



STRIKE FORCE

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Artwork by: Universal



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Game Overview

Title: Voltron Legendary Defender - Strike Force

Platform: PC

Genre: 3rd Person Action Adventure

Rating: (10+) ESRB

Target: Casual+ Gamer (age from 10-30)

Release Date: Fourth Quarter 2019

Publisher: Universal

Voltron Legendary Defender - Strike Force (from here on referred to as 'Strike Force') is a 3rd person action adventure game invoking old school arcade games where the player controls the Paladins of Voltron across many missions that each span up to three play styles. Be it base/cruiser assaults using each Paladins unique skills to overcome obstacles and puzzles (such as Pidge's hacking, Shiro's Galra arm, Hunk's engineering, etc), massive land and air dog fights in their individual Lion's across planets/amongst asteroid fields/ in the heart of a Galra fleet, or coming together to form Voltron to take on large boss style enemies.

High Concept

'Control the Paladins of Voltron across three layers of dynamic action sequences designed to keep combat flowing, going as far as cutting to other characters who are in the midst of battle when the current action begins to slow.'

At the Paladin level *Strike Force* would play with a 3rd person over the shoulder camera following the Paladins of Voltron as they achieve various objectives using their unique features.



Whilst piloting a Lion the play will flow dynamically from land based movement and flight in 3rd person keeping action and transitions smooth and fast as the player fights through waves of enemies with occasional mini bosses.

As Voltron the player will be effectively playing a 3rd person action adventure hack and slash switching between ranged and melee combat against massive ships, deadly Robeasts and achieving objectives within contained arenas.

The Mixer functions of *Strike Force* aim to make the audience feel like the 'ghost in the machine' or the soul of the lions. If interactions are disabled/the player is just playing by themselves these functions would be controlled by RND with a weighting towards the current on screen action using observer patterns (incoming heavy weapon fire gives a shield, large number of enemies gives a gatling laser etc).

Unique Selling Points

- Varied gameplay
- Truly inclusive Microsoft Mixer support
- Fast and frantic action
- Action AI Controller
- Intuitive Controls
- Faithful to the Voltron story without impacting the overall cannon

Platform Minimum Requirements

PC

Minimum

OS: Windows 10

Processor: 2.8GHZ+

Ram: 12GB+

Graphics: DX9 capabilities+



Synopsis

The Paladins must destabilize the Galra empire using the intel they have received from their captive, and son of Zarkon, Lotor. Choose from a range of missions taking your favourite Paladins into the heart of the enemy forces as you cripple their production plants, destroy planetary garrisons, or face off against the region's super weapons and capital ships.

Game Objective

Reach various objectives across three levels of game play across different missions overcoming AI and Environmental obstacles, and surviving waves of enemies.

Game Rules

The game plays across several different areas in one of three levels of gameplay, each using the same controls in roughly the same way. The player will have to select a number of Paladins for each mission based on its criteria, this could be from two to all five. During gameplay the player can swap between the Paladins/ lions they have chosen freely but the Paladin and their lions abilities will have to be considered by the player before entering a mission as they will be stuck their choice.

As Paladins the player uses the unique abilities of each Paladin (see Characters) to overcome obstacles such as security lockdowns, blocked passages, and various enemies to reach the levels end objective. The Paladins special abilities become available to the player either through mixer audience input or AI controlled based on what is happening on screen:





In the Lions the player takes part in dog fights in space, on and over planet surfaces or within danger fields (near a sun, asteroid belt, middle of enemy fleet, etc) using each Lions special abilities to destroy waves of enemies or combine effects to defeat mini bosses. Once used these special abilities will be unavailable for short periods of time and the

Special abilities of the Lion will only unlock based on Mixer audience input or through the previously mentioned context sensitive AI controller.

