IMPALE TARGET

If it looks like a tadpole, how dangerous could it really be?

Created By: Daniel B. King

IMPALE TARGET INFO

Platform: Xbox One, Xbox 360

Number of Players: 1 or 2 Player co-op play

Perspective: Third Person

Controls: 12 Button Controller Configuration

IMPALE TARGET SUMMARY

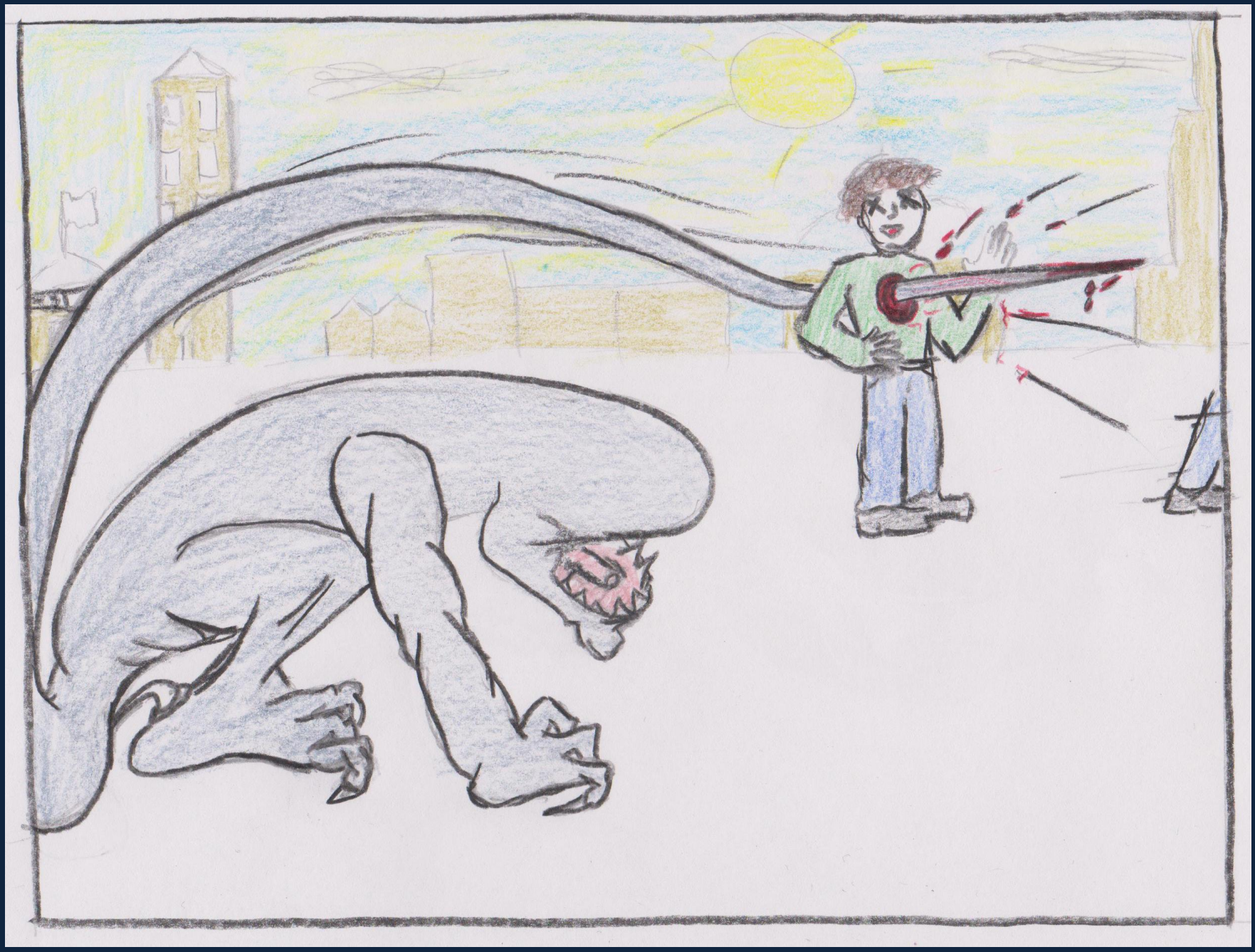
Mechanic Summary

Users will pull and hold the left trigger and then depress the X button to see an animation of the creature impaling the target with its tail, the alien threat meter will rise on HUD screen.

This mechanic is unique because it uses the characters own body as a means of longer ranged attacks.

POST OFFICE
Help!

RUN



POST OFFICE

90 DEGREE TAIL SLAP

Coming your way!

