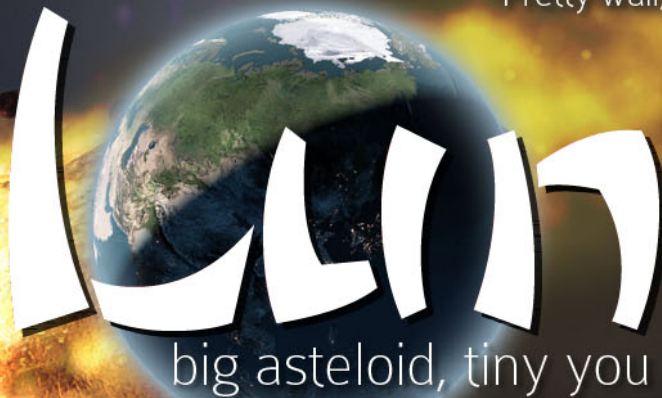


Historic Places and Events:
Pretty wall, pretty fast!



Lun
big asteloid, tiny you

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Storyline

Once upon a time, far far away, there was an asteroid circling the sun, minding its own business and being only bound by gravity and infinite boredom. Thus, being a mere piece of stone and ice it was very lucky it couldn't think or feel at all. Also on a not so lucky note this lack of interest lead him to cross the path of Earth - A slightly bigger and much more lively piece of rock inhabited by carbon based life forms - completely unwillingly and unprepared.

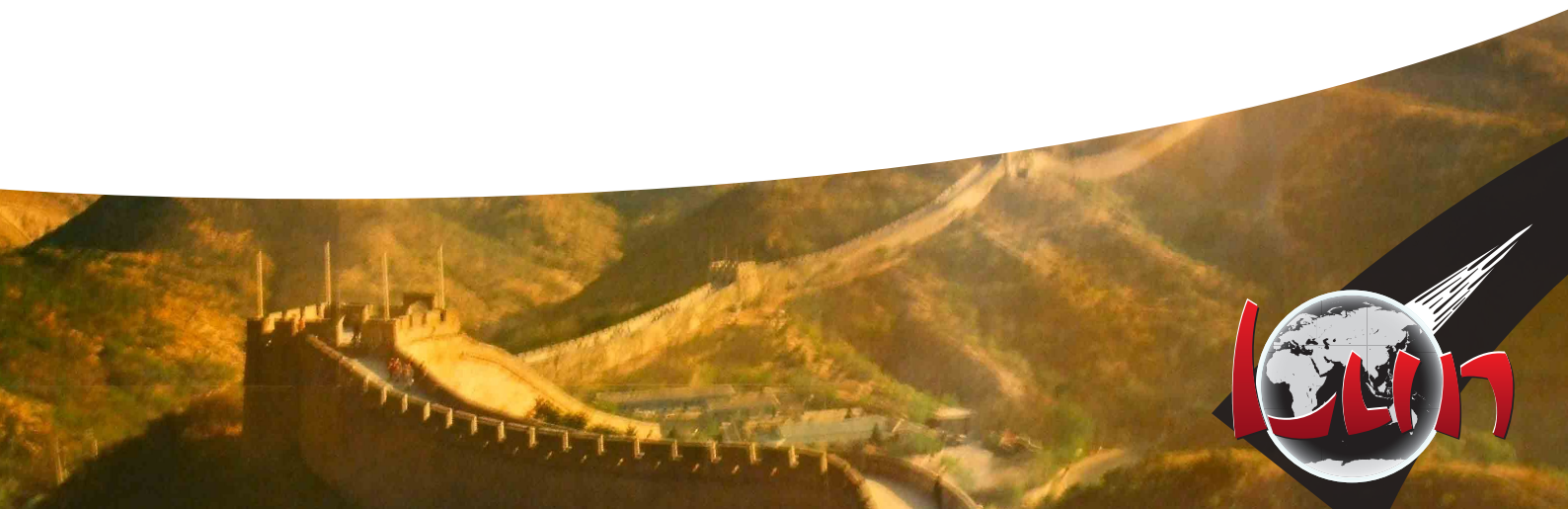
On a totally unrelated case, Forrest, hating his name and parents and thus fleeing them for the 5th time this year, ended - after a very crazy and hard to believe story including a Rattle-Snake, too many pints of Chinese beer, a girl whose name he couldn't remember but is written in red lipstick letters on his forehead and for reasons that were even unclear to him, a crazy blacksmith - upon the chinese wall.