The third gameplay format is as Voltron fighting large enemies such as the Robeasts, large Galra cruisers, and ground bases in a 3rd person beat'em'up format or perform 'impossible' feats such as stopping a crashing cruiser or protecting fleeing rebels. These scenes will normally come at the end of a mission and act

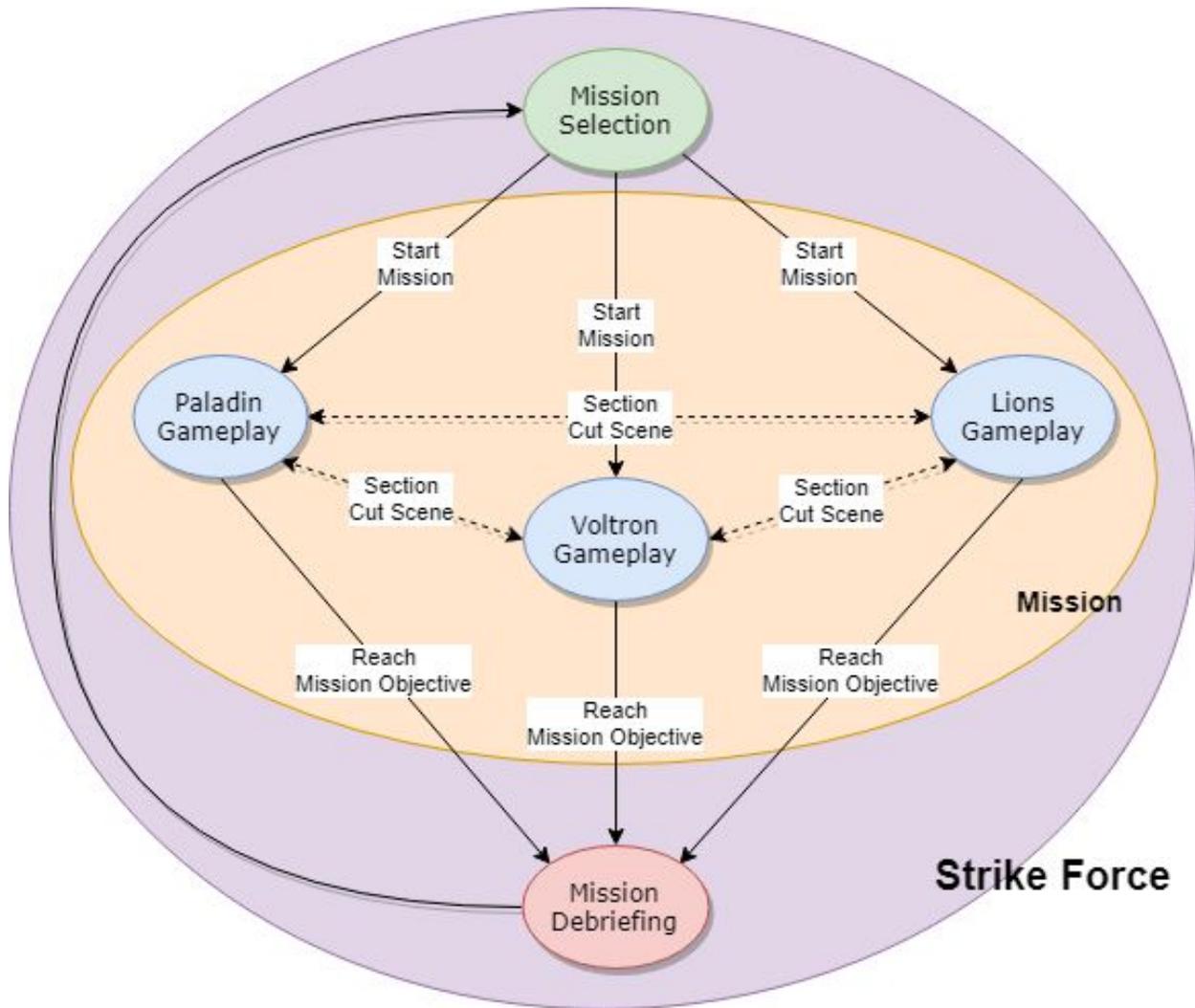


as a final boss fight, the player will have a full field of movement to fight in and instead of switch Paladin's/Lion's the arrow keys will switch between fighting setups such as two handed sword, sword and shield, rapid fire with the hand lasers. Voltrons Special abilities will once again be made available by Mixer audience or the AI controller.

Lose State

Although the player characters do have health points the team cannot be defeated until they are all put out of action, if the player's character is taken out then control automatically shifts over to another character. During combat the player can revive fallen allies in combat if needed for a specific target but at the end of an action sequence all fallen characters will be revived.

