Noid and share feelings

Related Story Content:

       Robbie's declared goal is to find ROBOTO. This ancient robot may hold the key to countering Gina Noid and her army of nano-bots. However, Robbie is in robot love, and thus his true goal is to win back the heart of Gina Noid. Despite her ruthlessness against humanity and robots alike, Robbie still has feelings for her and will do anything to get her back. He knows the only way to change her mind is to defeat her, and so he leaves to search for ROBOTO in the wastes of the Earthen death-scape.

Med Term

Befriend allies so they will show you the way. Examples include:
- Get the Old Robot to tell you the history of Machine City and open the way to the Asteroid Colony by rebuilding his house
- Convince the Cyborg Captain of the Argos to lend you his spaceship for your trip to the Moon by doing tasks for him
- Convince Salvador Quixote to let you live by fixing his broken programming

Related Story Content:

       In order to progress along his journey, Robbie will have to perform tasks for a variety of character *NPCs* (*Non-Playable Characters*) that he encounters. Robbie's continuing medium-term goal is to befriend these NPCs so they will open passage to the next area. After completing enough short-term tasks, the mentor will give Robbie a final task of higher difficulty. If Robbie is successful in this mini-climax, often a battle or a race, the mentor will open the way to the next area.

Short Term

Do tasks for allies. Get from A to B. Collect items. Defeat enemies. Stay alive.
- *Example:* Get the Old Robot to tell you the history of Machine City and open the way to the asteroid colony by rebuilding his house
  - Find 2 Alloys and 2 Gizmos to be used for rebuilding the house.
  - Obtain a Power Cell in the asteroid field to power the Old Robot's house
    - survive the asteroid field crossing
  - Defeat all enemies that will attack after these first two goals are met
  - Add the house structures in the correct order to rebuild the Old Robot's house

Related Story Content:

       Robbie doesn't need to complete all the available tasks in order to progress. In fact, Robbie needs to retrace his steps in order to get back to the Machine City later in the game. This means he will visit every area twice, which affords another chance for the player to complete short-term tasks. Furthermore, after completing the game's story, Robbie can revisit areas again and complete all available tasks for full story closure. To go even further, downloadable content will provide new goals, challenges, and story content to the player to be downloaded into the player's saved game.

Feature Set

Feature Highlights

3D, 2D, and Space Platform Gameplay

This game features of variety of styles of platform gameplay. The player will experience a 3D worlds to explore but will be periodically challenged with classic 2D challenges between 3D areas. The game's 2D challenges are still rendered in 3D. The camera shifts positions to create side-scrolling platform gameplay. The game also features Space platform gameplay in zero gravity where Robbie must navigate through the vacuum of space!

Weapons, Gadgets, and Conduit Powers

Robbie will upgrade his body periodically as he progresses through his journey. Robbie will earn himself weapons to defeat enemies and gadgets to help him reach new areas. Robbie's design is special and allows him to absorb and utilize different types of energy. These conduit powers are integral if Robbie is to succeed in his mission to reactivate ROBOTO.

Level Network with Transitional Challenges

ROBOTO's levels are organized in a network that allows the player has the freedom to choose his/her path through the solar system. The game's spacious level environments are separated by special transition challenges. These have Robbie traveling in a variety of ways from one level to another through the vacuum of space. Robbie must successfully complete a transitional challenge to travel to the next level area. Most transitional challenges involve 2D Space-ish gameplay and also Zero-Gravity Space gameplay.
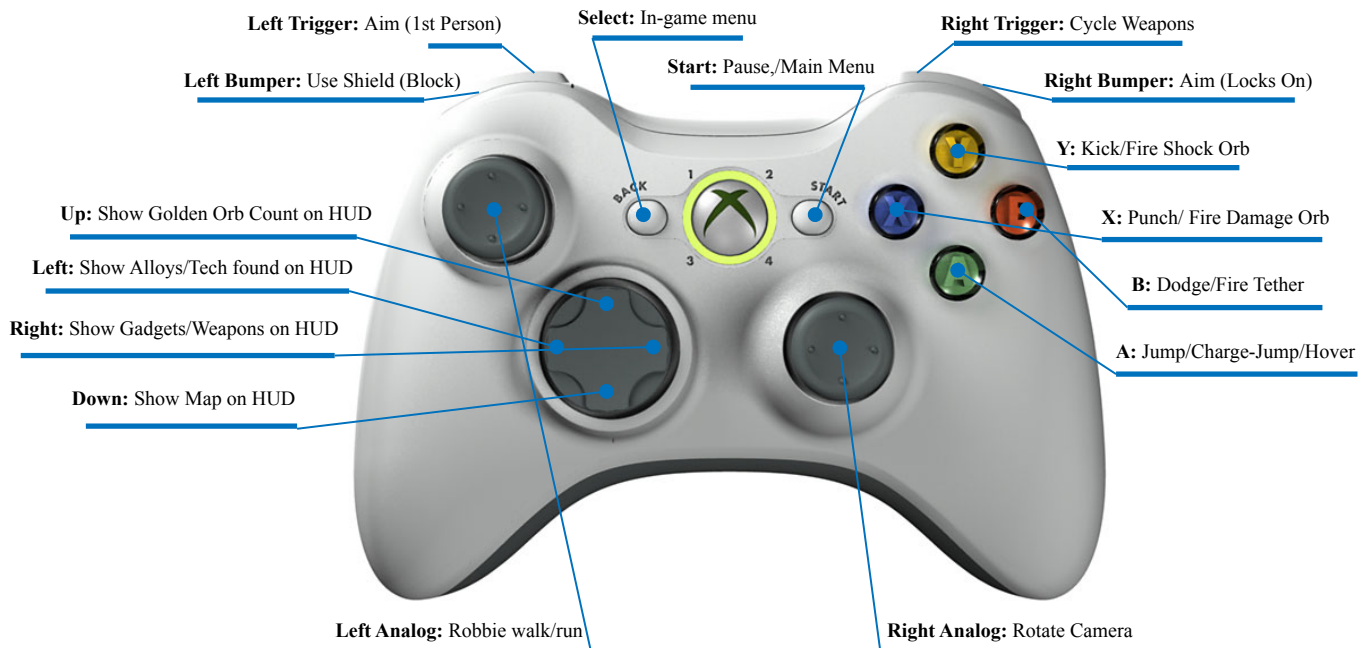
Combat, Collection, Puzzles, and Racing

Robbie will have to perform many important tasks for NPC characters in order to gain passage through the solar system. These tasks may involve defending areas from invading enemies, collecting lost alloys and technology, or rebuilding space structures in puzzle-type gameplay. Robbie will also meet a faithful companion in Rusty the Robo-dog with its own gameplay challenges.

Downloadable Content

The end is not the end. The player can continue to explore the lost secrets of our Solar System even after completing the story. New content is available for download from the Playstation Network or Xbox Live. This content takes the form of new levels to explore that are connected to the existing level network through transitional challenges.
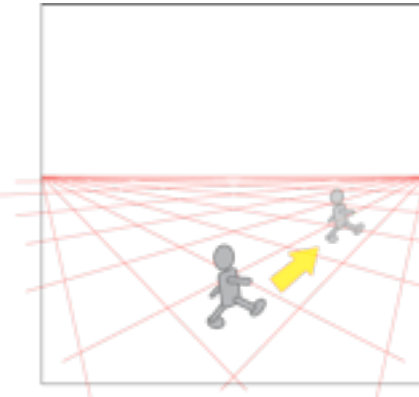
User Interface - Controls

L2: Aim (1st Person)

L1: Use Shield (Block)

Select: In-game menu

R2: Cycle Weapons

R1: Aim (Locks On)

Start: Pause,/Main Menu

Up: Show Golden Orb Count on HUD

Triangle: Kick/Fire Shock Orb

Left: Show Alloys/Tech found on HUD

Square: Punch/ Fire Damage Orb

Right: Show Gadgets/Weapons on HUD

Circle: Dodge/Fire Tether

Down: Show Map on HUD

X: Jump/Charge-Jump/Hover

Left Analog: Robbie walk/run

Right Analog: Rotate Camera

Left Trigger: Aim (1st Person)

Select: In-game menu

Right Trigger: Cycle Weapons

Left Bumper: Use Shield (Block)

Start: Pause,/Main Menu

Right Bumper: Aim (Locks On)

Y: Kick/Fire Shock Orb

Up: Show Golden Orb Count on HUD

X: Punch/ Fire Damage Orb

Left: Show Alloys/Tech found on HUD

Right: Show Gadgets/Weapons on HUD

B: Dodge/Fire Tether

Down: Show Map on HUD

A: Jump/Charge-Jump/Hover

Left Analog: Robbie walk/run

Right Analog: Rotate Camera

Feature Details

3D, 2D, and Space Platform Gameplay

3D Movement:

Robbie can move at three different speeds. He can walk, jog, or run:

Walking	Jogging	Running
(Lightly press Analog)	*(Press analog down fully)*	*(Jog for ~2 sec)*
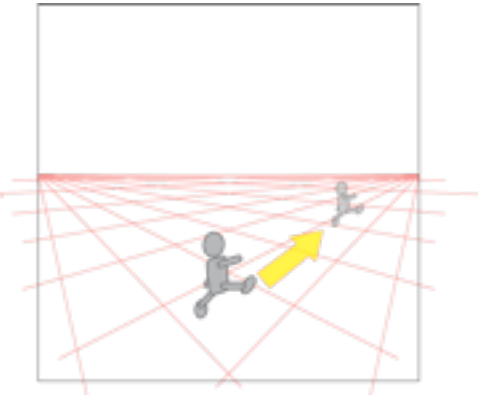
Moving Controls: The player moves Robbie with the *Left Analog Stick*. If the player lightly presses a direction with the *Left Analog*, Robbie will walk. If the player presses down all the way, Robbie will jog. Robbie will run after jogging in the same direction for two full seconds. Sliding values for speed are necessary for tuning.
RLs = Robbie Lengths = Robbie's length from top to bottom
Moving Distances: Walking - 5 *RLs*/sec
Jogging - 10 *RLs*/sec
Running - 15 *RLs*/sec

2D Movement:

Just as in 3D movement, Robbie can move at three different speeds. He can walk, jog, or run:

3D Jumping:

Robbie loves to jump around. He can jump in four different ways, depending on how fast he is moving at the time of the jump:

| Standing Jump | Walking Jump | Jogging Jump | Running Jump |

Jumping Controls: The player makes Robbie jump with the *X* button. Robbie will jump farther if he is moving faster. *(See **Gadgets** section for more jumping options)*

Jumping Distances: To be tuned with sliders.
Standing Jump - 4 *RLs* high, 0 *RLs* long
Walking Jump - 4 *RLs*, 5 *RLs*
Jogging Jump - 5 *RLs*, 10 *RLs*
Running Jump - 6 *RLs*, 15 *RLs*

2D Jumping:

Just as in 3D movement, Robbie has four different jumping distances.
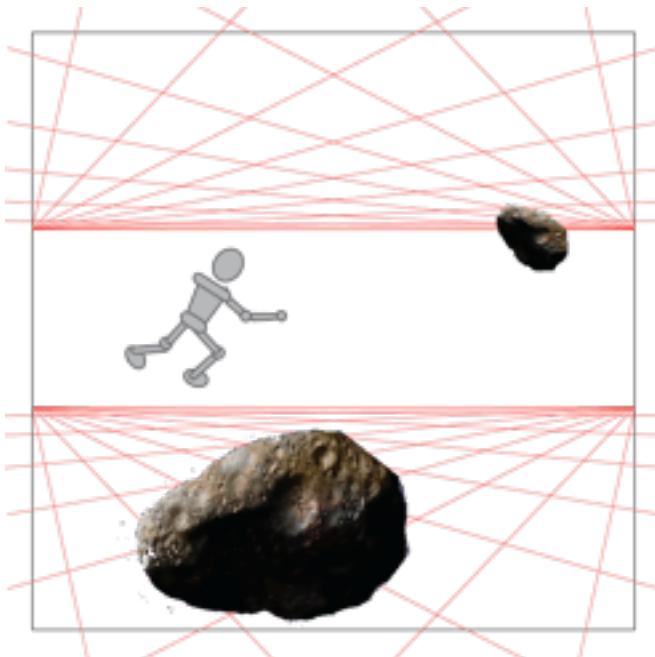
3D and 2D Dodging:

Robbie can quickly move a short distance in any direction. This comes in handy for avoiding enemy attacks:
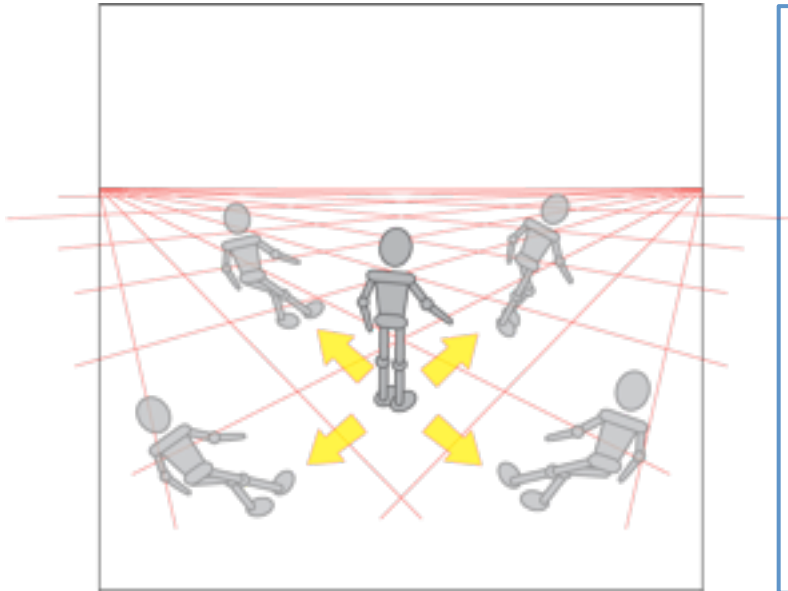
Dodging Controls: The player makes Robbie dodge by pressing the *Circle* button and holding the Left Analog Stick down in any direction.

Dodging Distance: 2 *RLs* from original position

Zero-G Platform Gameplay:

Robbie can survive in the vacuum of space. This comes in handy while traveling from one level area to another in the asteroid belt. During these special transition challenges, Robbie will still be able explore around and collect *Alloys, Technology, and Golden Orbs of Energy* see appropriate section).

- see **Level Network with Transitional Challenges** for gameplay details -

Weapons, Gadgets, and Conduit Powers

Robby's body is fully arrayed with upgradeable weapons and gadgets. Weapons help Robbie destroy enemies, while gadgets allow him to reach new areas. In addition, Robbie's special design gives him conduit powers. This allows him to absorb and utilize various types of energy.

Weapons: Robo-Fists

Robby's favorite weapons are his fists. He can do up to three punches in a row.

Single Punch	Punch Combo	Upgraded Punch
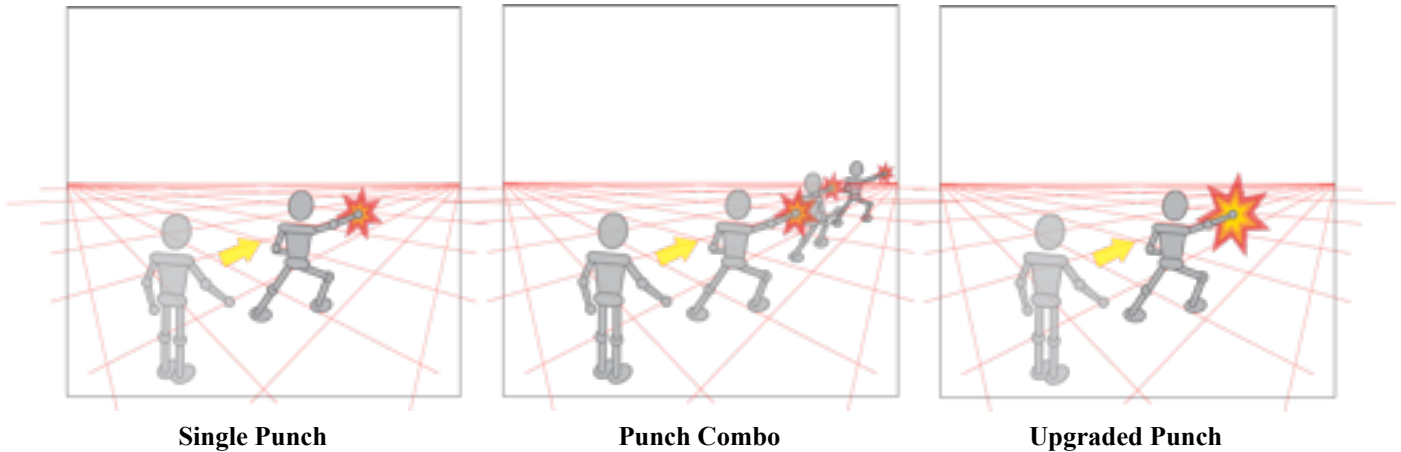
Punch Controls: The player presses the *Square* button while facing a direction to punch. The player can do up to three punches in a row before stopping.

Punch Power: A robo-punch creates a small area of damage around Robby's fist at the point of impact. The power and damage area of Robby's punch can be upgraded.

Punch Upgrades: Robby will upgrade his fists and arms to increase the power and attack area of his punches. Powerful punches can damage more than one enemy at a time.

There are 10 levels of Robo-Punch upgrades.
Damage = Damage to the enemy directly hit by the punch
Secondary Damage = Damage to enemies surrounding the *Attack Range*.
Attack Range = The area of damage of a successful punch. Enemies are pushed out of this area as well.
*D* = 1 Damage Point
RL = The length of Robby's body

Robo-Fists	1	2	3	4	5	6	7	8	9	10
Damage	1D	1.25D	1.5D	1.75D	2D	2.25D	2.5D	2.75D	3D	4D
Secondary Damage	0.25D	0.5D	0.75D	1D	1.25D	1.5D	1.75D	2D	2.25D	2.5D
Attack Range	0.25 RL	0.25 RL	0.5 RL	0.5 RL	0.5 RL	0.75 RL	0.75 RL	0.75 RL	1 RL	1 RL

Weapons: Robo-Knife

Robby's leg joints make him very flexible, so much so that he can easily do a spin-kick that affects all surrounding enemies. This attack also knocks back all but the closest enemy.
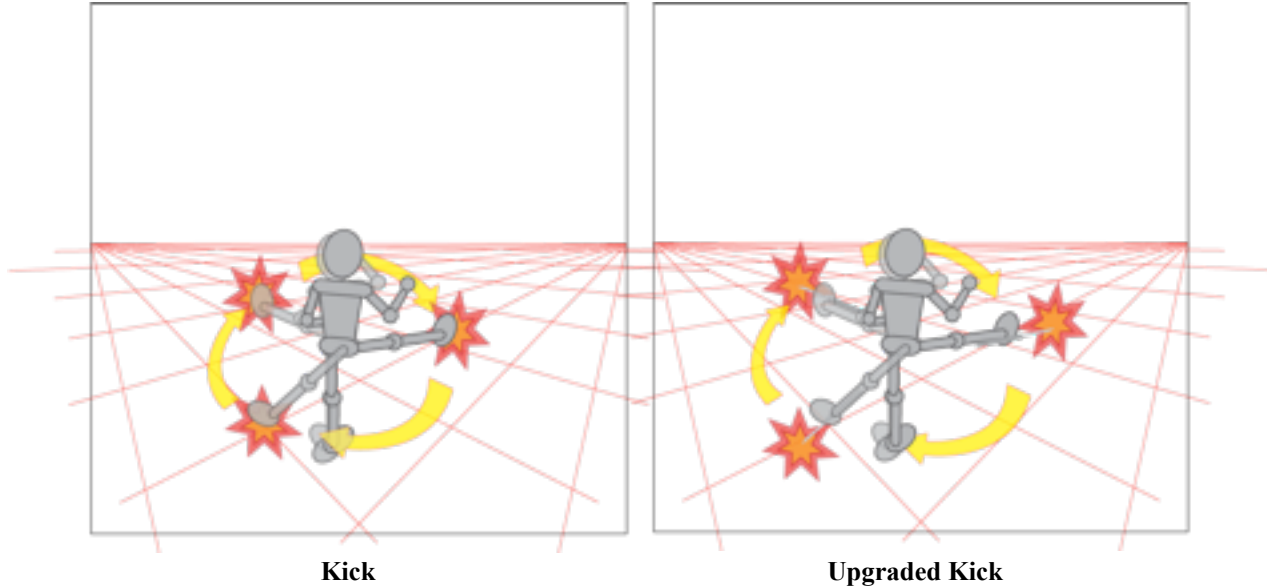
Kick

Upgraded Kick

Kick Controls: The player presses *Triangle* and Robby kicks once. This weapons will be upgraded.

**Kick Damage**: Robby's kick affects all enemies within a 0.75 RL radius of himself.

Kick Upgrades: Robby can upgrade his legs with sharp blades. These increase the *Damage* and *Attack Range* of his kick. All enemies hit by the kick receive the same *Damage*. All but the closest enemy will be pushed out of the *Attack Range* value.