Created By: Daniel B. King

90 DEGREE TAIL SLAP INFO

Platform: Xbox One, Xbox 360

Number of Players: 1 or 2 Player co-op play

Perspective: Third Person

Controls: 12 Button Controller Configuration

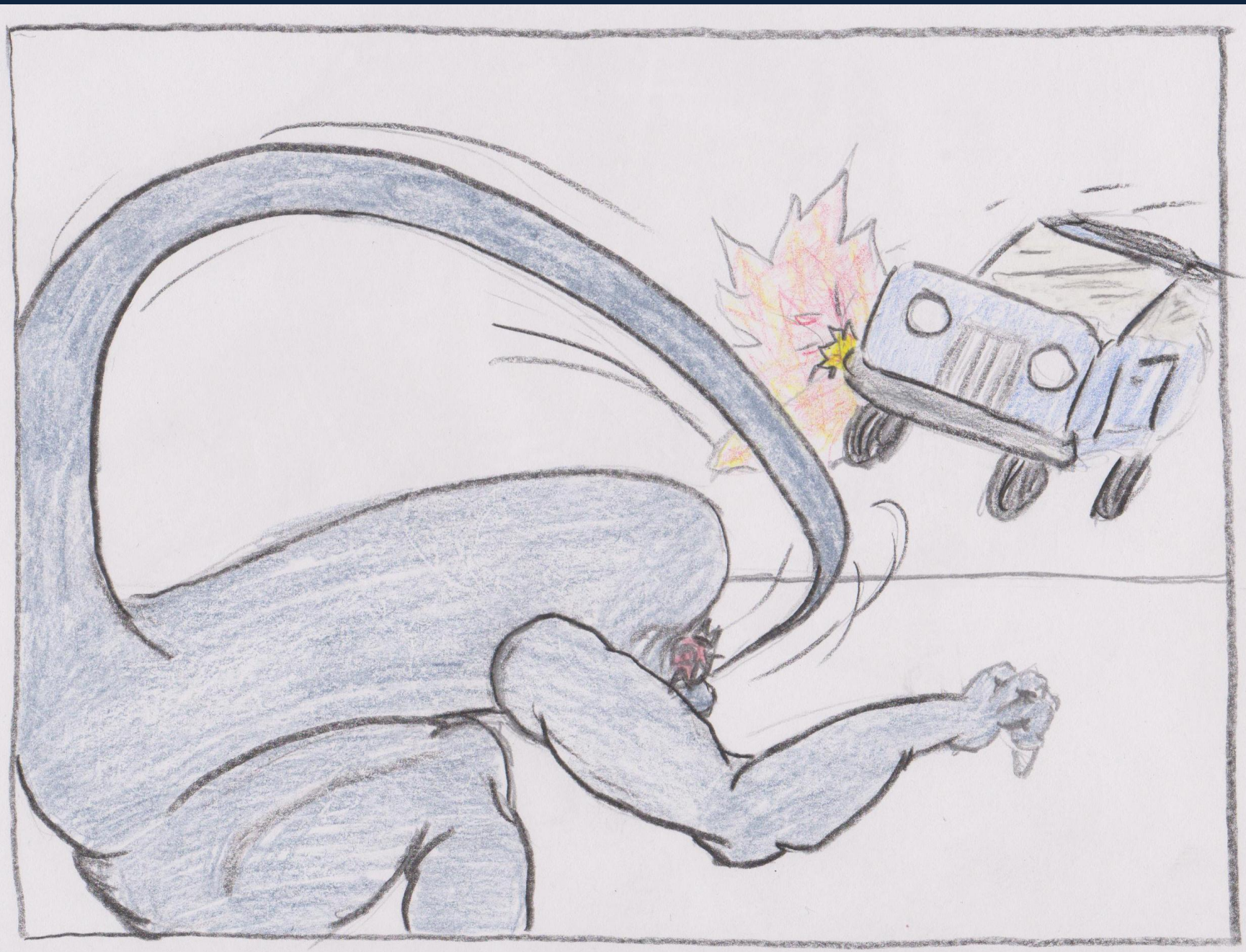
90 DEGREE TAIL SLAP SUMMARY

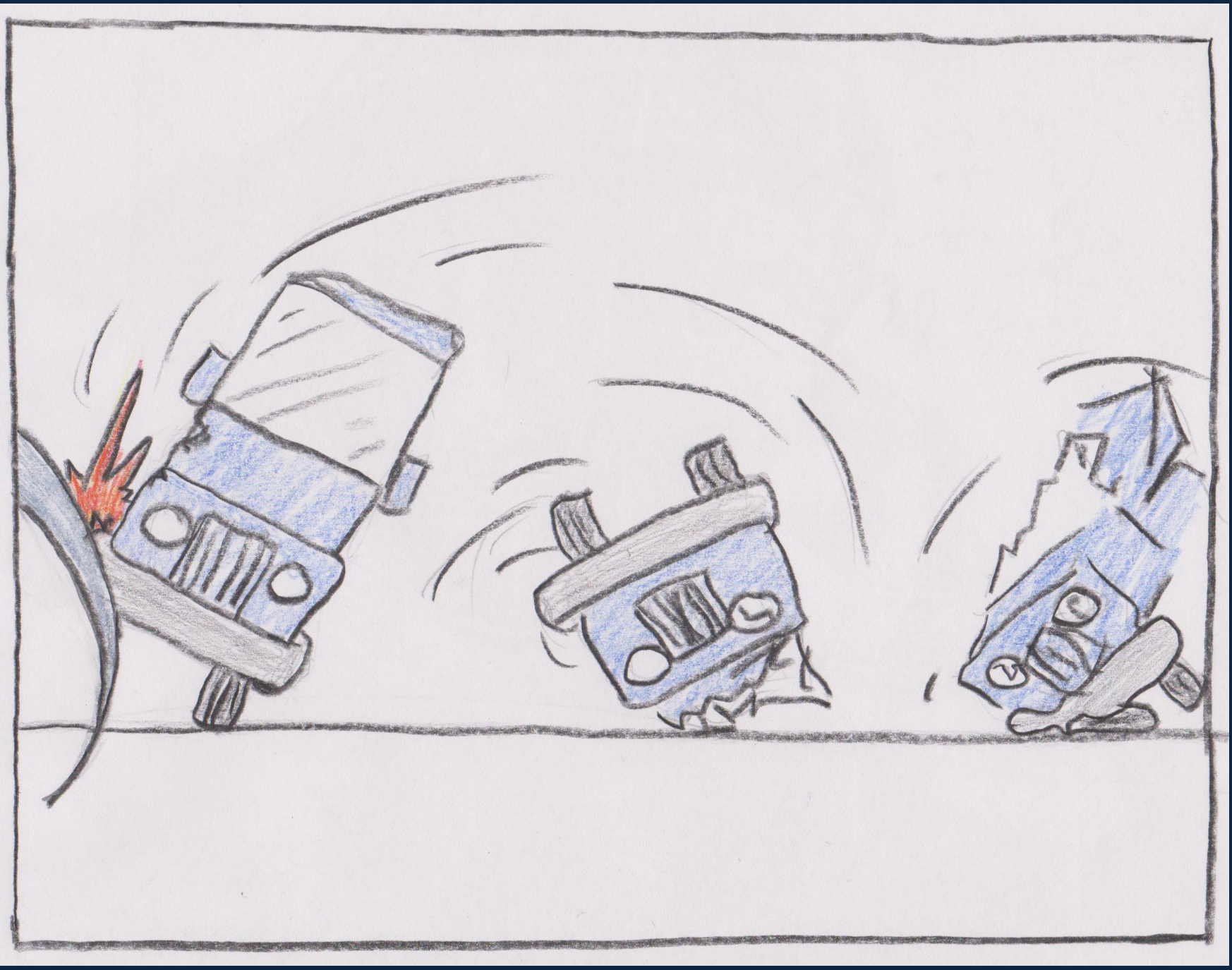
Mechanic Summary

Users will pull and hold the left trigger while rotating the right thumbstick in a clockwise or counter-clockwise motion to see an animation of the creature swinging its tail the desired direction, any objects touched will become projectiles flying outward on a logical trajectory.