What a great and splendid sight. A seemingly endless and impressive wall, vanishing into horizon, extensive Forests and a calm air of peace, softly carved hill, birds singing and the whole environment being completely devoid of mirrors - and blacksmiths for that matter and to the great relief of Forrest. This lack of mirrors also left him unnoticed of a transformation he was undergoing.

Because the Developers are too lazy or unable to model a real person, they paid the blacksmith to create a magical sphere enclosing poor Forrest within. On the plus side, this also was what saved his life.

Since, for the first paragraph of this story to make any sense at all and this whole plot being even remotely interesting, we arranged a not so friendly meeting between Forrest, the Wall and the Asteroid.

Thus the asteroid hit earth, namely china and poor Forrest facing doom, turned around and started to LUN.



Concept

The main concept of Lun is, having to steer a sphere up and down the Chinese Wall to escape an approaching heat wave (further called doom for atmospheric reasons), triggered by an asteroid hitting earth. The impact leads to an immense pressure wave and an earthquake which burst the wall into pieces. As the doom approaches swiftly from behind, it's the last desire of the player to rescue his life (aka sphere) by getting as far away as possible.

On one hand the idea of the sphere arises from the modelling aspect. On the other hand it allows us game designers all the freedom and ways to improve the visual aspects we search. In this manner we even thought about modelling the sphere out of glass to be able to display the active power-ups inside them. Later it will allow us to easily alter the size and surface without much thinking about reforming the whole figure.

Rolling and jumping over an cracked wall surely isn't the most exciting game out there. To improve the game-play we added a few specialities. The first thing to mention is that the game will get faster and faster, resulting in a improving challenge to stay on track.

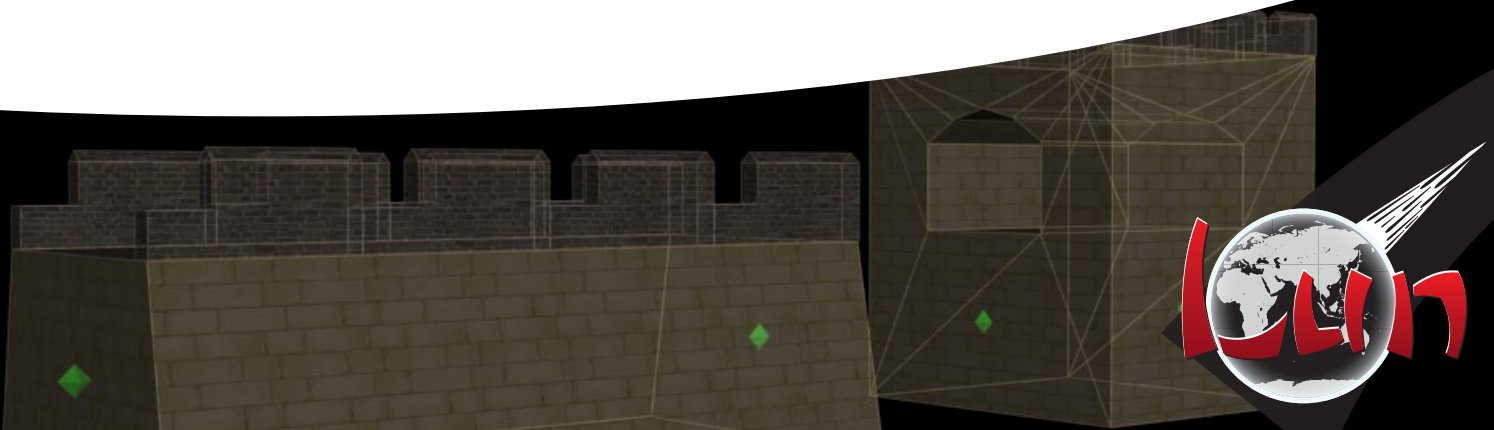
Having a picture of the great wall in front of you, you will see some defence towers built in rather regular distances. These towers will allow us to segment the game into levels. As with every passed tower the speed of the game will increase. Thus your maximum speed will be increased, but pity enough so will the doom.