There are 10 levels of Robo-Knife Upgrades

Robo-Knife (level)	1	2	3	4	5	6	7	8	9	10
Damage	0.75D	1D	1.25D	1.5D	1.75D	2D	2.25D	2.5D	2.75D	3D
Attack Range	0.75 RL	0.75 RL	0.75 RL	1 RL	1 RL	1 RL	1.25 RL	1.25 RL	1.5 RL	1.5 RL

Blocking

Robby gains an extendable shield early in the game. He can use this shield to block melee and projectile attacks. This shield will be upgraded periodically throughout the game.
*(see **Weapons: Forearm-Shield** for upgrade details)*
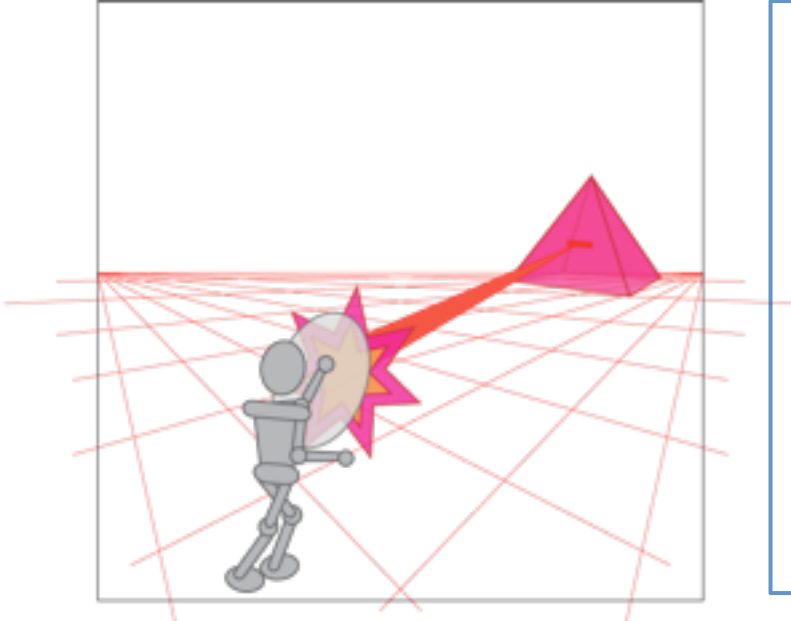
Block Controls: The player holds *L1* and maneuvers the Left Analog Stick so Robby is facing the right direction.

Block Defense: Robby's block completely blocks attacks of 1 or less Damage.

Robo-Combo

Robby can string together kicks and punches for powerful combinations. As his fists and feet are upgraded, Robby can perform longer combinations.
*(see **Weapons**: **Robo-Combo** for upgrade details)*
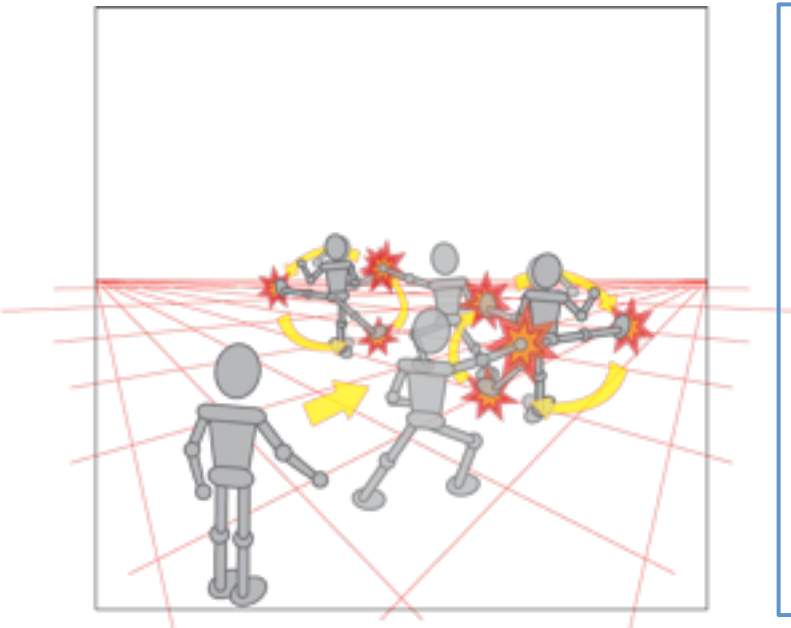
Combo Controls: The player alternates between the *Square* and *Triangle* buttons to punch and kick. The player can press *Square* to punch up to three times before kicking with *Triangle* for a longer combination. At first, Robby can do two sets of punches with one kick in between before stopping.

Weapons: Forearm-Crossbow

Robby eventually has a crossbow installed on his forearm. This weapon can be aimed in two ways. The player can aim the crossbow in a first-person perspective or lock on to an enemy from a third-person perspective. The crossbow will upgrade to add a charge-up attack. Robby will demonstrate against this pink combat triangle.
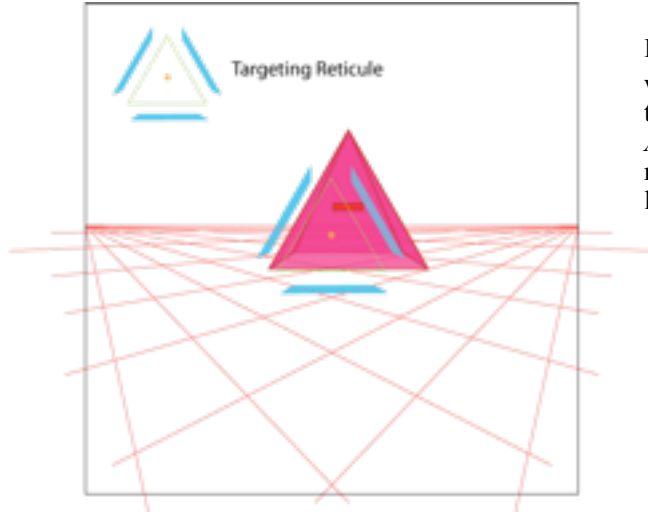
First-Person: The player can aim at targets freely with this mode using the reticule. The player holds the *L2* button and moves the reticule with the *Left Analog Stick*. This is a preferred view for long-range attacks and special targets that cannot be locked-on to.
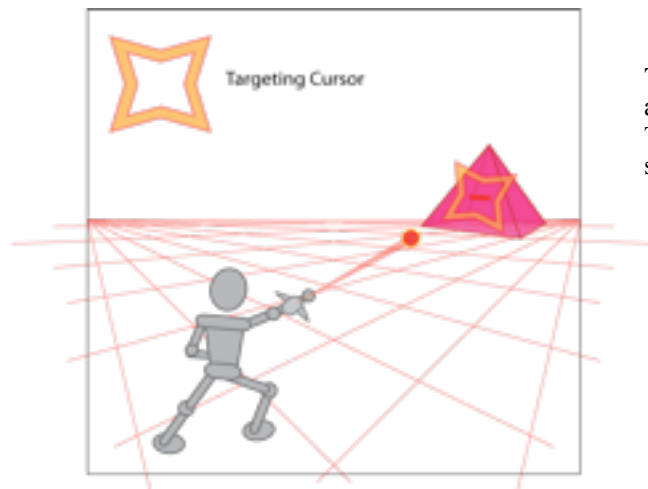
Third-Person: The player can lock on to targets and fire the weapon while jumping and dodging. The player holds the *R1* button to lock on, and can switch targets with the *Left Analog Stick*.


Projectile Types: Robby can fire two different types of projectiles from his crossbow.

Damage Orbs: These projectiles are weak but can be fired rapidly. The attack damage of this projectile is upgraded with the crossbow.
Controls: The player presses the *Square* button to fire. This player is using the *R1* aiming method

Crossbow Damage Orbs	Level 1	Level 2	Level 3	Level 4	Level 5
Damage	0.25 D	0.5 D	0.75 D	1 D	1.5 D
Rate of Fire	2/sec	3/sec	4/sec	5/sec	6/sec

Shock Orbs: Robby can upgrade his crossbow to fire Shock Orbs. These take a moment to charge up but will damage and stun an enemy for a short period of time.

Charging Shock Orb

Firing Shock Orb
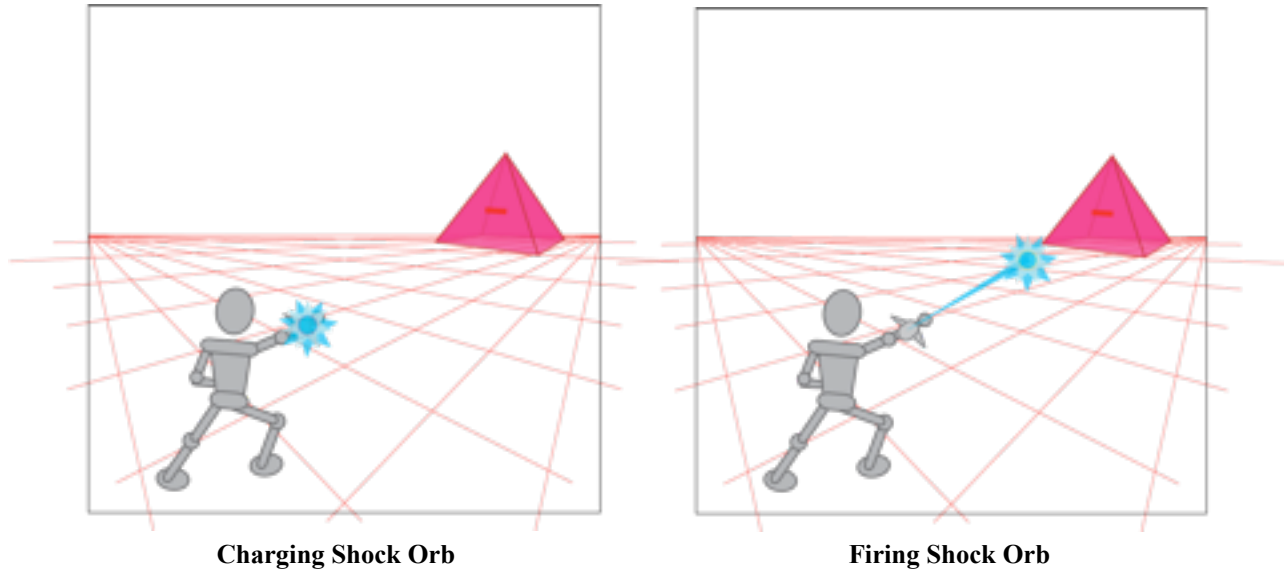
Controls:

- The player holds and releases the *Triangle*
- button to fire.

- This player is using the *R1* aiming method

**Charge Time** = The time it takes to charge the shock orb
Stun Time = The period in which stunned enemies are vulnerable and won't attack

Crossbow **Shock Orbs**	Level 1	Level 2	Level 3	Level 4	Level 5
Damage	0.5 D	1D	1.5 D	2 D	2.5 D
Charge Time	1.5/sec	1.25/sec	1/sec	0.75/sec	0.5/sec
Stun Time	0.5/sec	0.75/sec	1/sec	1.25/sec	1.5/sec

Weapons: Forearm-Shield

Robby will eventually have a shield installed on his left forearm. This weapon will allow him to block enemy projectiles and melee attacks. Robby's shield even has the ability to absorb attacks so Robby can redirect them!
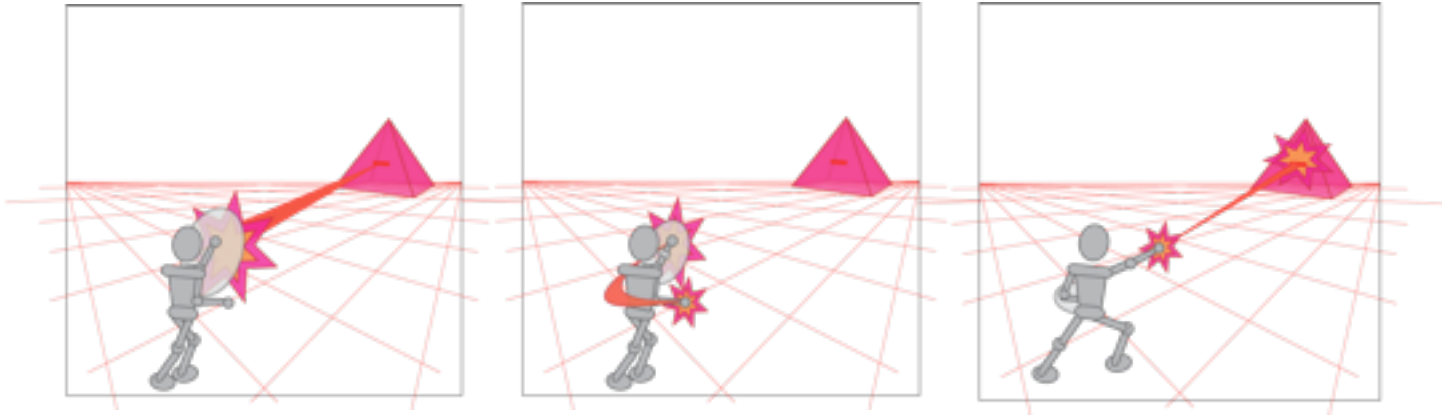
| **Block/Absorb** | **Redirect** | **Return to Sender** |

Block Controls: If the player presses *L1* in time and is facing the right direction, he can block an attack below the limit the shield's upgrade level.

Absorption and Redirection: The player must press L1 in time as above, but must then hold L1 while redirecting the energy to Robby's right fist with the Left Analog. The player makes Robby fire at the enemy with the Square button (with the L1 button still held down).

Robby's shield will upgrade so that he can absorb multiple attacks and them return them in one big attack. This big attack will have the same Damage value as the attacks that Robby absorbed with his shield.
Damage Threshold = the amount of damage the Shield can absorb. Robby will take whatever damage is not absorbed by the shield.
**Number of Hits Absorbed** = The number of hits the Shield can absorb and redirect

Shield	**Level 1**	**Level 2**	**Level 3**	**Level 4**	**Level 5**
Damage Threshold	1 D	2 D	3 D	4 D	5 D
Number of Hits Absorbed	1	2	3	4	5

Gadgets: Booster Boots

Robby will earn himself a pair of booster boots during his travels. These boots have booster rockets in the soles, allowing Robby to jump higher and hover in the air for a time.

Super Jump: Robby can upgrade his boots to reach new heights! The player holds X for a moment, and then releases X to launch Robby into the air!

| **Press and Hold** X | **Holding** X | **Release** X |
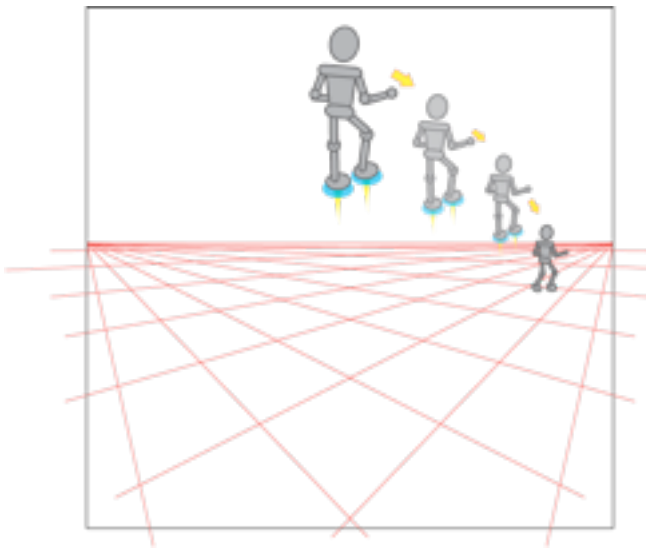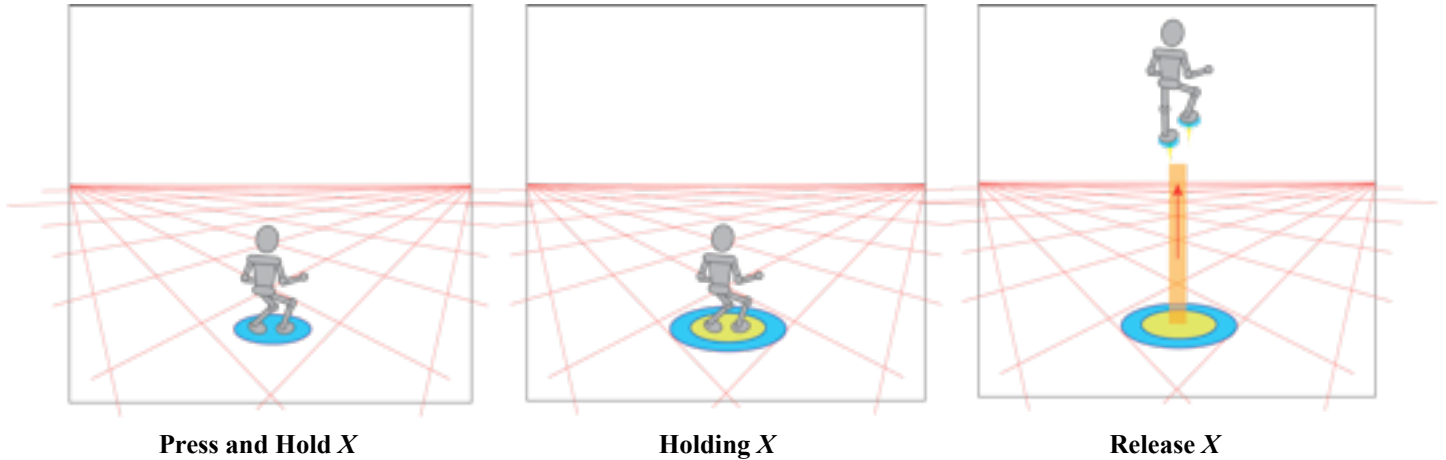
Hovering: Robby can hover in the air with his Booster Boots to reach faraway places. The player holds X and a direction with the *Left Analog Stick* to hover around.