Game Structure

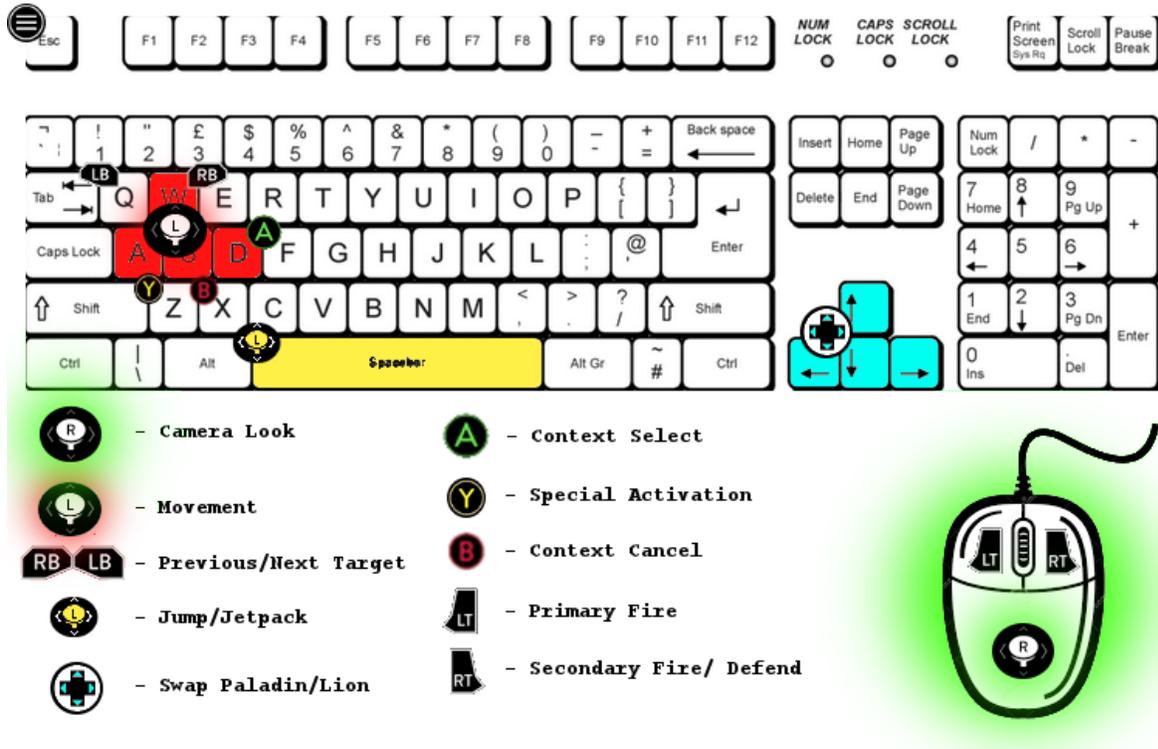


1. The player selects a mission from within the Castle's bridge
2. The mission will begin with one of the three gameplay types, it will rarely start with Voltron sections though
3. When the player completes a section, in game cutscenes will lead to another gameplay type (Paladins board their Lions, the Lions form Voltron or the Lions drop off the Paladins at the base they are infiltrating)
4. Section 3 can be repeated a number of times within a mission
5. The mission completes and a cutscene leads to a debriefing cutscene back at the castle
6. The player can select their next mission



Gameplay

Game Controls (PC/Gamepad)



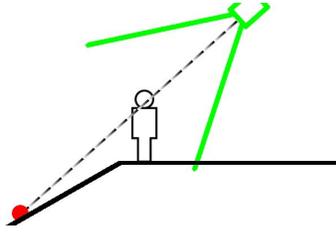
The controls will remain the same across all three types of gameplay with minor shifts in output that will be intuitive in context allowing the gameplay styles to be bridged by a common control structure.

Left thumbstick/WASD will always be the primary movement in relations to the camera angle but where the Paladins will run along the plane of the level Lions could also move in 3D space. Right Thumbstick/Mouse will always be the camera look functions allowing the Paladins to look around their immediate area but lions will also rotate in that direction.

Left trigger/Left Mouse Button will always be the primary fire etc.