Further you will find old Chinese coins distributed over the wall. Collecting these coins is a rather good idea. Not only are they worth a lot on auction markets today but they will also give you some special powers. These powers can increase or decrease your speed and/or the control you have over your sphere. A short list of these coins, as we like to name them, will follow and give you a little overview of all the many ways to change the game play, even just for a few seconds.

We will add a "multi-player mode", where the coins will come especially handy. Because you will be able to harm and annoy the other players. E.g. you could make them blind, or inverse their steering-wheel.

The last (but not least) enhancement to name is that we pland to pepper the game with a few special game modes, which will change the whole view of the scenery in the game. One of these visual modes, is the "Night-mode", here the environment will be in complete darkness. All you will be able to see, is the part directly surrounding you, where your gloom reaches. Or think about a "Ghost-mode" where you will be able to see through textures, and thus just the modelling-skeleton of the track.



Coins - affecting everyone

Ball Gun

Booom baby!

Jump into the little canon which will get you a few kilometers ahead on the track. But we have never been good in calculating, so you have to be pretty lucky to land on the track again. Or you really can handle the flying ball.

Ultimate Doom

This is the end!

ALL players get kicked out of the track, and the Doom will approach quite a bit for all.

Eclipse

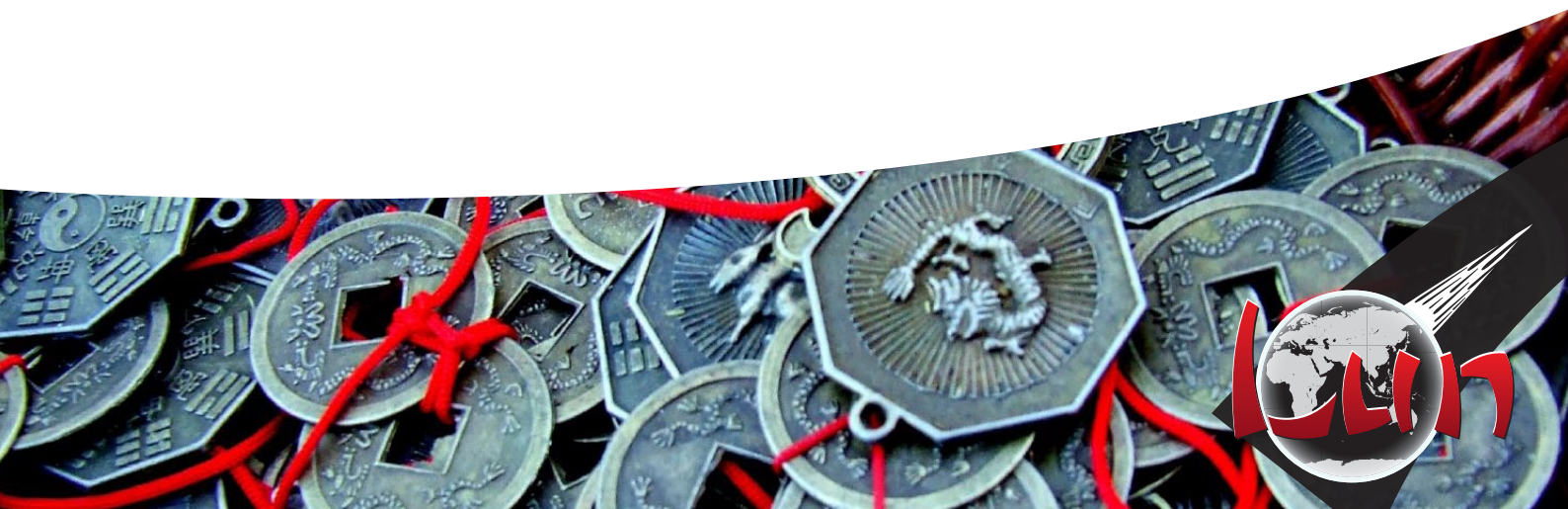
Sun gone

The moons shadow crosses the Earth's surface, and this time its just happening around the great wall. Its getting dark for everyone, can you handle this new situation?

