

## **Title**

Doppleganger

## **Genre**

Gem Fighter

## **High Concept**

Doppleganger is a 3d gem fighter in which every character is able to create an twin that he can control to fight along side of himself.

## **Brief Summary**

Through great training and dedication the world's strongest fighter have reached a level of mastery such that their fighting aura goes beyond their bodies. These warriors are unrivaled due to their unique ability to set their aura free, essentially creating another fighter to battle beside them. All have received the same notice. A tournament of the strongest fighters in the world is to be held. All have their skepticism but none can resist the allure of challenging others like themselves. They all have their personal motivations, some driven by money, fame, or power, but all want to win.

## **Goal**

Simply to defeat all your opponents and then finally face the organizer of the tournament. The strongest man in the world.

## **Gameplay**

Players view their characters from a top diagonal view and are able to run, jump, and interact with their arena freely. All characters are able to light/heavy punch and kick using the regular buttons. Jumping is controlled by one of the right shoulder buttons. Special attacks are executed by holding a different right shoulder button and pressing a sequence of punches or kicks.

Every fighter has a doppleganger, which they are able to activate by holding the left shoulder button. When the clone is activated, the physical fighter freezes for a moment to "release his aura" while the player gives the doppleganger a list of inputs. The command list for the doppleganger is unique from the physical fighter and more generalized. Each doppleganger will have a series of modes where the AI will control actions but the player delegates the type of actions he takes. For example the player may delegate the doppleganger to all out attack, protect, harass, get behind the enemy, long range specials, and so on. After the doppleganger instructions are given, the player releases the left shoulder and the doppleganger acts on his own and the player can continue to fight in his physical form. This allows for an element of strategy mixed in with all out brawling. Dopplegangers can't stay active forever. Each player will have an aura bar. This bar will deplete as long as the doppleganger is active. The bar will also be reduced if the doppleganger uses a special attack or is hit. Once the bar reaches 0 the bar doppleganger will disappear. Players can recover aura by attacking their enemies or by "powering up" by pressing the other left shoulder button. However, a player is completely vulnerable while powering up so do so at your own risk. Players can also activate a "team attack" with their doppleganger. With a doppleganger active, a player can input a complicated series of commands to team up with his doppleganger to perform a vicious joint attack. This attack, however, is a heavy drain on the aura bar so using such an attack may be a big gamble. Don't miss!

On top of automated doppleganger attacks, players will be able to enter a type of practice mode and enter a preset list of commands for their doppleganger to carry out. By doing this, a player can customize their doppleganger modes in order to form their own unique strategies.

## Success & Failure Conditions

The player achieves victory when he defeats all his opponents including the final boss, the master of the tournament. Defeat comes when a character loses a battle

## Carrot Says:

**Title:** Doppelganger

**Written by:** GetThere1Time

## Week 2

### High Concept:

The high concept works well enough, though I think it may do better if it was said how many combatants can be active at once, like “*Doppelganger* is a 4 man free for all....”

### Critique:

Nothing like a good ol’ fast-paced action fighting game where everyone scrambles to be in control of a gem, these are the types of game that make friends hate each other. The Treatment paints a nice picture with the backstory that seems to be a staple in the fighting game world, and the doppelganger mechanic sounds really interesting, but the description of the system that is given leaves a lot to be desired. The doppelganger system is touted as something where “... *every character is able to create an twin that he can control to fight along side of himself.*” In addition to the small grammar mistake, once detailed, the system sounds like nothing more than a spawned character that the player can assign some preset actions to before unleashing it into the fray. The fact that the computer takes over control of the doppelganger is very disappointing and I would have hoped to see something more.

The little pause in action for the player while they input or select commands for their doppelganger sounds disastrous for a game like this, if it’s a special move, then it likely won’t be used very often, which means that when it is used, other players will have no problem swarming on the player stuck in some input menus.

I feel that this system could use some serious work; it could be amazingly fun and strategic if pulled off well and add a whole new layer to a tired genre.

The presentation of the Treatment is pretty solid; only some minor grammar and spelling mistakes. There are also some words that would do better to be replaced by another word to help maintain smooth flow and a couple of voice changes throughout the Treatment.

**Fun:** B

**Presentation:** B-

**Originality:** C+

## **Kaiser Says:**

**Title:** Doppleganger

**Written by:** GetThere1Time

### **Week 2**

I have to agree with Carrot on most of his points here. The doppelganger mechanic does sound interesting, but I think a bit more freedom over how it is controlled would be nice. To me, it just comes out as summoning a twin that fights for a minute or two, and then it's back to the regular fight.

Maybe I'm just seeing it differently, but I think the pause would be a bit more dramatic, and would stop the action for a bit. As Carrot mentioned, if your opponent is allowed to attack you while you're doing that, you could be absolutely punished, which would make the mechanic a lot less desirable to use.

Overall, I agree with Carrot on the key points. It could inject some fun into the genre, but it just needs some more work to get it over that proverbial hill.

**Fun:** B

**Presentation:** B+

**Originality:** B-