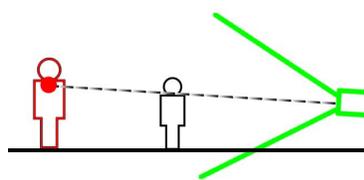
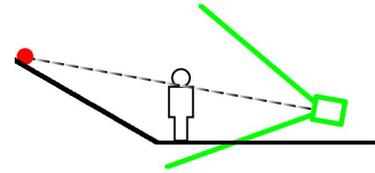
Game Camera

The camera follows the Player Character and pivots at their shoulder to centre on a physics object that moves ahead of the player following the contours of the land, going up walls or down cliff faces and being placed on any target the player locks on to. When aiming the camera will be close to the player giving a tight view of where the player is aiming but in melee combat it will pull back, giving a better view of the fight.



The camera starts to pivot up as it approaches declines allowing the player to see what is on/down the ramp.

going up inclines the camera drops to the floor showing the player what's to come up the ramp.



The physics object is positioned on the target when the player locks on, against larger enemies this would frame the enemy to emphasize their size.

HUD

The Heads Up Display will be minimal using changes in game assets to tell the player information they need (Health Levels, what is being targeted, abilities off cool down) all with the objective of keeping the game screen space as close to the TV series look as possible.

Player

Paladins

Name	Bayard	Special	Hit Points	Melee Speed/Power	Ranged Speed/Power
Shiro	N/A	Galra Arm	High	Fast / High	N/A / N/A
Lance	Sniper Rifle	N/A	Standard	Standard / Low	Standard/ High
Allura	Energy Whip	Super Strength	Standard	Standard/ High	N/A / N/A
Pidge	Grapple Blade	Hacking	Low	Fast / Low	Slow / Standard
Hunk	Laser Cannon	Engineering	High	Slow / Standard	Fast/ Standard



Lions

Name	Pilot	Special	Hit Points	Speed	Damage
Black	Shiro	Speed & Power Boost, Companion Lasers	High	Standard	High
Red	Lance	Plasma Cannon, Heat Beam, Resistance to Heat	Low	Very Fast	Low
Blue	Allura	Ice Beam, Sonic Cannon, Faster in Water	Standard	Standard	Standard
Green	Pidge	Cloaking, Vine Cannon	High	Fast	Low
Yellow	Hunk	Speed & Defense & Power Boost, Body Slam Attack	High	Slow	Standard

Bios

Shiro

Shiro is the leader of the Paladins, cool and level headed and highly capable in melee combat

Black Lion

The Guardian Spirit of Sky

The black lion forms the head and torso of Voltron, as a lion it is the largest, can take a hit and deal decent damage.

Lance

Lance is easy going and fun loving but also a dependable sniper

Red Lion

The Guardian Spirit of Fire

The red lion for the right arm of Voltron, fast and agile but poor damage and health

Princess Allura

Princess Allura is also the pilot of the castle, she cares deeply about everyone's safety and is fearless in combat

Blue Lion

The Guardian Spirit of Water

The blue lion forms the right leg of Voltron and is very balanced across the board, the standard from which the other Lions deviate

Hunk

Hunk is a fun loving engineer and gourmand, while poor in combat he can use his bulk effectively and provides some heavy ranged support

Yellow Lion

Guardian Spirit of Land

This lion forms the left leg of Voltron, whilst it is the slowest of the lions it has the toughest armour.

Pidge

Pidge is driven by her desire to find her brother and father, a brilliant scientist and hacker she can use her size and speed to avoid attacks on the battlefield

Green Lion

Guardian Spirit of Forest

The green lion forms the left arm of Voltron, it has good armour and is fast but deals low damage on par with the red lion.



Voltron

Legendary Defender

Voltron is formed of the five lions and has access to all of their abilities in some form able to utilise the heat beam and jaw blade of the Red Lion and the shield of the green lion in combat.

The Paladins can also use their Bayards to activate special abilities such as a shoulder mounted cannon, blazing saber and so on.