Ice Age

Melt that!

As the doom comes closer and closer and burns and heats everything in its way, there is one last way to thwart it: build a huge ice wall and let the doom loose time by melting down the ice wall first.



Coins - just for you

Speed

Faster than sound

Faster than sound - Cool thing to have a little boost for a few seconds to gain a little bit of time, and to be able to escape the doom another little bit.

Bullet-time

Sooooooooooooo slooooooooooooo

Not so fast! - Bullet-time features as seen in matrix are cool and handy, because this is probably the only way to avoiding masses of obstacles.

Jump

Fly me to the sun

Fly me to the sun - As a "normal" jump as the game provides them, could be rather boring, with this power-up you are allow the make huge jumps, to overcome obstacles, wall gaps or perhaps even find some handy short cuts in the track.

Flyweight

Like a leaf in the wind

Like a leaf in the wind - Being light is a huge advantage in overcome gaps, because you nearly fly over them and do not have to fear them anymore.



Monsterball **M-M-M-M-Monsterball**

Have you ever been afraid of the gaps in the wall, or do you forget which button again was for jumping? This will help: the monster-ball power-up will grow you even bigger than all the gaps. Plus no-one can overtake you anymore there is just no space around you to do so.

Guardian **Second Life**

As seen in "the guardian" its always useful to have someone dying for you. With this power-up only your guardian will die and you get the full chance of rescuing yourself and run the wall.

Wintertime **Mind your feet**

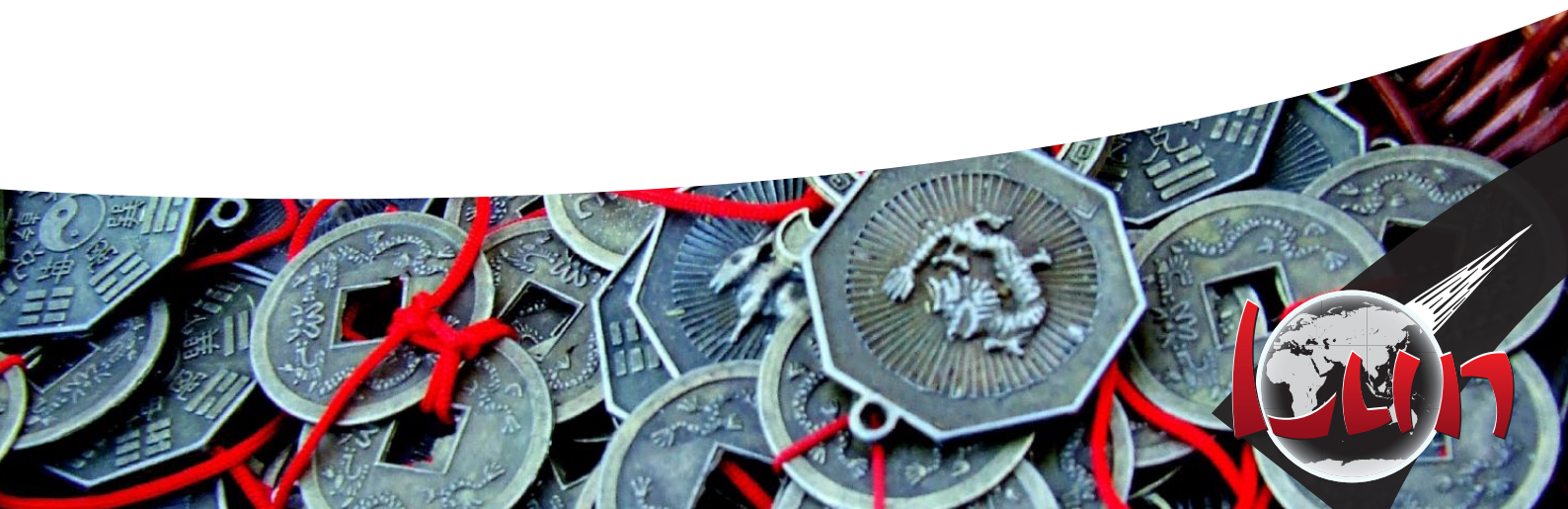
Downhill a bobsleigh run is a useful thing, you will gain velocity and are able to luge down the great wall, sounds like fun, doesn't it? For everyone trying to get uphill, the icy wall will be a rather big challenge.

