

2-1

Divide and Conquer

3/29/2008

Genre

Tactical Shooter

High Concept

2-1 is a tactical shooter in which the player uses two characters simultaneously, but not together, to synchronize attacks using time travel.

Premise

In 2-1, the player will take the role of Ryan and Jack, two elite officers who have to neutralize the plans from the terrorist organization Luac. To do that they will travel through some major cities throughout the world, stopping terrorist attacks and searching for the organization leader and mastermind.

Gameplay in 2-1 is very close to the *Rainbow Six* series, but instead of having a tem to give orders around, the player will control Ryan and Jack one at a time. Each character has his own path to go through in each level. Even though the paths are different, they overlap in some areas, but never merge together.

Time travel comes into gameplay when players change characters. When players change characters the game go back in time and reproduces every action the player had with the first character. That way the players can use the second character to help in some firefights in areas that the paths overlap.

Goal

The goal in 2-1 is to stop the terrorist organization Luac which is attacking major cities around the globe.

How It Works

Changing characters

The players can change characters at any given time. Doing so will make them go back in time, to the period they left the character they are changing into. The action they already took are saved and reproduced as the player plays with the other character, that way the player can stop before a room full of enemies, change characters, use the second one to kill all enemies from a different point and then change back to go through the room.

If timed right, the second character can help the first in the middle of a firefight, that way he can kill the enemies hidden behind cover from the first character's perspective, changing the tides of the battle.

Change characters can also be used to solve simple puzzles like finding a button to open the door for another character, or disabling security system so the other character can safely pass through a room.

Camera

The camera in 2-1 is like the one in *Rainbow Six Vegas*, a first person camera that translates to a third person camera when using cover.

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Success & Failure Conditions

The players complete the game when they manage to stop the Luac before they can execute their plan. Failure comes when either Ryan or Jack die, or if the player fails to complete an objective in a level.

Carrot Says:

Title: 2-1

Written by: mamlfj

Week 2

High Concept:

The wording needs to be changed around a bit because it currently sounds like the player will be attacking with time travel, the rest of it is good though, it highlights the unique mechanic of the game and sets the stage for the reader by telling the genre.

Critique:

The way this game idea approaches the design limitation (the single player co-op twist) is very unique and interesting, it sounds like it could open up a lot of possibilities for some interesting puzzle based action gameplay. I like the thought of running through the level as one character, setting off some alarms accidentally and getting the place flooded with guards, then switching to the other character and turning off the alarm before the first guy gets back to that room.

The mechanic needs some more attention though, the current implementation doesn't sound terribly interesting outside of the basic switching mechanic. I feel that there could be something far more interesting than 'time traveling cops', and the idea of having two identical characters (in practice) begs for some co-op action with another *real* player, which of course would defeat the purpose of the game. I think the game would do better with the traditional lone-wolf type of character who is somehow able to send a representation of *himself* back in time to aid his future self. I trust that the author would be able to come up with something better than that, but the current implementation leaves some questions in my mind.

What is the second character doing while the first guy is busy doing all the work? Is he just sitting there at the player start twiddling his thumbs? Is he trapped in some sort of limbo waiting to be tapped in like macho-soldier version of Marty McFly? What happens when the first character reaches the point where the player switched roles? Does he sit there doing nothing; does some basic A.I. take over and handle the situation as best it can?

Divide and Conquer

The presentation is pretty solid overall; there's some minor grammar and spelling errors as well as a typo or two that cause some double-takes. Focusing on the interesting mechanic the most works well and keeps the read moving along nicely.

Fun: B+

Presentation: B+

Originality: A-

Kaiser Says:

Title: 2-1

Written by: mamlfj

Week # 2

High Concept: I actually had to read this a couple of times to get what you meant, but it does get the point across and talk about the most important feature after thinking about it for a second.

Critique: To be honest, this idea didn't quite hit me with that "wow!" factor when I first read it. To me, it reads like a first-person shooter with a leapfrog element. The concept of helping yourself is interesting, but it seems like the game might just end up being a bunch of back and forth.

I don't really have too many ideas to go on here, other than the facts that 1) this is a FPS and 2) there is a limited time-traveling element to help your teammate, both of whom are controlled by one player. This could make for an entertaining FPS, I suppose, but I don't really have much to go on here to really get a good idea. The time traveling element is neat, but I'm not sure that alone is making the game great.

I feel like this game just needs a little something more to get it over the hill of generic, and that something may even fit into the design of the game. However, I'm having a hard time figuring out what that something might be. Outside of a few grammatical errors I noticed, the treatment is explained clearly enough. However, I'm not sure I can see the big draw to this game.

Fun: B-

Presentation: B

Originality: C+