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The Last Quarter
“Got Change for a 10?”

Game Concept by:
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The Last Quarter

Genre

First person shooter

X Statement

“Got change for a 10?”

Overview

Running the 25th street arcade, Buck Cannon finds himself among crowds of zombie like gamers demanding for change. When closing time comes, he must get to the other side of the arcade in order to turn off the breaker and go home; but with the growing popularity of his arcade, Buck must utilize secret weapons which were passed down from his father who previously ran the arcade. Equipped with change holsters and the quickest hands in the west, Buck fends off these demanding customers, flicking change at each gamer as quickly as possible in order to close up and avoid being beaten to a pulp by these impatient crowds.

The Last Quarter is a first person shooter with physics which are totally unrealistic. When a gamer is shot, they will be pushed directly back to the game they were playing before. Instead of going the ultra realistic route with graphics, this game uses fun cartoony characters and environments in order to give the game an extremely fun whacky feel to it. Only one type of environment will be used for this title and will be the inside of Buck's arcade but with many different levels, the arcade will be separated into different areas within the building.

Much like a labyrinth, Buck must find his way through the arcade with no map. Through the mess of arcade machines, there will be dead ends and routes which lead you to nowhere. As more of the game is completed, more of a mini map will be revealed to the player and will give a good hint as to where the general direction of the breaker box is. This creates a certain amount of non linearity within the game and gives a great feeling of discovery as the player progresses through the game.



Weapons and Pickups

Contained in Buck's arsenal, is the almighty quarter which is much like a handgun, letting you shoot one quarter at a time and the quarter bomb which can hit many enemies in a small area in one blast. Along with these two weapons, Buck will be able to pick up powerups including health packs which recharge the health of a player to different levels and SPD H4X packs which enable Buck to shoot faster and move faster for a short period of time.

Enemies

Enemies in the game will have many different abilities and will vary by the type of gamer. Fighting gamers will be very strong but slow and will be able to throw powerful attacks. Sports gamers will be strong and fast and will be the hardest enemies to beat. Music gamers will be very fast but will inflict no damage but instead will surround Buck with their entourages and stop him from moving until all of them are defeated. Racing gamers also will not inflict damage but will be able to do burnouts by running in a spot, creating large clouds of smoke to negatively affect Buck's vision. Shooter gamers will be able to attack Buck from a distance by throwing bills at him. These enemies will show up in the different areas within the arcade and will deter Buck from getting to the breaker.

Target Market

Targeted towards teen gamers for the cartoon violence, this title is perfect for gamers who love first person shooters but who want to play a more whacky and wild game which strays away from the normal ultra realistic first person shooters.

Localization

This game would be released worldwide and would be the same in every country aside from translations into other languages. Designing this game to be used on the pc, players will appreciate the controls with the mouse and keyboard which have become so familiar to so many people. The control scheme will be the traditional first person shooter control scheme:

Controls

- Space bar – Jump
- W – Up
- S – Down
- A – Left
- D – Right
- LMB – Quarter shooting
- RMB – Quarter Bomb

Competitive Analysis

Competitor: Half Life 2: Episode 1

What Competition has:

- Very realistic graphics
- Very realistic physics
- Intense storyline

Competitor: [Xiao Xiao No. 4](#)

What Competition has:

- Low minimum requirements
- Easy to play
- Bullet Time (at end)

Competitor: F.E.A.R.

What Competition has:

- Very scary

What The Last Quarter has:

- Great main character
- Innovative weapons
- Ridiculous physics
- Incredibly whacky, cartoony characters and enemies
- Hilarious scenarios
- Lots of levels

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This picture above shows the target visual style for The Last Quarter with great cartoony characters and environments. The difference is though it would be in a first person view much like the picture below from Half Life 2.



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(Below) Sports gamer.

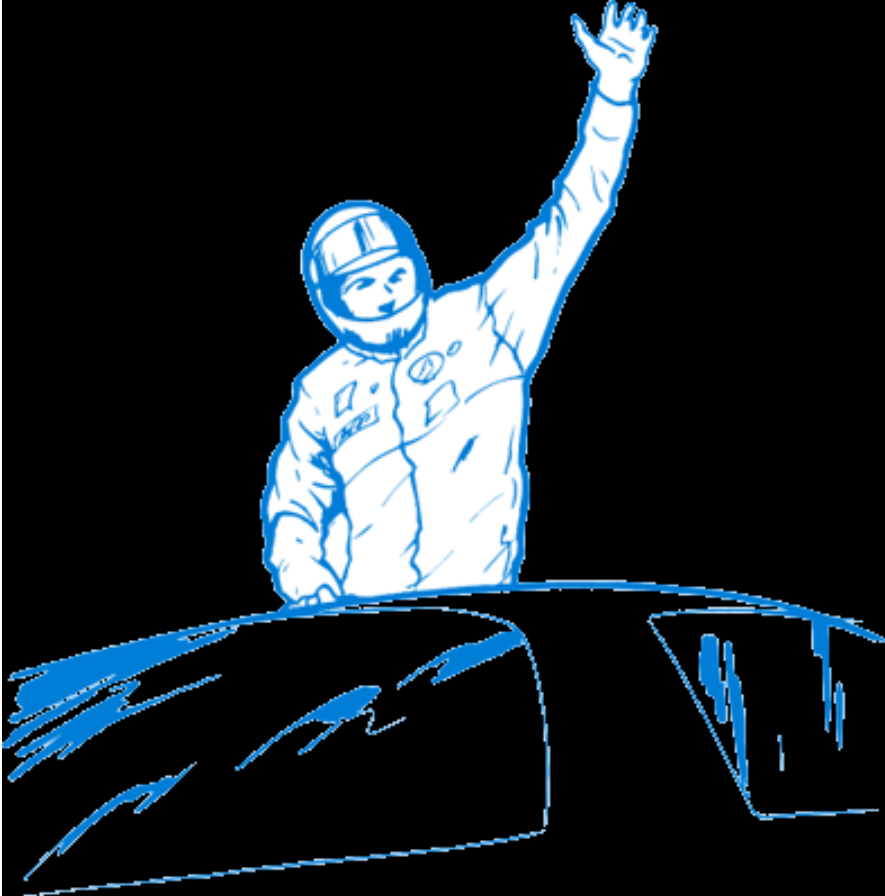


(Above) Music gamer.



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(Below) Racing gamer.



(Below) Shooter gamer.



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(Below) Quarter holsters.