Shine **I'am delightful**

See the shiny spot far far away? That is me! And for everyone close to me: sorry for not seeing anything, its just that I had THE idea!

Mirror **Take it back!**

You think your able to stop me by thos old coins against me? You thought wrongly, because I will reflect your coin back on you.



Dark Coins - not just for you

Blur

Where are my Glasses?

Your vision gets blurry and you will not be able to see obstacles in long terms ahead.

Blinded

Can you help me over the street?

Even worse than a blurry vision is only seeing nothing at all, and exactly this will happen if your blinded. Annoying also just for a few seconds.

Drunk

All that beer

Your Sphere seems to be drunk and it will not be easy to steer it on a straight line due to the tottering of the sphere.

Strobe

nrmtn mssng

The Xbox gives you 60 fps in standard, and you are able to see all movements as continuous flows. Ever thought about what would happen if this frequency drops down to 10 fps. How good will you handle this laggy behaviour?

Looking Back

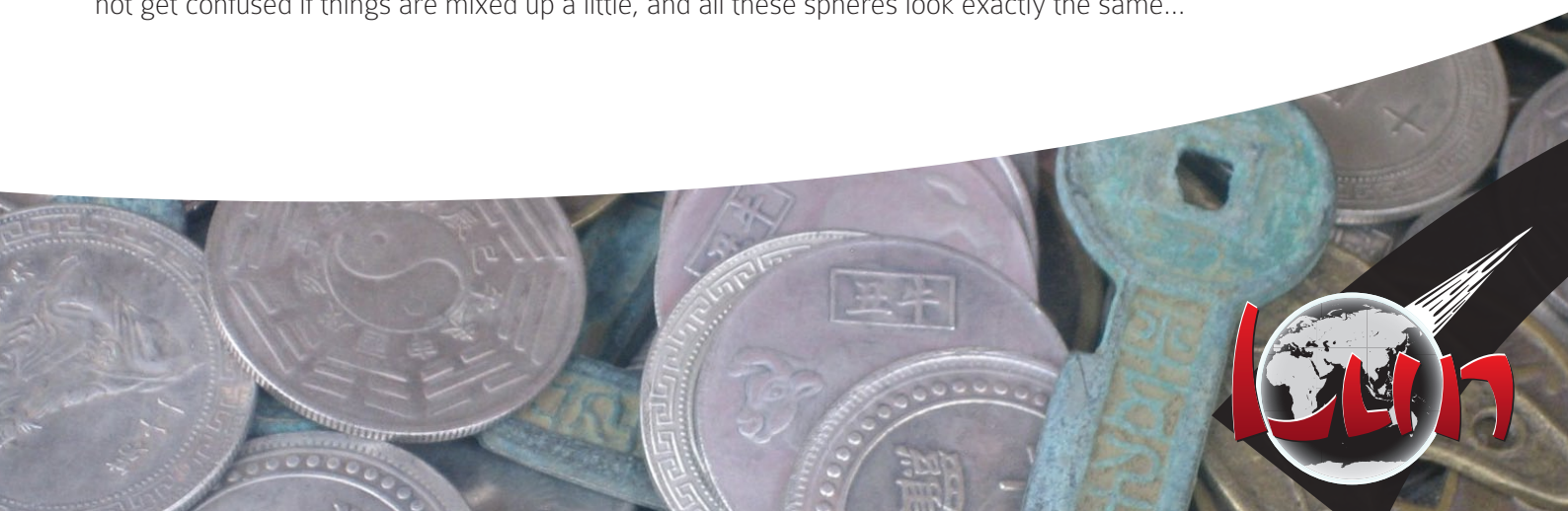
aww, pretty doom

Happy with your normal sight on things, the ball directly in front of you and the track even further in front? So think about what you would do if things changes, and you will see your sphere and the just visited track parts. How much luck will you have finding the right way?

Multi ball

Not an only child

Sounds like a good thing at first? Its not! You really should concentrate on „your“ ball and do not get confused if things are mixed up a little, and all these spheres look exactly the same...



Inverse Steering

Oh so english

Ever try to steer a ball left, if you have to push the thumbstick to the right, and vice versa? Pretty tough, I can tell you that.

Switch

I am you

Your opponent is far far away, and you think you have no chance to get him anymore? Do not despair, there is one way which surely solve that problem: Switch the positions and take his place instead.

Parachute

Enjoy the view

Wherever you are, it must be a wonderful place to stay and enjoy the view. So I give you the ultimate chance to do it. Handing over the parachute for you and catapult you into the air should you get everything you need to gain some time for you.

Amnesia

What was I doing?

Thinking its a good idea to collect different power-ups for the right moment? Not anymore. Your just one click away to loose all your coins. Click!



Targets