This mechanic is unique because it is also a co-op mechanic facilitating collection and exploration goals

AUTO





CHAMELEON SKIN

And it's gone!

Created By: Daniel B. King

CHAMELEON SKIN INFO

Platform: Xbox One, Xbox 360

Number of Players: 1 or 2 Player co-op play

Perspective: Third Person

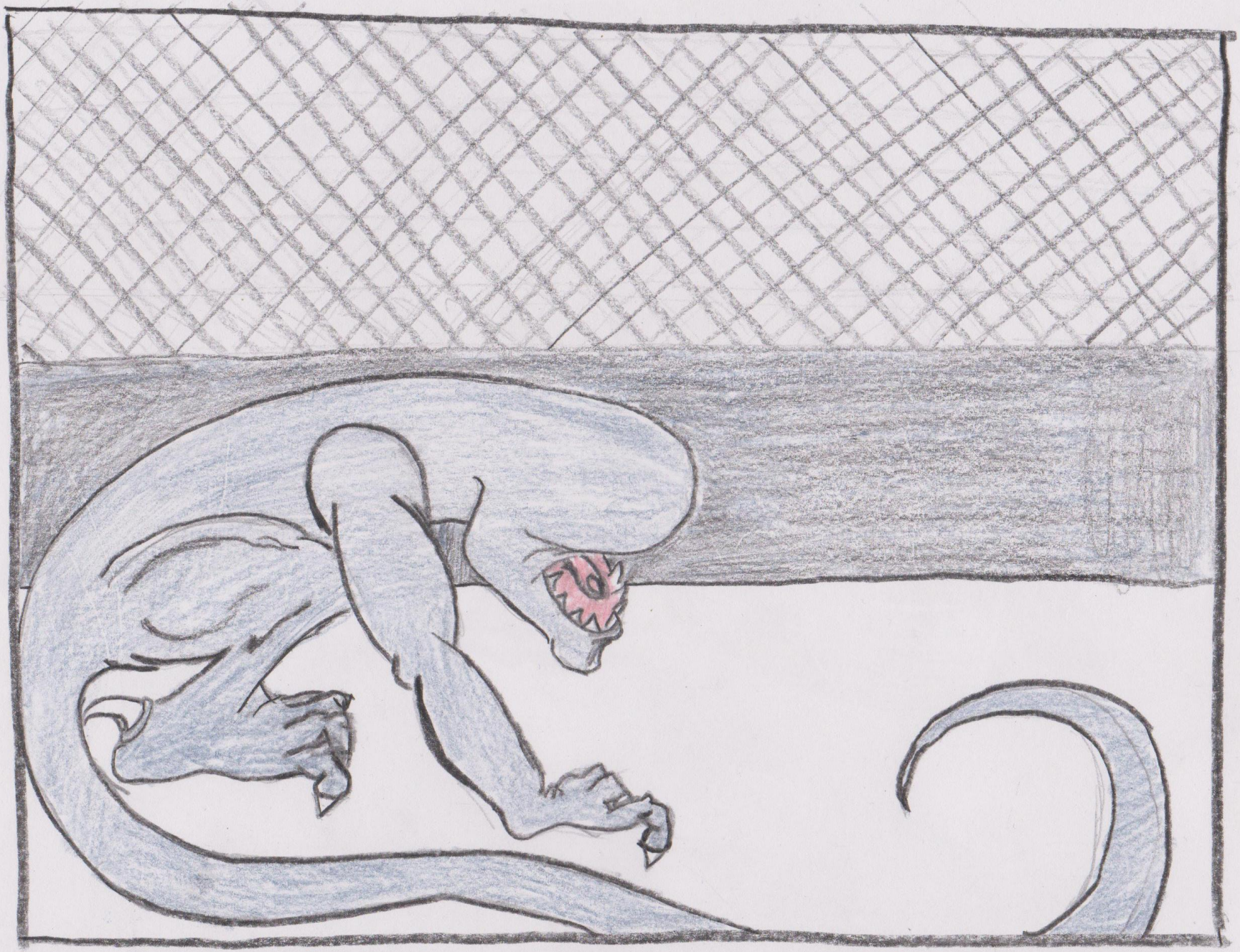
Controls: 12 Button Controller Configuration