Jump Height = The maximum height Robby can reach with a fully-powered Super-Jump in RLs (Robby Lengths)
**Charge Time** = The time taken to charge up to a maximum Super Jump.
**Hover Time** = The time that Robby can spend hovering

Booster Boots (Super Jump)	Level 1	Level 2	Level 3	Level 4	Level 5
Jump Height	4 RLs	8 RLs	12 RLs	16 RLs	20 RLs
Charge Time	1.5 sec	2 sec	2.5 sec	3 sec	3.5 sec
Hover Time	2 sec	3 sec	4 sec	5 sec	6 sec

Gadgets: Tether

Robby has a tether that he can fire from his forearm-crossbow. Robby can use the tether to get from place to place or as a weapon against enemies.
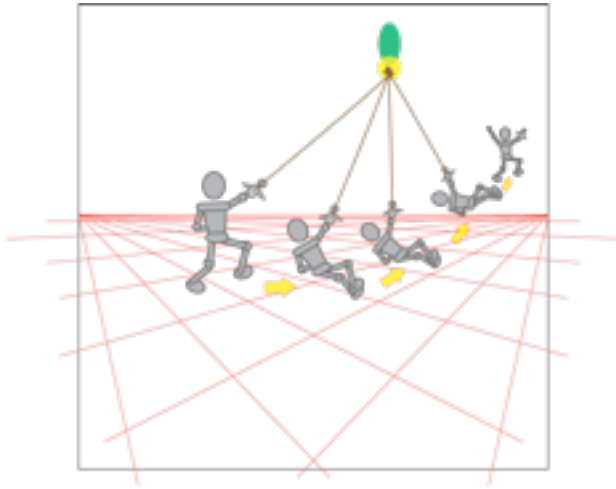

Tether Swing
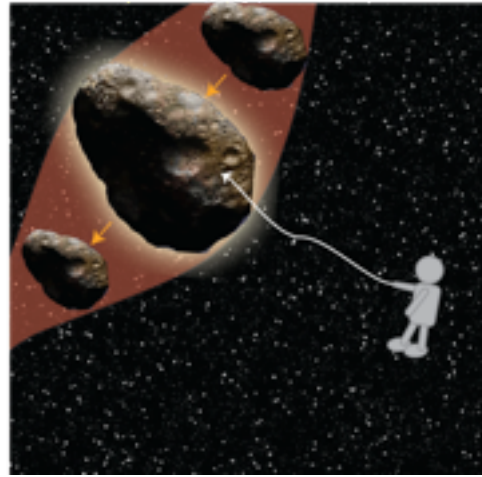
Shoot Tether at Asteroids

Tether Controls: The controls are nearly the same as the other forearm crossbow projectiles, except the tether is fired with the *Circle* button. Above, the tether is used as a grapple for Robby to swing over gaps and to secure Robby to asteroids. Below, the tether is used as a weapon to pull enemies in close for to be beaten up with punches. This weapon is constant throughout the game. This player is using the R1 targeting method.
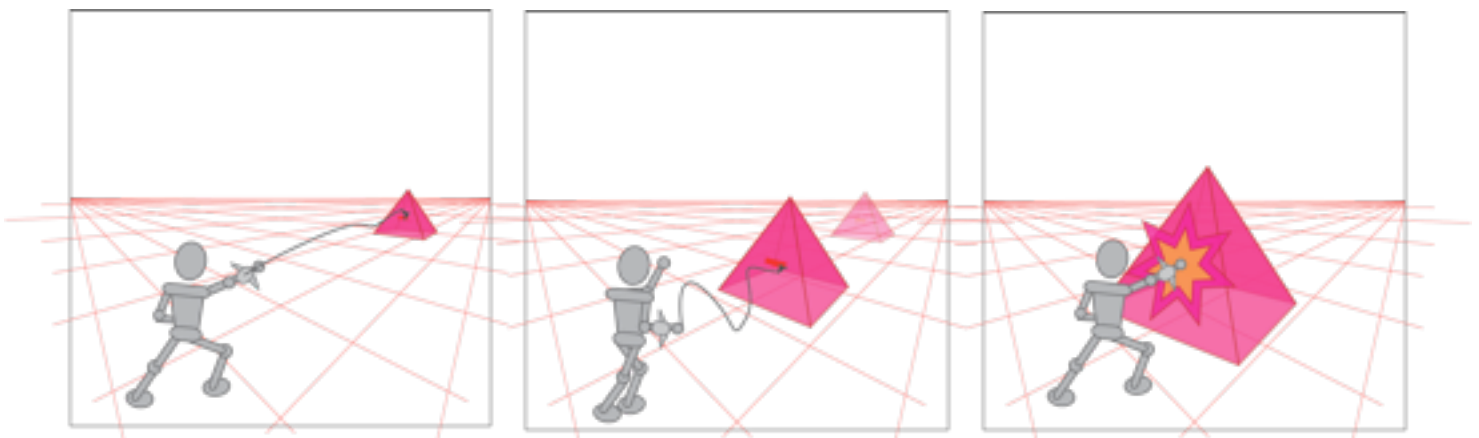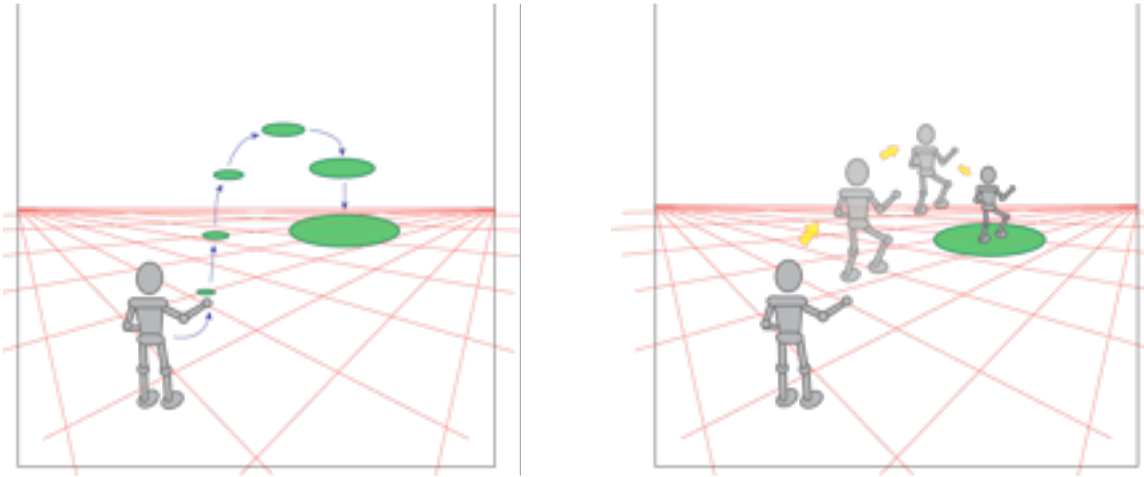

Fire Tether with Circle (Square)
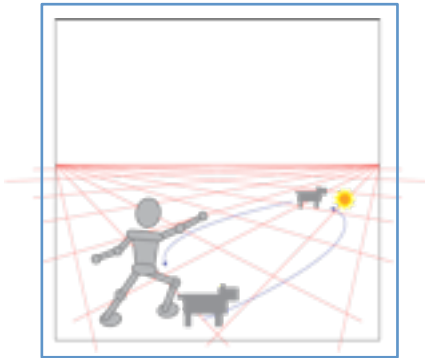

Hold Circle

Punch Enemy

Gadgets: Deployable

Robbie will eventually earn a gadget that allows him to throw platforms into space. This will come in handy in reaching previously unreachable spots in the game.

Gadgets: Rusty the Robo-Dog

Robbie will use his special tool, Rusty the Robo-Dog, to find items that are difficult to reach. He can aim and shoot Rusty the same way he can aim and shoot any of his other weapons. The difference is that Rusty can only gather objects like this Golden Orb of Energy, and cannot harm enemies.

Gadgets: Gina's Hoverboard

After Robbie defeats the final boss, Gina will give him her hoverboard in a tearful farewell. Robbie will be able to move through the Solar System much easier with this flying board.
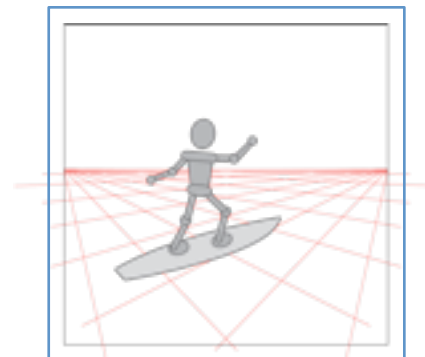
Conduit Powers: Electricity
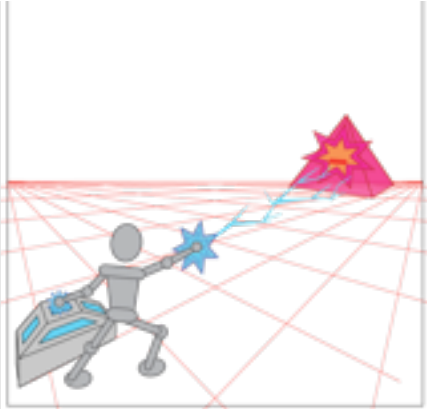
Electricity Surge

Arc-Weld
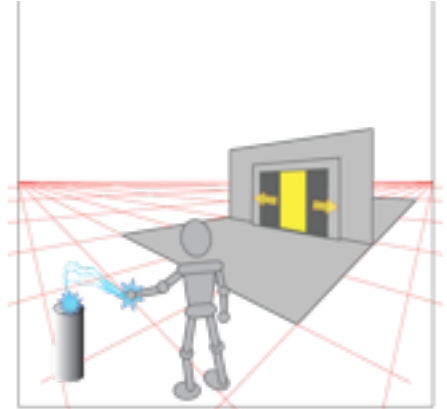
Energy Nodes

Robbie's Conduit powers allow him to tap into energy sources for special powers. The player holds L2 to tap into the energy 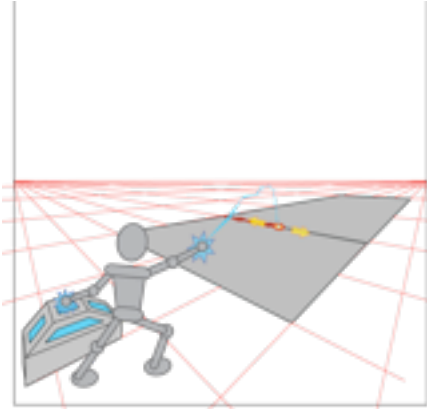outlet, and then uses R1 and Circle to aim and shoot much as in any other projectile weapon. The *Electricity Surge* power is useful against groups of enemies. The *Arc-Weld* ability allows Robbie to repair broken seams in machinery. Robbie can also charge up his energy meter to carry the energy with him as his travels. This allows him to activate energy nodes throughout the game world. Energy nodes activate machinery and platforms within the game.
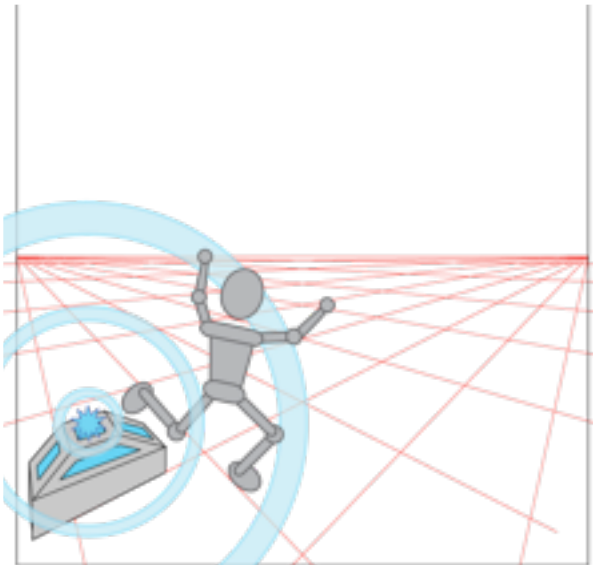
Overcharge!

Robbie must be careful not to absorb too much energy, or he will cause a minor explosion that will damage him and every unit within the immediate area of the node!

Level Network and Transitional Challenges

Level Network:

        This game features a network of large playable areas which are connected by transitional challenges. The player will visit a new playable area, complete a number of tasks and goals in that area, and then leave the area via a transitional challenge. All of the game's playable areas are distributed in this way to form a network. The player can journey across the Solar System in a number of different combinations of ways, but must visit all areas to beat the game completely. This increases the game's longevity and allows for the addition of downloadable content.

*- see **The Game World** section for detailed world map -*
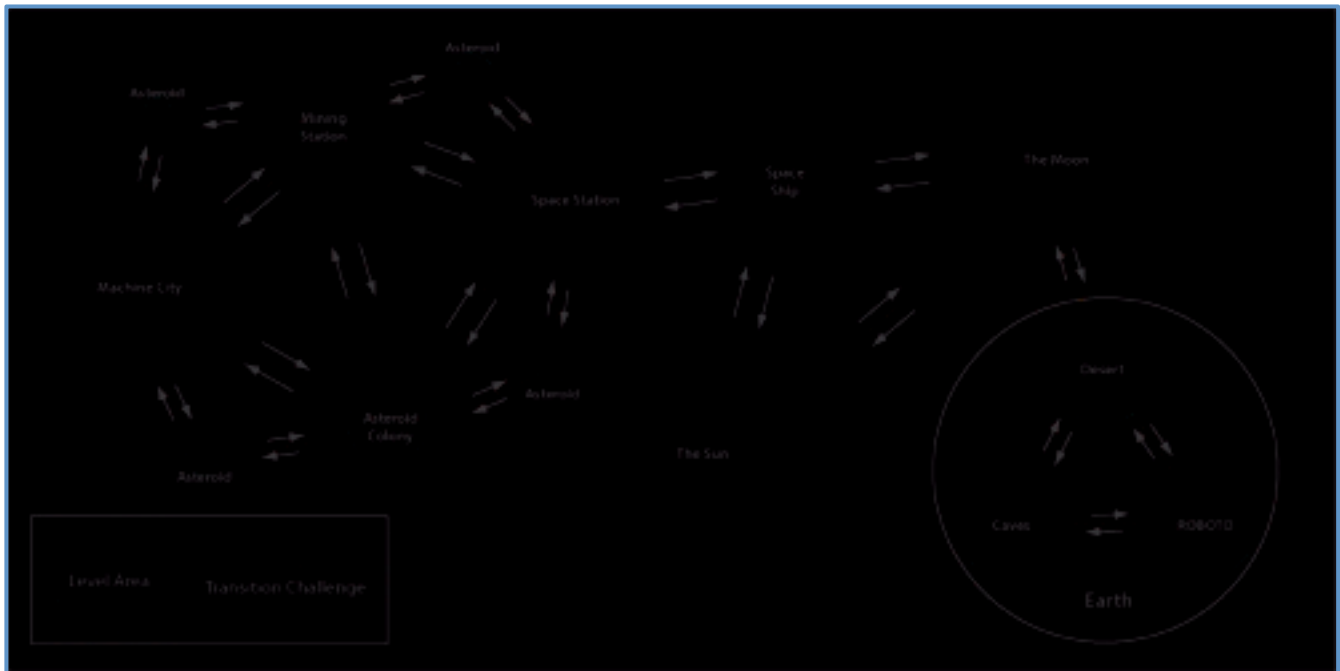
Space Environments:

        The player will travel across a world map that resembles our own real solar system. The journey spans from the Machine City in the asteroid belt to Earth and back. Each playable area will be a unique space environment such as a space ship, space station, the Machine City, the Chromed Moon or the Earthen death-scape.
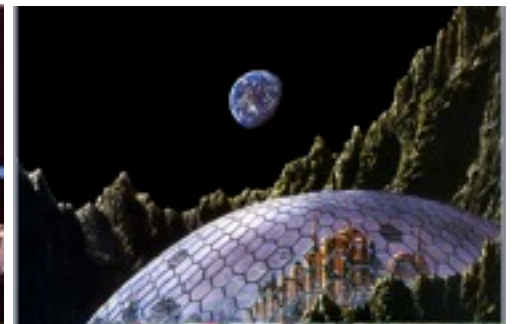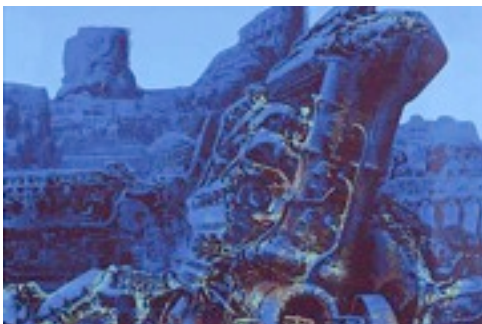
Reference Images

Level Areas:

Each playable area contains a range of goals to complete as well as items to collect. Gatekeeper characters will require certain goals to be fulfilled for Robbie to progress. After fulfilling a goal, Robbie returns to the gatekeeper NPC to get his reward or a new task. Every playable area will have at least one of the following types of goals. However, different levels will have different numbers of each type of goal. The player can explore the level and complete goals in any order they wish. This type of organization is meant to create a feeling of freedom and choice for the player.
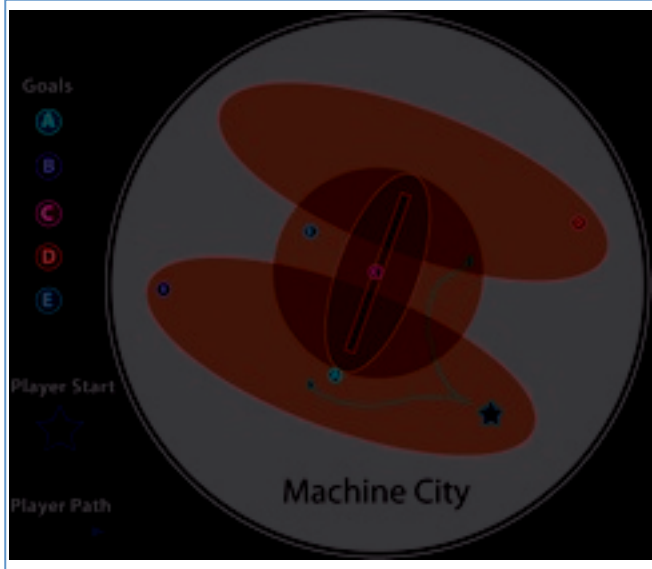
-*See **Gameplay Walkthrough** section for level details and descriptions of specific goals for each level.-*

Types of Goals:

• **Discover and Collect Items -** *see **Collecting** section*
  The solar system is full various alloys and spare parts. Gatekeeper characters will require specific amounts of different alloys and technology before allowing the player to progress. These items also yield upgrades to Robbie's body as well.
• **Combat -** *see **Combat** section*
  Robbie will be on occasion be called upon to defend certain areas and their inhabitants from outside attacks by various enemies. Robbie will complete a combat goal if he successfully defends an area or defeats a difficult foe.
• **Puzzle -** *see **Puzzle** section*
  Robbie will sometimes have to fix machinery, re-power technology, or rebuild structures for gatekeeper characters in order to progress. These simple puzzles involve doing certain tasks in a specific order.
• **Rusty the Robo-dog Mission -** *see **Rusty Missions** section for item details*
  Certain challenges require the player to take control of Rusty the Robo-dog and complete a challenge in order to progress.

Gatekeepers bearing Goals:

Gatekeeper characters will grant passage to the next area if the player completes a number of tasks for the mentor characters. These characters can also provide exposition and story content if the player is interested. After their goals are met, gatekeeper characters will also provide Robbie's body with an upgrade. This will improve one of the weapons or gadgets installed on Robbie's body.

-*See **Gameplay Walkthrough** section for gatekeeper descriptions and specific goals for each level.-*


Reference Images

Transition Challenges:

On the way from one area to another, the player will have to survive the trip. These trips take place in the vacuum of space since Robbie is not usually allowed into spacecraft. Fortunately, most space travelers don't mind (or notice) if he hitches a ride from one with his tether *(see Gadgets: Tether)*. Robbie can also jump off of asteroids and precisely calculate his trajectory in order to cross the vast reaches of space between him and his goal.

There are three types of Transition Challenges. Some transitions from area to area involve a chain of the following types of Transition Challenges.
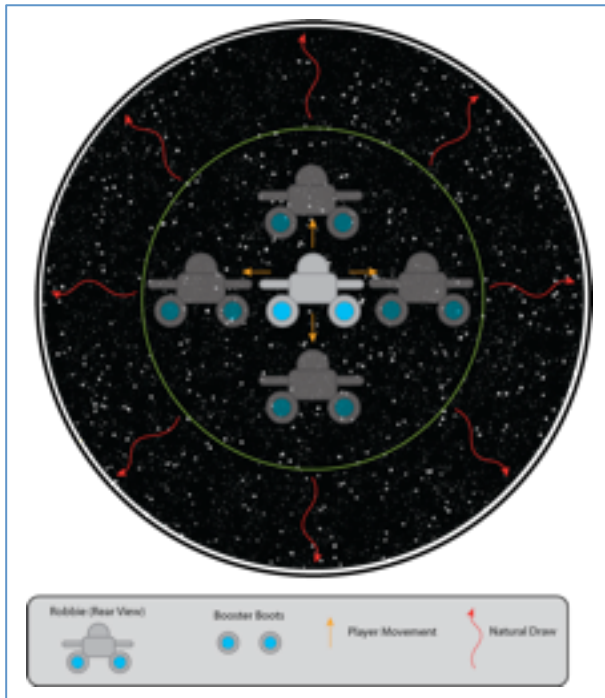
Transition #1
Launched into Space:
- Robbie is launched into space via catapult-like mechanisms or explosions.
- Control Robbie's location within the screen with the *Left Analog Stick*.
- Use Robbie's Booster Boots to adjust his trajectory in space with the X button..
- The green circle is the safe zone. If the circle is crossed, Robby will be pulled in that direction by a force of *1.3 his current lateral speed. This natural draw will pull Robby to the edge of the black circle. If he crosses the outer black circle, Robbie will be flung off his trajectory and the player will have to repeat the challenge.
- The player will have to stay on the correct trajectory while dodging asteroids and enemy fire.
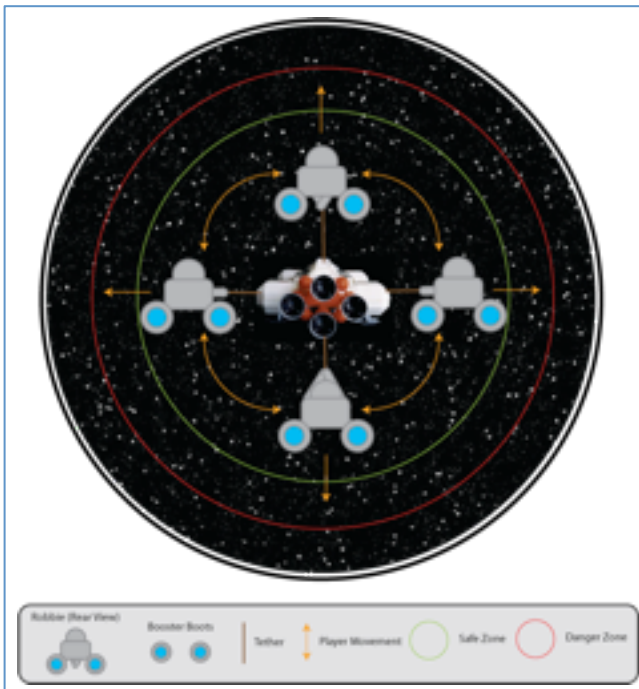
Transition #2
Hitchin' a Ride Part 1:
- Robbie holds a tether attached to a spacecraft.
- Dodge obstacles such as asteroids, enemy fire, and the ship's thrusters at the center of the screen.
- Smaller margin of error, less room to move.
- Cross the red line and be thrown into open space (begin the challenge again)!
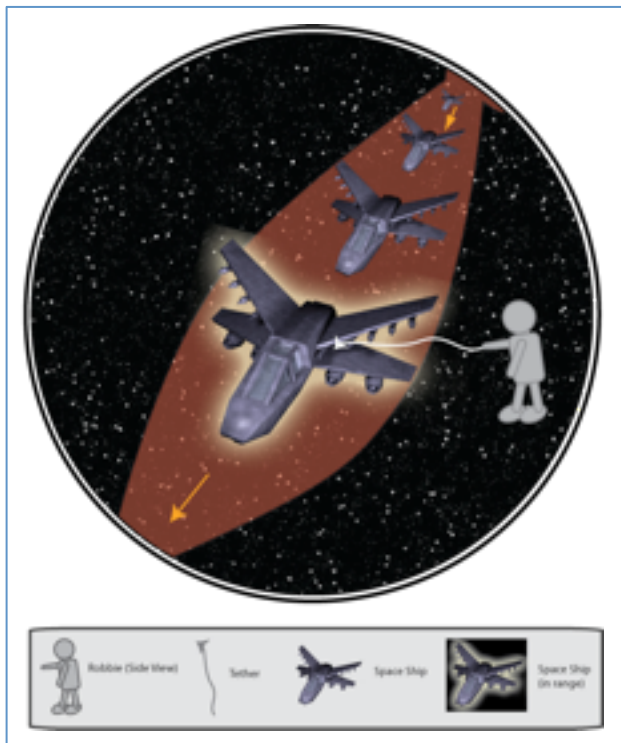
Hitchin' a Ride Part 2:

- Robbie periodically needs to detach from a ship and tether a new one
- Robbie automatically releases and stops in the path of a new ship.
- The player will have to hold the *R1* button to aim and press the *Circle* button at the right moment to fire to tether the new ship

Transition #3
Asteroid Jumping Part 1

Approach Light Shaft	**Press and Hold X**	**Charge Boots**	**Charge More**
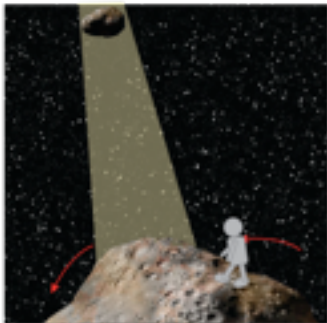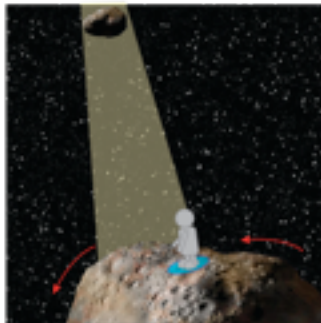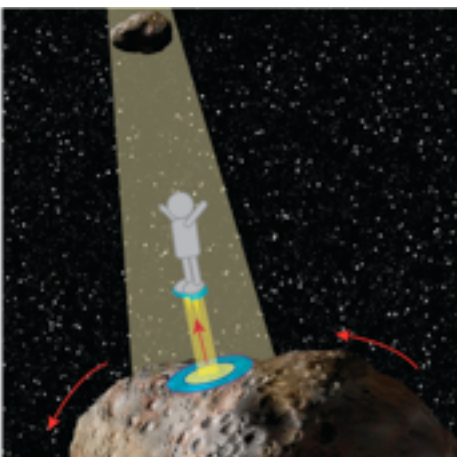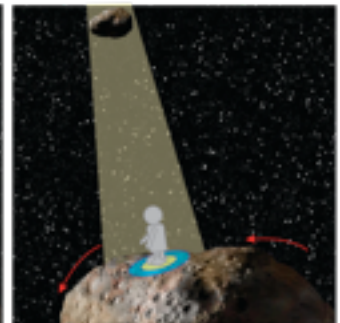
- Robby will land on asteroids occasionally in crossing the distance between him and his goal.
- The asteroid is rotating under him in one or more directions.
- The player will have to estimate the right position to stop and press *X* to charge the Booster Boots for a super-jump.
- A shaft of light highlights the location that will give Robbie the correct trajectory.
- The player releases X and Robbie launches into space!

Release to Jump

Asteroid Jumping Part 2

- After launching off an asteroid, Robbie will have to adjust his trajectory in the same way as Transition #1.
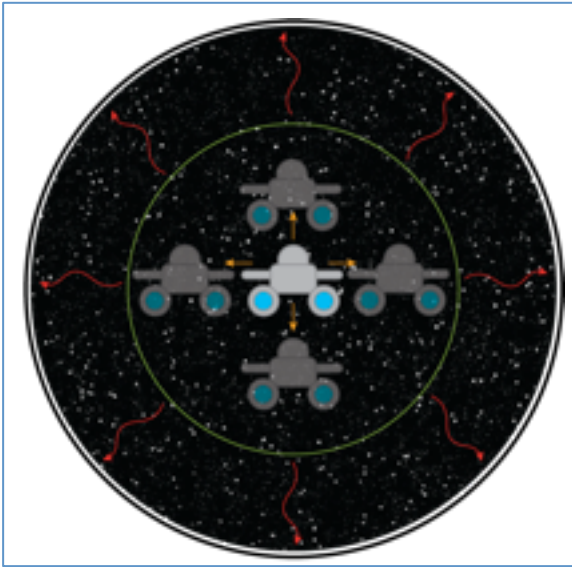
Asteroid Jumping Part 3

- Robbie automatically slows himself and waits for the next asteroid to approach him.
- The player will have to hold the *R1* button to aim and press the *Circle* button at the right moment to fire to tether the asteroid.
- The player taps the Circle button to make Robbie pull himself in to the asteroid.

Combat, Collection, Puzzles, and Racing

Combat
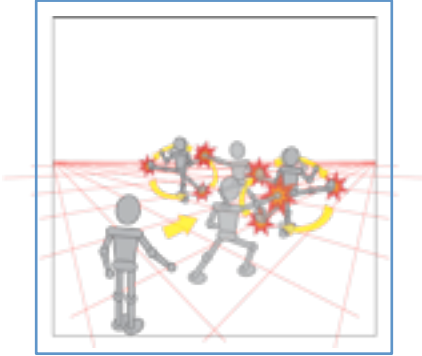
Robbie will do a lot of fighting on his way to Earth. Combat works in two ways in ROBOTO. The first is when Robbie is on a friendly level like the Machine City or Asteroid Colony. Here, attackers will invade a certain area. The entire combat event will take place in this area, and the battle will end once Robbie has defeated a required number of enemies within that area without letting the enemy density get too high. On dangerous level such as the Chrome Moon or Earthen Deathscape, Robbie will simply defeat enemies that naturally occur on the level.

Puzzles
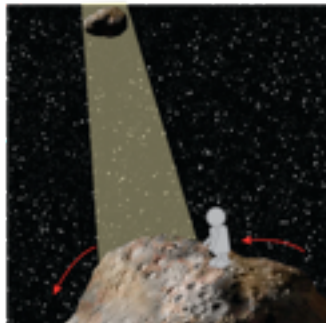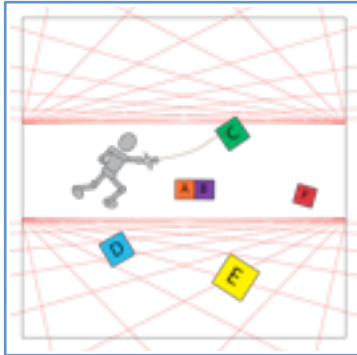
Robbie will complete many puzzles in the game of ROBOTO. These extremely simple puzzles all work on the same mechanic of bringing elements together in the correct order. In the example to the left, Robbie is using his space tether to bring bits of broken machinery together. He must line the elements up in the correct order to complete the puzzle. This principle also to applies to activating energy nodes, which occurs in regular 3D levels. These nodes must be activated in a specific order in order the for the puzzle to be completed.

Racing
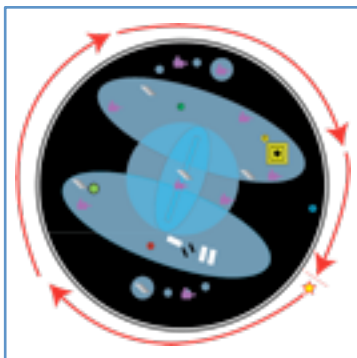
Robbie will race Gina several times throughout the game. After he has beaten the game and recieved his own permanent hoverboard, he will be able to take part in races as often as he wishes.

Alloys, Technology, and Golden Orbs of Energy
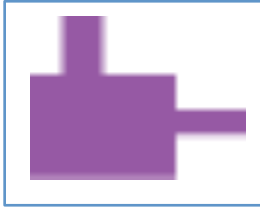
Technology

Robbie will have to gather a lot of technology from the world around him in order to progress through the world of ROBOTO. He doesn't understand what any of these things do, but Robbie does recognize which type of technology he is looking at. There are six types of technology to be found in the game.

Alloys

Robbie will also gather metals and alloys from among the wreckage of the destroyed machines of the Solar System. There are six types of Alloy in to be found in the game.

Golden Orbs of Energy

 These golden orbs are the main currency of the game. Robbie will recieve these orbs by destroying wreckage, defeating enemies, finding tech or alloys, and whenever he finishes a major accomplishment. Robbie can then spend these orbs on upgrades for his weapons and gadgets. Testing will determine how many orbs are needed for the game.

ROBOTO Alloys	Gold Alloy	Iron Alloy	Steel Alloy	Copper Alloy	Aluminum Alloy	Titanium Alloy
Machine City	X	X	X	X	X	5
Old Mining Station	X	X	5	X	5	X
Asteroid Colony	8	8	X	X	X	X
Space Station	8	8	X	X	X	7
Space Ship Argos	X	X	X	X	X	X
Chrome Moon	X	X	X	X	X	X
Earthen Deathscape	10	10	10	X	X	X
ROBOTO Caves	X	X	X	10	10	10
ROBOTO Tech	Gizmo	Widgit	Thingamajig	Doo-hicky	Hoozy-whutzit	Whachemakalit
Machine City	X	X	10	X	X	X
Old Mining Station	5	X	X	X	X	5
Asteroid Colony	X	7	7	X	X	X
Space Station	X	7	7	X	X	X
Space Ship Argos	X	X	X	X	X	X
Chrome Moon	X	X	X	X	X	X
Earthen Deathscape	X	8	8	8	X	X
ROBOTO Caves	8	X	X	X	8	8

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<u>Downloadable Content</u>

The end is not the end. New areas in the asteroid field can be unlocked for exploration even after the story is completed. This content can be downloaded from the Playstation Network and Xbox Live.
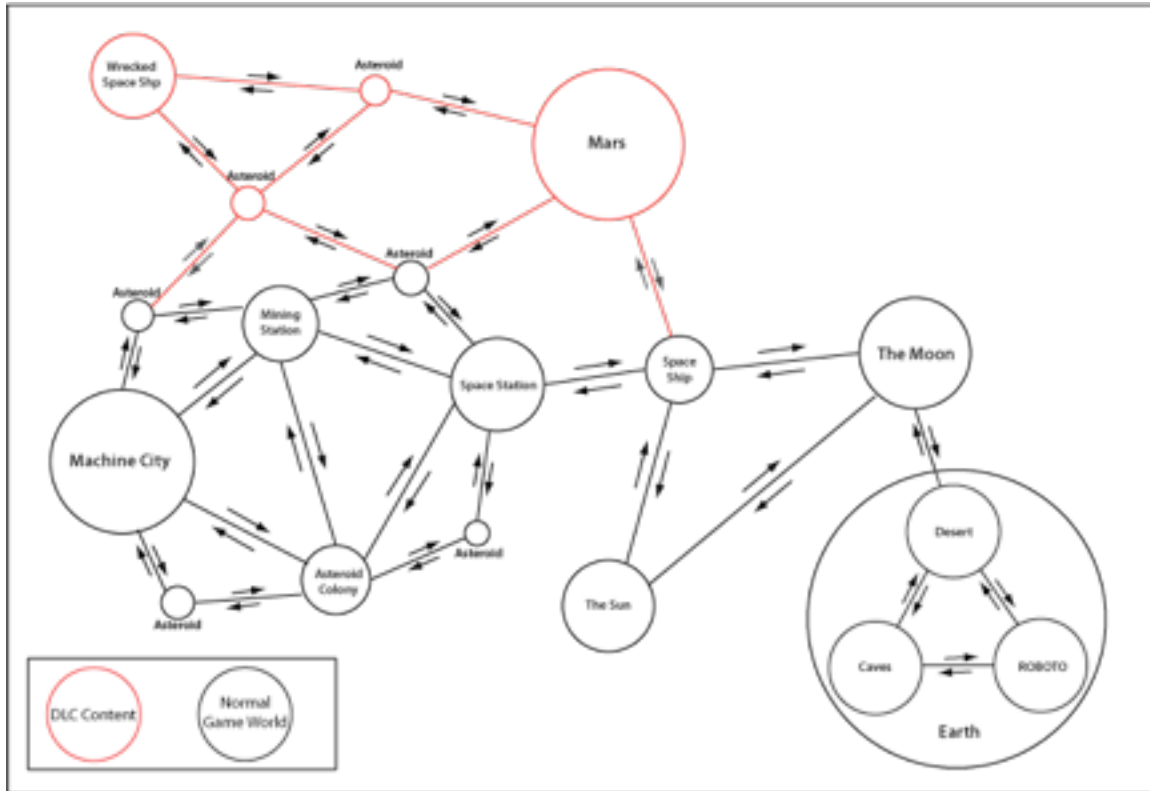
Visual Style

The visual style of ROBOTO is based on concept art and illustrations from the 1970s by artists such as Syd Mead and Hajime Sorayama. This design style is often referred to as *Futurism* or *Retro-Futurism*.

Reference Images:

Game Modes

Overview

This is a single player game. At the time of writing, there are no multiplayer options for players. However, players can download new single-player content in order to supplement their gaming experience with new levels, items, and enemies.

Single Player Game: Main Story

This is the single-player experience as initially purchased by the player. The story of Robbie and Gina is told in its entirety. However, unanswered questions concerning the smaller-scale stories of life in the Asteroid Belt remain. The player will have to purchase DLC content for full closure on these storylines.

-see **Walkthrough** section for details on game story-

Downloadable Content: Tertiary Stories

If the player purchases DLC content from the Playstation Network or Xbox Live, more game content will be downloaded to the player's existing (or new) saved game. This increases the game's longevity with the addition of new levels, items, enemies, and story content.

-see *Gameplay Walkthrough* section for details on game story-

Servers

A client server will provide DLC content to online customers.

Internet

Players only use the internet to download content, not to play the game itself.

Episodic DLC

It is intended that new DLC content will be periodically designed, created, and uploaded for players to purchase on a regular basis (or as much as budgets will allow). This content would contain game storylines closer to separate episodes rather than a single epic story-line.

Saving and Loading

Players can save their progress periodically through the in-game Select Menu. Loading is done through the Main Game Menu and also through the in-game Select Menu. DLC content is loaded into the saved game of the player's choice, and will not overwrite any existing progress already accomplished by the player.

Gameplay Walkthrough

Overview

ROBOTO is a game consisting of level areas separated by transition challenges. Level areas and their gameplay/story content are listed below. Transition challenges branching from these level areas are listed after each area. Players can visit level areas in the Asteroid Belt in a variety of different combinations. The walkthrough described below is an example of one possible play-through.

- see *Cinematic and Story Details* section for more details on the storyline -

Act I

Adventures in Machine City
Machine City

Opening Cinematic: Machine City is introduced through establishing shots. Robbie is seen flying through Machine City on his favorite hover-board.

Gatekeeper/Mentor Character: *Professor Eon*

Tutorial: Moving, jumping, camera movement, and grappling are explained as Robbie tests his newest body alterations for Professor Eon.

Cinematic #1: Gina is introduced as someone new to town that is able to compete with Robbie at being the best at all the extreme robot sports and games. Robbie is intrigued and challenges her to a hover-board race.

Short Term Goals: Once met, these goals are turned in to **Professor Eon**
- Obtain a new hover-turbo engine for the hover-board by platforming to the other side of the city where the chief engineer-bot works.
- Find 5 *Doo-hickeys* for the hover-board around Machine City
- Find 3 units of *Titanium Alloy* for the hover-board around Machine City

Racing: Win the Hoverboard Race!

Cinematic #2: Gina disappears mid-way through the race, and strange invaders attack.

Combat Tutorial: Professor Eon guides Robbie through punching and kicking his way through the enemies until the area is safe again.

Cinematic #3: The invaders, Chet and Sora Geiger, are introduced as human soldiers trying to find Gina. Sora explains about ROBOTO. Robbie vows to find and reactivate ROBOTO in order to save humanity. But first, they need to find an old robot to get more information about ROBOTO.

Rewards: Robbie earns *Electricity Surge* Conduit Power from Professor Eon, and the *Tether* from Sora.

Note: Robbie will revisit Machine City in order to learn the location of ROBOTO

Machine City Computer Core: Robbie must pass through obstacles to get to the Computer Core and access the archives with the Robot Elder's code.

ROBOTO Cinematic: The Computer Core gives some history of the Machine City and humanity as a whole before and after the human apocalypse.

Transition Challenges from Machine City
- see *Transition Challenges* section for gameplay details

To Asteroid A: Uses Transition Challenge #1

To Mining Station: Uses Transition #2

To Asteroid B: Uses Transition Challenge #1

To Asteroid Colony: Uses Transition #2

Old Mining Station

Cinematic #4: Establishing shots of the Mining Station in extreme disrepair. The Robot Elder is discovered asleep (deactivated) while floating in space. Robbie reactivates the Robot Elder.

Gatekeeper/Mentor Character: *Robot Elder*

Puzzle Tutorial: The Robot Elder explains to Robbie how to tether and re-assemble the separate pieces of the Mining Station.

Cinematic #5: The Robot Elder promises to help Robbie if Robbie helps repair the mining station and find his faithful Robo-Dog, Rusty.

Rewards: *Arc-Weld* Conduit Power

Short Term Goals: Turned in to the *Robot Elder*
- Find 2 units of Aluminum Alloy, and 3 units of Steel Alloy in the surrounding level area and local asteroids
- Find 3 Gizmos and 2 Whatchemakalits in the surrounding level area and local asteroids
- Retrieve and return Rusty the Robo-dog from Asteroid C
- Use *Electricity Surge* to arc-weld the Mining Station pieces together permanently

Combat: Defend the Old Mining Station from the Chrome Fiend attack!

Cinematic #6: The Robot Elder tells Robbie the pass-codes to open previously-locked sections of the Machine City's computer core.

Rewards: Upgrade to *Booster Boots*

Note: Robbie must return to Machine City in order to find the location of ROBOTO, but can do so at any time. However, the player will not be able to progress past the Space Station until Robbie knows the location of ROBOTO.

Transition Challenges from Old Mining Station
- see *Transition Challenges* section for gameplay details

To Asteroid A: Uses Transition Challenge #1

To Space Station: Uses Transition #3

To Asteroid C: Uses Transition Challenge #1, then Transition #2

To Machine City: Uses Transition #2

Asteroid Colony

Cinematic #7: Establishing shots of the Asteroid Colony in a semi-pristine state. Chet Geiger "mistakenly" sends soldiers and mechs to destroy Robbie as he approaches.

Gatekeeper/Mentor Character: *Chet Geiger*

Space Combat Tutorial: Robbie must defeat soldiers and mechs without killing them (in open space). *Hint*: If the player uses the battery packs on the soldier's backs as an electricity source, he can short out the soldiers and mechs without killing them.

Cinematic #8: After Robbie rescues all the soldiers and mechs he defeated, Chet confronts him and presents Robbie with a series of "impossible" tasks.

Short Term Goals: Turned in to the *Chet Geiger*
- Find 4 units of Gold Alloy, and 3 units of Iron Alloy in the surrounding level area and local asteroids
- Find 3 Widgits and 4 Thingamajigs in the surrounding level area and local asteroids

Reward: *Robo-Shield*

Combat: Chrome Fiend attack! Defend the human colonists!

Short Term Goals: Turned in to the *Chet Geiger*
- Help repair the recent damage by arc-welding with *Electricity Surge*
- Retrieve and return the laser-defense-system-targeting chip from Asteroid B
- Re-assemble the distributed parts of the colony's laser

Cinematic #9: Chet reluctantly accepts Robbie as a good guy and shows him the way to the Space Station.

Reward: *Heat Conduction* conduit power

Transition Challenges from Asteroid Colony
*- see **Transition Challenges** section for gameplay details*

To Asteroid B: Uses Transition Challenge #1

To Machine City: Uses Transition #2

To Old Mining Colony: Uses Transition #3

To Space Station: Uses Transition #3, then Transition #1

To Asteroid D: Uses Transition Challenge #1, then Transition #2

Space Station

Cinematic #10: Establishing shots of the Space Station in a semi-pristine state. Sora Geiger invites Robbie in through the airlock. Establishing shots of the Space Station interior.

Gatekeeper/Mentor Character: *Sora Geiger*

Short Term Goals: Turned in to the *Sora Geiger*
- Find 2 units of Gold Alloy, 3 units of Iron Alloy, and 4 units of Titanium Alloys in the surrounding level area and local asteroids.
- Find 3 Widgits and 4 Thingamajigs in the surrounding level area and local asteroids
- 2D Gameplay: travel around the outside of the space station activating energy nodes

Reward: *Forearm Crossbow*

Space Combat: Chrome Fiend attack! Defend the human colonists inside the Space Station.