	Functional Minimum	Low Target	Desirable Target	High Target	Extra
Gameplay	<ul style="list-style-type: none"> - Run over Wall - Jump over Holes - Approaching Doom 	<ul style="list-style-type: none"> - Complex Track - Multiplayer (2) - Simple Powerups - Visible Doom - "Lunscreen" 	<ul style="list-style-type: none"> - Complex Powerups - Destructible Track (predefined) - Complex Doom with Near-Death FX - Damage - Character Development (Speed, Control, Acceleration, Jump) - Intro Sequenz - Save Progress/Highscore - Multiplayer (4) 	<ul style="list-style-type: none"> - Dynamic Fractures - Visualize Damage - Global Ranklist - Post to Facebook - Different Shapes of Characters - Credits - Pause Game 	<ul style="list-style-type: none"> - 3D Mode - AI-Enemy - Different Settings/Places - Story Mode - Human charactera
Playmodes	<ul style="list-style-type: none"> - Lun! 	<ul style="list-style-type: none"> - Lun togheter 	<ul style="list-style-type: none"> - As far as possible - Ride the doom 		
Graphics	<ul style="list-style-type: none"> - Basic Wall - Player (Sphere) 	<ul style="list-style-type: none"> - Simple Shaders (BM,..) - Particle FX (Smoke, Fire) 	<ul style="list-style-type: none"> - Complex Shaders - Motion-Blur - Heat-Distortion - Powerups change Player/Environment - Floating Stuff in the air (e.g. Ash Particles) 	<ul style="list-style-type: none"> - HDR-Glow - Bloom - Lensflare 	
Physics	<ul style="list-style-type: none"> - none 	<ul style="list-style-type: none"> - Friction for Player - "Sliding" 	<ul style="list-style-type: none"> - Different Ground Structures - Simple Obstacles 	<ul style="list-style-type: none"> - Destructible Wall/Player - Debris Collision 	
Environment	<ul style="list-style-type: none"> - Basic Backgroundsphere 	<ul style="list-style-type: none"> - Fitting Backgroundimage - Parallaxscrolling 	<ul style="list-style-type: none"> - Changing Background (Trees on fire) 		
Sound	<ul style="list-style-type: none"> - none 	<ul style="list-style-type: none"> - Backgroundmusic - Simple FX 	<ul style="list-style-type: none"> - Matching Effects 	<ul style="list-style-type: none"> - Select different Styles - Progressive Sound 	<ul style="list-style-type: none"> - Surround
Powerups	<ul style="list-style-type: none"> - none 	<ul style="list-style-type: none"> - Blur - Drunk - Blinding - Freezing - Inverse Cam - Inverse Steering 	<ul style="list-style-type: none"> - Multiball - Repair - Shield - more - Ghost mode - Gun 		