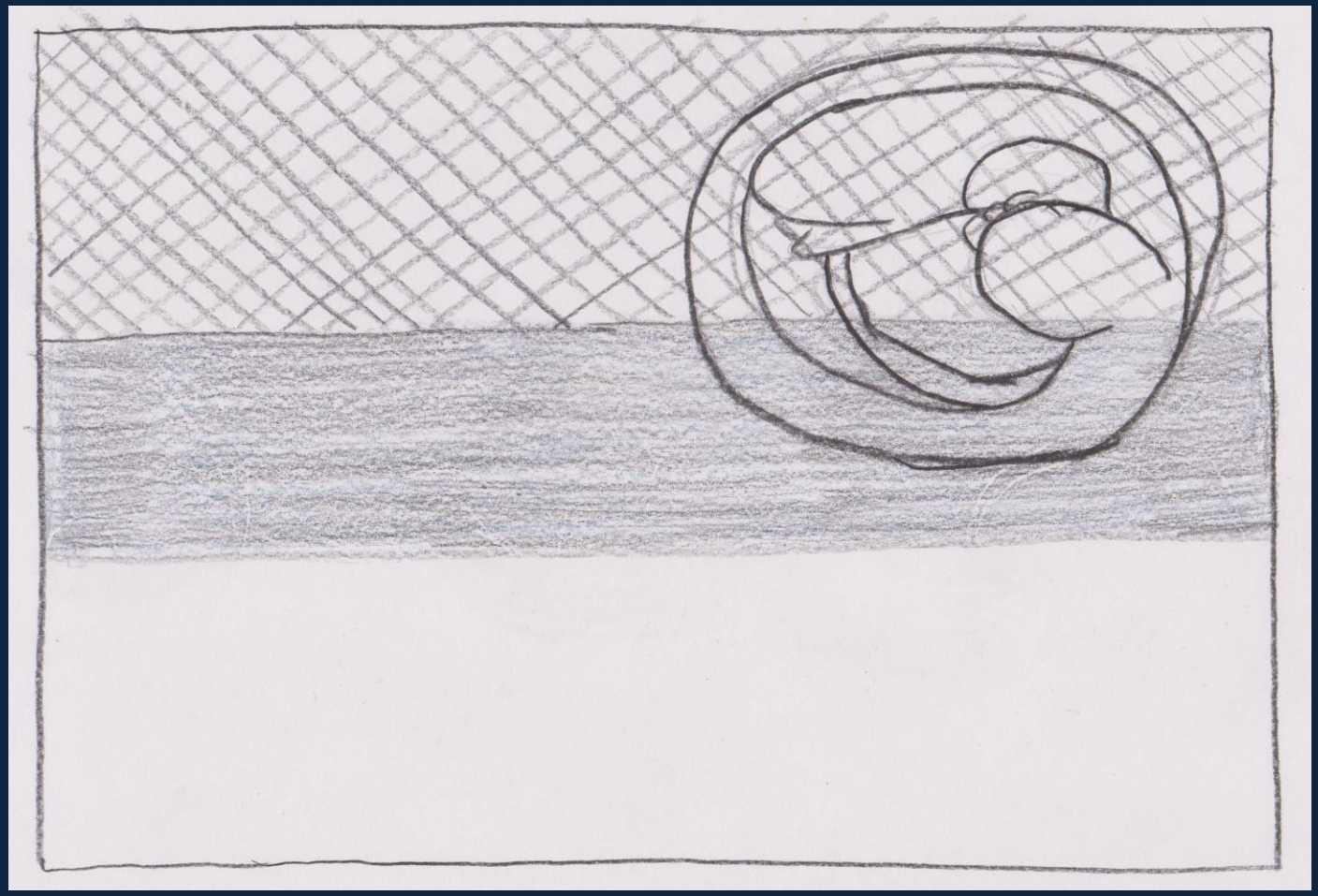
CHAMELEON SKIN SUMMARY

Mechanic Summary

Users will press and hold the right bumper button while motionless to see an animation of the creature curl into a ball and change its skin color to match perfectly with the current surroundings, the pawn will enter into the hidden state, allowing users to access skills for strategic advancement towards all exploration, collection, and timed goals.

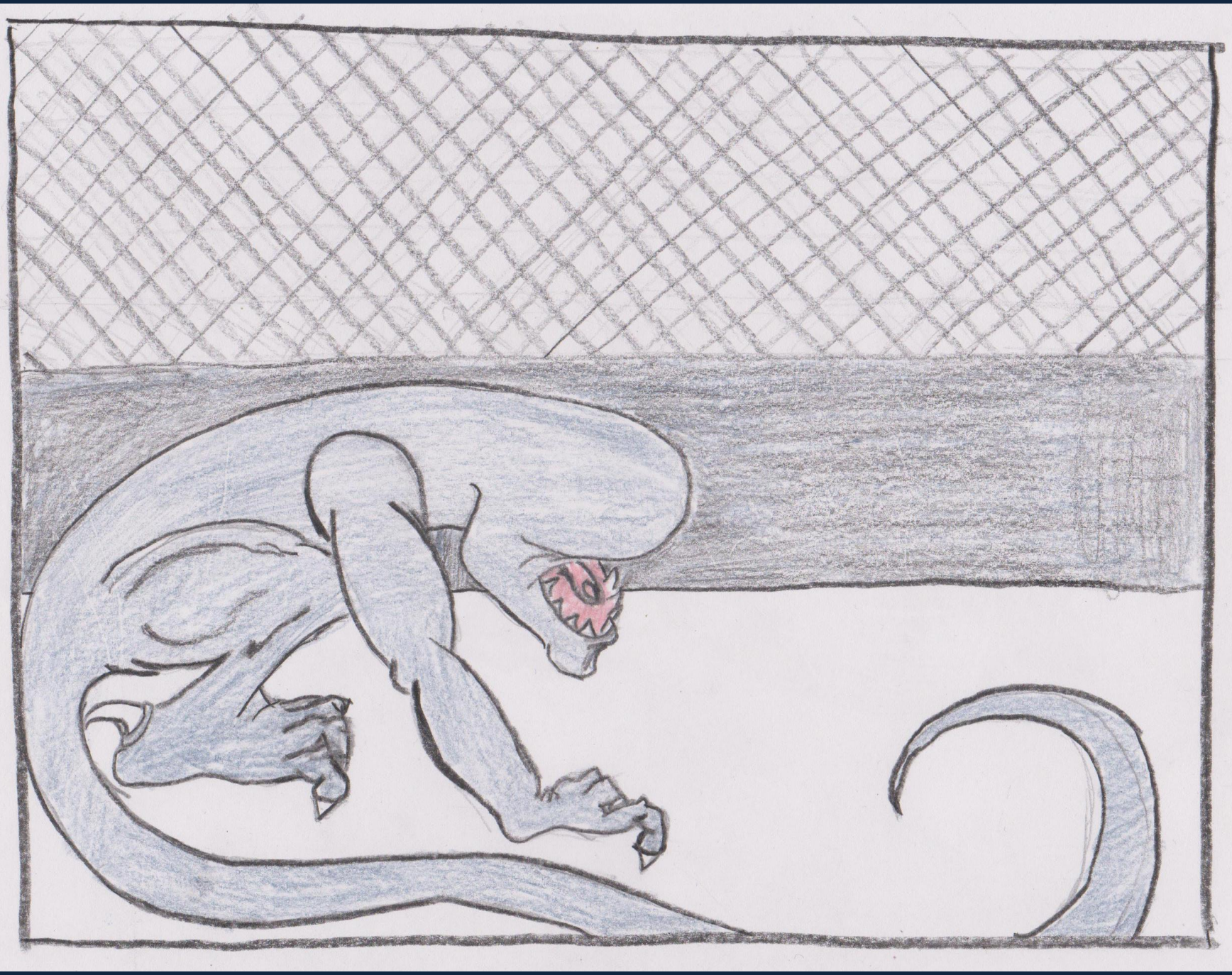
This mechanic is unique because it it builds on the modern stealth mechanic while remaining grounded in reality.