Short Term Goals: Turned in to the *Sora Geiger*
- Space Combat: clear out the remaining chrome fiends from the surrounding area.
- Puzzle: Use Electricity Surge to arc-weld damaged parts of the station back together.
- Retrieve and return the spare communication dish from Asteroid D

Cinematic #11: Sora and the other humans accept Robbie fully, and show him around the station. A huge wave of chrome fiends arrives and attacks the space station again.

Location of ROBOTO: Robbie has to return to Machine City and access the Machine City Computer Core to find the location of ROBOTO before he access the following battle and progress through the rest of the game.

Combat: Chrome Fiend invasion! Defend the human colonists as much as possible.

Boss Battle: **Chrome Fiend warship:** Robbie will defeat this huge enemy with a combination of Combat and transition Challenge gameplay. He will take energy from the warship's weapons and use it to create punches powerful enough to destroy it.

Cinematic #12: The invasion is too much for the station. It starts to break apart. The humans inside are saved by the sudden arrival of the Space Ship Argos. The chrome fiends are routed, and the Argos leaves for a trip to Earth. Robbie is tethered outside the ship as the Argos's crew does not yet trust him.

Reward: *Booster Boot upgrade*

Note: Robbie has no choice but to leave the Space Station this way the first time he visits, but the second time he can choose his destination and their Transition Challenges

Transition Challenges from Space Station
*- see **Transition Challenges** section for gameplay details*

To Old Mining Colony: Uses Transition Challenge #3

To Asteroid C: Uses Transition #2, then Transition #1

To Space Ship Argos: Uses Transition #2

To Asteroid Colony: Uses Transition #3, then Transition #1

To Asteroid D: Uses Transition Challenge #1, then Transition #2

Asteroid A

Cinematic #A1: Establishing shot of the asteroid and its contents.

Gatekeeper/Mentor Character: *Professor Eon* (in Machine City)

Short Term Goals: Turned in to the *Professor Eon* (must return to Machine City to turn in)
- Find 2 units of Steel Alloy, and 2 units of Iron Alloy in the surrounding level area and local (smaller) asteroids
- Find 1 Gizmo and 2 Thingamajigs in the surrounding level area and local (smaller) asteroids

Cinematic #A2: Establishing shots of asteroid after its contents have been removed.

Transition Challenges from Asteroid A
- see Transition Challenges section for gameplay details

To Machine City: Uses Transition Challenge #1

To Old Mining Station: Uses Transition #1

Asteroid B

Cinematic #A3: Establishing shot of the asteroid and its contents.

Gatekeeper/Mentor Character: *Chet Geiger* (on Asteroid Colony)

Short Term Goals: Turned in to the *Chet Geiger* (must return to Asteroid Colony to turn in)
- Find 2 units of Gold Alloy, and 2 units of Aluminum Alloy in the surrounding level area and local (smaller) asteroids
- Find 1 Doo-hicky and 2 Whatchemakalit in the surrounding level area and local (smaller) asteroids.
- Locate the laser-defense-system-targeting chip to be returned to the Asteroid Colony

Cinematic #A4: Establishing shots of asteroid after its contents have been removed.

Transition Challenges from Asteroid B
- see Transition Challenges section for gameplay details

To Machine City: Uses Transition #1

To Asteroid Colony: Uses Transition #1

Asteroid C

Cinematic #A5: Establishing shot of the asteroid and its contents.

Gatekeeper/Mentor Character: *Robot Elder* (on Old Mining Station)

Short Term Goals: Turned in to the *Robot Elder* (must return to Old Mining Station to turn in)
- Find 2 units of Titanium Alloy, and 2 units of Copper Alloy in the surrounding level area and local (smaller) asteroids
- Find 1 Widget and 2 Gizmos in the surrounding level area and local (smaller) asteroids.
- Locate Rusty the Robo-dog in the surrounding area and reactivate him by shocking him with *Electricity Surge*

Cinematic #A6: Establishing shots of asteroid after its contents have been removed.

Transition Challenges from Asteroid C
*- see **Transition Challenges** section for gameplay details*

To Old Mining Station: Uses Transition #1

To Space Station: Uses Transition #1, the Transition #2

Asteroid D

Cinematic #A7: Establishing shot of the asteroid and its contents.

Gatekeeper/Mentor Character: *Sora Geiger* (on Space Station)

Short Term Goals: Turned in to the *Sora Geiger* (must return to Space Station to turn in)
- Find 2 units of Aluminum Alloy, and 2 units of Copper Alloy in the surrounding level area and local (smaller) asteroids
- Find 1 Doo-Hicky and 2 Hoozy-Whutzits in the surrounding level area and local (smaller) asteroids.
- Locate the spare communication dish on Asteroid D

Cinematic #A8: Establishing shots of asteroid after its contents have been removed.

Transition Challenges from Asteroid D
*- see **Transition Challenges** section for gameplay details*

To Asteroid Colony: Uses Transition #1, then Transition #2

To Space Station: Uses Transition #1, then Transition #2

Act II

Destination: Earth
Space Ship Argos

Cinematic #13: Establishing shots of Robbie being towed behind the Argos. He is invited to repair parts of the ship from the outside.

Gatekeeper/Mentor Character: *Sora Geiger*

Short Term Goals: Turned in to the *Sora Geiger*
- Deactivate energy nodes outside the ship so that it can be repaired
- Weld broken seams on the ship to repair it
- Puzzle: activate energy nodes outside the ship in the correct order

Space Combat: Chrome Fiend attack! Defend the humans in the Argos.

Cinematic #14: The Argos crew trusts Robbie and invites him into the Argos.

Short Term Goals: Turned in to the *Sora Geiger*
- Inside the station, talk to Sora Geiger until you are satisfied
- Weld broken seams in the ship to repair it
- Puzzle: activate energy nodes inside the ship in the correct order

Reward: *Booster Boot Upgrade*

Cinematic #15: Sora and the other humans accept Robbie fully, and show him around the station. A huge wave of chrome fiends arrives and attacks the space station again.

Space Combat: Chrome Fiend invasion! Defend the humans as much as possible. Another Chrome warship is sighted. Robbie will deflect shots from the warship.

Boss Battle: **Chrome Fiend warship:** Robbie will defeat this huge enemy with a combination of Combat and transition Challenge gameplay. He will take energy from the warship's weapons and use it to create punches powerful enough to destroy it.

Cinematic #16: The Argos crew and Robbie decide that the area is too dangerous for the Argos. Robbie volunteers to be ejected from the ship and shot toward the Chrome Moon.

Note: Robbie has no choice but to leave the Argos this way the first time he visits, but the second time he can choose his destination and their Transition Challenges

Transition Challenges from Asteroid Colony
- see *Transition Challenges* section for gameplay details

To Space Station: Uses Transition Challenge #2

To Chrome Moon: Uses Transition Challenge #1, then Transition Challenge #2, then Transition Challenge #1 again

Chrome Moon

Cinematic #17: Establishing shots of Robbie and Rusty landing on the moon. Layers of nano-bots living on the surface have given the moon the look of having been dipped in chrome.

Gatekeeper/Mentor Character: *Gina Noid*

Short Term Goals: Turned in to the *Gina Noid*
- Pass through dangerous obstacles to get to Gina Noid
- Defeat chrome fiends that stand in your way

Cinematic #18: Gina greets Robbie as if nothing strange ever happened. After Robbie shocks her with Electricity Surge, she starts to reveal the possibility of multiple personalities. She runs away to another part of the moon.

Short Term Goals: Turned in to the *Gina Noid*
- Pass through dangerous obstacles to get to Gina Noid
- Defeat chrome fiends that stand in your way

Cinematic #19: Robbie confronts Gina again and challenges her to a race.

Racing: Defeat Gina in a race around the moon!

Cinematic #20: Gina admits losing but soon retreats into nano-bot cyberspace. Robbie follows.

Cyberspace Transition Challenge: Robbie's digital self enters cyberspace with the same mechanic as Transition Challenge #1 with a different art style (similar to Tron with neon colors on a dark background).

Cinematic #21: Digital Robbie catches Gina.   Gina agrees to help him get to Earth and equips him with a protective shield to survive re-entry. Suddenly, Good Gina breaks up with Robbie. She tells him she never wants to see him again and ejects him from the moon..

Transition Challenge: Survive entry into Earth's atmosphere.

Reward: Deployable Platforms, Booster Boot upgrade

Transition Challenges from Chrome Moon
- see *Transition Challenges* section for gameplay details

To Earth: Uses Transition #1, Robbie enters the Earth's atmosphere with a protective shell of nano-bots given to him by Gina

To Space Ship Argos: Uses Transition Challenge #1, then Transition Challenge #2, then Transition Challenge #1 again

Earthen Deathscape

Cinematic #22: Robbie's small figure is seen walking alone among vast dunes and ruins. After being attacked by roving predator bots, Robbie runs into a strange robot named Don Qu1X0T3 who promptly tries to kill him.

Gatekeeper/Mentor Character: *Don Qu1X0T3*

Med Term Goal: Pretend to be Sancho Panza and follow Don around the landscape until he remembers his programming and shows you the way to ROBOTO

Short Term Goals: Turned in to the *Don Qu1X0T3*
- · Battle Don when he tries to kill you and shock him to bring him back to normal
- · Defeat roving predator bots when they attack
- · Gather 5 Iron Alloys, 5 Steel Alloys, and 5 Gold Alloys
- · Gather 4 Widgits, 4 Hoozy-whutzits, and 4 Thingamajigs
- ·

Cinematic #23: After gathering enough tech to bring Don Qu1X0T3 back to normal, Don leads Robbie to the entrance of the caves that house ROBOTO. Together they face the guardian of the entrance to the cave.

Boss Battle: ROBOTO Guardians Two ancient robot statues come to life. Robbie and Don battle them. The enemies can only be damaged by Robbie's Heat Conduction fist power. Don provides cover and distracts the guardians with his vast array of ancient weaponry.

Cinematic #24: Don is damaged in the battle. Robbie straps Don's torso onto his back and takes him down into the caves as his guide.

Transition Challenge from Earthen Deathscape
- see Transition Challenges section for gameplay details

To Caves: Robbie and Don plummet into a seemingly bottomless pit. Gameplay uses the mechanic from Transition #1, but the tether is used as in Transition #2.

ROBOTO Cave

Cinematic #25: Robbie and Don recover from their fall. Don is wedged between machinery. Robbie searches for a way to free him.

Gatekeeper/Mentor Character: *Don Qu1X0T3*

Short Term Goals: Turned in to the *Don Qu1X0T3*
- · Battle ancient sentry bots when they attack
- · Repower the lights and machinery in the cave by reaching and shocking all the energy nodes inside

Cinematic #26: The lights reveal that Don is wedged between ROBOTO's toes. Robbie learns that he must gather alloys and tech, as well as a source of power, to bring ROBOTO back to life.

- · Gather 5 Aluminum Alloys, 5 Copper Alloys, and 5 Gold Alloys
- · Gather 4 Gizmos, 4 Doo-hickies, and 4 Whachemakalits
- · Rip open the ancient power conduit, and use Robbie's body to complete the circuit to repower ROBOTO
- ·

Cinematic #27: ROBOTO awakens, Robbie picks up Don and climbs into ROBOTO. They blast through the ceiling.

Transition Challenge from ROBOTO Cave

- see *Transition Challenges* section for gameplay details

To Deathscape: Robbie and company blast back up the bottomless pit using the same mechanic from Transition #1.

Back to Earthen Deathscape

ROBOTO: Robbie leads ROBOTO through the Deathscape. Enemies are no longer the threat they used to be.

Optional Goals: Gather all remaining technology and alloys.

Transition Challenge from Deathscape

- see *Transition Challenges* section for gameplay details

To Chrome Moon: Robbie and company blast up through Earth's atmosphere using the mechanic from Transition Challenge #1

Back to Chrome Moon

ROBOTO: Robbie leads ROBOTO through the Chrome Moon. Enemies are no longer the threat they used to be.

Cinematic #28: ROBOTO begins to exterminate all nano-bots on the moon. Robbie has a change of heart and shuts ROBOTO down before it destroys the nano-collective.

Boss Battle: Gina Noid: Robbie confronts and defeats Gina and her collective with his own power. During the fight, he has to contend with both Good and Evil Gina. Robbie defeats Gina with a combination of Conduit power attacks and platform challenges. Gina retreats into cyberspace (again).

Transition Challenge: Robbie's digital self enters cyberspace with the same mechanic as Transition Challenge #1 with a different art style (similar to Tron with neon colors on a dark background).

Cinematic #29: Digital Robbie catches Gina. It is revealed that the nano-collective is made up of thousands of human minds from before the human apocalypse. Gina's good side agrees to help Robbie to stop Evil Gina's instinct to bring all of the rest of humanity into the nano-collective. Evil Gina escapes and takes over ROBOTO. ROBOTO heads to the sun to power up for a final sweep of humanity and robots alike.

Transition Challenges from Chrome Moon

- see *Transition Challenges* section for gameplay details

To Earth: Uses Transition #1, Robbie enters the Earth's atmosphere with a protective shell of nano-bots given to him by Gina

To Space Ship Argos: Uses Transition Challenge #1, then Transition Challenge #2, then Transition Challenge #1 again

To the Sun: Uses Transition #1, then Transitions #2 and #3, the sequence ends with another Transition #1

(Near) **The Sun**

Fight ROBOTO immediately: The player can choose to immediately leave the Chrome Moon to fight ROBOTO and end the story there. After the ending cinematic and credits, the player can continue to explore the solar system to complete any leftover goals.

Fight ROBOTO after 100% Completion: If the player revisits all the levels to complete all leftover goals and find all alloys and technology, another cinematic will play after the credits.

Final Boss Fight: ROBOTO: In this action-packed climax, Robbie and Gina join forces to defeat Evil Gina's ROBOTO and its photonic powers. Robbie can use his enhanced power to absorb the light energy that ROBOTO uses as a weapon and return a portion of that attack. Gina's nano-bots then help Robbie tether and boost his way in towards ROBOTO using all the 3 transition mechanics to get close to ROBOTO. Robbie uses the energy he absorbed and a lot of momentum to super-punch ROBOTO and score hits. Eventually, Good Gina is able to get into ROBOTO and defeat Evil Gina for good (or at least, for now).

Ending Cinematic: Evil Gina is defeated. Robbie and Gina have a character moment together. Gina appears to be back to normal and seems to have expunged Evil Gina. However, at the last minute Evil Gina returns and injures Robbie. Good Gina regains control long enough to sacrifice herself by dragging her and Evil Gina into the sun. Robbie is unable to stop her. Good Gina promises that part of her will always be with Robbie.

Credits: As the credits roll, Robbie's damaged body is seen in the background floating limp in space. The Argos gradually comes into view and human astronauts recover the depressed Robbie.

Ending Cinematic Continued: Shots are seen of chrome fiends deactivating as they attack human survivors. Millions of human-like figures start to emerge from the surface of the Chrome Moon. The human astronauts recover a hover-board with a green, glowing inlay.

Bonus Ending Cinematic: After the credits, the camera pans over the surface of the sun. The silhouette of a giant robot is visible as well as the flash of green and orange eyes.

Reward for Completing the Game Story: Gina's Hoverboard

Additional 100% bonus: NPCs across the game world will have nicer things to say to the player if he/she beat ROBOTO after getting 100% completion. They will also explain the complete history of Machine City and the events up to and after the human apocalypse.

Beat Chart
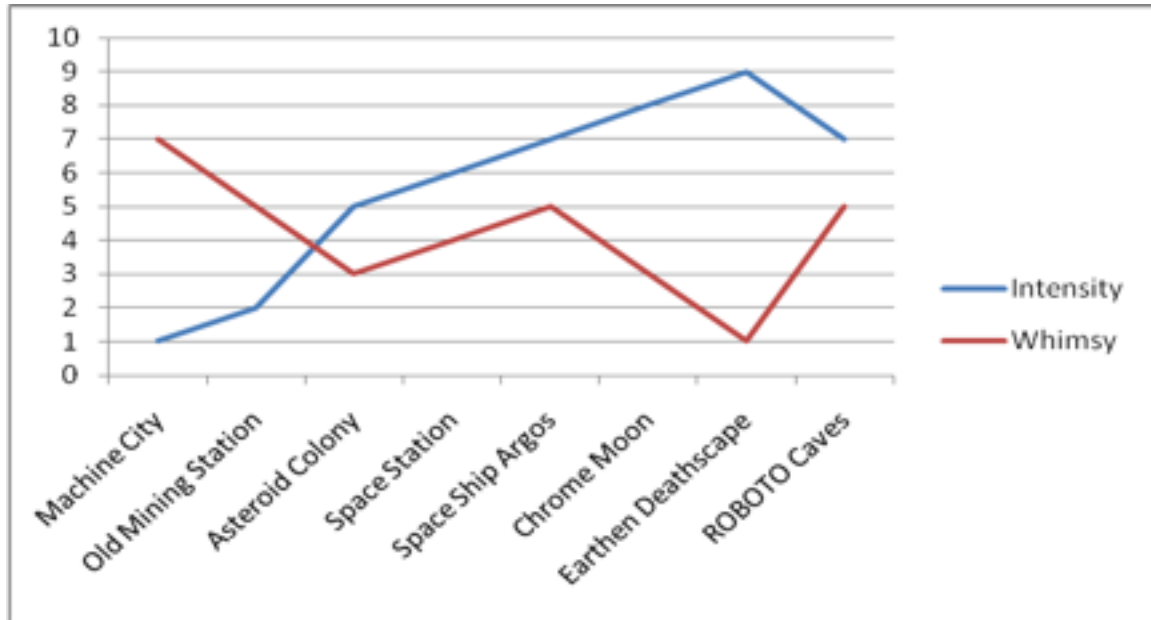
Hours of Gameplay

The estimated total hours of gameplay is 25 hours. The game length could be as long as 40 hours if the player collects 100% of the objects. Game length is further extended with the addition of DLC content

Victory Conditions

The player can continue to explore the Solar System even after defeating ROBOTO and completing the game's story. This allows for DLC content to be introduced over time. The players have the choice to fight ROBOTO immediately when they get the chance or wait until they have achieved 100% completion before the final battle. If ROBOTO is defeated after the player completes 100% of the game, he/she will be rewarded with additional story content from NPCs.

Camera

Overview

This game uses a variable third-person camera system. This means that the player can rotate the camera around the character at any time for a better view of the game world. The player can zoom in with his crossbow for a first-person view.

Third-person View - default
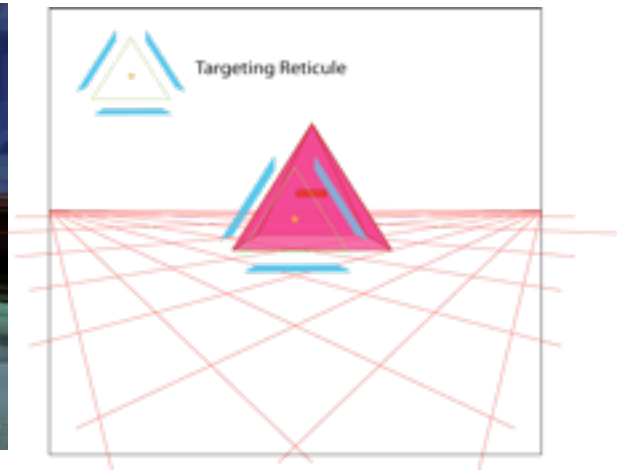
First-person View - Hold L2

Robbie can control the 3rd-person camera with the *Right Analog Stick*. This rotates the camera around Robbie to whatever position is desired.

Game Characters

Overview

legendary tale of love, loss, and one robot's quest for answers in an unfamiliar world. There are many characters in the game. Many of these characters serve as gatekeepers that open the way for Robbie as he progresses through the game.