EXIT >



	Functional Minimum	Low Target	Desirable Target	High Target	Extra
Options	- none	- Single/Multiplayer - Volume	- Playmodes - Difficulty	- Customize Controller	
Achievements	- none	- none	- yes	- more!	- awesome.
Menu	- start	- functional	- animated	- awesome.	
HUD	- Distance Run (Numbers) - Distance to Doom - Runtime	- Graphs - Powerupstack	- Fixed to Player - Animated Stack		- Customize
Multiplayer	- none	- The farer you get	- Interaction through Powerups	- Same Track	- Online Multiplayer
Leveling	- none	- none	- Simple Basic Features	- Unlock "weapons"	
Misc	- none	- none	- none	- Contract with Blackrock or Disney ;)	- Contract with Blackrock AND Disney :)



Tasklist

Functional Minimum

Who	What	Due	Time Needed
A	Model Assets	ASAP	6
P	Sphere Control	ASAP	8
A	Background	ASAP	4
All	Basic Engine Structure	ASAP	32
R	Simple Doom	ASAP	4
R	Menu	ASAP	4
R	HUD	ASAP	4
P	Camera	ASAP	4

Minimal Target

Who	What	Due	Time Needed
P	Splitscreen	6.4.2010	8
A	Refine Assets	6.4.2010	8
R	Refine Doom	6.4.2010	4
A	Shaders (BM)	6.4.2010	8
A	Particle FX	6.4.2010	8
P	Refine Sphere Control (Friction)	6.4.2010	8
All	Background Music	6.4.2010	2
All	Sound	6.4.2010	6
All	Powerups	6.4.2010	16
R	Refine HUD	6.4.2010	6
R	Refine Menu	6.4.2010	4
R	Background Scrolling	6.4.2010	6

Desired Target

Who	What	Due	Time Needed
A	Destructible Track		16
All	Complex Powerups		24
P	Complex Doom		10
Open	Damage		4
R	Character Development		12
P	Game Modes		10
A	Complex Shaders		24
All	Powerup Influence on Env.		10
R	Floating Stuff in the air		8
R	Changing Ground Structures		8
P	Simple Obstacles		8
All	Revisit Background		12
All	Sound FX Revisited		10



Lun rocks! That's why:

Why Lun will rock - aka - the strength.

The great british artist Banksy wrote* „The Bad Artists Imitate, The Great Artists Steal“. Thinking this to be very true, and remixing of ideas becoming a more and more important part of our digital lifes, we didn't want to fall short and - aminig for fast and addictive - we looked at the most fast and addictive games there are out there.

Quickly two concepts crystalised to be entertaining and addictive.

First: constant stress. There's nothing more challenging than a looming threat of death. Game concepts where you have to fight for your life, either by fleeing or fighting overwhelming enemies tend to be the ones where we get involved the most. This probably is due to our will of survival which is definetely a strong source worth tapping!

Second: annoying opponents. Remember Mario Kart? It is one of the most fun multiplayer games we know. Why that? Because you can annoy your opponents by playing mean little tricks on them. A slippery banana peel? hilarious! A super star giving you awesome speed? ecstatic!

So we combined the three ingredients: Speed, constant stress and the ability to annoy your opponents into one little concept: lun. A game where you have to fly the approaching doom over the crumbling chinese wall, collecting coins that give you the ability to outsmart your fellow runners!

Who will play?

you, our little (and not so little) brothers and sisters, parents and grand parents (given a robust health and tolerance to stress, we don't want to be held responsible for any tears) - short: everyone looking for some quick and exhaustive fun.

Ultimate Success

Success is weighed by one measure only: addictiveness. The goal: Hand the game to a complete stranger and asking him to return the controller 5 minutes later resulting in a „no, i'm playing „