Mechanical Note

This drawing has the outline in hard black to reveal placement in game creature would blend seamlessly with environment around it.



MOTIONLESS TRACKER

Lying in wait for the perfect moment.

Created By: Daniel B. King

MOTIONLESS TRACKER INFO

Platform: Xbox One, Xbox 360

Number of Players: 1 or 2 Player co-op play

Perspective: First Person

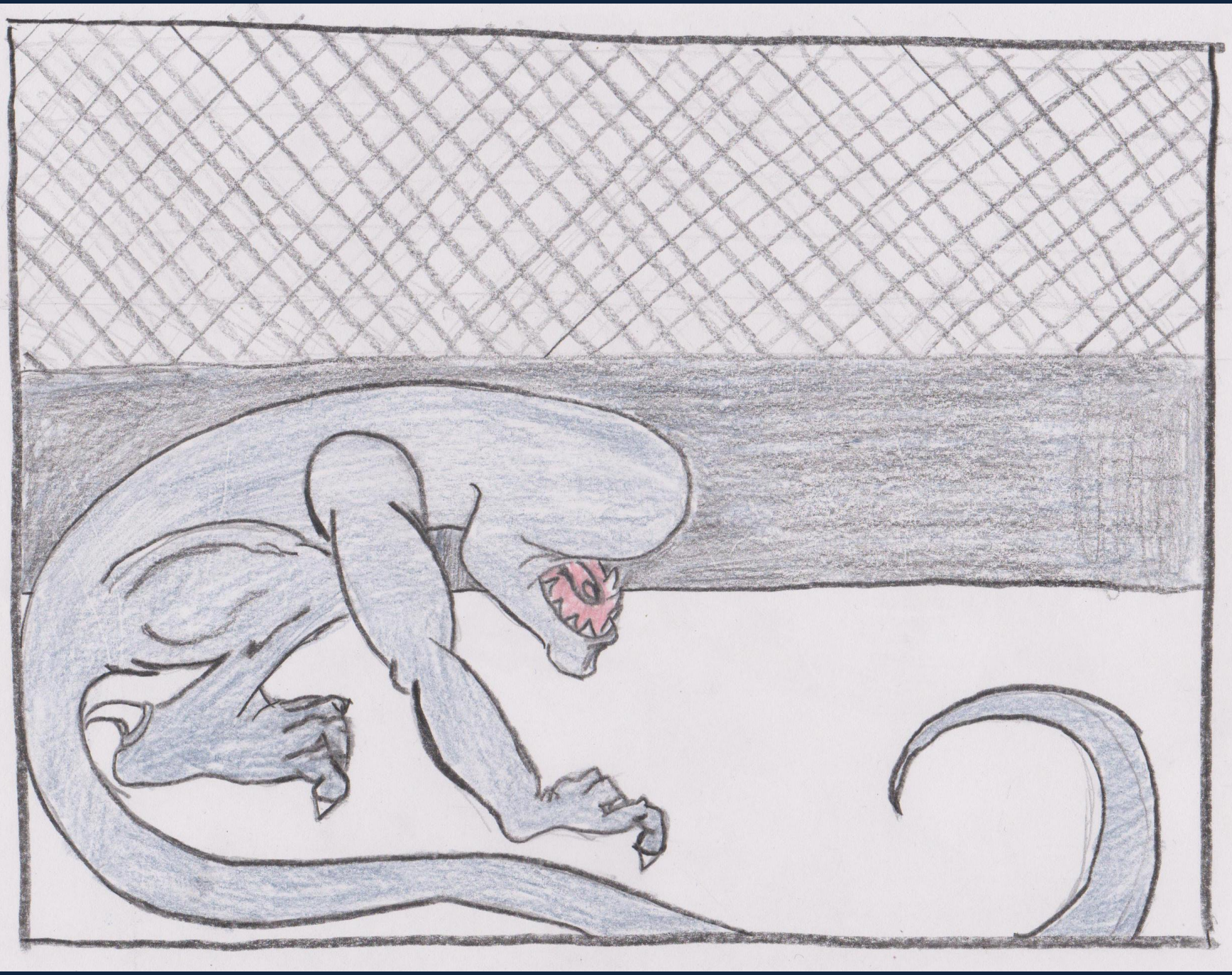
Controls: 12 Button Controller Configuration