Robbie Conduit - *Protagonist*

Reference Art: Hajime Sorayama

Robbie Conduit is a carefree young robot who just wants to ride around space on his hoverboard. He and his fellow robots have been watching human media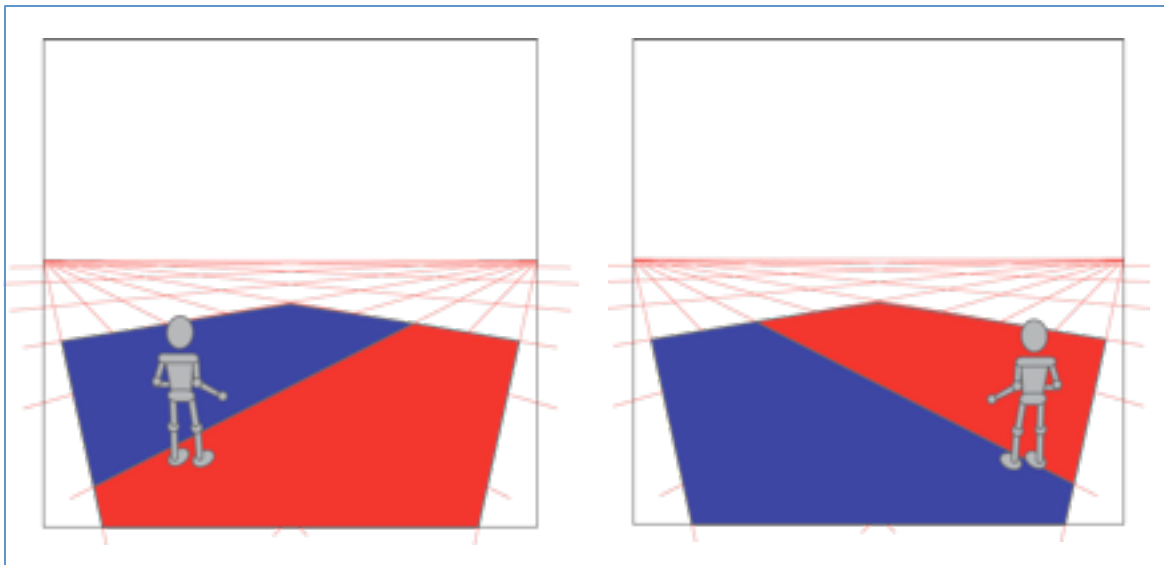 for over one hundred years, and have developed an affection for humans and their lifestyles. Robbie loves to run and jump through the city and take part in robot games and extreme robot sports like space jumping.

Robbie quickly falls in love with Gina soon after she appears in Machine City. He will continue to chase her throughout the game in his search for ROBOTO. Robbie refuses to give up on Gina despite all she does to destroy humanity. Robbie maintains a positive attitude about the world through many hardships, and inspires everyone he meets to keep surviving.

Later in the game it is revealed that Robbie is the final experiment of Professor Eon. Professor Eon is the last survivor of the inventors of ROBOTO, and Robbie is his hope for a solution to their destructive power. Robbie's body is designed to become a conduit for many different forms of energy. This allows him to asborb and redirect electricity, heat, and enemy attacks. Robbie is also nearly indestructible, and equipped with a variety of weapons and gadgets that aide him in his journey through the solar system.

Gina Noid - *Antagonist*

Reference Art: Hajime Sorayama

Gina Noid is a complicated individual. She appears in the beginning of the game as a match for Robbie in all the robot sports and games. She seems good-natured and curious about the world. However, she abandons Robbie and Machine City when he discovers that the humans have located her and will attack.

Gina is actually an artificial intelligence invented to watch over the digitized minds of millions of humans who wished to survive the human apocalypse. She has been keeping those minds content in an idealized virtual world. When Gina tries to decide what to do with the humans that survived in space, she is unable to make up her mind. Her interior disagreement leads her to develop two personalities. One is the orange-visored, "evil" Gina who wants to bring all of humanity into the nano-collective. The other is the green-visored, "good" Gina who respects all forms of life.

Over one hundred years have passed since the human apocalypse, and Evil Gina has completely taken over the moon and much of the Solar System. When searching for the last human survivors, she discovers Machine City. Evil Gina takes Good Gina's memory away and sends her into Machine City as a spy.

The two sides of Gina Noid are inseparable. At the climax of the game, Good Gina will sacrifice herself in order to free the Solar System from Evil Gina's insane machinations. She leaves Robbie her hoverboard, which contains a portion of her will and love for Robbie.

Professor Eon - *Gatekeeper/Mentor NPC*

Reference Art

Professor Eon appears in the beginning of the game as a robot scientist who performs regular maintenance and modifications on Robbie. He guides Robbie through the initial tutorials and is the first gatekeeper in the game. Robbie will turn in his first short-term objetvives to Professor Eon so that the Professor can fix Robbie's hoverboard before his race with Gina Noid.

Professor Eon was once a human who worked with the same group of scientists that invented ROBOTO. ROBOTO was to be the solution to the problem of the growing nano-collective, which was seen as a threat to the pre-apocalyptic human population of Earth. Instead of saving the planet, ROBOTO ended up destroying it in order to defeat the nano-collective. The surviving nano-bots retreated to the moon.

Professor Eon brought a group of robots and human scientists into the Asteroid Belt in order to create a society humans and machines could live together. The other human scientists eventually left to help other human survivors, and Professor Eon transferred into a robot body in order to live long enough to complete his final work: Robbie.

Rusty the Robo-dog - *NPC/Gadget*

Reference Art: Hajime Sorayama

Rusty the Robo-dog is Robbie's faithful companion. Robbie finds him on an asteroid early in the game. Robbie can use Rusty to find Alloys and Tech in the Asteroid Belt. Rusty is given to Robbie by the robot elder. Robbie has to leave Rusty with the humans on the Argos in a tearful farewell.

Geiger - *Gatekeeper/Mentor NPC*

Reference Art
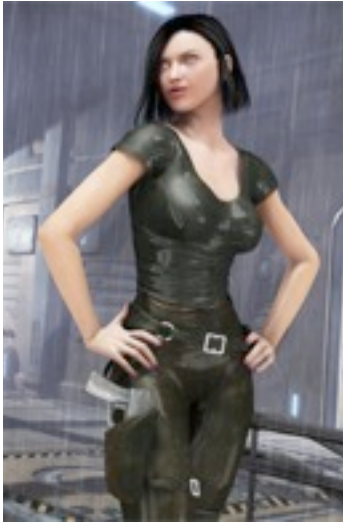
Sora Gieger is the fraternal twin of Chet Geiger. The two humans have been leading bands of human survivors around the Asteroid Belt ever since their parents were killed by the nano-collective. Sora and Chet track down Gina Noid to Machine City early in the game, and attack it. Robbie fends them off, and the two groups start to learn more about each other.

Sora is the gatekeeper NPC for the Space Station and the Space ship Argos. Robbie will return to her to turn in his achieved goals and progress through the game. Robbie will help her defend the other humans from periodic Chrome Fiend invasions.

Unliker her brother, Sora warms up to Robbie very quickly after she witnesses to what extents Robbie will go to defend his friends when they are in danger. She gradually develops feelings for Robbie as the game progresses, and is seen caressing his metal cheek during the closing credits.

Chet Geiger - *Gatekeeper/Mentor NPC*

Reference Art

Chet Gieger is the fraternal twin of Sora Geiger. Chet witnessed the deaths of his parents at the hands of the nano-collective as they sacrificed themselves to save the children of an exploding space station. Chet and Sora led the group of orphans through a harsh childhood in the Asteroid Belt. They later helped establish the Asteroid Colony and are known to all humans survivors left in the Asteroid Belt. Chet likens himself to a *Flash Gordon*-type character and enjoys playing the hero in dangerous situations.

Chet Gieger has a much harder time trusting Robbie. He tries to attack him later in the game, only to see Robbie incapacitate his forces without hurting them. Chet is the gatekeepr NPC for the Asteroid Colony level. Robbie will have to turn in his achieved to goals to Chet even as Chet gives him missions he hope Robbie will not succeed in, like finding the laser-defense-targeting chip on an abandoned asteroid.

After the Asteroid Colony is attacked and Robbie helps defend and repair the station for the colonists, Chet finally starts to trust Robbie. It is at this point that Robbie and the player learn about Chet and Sora's troubled past.

Robot Elder - *Gatekeeper/Mentor NPC*

Reference Art

The Robot Elder is one of the oldest robots in the Solar System. He is the only one who can still the code to access Machine City's Computer Core Archives. Robbie travels to an Old Mining Station in order to find the Robot Elder and gain access to the Archives that will show the location of ROBOTO.

The Robot Elder cannot remember his original name and designation, but is able to help Robbie in his quest. The Robot Elder is the gatekeeper NPC for the Old Mining Station. Robbie will have to bring him certain alloys and tech, repair his house the mining station, and retrieve Rusty the Robo-dog before the Robot Elder will help Robbie find the location of ROBOTO.

The Robot Elder gives Rusty the Robo-dog to Robbie as a reward for all his help, and tells Robbie the access codes to access the Machine City Computer Core. He continues to live alone at the Old Mining Station until the end of the game when human survivors and robots are seen moving in with him.

Don Qu1X0T3 - *Gatekeeper/Mentor NPC*

Reference Art: Picasso

Don Qu1X0T3 is a mad robot who roams the vast Earthen Deathscape. He is a direct reference to the character Don Quixote the classic work by Cervantes. His robot body and horse strongly resemble Picasso's representation of the famous literary hero.

Don Qu1X0T3 is the gatekeeper character of the Earthen Deathscape. Don believes himself to be a medieval knight, and initially attacks Robbie thinking he is an evil magician. Robbie manages to trick Don by playing the part of Sancho Panza (Don's squire) and follows him through the desert and ruins of Earth.

Robbie finds enough tech and alloys in the landscape to repair Don Qu1X0T3 and help him remember his original programming. Don was left on Earth by Professor Eon's group to some day lead someone to the location of ROBOTO. Robbie and Don reactivate ROBOTO together, and go into space. Don ends up living on the Chrome Moon and teaches the nano-humans to live in the real world.

ROBOTO - *Weapon/Final Boss*

Reference Art: Gigantor

ROBOTO is the ultimate weapon that was responsible for the human apocalypse. This robot is powered by sunlight and can emit photonic energy of vast destructive capacity when powered-up. Despite his immense power, ROBOTO has the mind of a child, and is easily coerced and controlled by others.

ROBOTO mistakenly destroyed the humans on Earth when he misunderstood his order to rid the Earth of the nano-collective. In destroying the nano-bots on Earth, he also destroyed the humans as well. Professor Eon left one strong robot, Don Qu1X0T3, on Earth to take the right hero to ROBOTO in order for it to be properly controlled. Robbie is the right hero for that job. At the end of the game, ROBOTO is taken over by Evil Gina and almost destroys all sentient life in the Solar System before Robbie and Good Gina stop him.
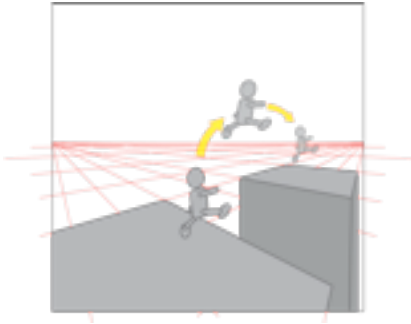
Character Scale

These are the characters with relative size taken into account.

Enemies and Obstacles
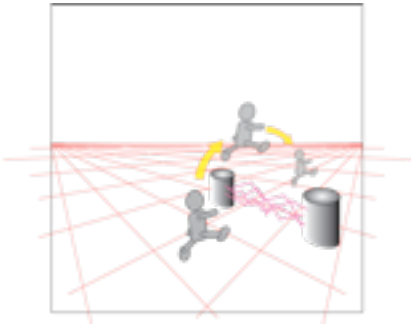
Obstacles and Platform Elements

Pits

Like in any platform game, sometimes Robbie will have to jump across pits to the platform on the other side.

Moving Platforms

This is another well-known platform mechanic. Platforms move and shift, forcing the player to plan their jumps accordingly.
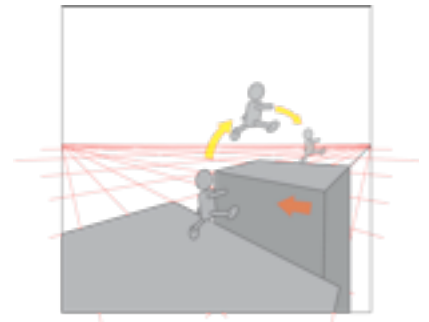
Exposed Circuits

These exposed circuits will injure Robbie by one quarter of his life for each time he hits it. Robbie will have to jump, grapple, or roll his way past this obstacle.

Energy Outlets

These outlets allow Robbie to access electricity or heat and channel it with his Conduit Powers. Robbie will use the blue outlets to charge his Electricity Surge which can power moving platforms, redirect exposed circuits, and shock enemies. The red energy outlet charges Robbie's Heat Conduction ability, which increases his melee attack power.
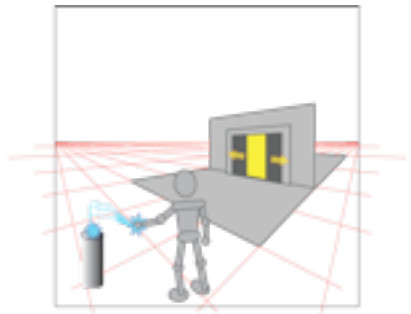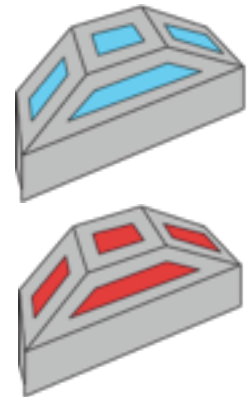
Energy Nodes

If Robbie charges his Electricity Surge ability at an Energy outlet, he can then use that ability on an energy node. Energy nodes power a variety of devices, from platforms to elevators.

Reference Art: Hajime Sorayama

Enemies

Robbie: **Statistics for Comparison.**

Robbie's body upgrades as he progresses through the game. His maximum health and Booster Boot abilities increase after key points in the game. - *see **Booster Boots** for more details*

Robbie Conduit	Level 1	Level 2	Level 3	Level 4	Level 5
Max Health	20 D	30 D	40	50 D	60 D

Human Soldiers

Reference Art

Human Soldiers are among the weakest enemies that attack Robbie in the game. He can easily shut down their with equipment with electricity surge, or a few punches are enough to knock them out without hurting them too badly. However, they sometimes carry special weapons that can damage Robbie greatly if he gets caught. Human Soldier attacks are also quite accurate.

Human Soldier	Speed	Attack	Health	Special	Range	Accuracy	Size
Soldier	10 RL/sec	2 D	5 D	7 D	15 RL	75%	1.2 RL
Captain	15 RL/sec	3 D	10 D	12 D	25 RL	85%	1.3 RL

Reference Art

Human Mechs

Human Soldiers get inside these mechanized suits to greatly increase their attack power. These enemies have powerful attacks, but are slow and have low accuracy. Mechs can so perform special attacks like heat-seeking missiles that can badly damage Robbie if he is caught by them.

Human Mech	Speed	Attack	Health	Special	Range	Accuracy	Size
Soldier Mech	5 RL/sec	7 D	25 D	50 D	20 RL	50%	5 RL
Captain's Mech	5 RL/sec	10 D	35 D	70 D	30 RL	75%	5 RL

Chrome Fiends

Chrome Fiends are enemies spawned from the nano-collective. They take many forms and shapes in the game, and can utilize melee and projectile attacks.

| Chrome Fiends	Speed	Attack Melee	Attack Projectile	Health	Range	Accuracy	Size
Chrome Drone	10 RL/sec	5 D	X	10 D	3 RL	100%	1.5 RL
Chrome Wasp	20 RL/sec	2 D	1 D	5 D	15 RL	60%	,3 RL
Chrome Sphere	15 RL/sec	X	5 D	15 D	20 RL	80%	1 RL
Chrome Brute	10 RL/sec	10 D	2 D	20 D	15 RL	60%	3 RL

Chrome Fiend Predators

Evil Gina has many chrome fiend predators wandering the Earthen Deathscape in search of any unwanted visitors. These deadly machines are very quick and have powerful melee attacks. Don't let Robbie get surrounded!

Chrome Predator	Speed	Attack	Health	Range	Accuracy	Size
Chrome Jackal	20 RL/sec	10 D	25 D	5 RL	65%	.7 RL
Chrome Cheetah	30 RL/sec	15 D	35 D	10 RL	90%	1.2 RL
Chrome Dinosaur	20 RL/sec	20 D	50 D	7 RL	75%	7 RL

Robot Sentries
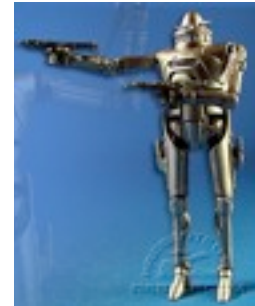
Certain areas of Earth and the Asteroid Field are still guarded by robot sentries left over from the war against the nano-collective. These enemies are very accurate and take a lot of damage before they shut themselves down for self repair. Once ROBOTO is defeated, these robots are seen wandering out of the caves of ROBOTO, their war finally over.

Robot Sentry	Speed	Attack	Health	Range	Accuracy	Size
Sentry Bot	20 RL/sec	20 D	50 D	5 RL	75%	3 RL
Enforcement Bot	30 RL/sec	30 D	75 D	10 RL	85%	5 RL

Boss Enemies

Chrome Fiend Warship

Gina's nano-collective corrupted these human warships long ago. Robbie will have to destroy two of these in the game. Robbie will use his shield powers to absorb the warship's attacks, and then use Transition mechanics #1 and #3 to make his way to the warship. He will deal the warship a super-powered space punch to score a hit. The ship will go down after four hits.
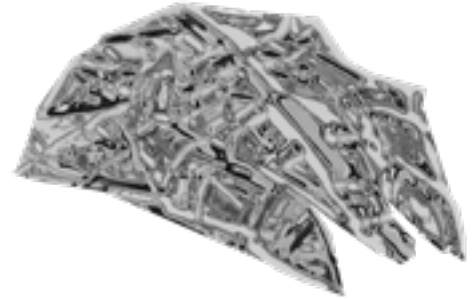
ROBOTO Guardians

These two giant robot statues have been guarding ROBOTO for generations. They have kept Gina's Chrome Predators from destroying ROBOTO within the cave, but cannot tell enemy from ally. Robbie and Don will face off against these powerful enemies. Don will provide distractions so that Robbie can charge in with his heated fists to cause damage. The Guardians can take 100 D each.

Reference Art: Hajime Sorayama

Gina Noid

Gina Noid will fight Robbie on the Chrome Moon after Robbie shuts down ROBOTO. Good and Evil Gina will alternate attacks against Robbie. Robbie will have to shock them in turn, and then platform and grapple close enough to one to score hits. Each Gina has 125 D for health. After the battle, Good Gina will admit that she was forced to fight Robbie by Evil Gina in defense of the nano-collective's millions of digitized human minds.

ROBOTO

ROBOTO is the final boss of the game, who is fought near the sun. Evil Gina had taken over the child-like robot, and was going to use it to purge the Solar System of all biological life. Robbie fights ROBOTO the same way he fights the Chrome Warships, he absorbs an enemy attack, uses Transition Mechanics #1 and #3 to get close, and scores a hit with a Super-powered Space Punch.

The Game World

The world of ROBOTO is comprised of two different types of levels. The first type are level areas, and the second are the transition challenges. These two types of level link together into a network. This allows the player to move back and forth in the levels freely disrupting the gameplay experience.

*- see **Features: Level Network and Transition Challenges** for more details -*

Level Areas

These are the large, explore-able 3D areas where Robbie runs, jumps, fights, and collects items in traditional platform style.

Transition Challenges

Transition Challenges are special gameplay challenges where Robbie must survive the trip from one point in space to the other. This gameplay takes the place of loading screens and menus that usually control how a player changes levels.

The World Layout

Overview

Below is a diagram of the ROBOTO Game World. Level Transitions are represented with white lines, and the level areas are labeled.

Put together using Reference Art
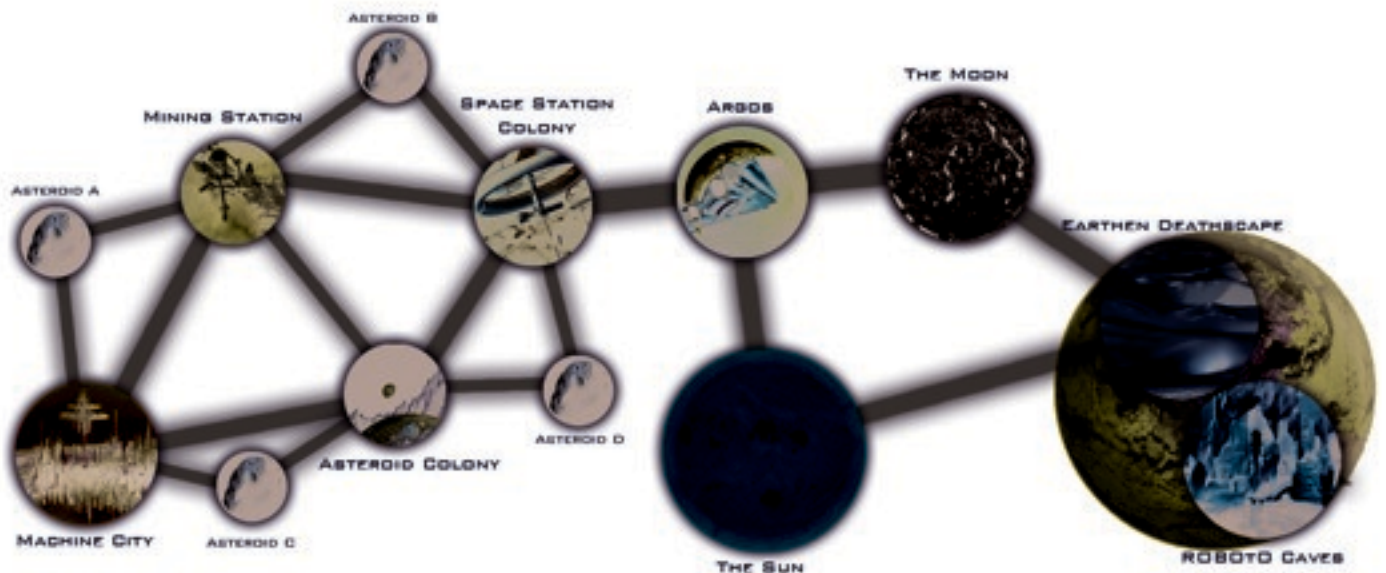
Machine City

Reference Art

Machine City is the first level in the game and Robbie's home. It is a thriving metropolis of sentient robots. Machine City was founded by a group of robots and scientists who wanted to a peaceful life away from the nano-collective. Robbie will revisit Machine City as he progresses through the game to unlock new secrets about the history of the Solar System.