- *Combat:* Sword and Shield
- *Combat:* Laser
- *Special:* Blazing Sword
- *Special:* Shoulder Cannon
- *Special:* Black Lions Wing Shield

NPC Enemies

Paladin Levels

Name	Melee Speed / Power	Range Speed / Power	Hit Points	Specials
Galra Security Drone	N/A / N/A	Slow / Weak	Very Low	Can override Galra security
Galra Sentry	Slow / Standard	Standard / Weak	Low	Can be hacked
Galra Warrior	Standard / Standard	Standard / Standard	Standard	Can have different weapon loadouts
Galra Commander	Standard / Strong	Standard / Strong	High	Unique specials, grapple arm, ranged mace etc.
Druid	Fast / Strong	Slow / Strong	Standard	Lightning bolt ranged attack, can teleport behind player



Lion Levels

Name	Range Speed / Power	Hit Points	Speed	Specials
Galra Fighter	Slow / Weak	Very Low	Fast	N/A
Galra Shuttle	Slow/ Standard	Low	Standard	N/A
Galra Gunship	Fast/ High	Low	Standard	Can have different weapon loadouts
Galra Battleship	Standard/ Standard	Standard	Very Slow	Unique Main Cannon, Can launch Fighters
Galra Cruiser	Fast/ Strong	High	Very Slow	Unique Main Cannon, Can launch Fighters, Shuttles and Gunships

Voltron Levels

Name	Speed	Melee Speed / Power	Range Speed / Power	Hit Points	Specials
Galra Super Cruiser	Very Slow	N/A / N/A	High	High	Unique Main Cannon, Can Launch Fighters, Shuttles and Gunships, Has
Robeast - Melee	Fast	Slow / High	Slow / Low	Very High	<i>Unique to each Robeast, other stats are a baseline</i>
Robeast - Ranged	Standard	Fast / Low	Fast / High	Standard	<i>Unique to each Robeast, other stats are a baseline</i>

Art

The game is meant to look and feel like the TV show so the art should have the same look and feel to the point of a screen grab in game is hard to distinguish from a screen grab of the show. Many of the base and ship assets will be reused such as corridors, doors, hangar bays and bridges will use of props (computer terminals, prison cells, barrels, crates, etc) to differentiate them across the mission.



Settings

Galra Base (interior and exterior)

Galra Cruiser (interior and exterior)

Galra Station (interior and exterior)

Asteroid Field

Junk Field

Level Design

Paladin Levels

These levels feature mainly corridors connecting to more open areas such as cargo bays, canyons and cruiser bridges. Each will feature several choke points for the player to overcome waves of enemies, bypass security doors or find alternate routes. The art assets of each base's corridors, doors, launch bays, and so on will be duplicated across missions with each section featuring one or more unique set pieces to further distinguish the base combined with the use of props such as computer terminals, crates, prison cells and so on.

Lion Levels

The design in these levels lies mainly within the attack patterns and formations of the enemy NPCs occasionally featuring environmental hazards and obstacles so are mainly large open arenas for players to indulge in some high speed power fantasies. The player will have several objectives across the arena to reach and achieve, these could be arranged in a free for all, allowing the player to tackle them in any order but generally will have some flow to them to achieve an overall objective to the level.

Voltron Levels

The objective of a Voltron level will normally be in front of the player at all times, a super cruiser, mega beast, or some guardian objective. These levels would be spacious to allow the player to move freely around the map but the objectives would stay relatively stationary bringing in the player allowing us to avoid them encountering invisible walls.



Minimal Viable Product

- Lance, Red Lion, Voltron all playable, the rest of the Paladins featured.
- Galra Base Prefabs to be reused to form multiple locations.
- NPC Enemies Galra Sentry, Fighter and Super Cruiser (which can be scaled to act as battleship as well).
- Built for PC with Keyboard and Mouse controls
- Missions to play

Wishlist

Paladin Chatter

Visual comms channels showing animation stills as the Paladins interact in mission depending on who they are teamed up with and certain trigger action (under heavy fire, crit shots, mission cleared etc).

Animation Loading Screens

Short clips to transition between each stage using the animation style of the show.

Xbox Port

Release of the game on the Xbox One or using Microsoft Anywhere platform

Co-Op

Couch two player Cooperative Play.

Blades of Galmora

Special side missions featuring Keith and his allies within the Blades of Galmora, assassinating high asset targets, planting bombs and stealing intel.