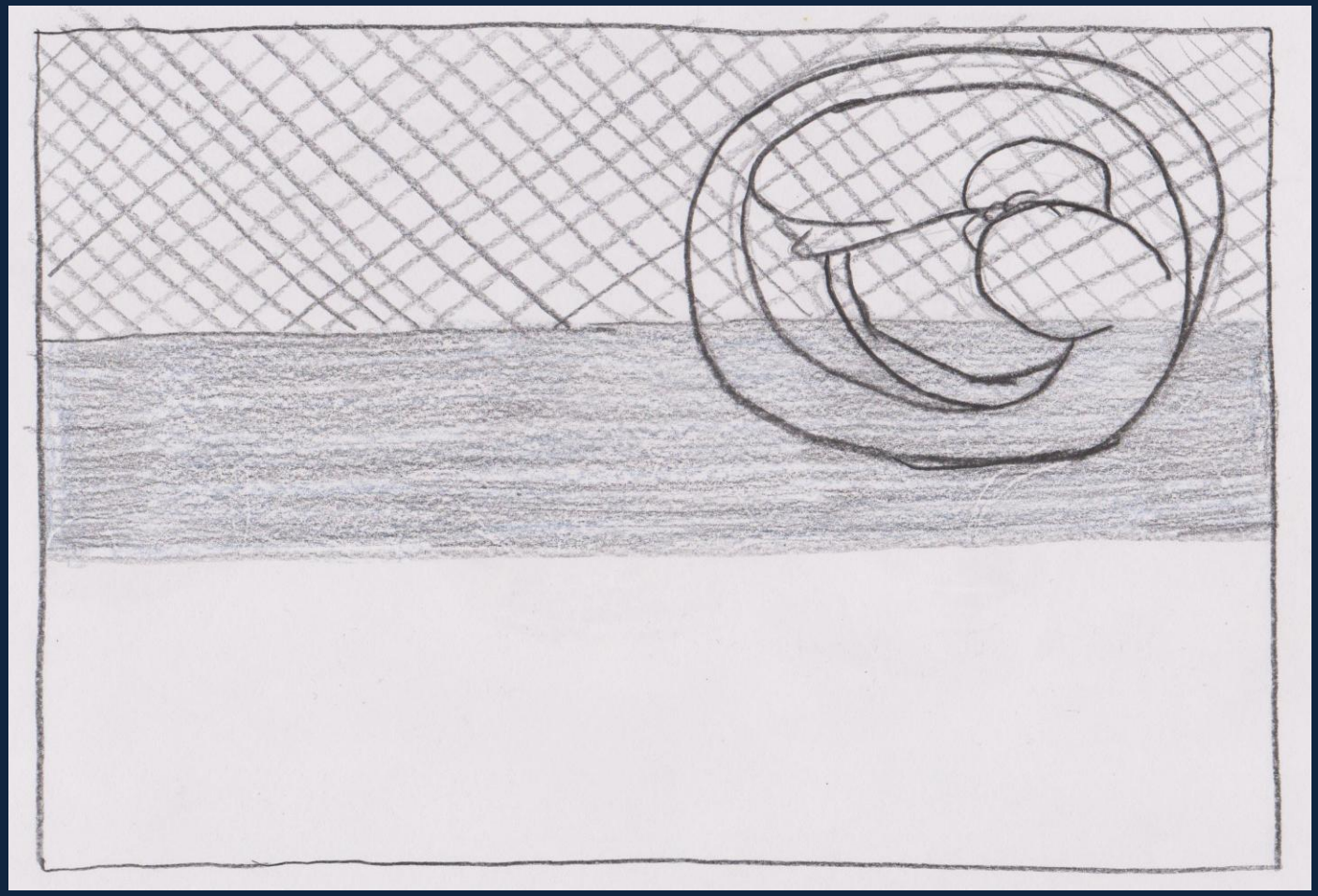
MOTIONLESS TRACKER SUMMARY

Mechanic Summary

Users will press and hold the left bumper button, while in hidden state, to see an animation of a 3d area map with targets marked as red dots with field of view included, allowing users to avoid detection, plan attacks, while facilitating completion of exploration, collection, and timed goals.

This mechanic is unique because it allows more strategic choices for the user than the use of modern radar pulse mechanics.