Machine City Item Inventory	Thingamajigs	Titanium Alloy
Needed for Progress	7	3
Total	10	5

A Platform Tutorial

Thingamajig

Titanium Alloy

B Chief Engineer-bot

C Combat Area

D Computer Core

Player Start

Launch Point

Player Path
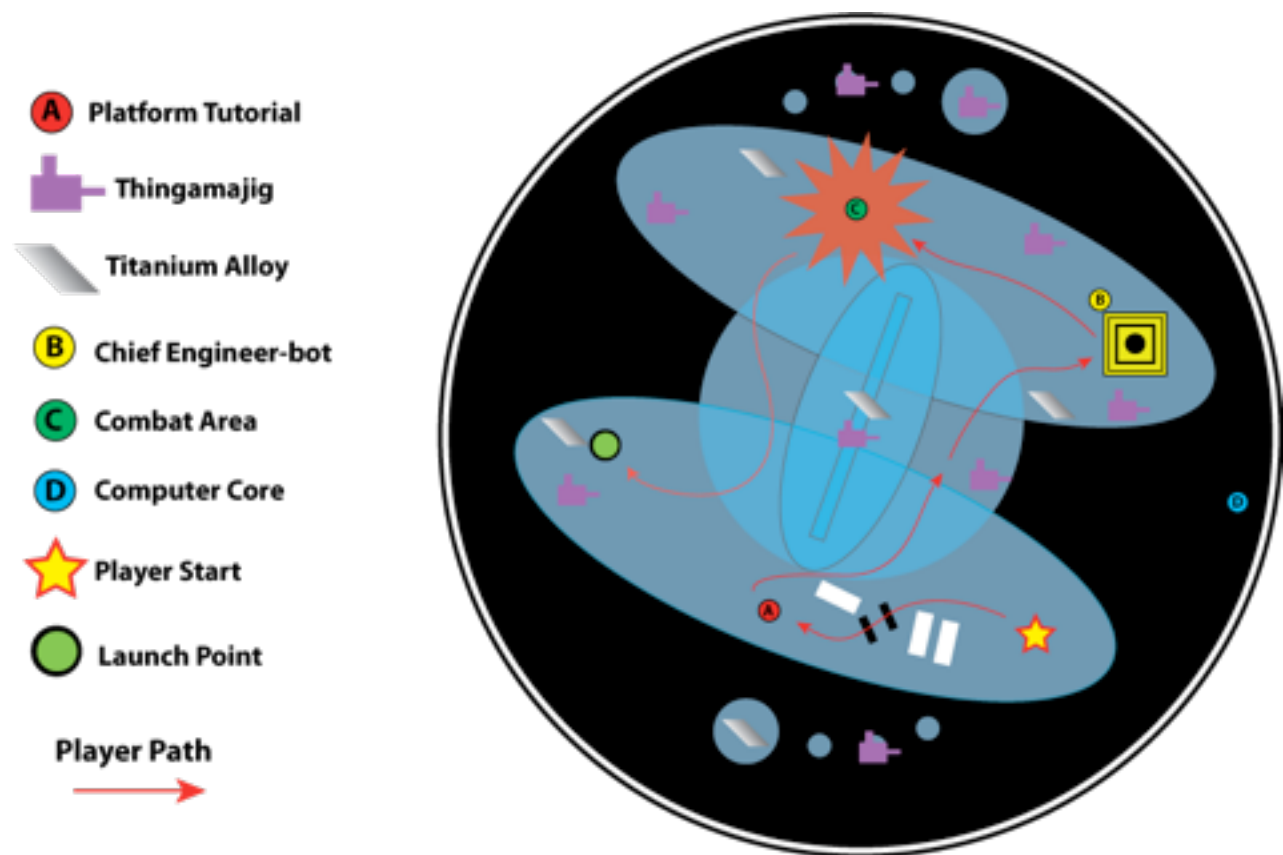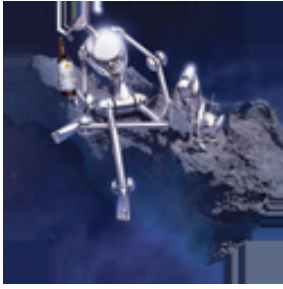
Old Mining Station

The Old Mining Station is an ancient counterpart to Machine City. However, while Machine City has grown in the hundred years since its founding, the Old Mining Station has only grown old and abandoned. The Robot Elder lives here with his Robo-dog, Rusty. Robbie will repair the Robot Elder's house after it is destroyed by an invasion of Chrome Fiends.

Old Mining Station	Steel Alloy	Aluminum Alloy	Whachemakalits	Gizmos
Needed for Progress	3	2	3	2
Total	5	5	5	5

Asteroid Colony

Reference Art

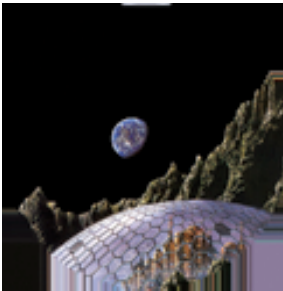The Asteroid Colony was founded by Chet and Sora Geiger after they and a group of orphans escaped from an exploding space station. Robbie will earn his keep here by repairing the damaged station after battles with Chrome fiends. He will also help activate the laser defense system to make the Asteroid even safer.

Asteroid Colony	Gold Alloy	Iron Alloy	Thingamajigs	Widgits
Needed for Progress	4	3	4	3
Total	8	8	7	7

Space Station

Reference Art

This is the last human orbiting station. Humans have managed to salvage a life here with plants and animals to create an interior environment. Robbie will have to do maintenance on the outside of this area before the inhabitant will let him inside. Robbie will have to defend this station from viscious Chrome Fiend attacks.

Space Station	Gold Alloy	Iron Alloy	Titanium Alloy	Thingamajigs	Widgits
Needed for Progress	2	3	4	4	3
Total	8	8	7	7	7

Space Ship Argos

This is the last human warship. Robbie will activate energy nodes on the outside, repair battle damage, and reactivate energy nodes before the crew will let him inside. The Argos crew also keeps plants and animals inside their ship. Robbie will have to defend this ship from invasions of Chrome Fiends.

Reference Art

Chrome Moon
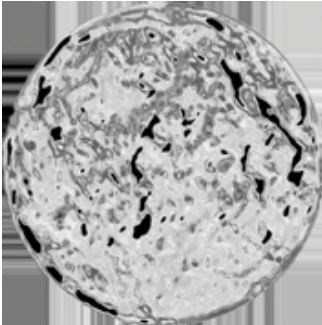
Robbie will have to survive the Chrome Moon before he can get to Earth. This obstacle course will involve combat with Chrome Fiends and dangerous obstacles.

Earthen Deathscape

This vast area holds many lost pieces of tech and alloys. Roving chrome predators wander the landscape in search of heroes like Robbie. Here, Robbie will meet Don Qu1X0T3 and learn the location of ROBOTO from the mad robot.

Earthen Deathscape	Gold Alloy	Iron Alloy	Steel Alloy	Thingamajigs	Widgits	Hoozy-whutzit
Needed for Progress	5	5	5	4	4	4
Total	10	10	10	8	8	8

These caves house the long lost ROBOTO. Robbie and Don will travel into these caves to find and repair ROBOTO. This area is patrolled by ancient robot sentries.

ROBOTO Caves	Gold Alloy	Copper Alloy	Aluminum Alloy	Whachemakalits	Gizmos	Doo-hickies
Needed for Progress	5	5	5	4	4	4
Total	10	10	10	8	8	8

Asteroids

Robbie will travel to asteroids in his journey in search of rare objects and adventure.

Asteroid A	Steel Alloy	Iron Alloy	Gizmos	Thingamajigs
Needed for Progress	2	2	1	2
Total	5	5	3	5

Asteroid B	Gold Alloy	Aluminum Alloy	Doo-hicky	Whachemakalit
Needed for Progress	2	2	1	2
Total	5	5	3	5

Asteroid C	Copper Alloy	Titanium Alloy	Gizmos	Widgets
Needed for Progress	2	2	1	2
Total	5	5	3	5

Asteroid D	Copper Alloy	Aluminum Alloy	Doo-hicky	Hoozy-Whutzit
Needed for Progress	2	2	1	2
Total	5	5	3	5

Cinematic and Story Details

Machine City

Opening Cinematic: Machine City is introduced through establishing shots. Robbie is seen flying through Machine City on his favorite hover-board. The audience sees that he is the coolest robot around with lots of adoring robot friends and fans. The robots are shown to be familiar with humans from film, music, and television shows they seem to have access to. The robots seem to have a fun-loving natures similar to the characters from the human media.

Gameplay: *Professor Eon* is introduced. Robbie tries out his latest modifications in a tutorial that introduces running, jumping, and obstacles.

Cinematic #1: Gina is introduced as someone new to town that is able to compete with Robbie at being the best at all the extreme robot sports and games. Robbie is intrigued and challenges her to a hover-board race. Robbie crashes his board trying to show off, and needs to repair it for the race. Robbie and Gina share a quiet character moment riding on her hoverboard together around the city. This is where Robbie falls hopelessly in love with Gina.

Gameplay: The player sees and learns more about Machine City as Robbie makes his way to the other side of the city. The player explores and collects items on the way to purchase a new hover-board motor from the *Chief Engineer-bot*, and on the way back to Professor Eon as well.

Cinematic #2: Gina disappears mid-way through the race, Robbie searches for her but can't find her in Machine City. Shortly after, strange ships appear and start to attack Machine City. An unknown type of robots land and start to invade.

Gameplaye: Robbie fights the strange robots with his usual kicks and punches. After a battle where Robbie declares his intent to protect his friends, the new robots stop suddenly. The robots are revealed as mech suits with human occupants.

Cinematic #3: The robots and humans face off. Eventually, Professor Eon breaks the silence and both groups give in to their curiosity. The invaders, Chet and Sora Geiger, are introduced as human soldiers trying to find Gina. They believe her to be the hive-mind of the nano-collective that is hunting down the surviving humans in the Asteroid Belt. Sora tells the legend of ROBOTO, the lost robot who could challenge the nano-collective. Robbie vows to find and reactivate ROBOTO in order to save humanity, but secretly wants to confront Gina on a more personal level. In order to find ROBOTO, Robbie must access the Machine City archives. However, the only robot old enough to remember the code to access it is on an old mining station.

Gameplay: Robbie can explore Machine City further or leave for the Old Mining Station via a Transition Challenge. He will eventually return to Machine City to learn the location of ROBOTO.

ROBOTO Cinematic: The Computer Core gives some history of the Machine City and humanity as a whole before and after the human apocalypse. A portion of Machine City's history as a collection of surviving friendly robots and a small group of scientists is revealed. It is also revealed that ROBOTO was responsible for the human apocalypse, not the nano-collective.

Old Mining Station

Cinematic #4: Establishing shots of the mining station in extreme disrepair. The *Robot Elder* is discovered asleep (deactivated) while floating in space. Robbie reactivates the Robot Elder with *Electricity Surge*. The old robot cannot remember his original name, but agrees to help Robbie get into the Machine City archives to find the location of ROBOTO. However, Robbie must first help rebuild the Old Mining Station and find *Rusty the Robo-dog*.

Gameplay: Robbie completes the puzzle to rebuild the Old Mining Station in the Puzzle Tutorial.
Cinematic #5: The Robot Elder promises to help Robbie if Robbie helps repair the mining station and find his faithful Robo-Dog, Rusty.

Gameplay: Robbie explores the surrounding area. and collects tech and alloys for the Robot Elder. The player must travel to Asteroid C to retrieve Rusty the Robo-dog before the Robot Elder will tell Robbie the code to the Machine City archives.

Cinematic #6: The Robot Elder tells Robbie the pass-codes to open previously-locked sections of the Machine City's computer core. He also gives Rusty the Robo-dog to Robbie as a reward for all of Robbie's help.

Gameplay: Robbie can go back to the Machine City to access the computer core at any time. However, he cannot progress past the Space Station until he has learned the location of ROBOTO.

Asteroid Colony

Cinematic #7: Establishing shots of the Asteroid Colony in a semi-pristine state. Chet Geiger "mistakenly" sends soldiers and mechs to destroy Robbie as he approaches the Asteroid Colony.

Gameplay: In the ***Space Combat*** tutorial, Robbie uses his *Tether* and *Electricity Surge* powers to incapacitate the human enemies without hurting them.

Cinematic #8: After Robbie rescues all the soldiers and mechs he defeated, Chet confronts him and presents Robbie with a series of "impossible" tasks. Chet still distrusts Robbie and all machines with him.

Gameplay: Robbie explores the area to find tech and alloys. He rebuilds portions of the colony and must travel to Asteroid B to retrieve the laser-defense-targeting chip in order to progress.

Cinematic #9: Chet reluctantly accepts Robbie as a good guy and shows him the way to the Space Station. Chet warms up to Robbie and tells more about his and Sora's harsh past surviving in the Asteroid Belt, which reveals the origin of his deep distrust of machines.

Space Station

Cinematic #10: Establishing shots of the Space Station in a semi-pristine state. Sora Geiger invites Robbie in through the airlock. Establishing shots of the Space Station interior. This is the last fully functional rotating space station in the solar system. The human occupants still do not trust Robbie as he is a machine. Sora however, trusts him and recruits him to help in maintaining the space station from the outside.

Gameplay: Robbie travels inside and outside the space station finding alloys and tech as well as recharging power nodes. The station is attacked by *Chrome Fiends*, and Robbie defends the station from outside. Afterwards, he repairs the damage to the station before going back inside.

Cinematic #11: The other humans besides Sora accept Robbie fully, and show him around the station. A huge wave of chrome fiends arrives and attacks the space station again. The inside houses gardens and animal specimens from Earth's past.

Gameplay: Robbie can continue to explore the station, or go back to Machine City to learn the location of ROBOTO if he has not done so already. A large group of Chrome Fiends and a Chrome Warship attack the station. Robbie must win the boss battle and destroy the Chrome warship

Cinematic #12: The damage is too much for the station. It starts to break apart. The humans inside are saved by the sudden arrival of the Space Ship Argos. The chrome fiends are routed, and the Argos leaves for a trip to Earth. Robbie is tethered outside the ship as the Argos's crew does not yet trust him.

Asteroids A-D

Asteroid Cinematics: There is an opening and closing cinematic for each of the four asteroids in the basic version of the game. The opening cinematic shows the valuable items to collect, and the closing shows Robbie leaving.

Space Ship Argos

Cinematic #13: Establishing shots of Robbie being towed behind the Argos. He is invited to repair parts of the ship from the outside. The Space Station blows up behind them.

Gameplay: Robbie deactivates power nodes, welds broken seams, and reactivates power nodes in repairing the battle damage to the Argos. Chrome fiends attack, and Robbie helps to defend the ship.

Cinematic #14: The Argos crew trusts Robbie and invites him into the Argos. It is revealed that some plants and animals were rescued from the Space Station and added to the Argos's own interior environments.

Gameplay: Robbie explores the space station as he repairs broken seams and machinery. Here he can learn about the humans on the ship and their history by overhearing conversations from the crew.

Cinematic #15: A huge wave of chrome fiends arrives and attacks the space station again. Another Chrome warship is sighted.

Gameplay: Robbie helps deflect attacks from the warship, then defeats it in a spectacular battle.

Cinematic #16: The Argos crew and Robbie decide that the area is too dangerous for the Argos. Robbie volunteers to be ejected from the ship and shot toward the Chrome Moon. Robbie says goodbye to Sora, who gives him a goodby kiss on his cheek area. Robbie says goodbye to Rusty as well.

Chrome Moon

Cinematic #17: Establishing shots of Robbie and Rusty landing on the moon. Layers of nano-bots living on the surface have given the moon the look of having been dipped in chrome. Robbie is immune to the nano-bots, but still has a hard time getting around because of the chrome fiends and obstacles trying to kill him.

Gameplay: Robbie runs and jumps to survive the surreal chrome landscape and its attempts to kill him by any means. Robbie is just too fast to reach, and too tough to kill.

Cinematic #18: An unfamiliar Gina greets Robbie as if nothing strange ever happened. She tries to trap him, but Robbie shocks her with *Electricity Surge*. Gina starts to reveal the possibility of multiple personalities. Her visor color and personality changes from friendly green to menacing orange and back again. She runs away to another part of the moon.

Gameplay: Robbie runs and jumps to survive the surreal chrome landscape and its attempts to kill him by any means. Robbie is just too fast to reach, and too tough to kill.

Cinematic #19: Robbie confronts Gina again and challenges her to a race. If Robbie wins, she has to help him get to Earth. If she wins, Robbie will join Gina's collective. The offer to race triggers something within Gina who turns to friendly green and accepts.

Gameplay: As the race ensues, Robbie and Gina flirt and it seems that things are getting back how they were in Machine City. Robbie wins the race.

Cinematic #20: Gina admits losing but soon suddenly reverts to her orange color and personality. She retreats into nano-bot cyberspace. Robbie follows.

Gameplay: Robbie and Evil Gina (orange) argue with each other as they zoom through the neon landscapes of cyberspace.

Cinematic #21: Digital Robbie catches Gina and she changes again. Good Gina (green) agrees to help him get to Earth and equips him with a protective shield to survive the Earth's atmosphere. Suddenly, Good Gina breaks up with Robbie. She tells him she never wants to see him again and ejects him from the moon.

Earthen Deathscape

Gameplay: Robbie uses Good Gina's shield to enter Earth's atmosphere relatively unscathed in a breathtaking re-entry scene. The nano-shield unfolds as a parachute and Robbie is able to survive the rest of the fall with his booster boots. He lands in a vast desert landscape.

Cinematic #22: Robbie's small figure is seen walking alone among vast dunes and ruins. This is a low point for him.   He was dumped by Good Gina, and doesn't know why, or whether ROBOTO is even worth finding. After being attacked by roving predator bots, Robbie runs into a strange robot named Don Qu1X0T3, who promptly tries to kill him. The mad robot thinks he is a medieval knight and that Robbie is an evil necromancer from the sky. Robbie shocks him which resets his memory. Robbie learns that if he pretends to be Don Qu1X0T3's squire he can follow the mad robot around to find out more about the Earthen Deathscape.

Gameplay: Don Qu1X0T3 will periodically forget who Robbie is and try to kill him again. Robbie can shock him which resets Don's short-term memory and buys some time before Don attacks again. Robbie looks for tech and alloys to rebuild Don enough so that he might lead Robbie to ROBOTO.

Cinematic #23: Robbie finally gathers enough tech to bring Don Qu1X0T3 back to normal. The newly sane Don Qu1X0T3 is still quite eccentric and continues to think he's a knight. However, he also remembers his old programming and original function to lead someone to ROBOTO. Robbie and Don travel to the entrance of the caves that house ROBOTO. Together they face the guardian of the entrance to the cave.

Gameplay: Robbie and Don face two great statues that come to life on both sides of the entrance to the cave. They are very strong, and can only be damaged by Robbie's Heat Conduction fist power. Don provides cover and diversion with his vast array of ancient weaponry.

Cinematic #24: Don is damaged in the battle. Robbie straps Don's torso onto his back and takes him down into the caves as his guide. Don is surprised that Robbie does not abandon him.

Gameplay: The two plunge into a bottomless pit during the Transition Challenge.

ROBOTO Cave

Cinematic #25: Robbie and Don recover from their fall. Don is wedged between machinery. Robbie searches for a way to free him.

Gameplay: Robbie explores around in the dark and reactivates energy nodes one by one.

Cinematic #26: The lights reveal that Don is wedged between ROBOTO's toes. Robbie learns that he must gather alloys and tech, as well as a source of power, to bring ROBOTO back to life.

Gameplay: Robbie finds the necessary tech and alloys to repair ROBOTO. He then rips open an ancient power conduit and uses himself to complete the circuit and shock ROBOTO into reactivation.

Cinematic #27: ROBOTO awakens, Robbie picks up Don and climbs into ROBOTO. They blast through the ceiling.

Back to Earthen Deathscape

Gameplay: Robbie drives ROBOTO back through the desert, and can see the ruins from a larger perspective. ROBOTO then takes off and launches through Earth's atmosphere toward the moon.

Back to Chrome Moon

Cinematic #28: ROBOTO and Robbie land on the moon. ROBOTO begins to exterminate all nano-bots on the moon. Robbie has a change of heart and shuts ROBOTO down before it destroys the nano-collective.