Mechanical Note

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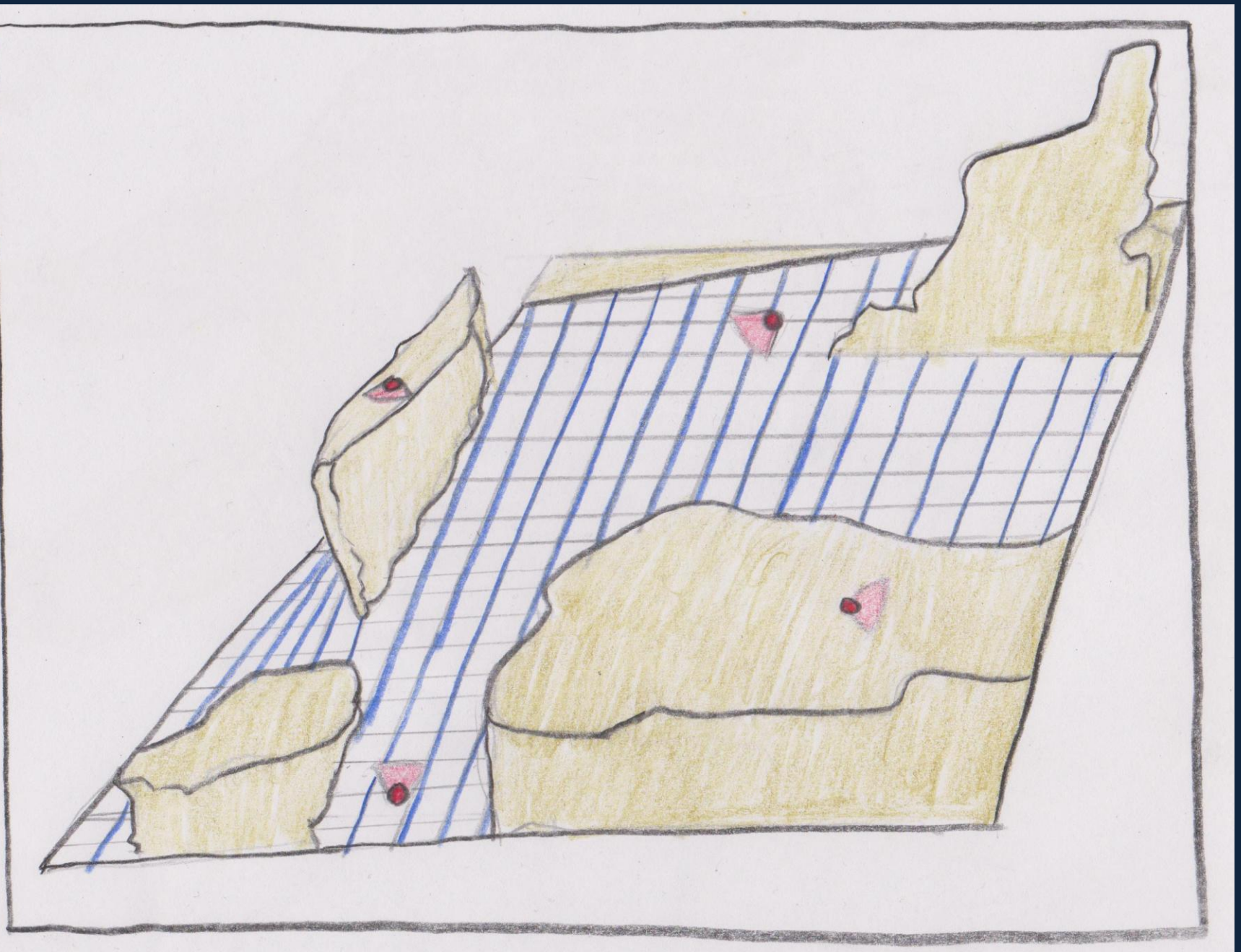
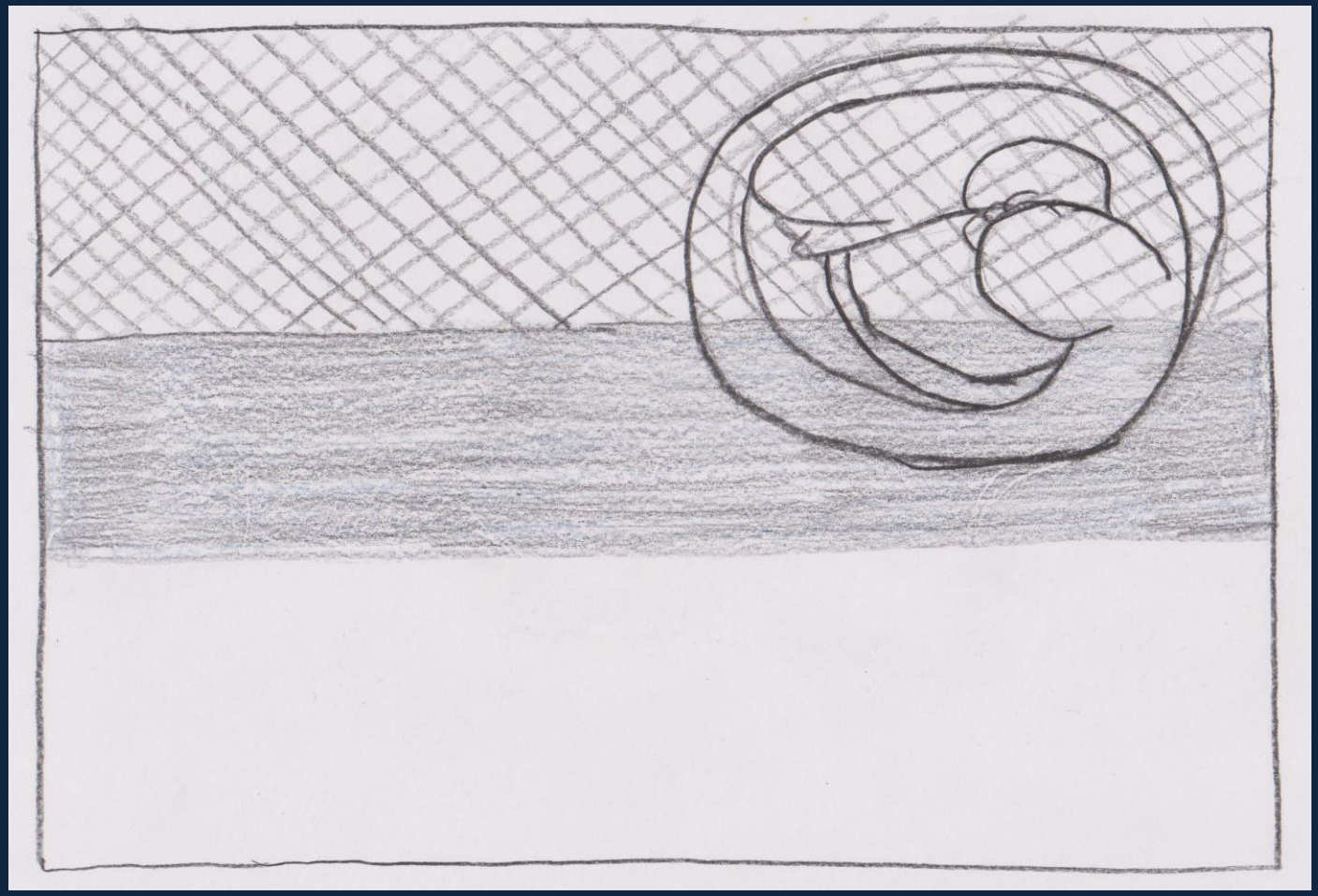




Mechanical Note

This drawing has the outline in hard black to reveal placement in game creature would blend seamlessly with environment around it.

TUCK AND ROLL

I'll tuck, and I'll tuck, and roll your house down!