Gameplay: During the final battle with Gina, Robbie has to contend with both personalities. He defeats her after a spectacular battle, and follows her into cyberspace for another battle.

Cinematic #29: Digital Robbie catches Gina. It is revealed that the nano-collective is made up of thousands of human minds from before the human apocalypse. Gina is an AI created to oversee these human minds. The AI suffered an internal disagreement which split Gina's personality in two. One side wanted to protect human survivors, while the other wanted to save them form themselves by absorbing them into the nano-collective. Gina's good side agrees to help Robbie to stop Evil Gina, but Evil Gina escapes and takes over ROBOTO. ROBOTO heads to the sun to power up for a final sweep of humanity and robots alike.

(near) The Sun

ROBOTO Boss Fight: Robbie combines powers with Gina to redirect ROBOTO's energy against him and attack him with super-powered space punches.

Ending Cinematic: Evil Gina is defeated. Robbie and Gina have a character moment together and finally kiss. However, Gina doesn't know if she can control Evil Gina forever.   Sure enough, at the last minute Evil Gina returns and injures Robbie when his back is turned. Good Gina regains control long enough to sacrifice herself and Evil Gina. Good Gina retakes ROBOTO and flies them all into the sun. Robbie is unable to stop her. Good Gina promises that part of her will always be with Robbie.

Credits: As the credits roll, Robbie's damaged body is seen in the background floating limp in space. The Argos gradually comes into view and human astronauts recover the saddened Robbie.

Ending Cinematic Continued: Shots are seen of chrome fiends deactivating as they attack human survivors cut with shots of Sora examining and repairing Robbie. The human astronauts outside the Argos recover a hover-board with a green, glowing inlay, and bring it into the ship. Meanwhile, millions of human-like figures start to emerge from the surface of the Chrome Moon. They are the digitized human minds that Gina had kept content in a virtual world. The chrome humans start to interact with each other and build structures.

Bonus Ending Cinematic: After the credits, the camera pans over the surface of the sun. The silhouette of a giant robot is visible with a flash of glowing green and orange eyes.

Additional 100% bonus: NPCs across the game world will have nicer things to say to the player if he/she beat ROBOTO after getting 100% completion. They will also explain the complete history of Machine City and the events up to and after the human apocalypse.

Musical Scores and Sound Effects

Overview

The unique visual style of ROBOTO also needs a unique style for its music and sound effects..

Sound Design

SFX

ROBOTO will use the vocabulary of well-known sound effects of Hannah-Barbera which will make for both a recognizable and legal sound palette.

Voice-Over

This game will require a lot of voice acting. However, it would be better to use unknown voice actors to save money in the budget for level design.

Music

The themes of ROBOTO will involve a contrast of styles. The Machine City and Chrome Moon environments will include a soundtrack inspired by artists like **Dan Deacon and Daft Punk**. The human-run environments will involve a more organic style of **bluegrass and acoustic instruments**.

Extra Miscellaneous Stuff

Overview

Robot dance contests!!

After 100% completion, a music video where Robbie leads the cast in a rendition of the song Mr. ROBOTO by Styx is unlocked.

For an alternative play controller, the Power Glove could be revived. The player would wear two power gloves. The left power glove would activate Robbie's shield when he squeezes his fist. The forearm crossbow would be activated and aimed by the right power glove.

APPENDICES
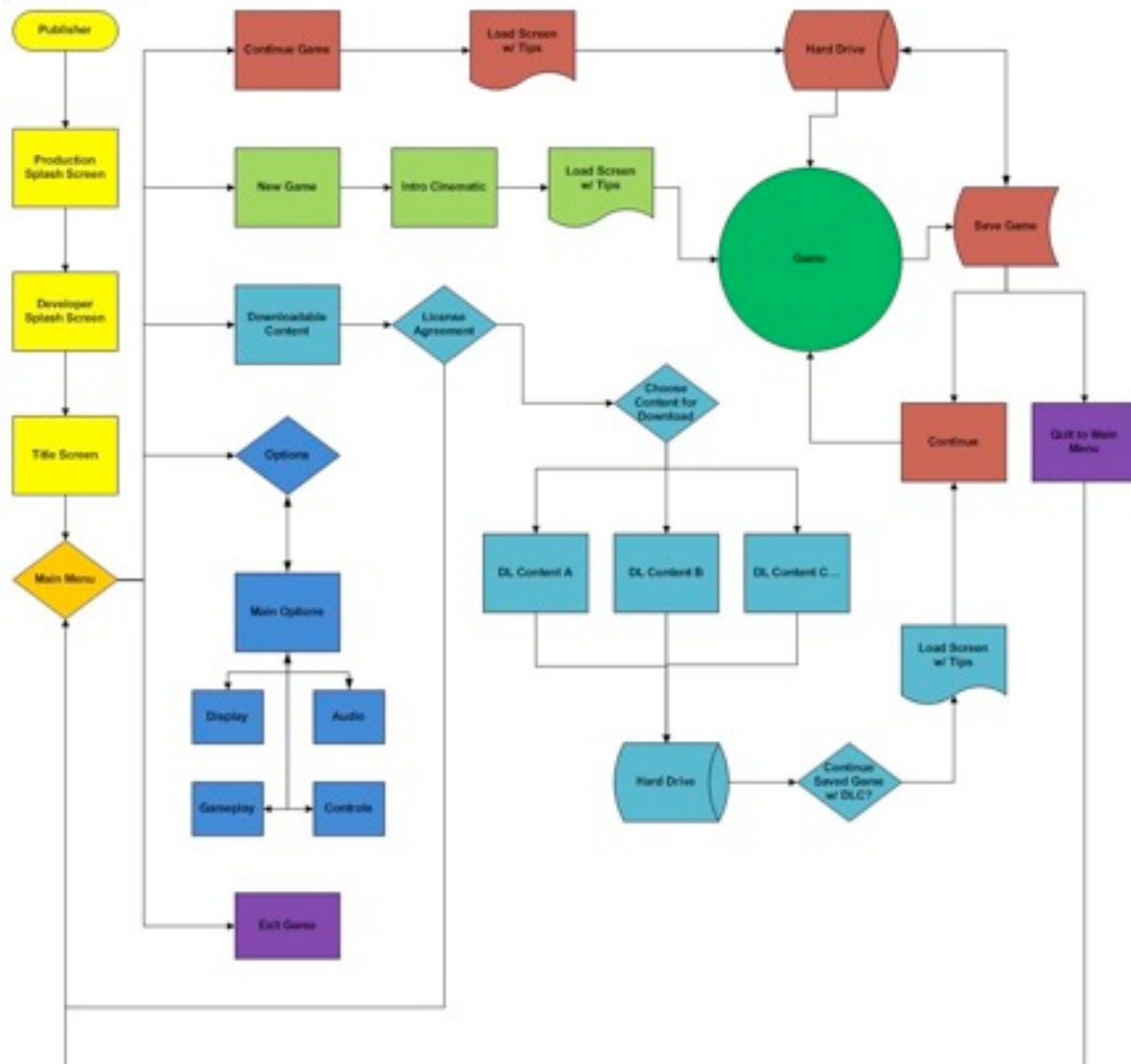
"Game Interface – Menus" Appendix

Screen Flow Diagrams

Overview

The player navigates screens and menus with the Left Analog Stick and selects with the X button.

"Game Interface – Wireframes" Appendix

Publisher/Startup Screen

VFS Game Design Presents

Licensor introduction screen, stays for 3 seconds before closing

Production Splash Screen

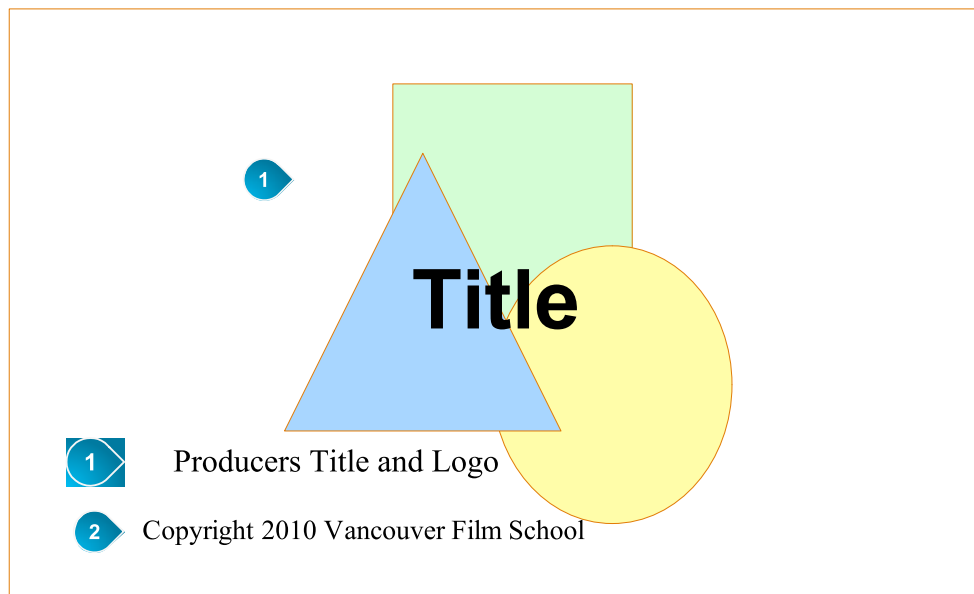Production Screen, stays for 2 seconds unless player presses *X* to skip it.

Producers

Copyright c 2010 Vancouver Film School

Developer Splash Screen

Developers Screen, stays for 2 seconds unless the player presses *X* to skip it.
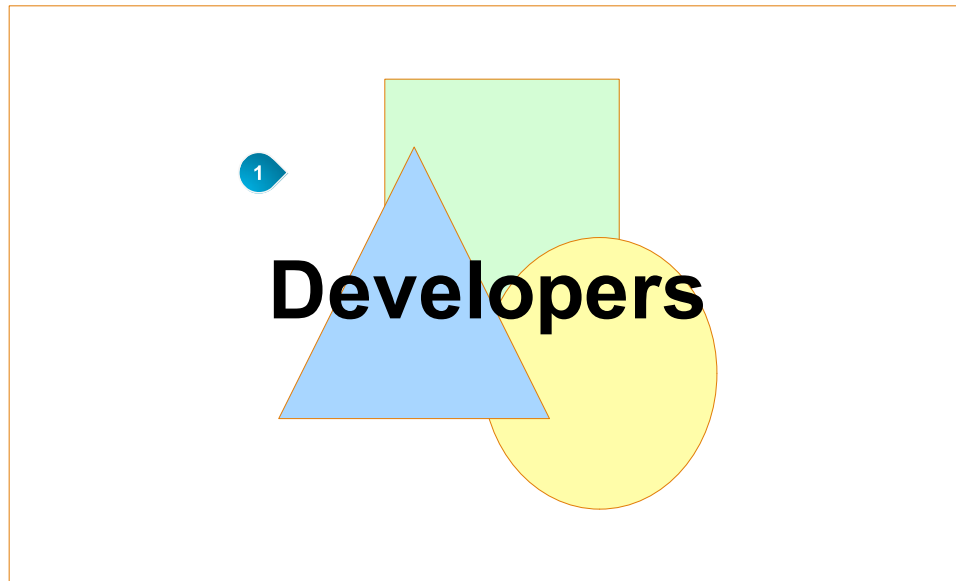

Title Screen

Main Menu Screen

Game Logo

1 **Game Title**: same as game logo

2 **Continue Game**: This brings the player to the last saved checkpoint after a load screen.

3 **New Game**: This plays the opening cinematic and starts the player on the first level at the Normal difficulty level.

4 **Downloadable Content**: After a load screen, this brings the player to the DLC Content screen. Here they can choose to download new content to their existing game.

5 **Options**: This opens the options screen where players can change audio, visual, gameplay, and controller options.

6 **Animation**: This character (Gina Noid) will giggle and throw her head back once the player has pushed one of the buttons. (this could possibly be extended to a number of animations depending on which button the player pressed).

Options Screen
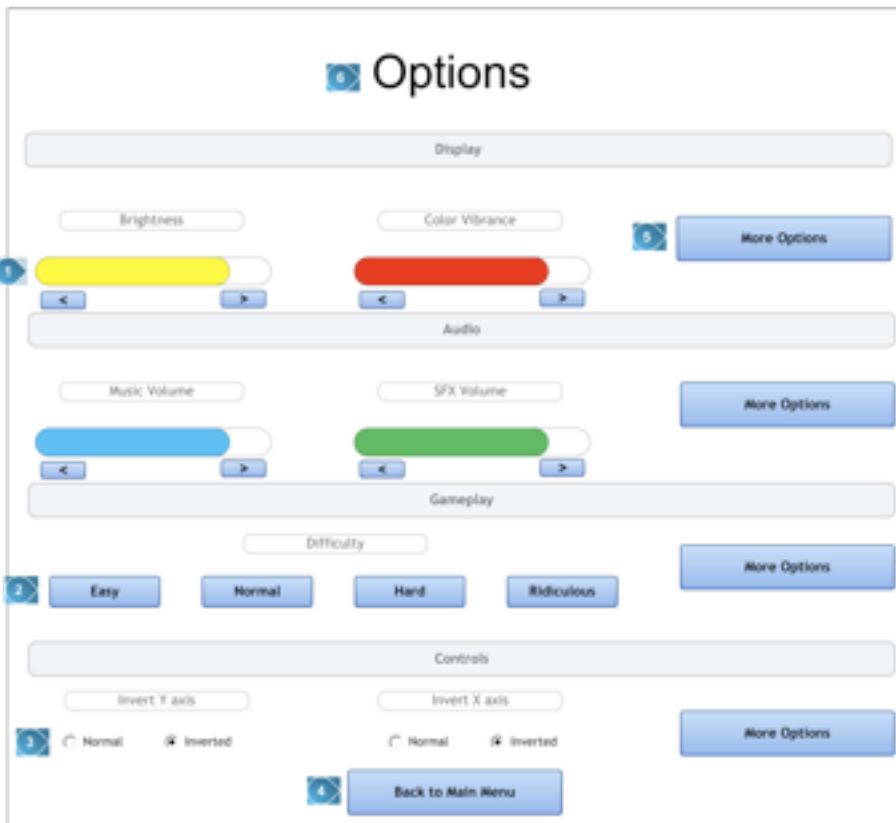
1. **Slider Bar**: Players click the arrow buttons to change the slider.

2. **Buttons**: Players click the desired button, the clicked button shows up as highlighted so the players know which setting is currently selected.

3. **Toggle**: Players click to toggle options on and off.

4. **Back Button:** Brings players back to the Main Menu.

5. **More Options**: For more detailed options such as changing button configuration, players can select the button and see another menu with more options that only refer to Display, Audio, Gameplay, or Controls.

6. **Title of Options Screen**

Downloadable Content Screen
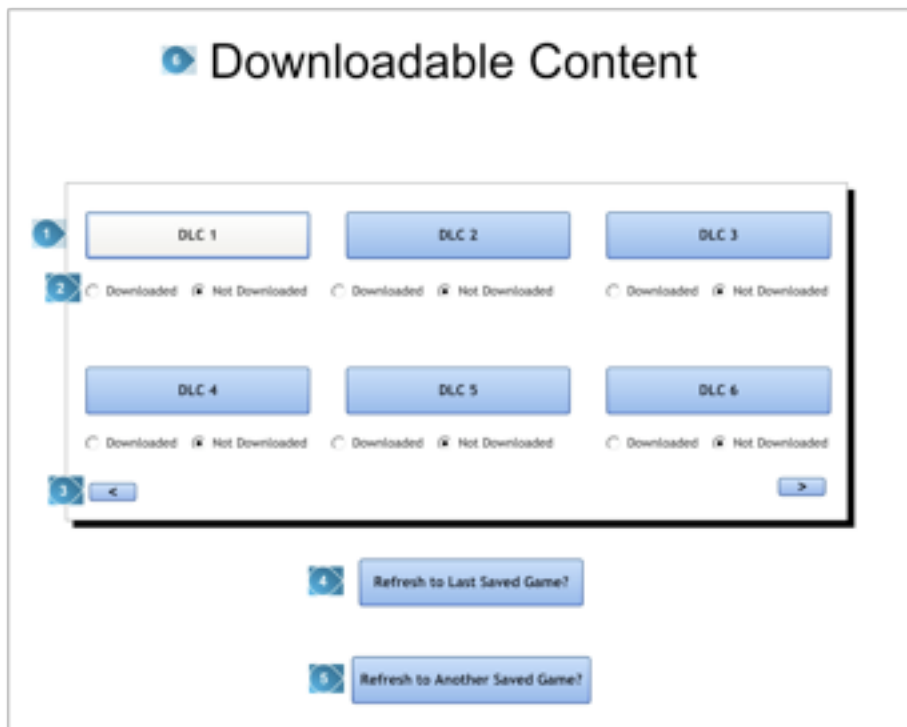
DLC Content: Players click the button to select and download the content.

Toggle: The toggle reminds players which DLC they have and haven't yet downloaded. This prevents them from downloading the same content over again and erasing the old data.

Arrow Buttons: Players click to get another screen of DL Content.

Refresh Last Game: This uploads the DLC to the player's last saved game. New areas will now be open to the player as well as his/her current progress.

Refresh Another Game: Player will choose another saved game to refresh with DLC.

Title of DLC screen

"HUD/On Screen Displays" Appendix
The title is pretty self-explanatory

"Objects" Appendix

"Competitive Analysis" Appendix

Competitor	Their Features	Our Features	Competitor
Red Dead Redemption *3rd-person single player action*	- Open world design for *entire* game - **Missions**: order doesn't matter, but some need to be completed to progress - DLC content downloads to saved game - "free-roam" game play (hunting, bounties, gambling) - L2 to aim weapon - <u>Key Gameplay</u> based almost entirely on **riding and shooting guns**	- Separate open areas with linear challenges between - **Tasks**: order doesn't matter, but some need to be completed to progress - DLC content downloads to saved game - "free-roam" gameplay (collecting, exploration) - L2 to aim weapon - <u>Key Gameplay</u> based on **platforming, exploration and melee/gun combat**	- ROBOTO and Red Dead Redemption are organized in very similar ways. The most important difference is that ROBOTO has many separate areas open to free-roam gameplay instead of one huge area that is the entire game - ROBOTO's gameplay is not solely based on guns, and includes a larger variety of gameplay experiences and styles.
Assassin's Creed: Brotherhood *3rd-person single player action/ parkour*	- Separated open worlds - **Parkour**: smooth animations for steady flow through game environment - "free-roam" gameplay (collecting, exploration) - <u>Key Gameplay</u> based on **parkour-style platforming, exploration and melee combat** - *Combat* and *Parkour* are separate play styles that must be toggled by the player	- Separate open areas with linear challenges between - **Platforming**: jumping, swinging, gliding, etc. (a large variety of ways of moving through game environment - "free-roam" gameplay (collecting, exploration) - <u>Key Gameplay</u> based on **platforming, exploration and melee/gun combat** - *Combat* and *Platforming* are integrated play styles	- Both games involve the player exploring the landscape through platforming gameplay, but ROBOTO has a much larger variety of ways to get around the game environment as well as more familiar platforming challenges based on skill and timing - ROBOTO does not force the player to switch play styles in order to transition from platforming to combat.
Ratchet and Clank Future: A Crack in Time *3rd-person single player platformer*	- Large levels w/ minor goals and one major goal for each - Huge variety of weapons, gadgets, and armor - High intensity action - Portions of traditional platforming based on skill and timing - Player can leave and return to areas freely - Bonus goals: Gold bolts and Skill Points	- Open areas w/ minor goals and one major goal for each. Areas are separated by linear challenges - Variety of high-quality weapons and gadgets - High intensity action - Rigorous platforming based on skill and timing - Player can leave and return to areas freely - Bonus goals: rare items and bonus missions	- Both games share a comedic tone but do not compromise gameplay - Though ROBOTO will have fewer weapons, they will present more of a variety of gameplay styles instead of many types of guns - Rigorous platforming is a major element of ROBOTO and will be more difficult than Ratchet and Clank

<u>"Resource/Research" Appendix</u>

Research/References

Books/Authors: Isaac Asimov's robot novels, especially the short story *Robot Dreams*

Frank Herbert's Dune (for Earthen deathscape)
The works of *Arthur C. Clarke* (humans living in space)
Hayao Miyazaki's *Nausicaa and the Valley of the Wind*

Movies: *Blade Runner* (bad future for humans)

Robots (terrible CG movie with cartoony robots living in a society)
Metropolis (Machine City w/ multiple levels and deep history)
2001: A Space Odyssey (space)

Artists: *Hajime Sorayama's* robot illustrations

Syd Mead's futurist illustrations

Website: http://en.wikipedia.org/wiki/Robot

http://lcart3.narod.ru/image/fantasy/hajime_sorayama/1.htm
http://hajimesorayama.com/
http://www.sydmead.com/

Game: Ratchet and Clank series

Jak and Daxter series
Crash Bandicoot series
God of War series

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