Created By: Daniel B. King

TUCK AND ROLL INFO

Platform: Xbox One, Xbox 360

Number of Players: 1 or 2 Player co-op play

Perspective: Third Person

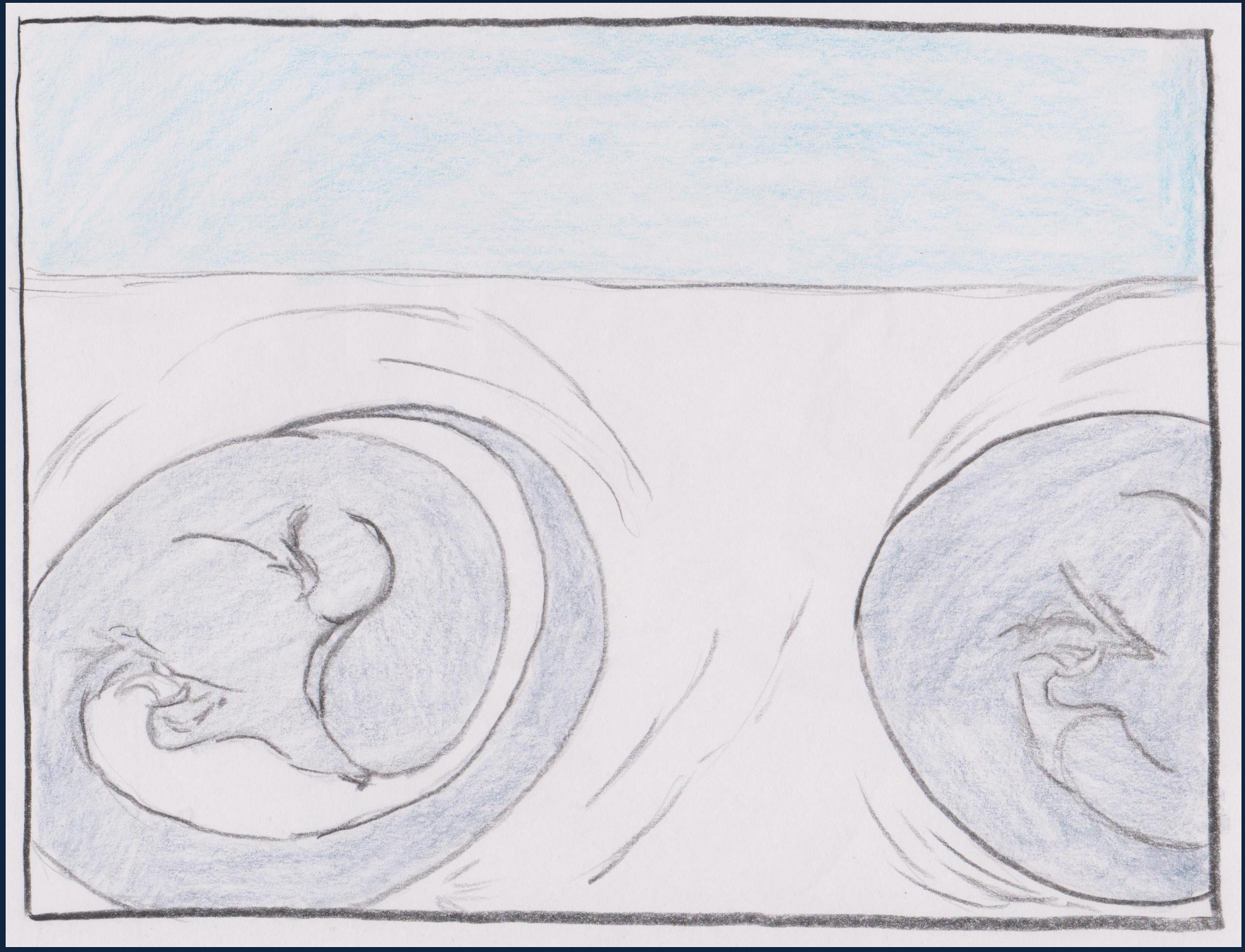
Controls: 12 Button Controller Configuration

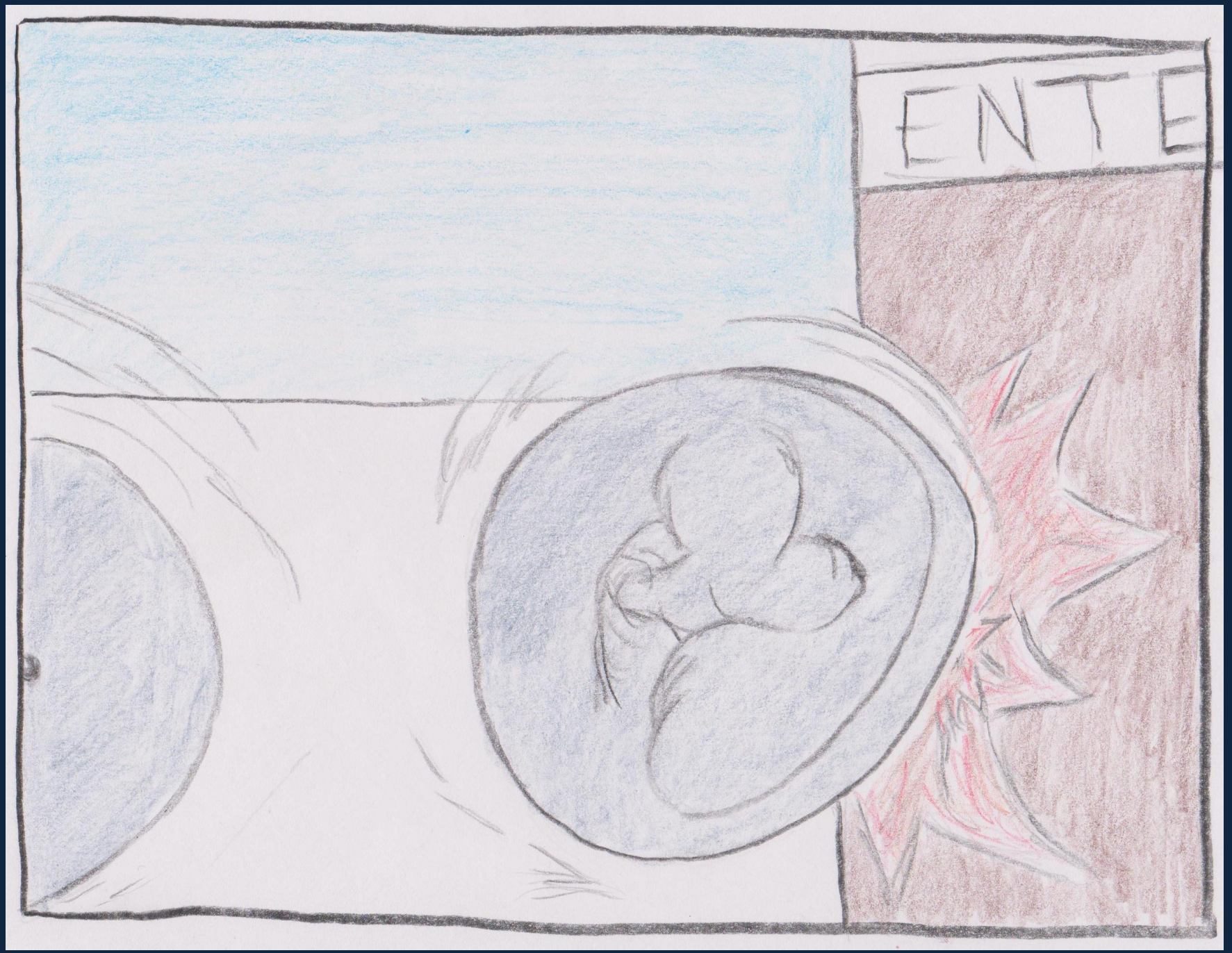
TUCK AND ROLL SUMMARY

Mechanic Summary

Users will pull and hold both triggers, while running, to see an animation of the creature rolling, any touched objects are destroyed and barred doors are opened, facilitating completion of exploration, collection and timed goals.

This mechanic is unique because it is an evolution of the current roll mechanic in modern video games.

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