



**BATTLESTAR GALACTICA:
COLONIAL MARINE CORPS
A MECHANICS DOCUMENT
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CORE MECHANICS FOR BATTLESTAR GALACTICA COLONIAL MARINE CORPS

POINTS SYSTEM.

Players will receive Experience Points for various actions within the game, such as destroying robot Cylons for example. Points awarded will be based on the challenge set to the player. Puzzles for example will yield greater EP than destroying enemies. Players will also gain EP for completing mission objectives.

Players will also gain extra EP for completing bonus level objectives, these will be varied according to the mission. For example the player may have to destroy a certain number of environmental objects. These side missions will be level specific and tie in with the main objectives.

There are 2 enemy types within the game, the robot cylons and the human cylons (referred to as skin jobs).



Destroying enemies will yield EP based on their size and difficulty to overcome. Being that the game will feature squad co-ordination (discussed later) there will also be EP bonuses for tasking your squad to take down an enemy.

CAMERA SYSTEM.

The majority of the game will be played in a side on 2D view with the player being able to see the current room they are in. The camera will move left and right as the player does within each room. As the player moves from area to area the view switches to the current room. The player will see this on the top screen of the DS while the bottom screen will be being used for commands.

When the player is solving one of the games puzzles, the view will be top down again displayed on the top screen of the DS.

During the flight simulation parts of the game, the view will be a first person in cockpit view. The top screen will display the pilots view and the bottom screen will display instruments and weapons.

CONTROL SYSTEM.

The game will utilize all the available controls on the DS console.

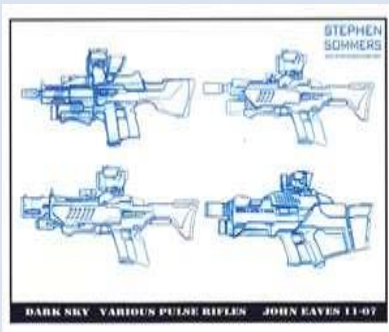


The player movement will be controlled with the D-pad and the A and B buttons will be used to jump and shoot. The left shoulder button will focus on the nearest enemy and the right shoulder button will switch targets.

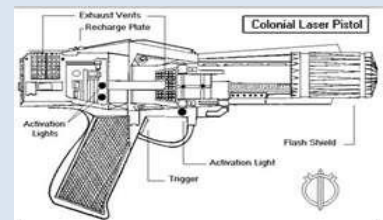
The Touchscreen will be utilized for squad and weapon management. The player will have options available to them so that they may change their weapon or ammunition, and also order their different squad members to attack or perform other actions.

COMBAT / WEAPONS SYSTEM.

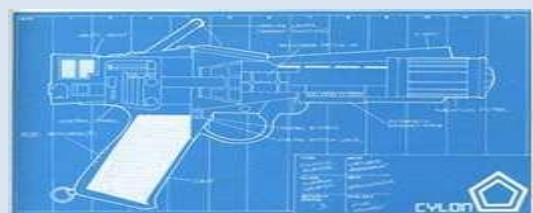
The player will be assuming the role of the C.A.P (Captain of the Airguard), who is a highly trained pilot/soldier. As



such they will have been trained in many forms of combat. The player will have access to an arsenal of weapons, some of which will be recreated from the show itself (pictured below). These include blasters and EMP Grenades. The player will start out with the basic weapons and be able to upgrade these and purchase more as they progress through the levels.



Different squad members will also specialise in different weaponry and the design of the missions will ensure the player must use a mixture of each discipline to progress. For example, a mission may contain a barrier that must be destroyed by a certain squad member who specialises in demolition.



SQUAD LEADING.

Within each mission the player is given the option to use their squad members. These range in abilities and items and the player is tasked at the beginning of each mission to select a varying number of squad members to be used within the mission. The player must choose wisely as some missions may require specific squad members to complete.

Squadies will have many different abilities, strengths and personalities. As such each one will be an individual character. Abilities will include, but are not limited to: Medic, Demolitions Specialist, Small Arms Specialist, Engineer, and Heavy weapons Specialist.



PUZZLES.

Battlestar Galactica C.M.C will use puzzles at various points of the game including locked doors, shutting down machinery, repairing various items etc. Puzzles will be based on the task they are set for. For example, the player may have to fix a component on board one of the Galacticas attack vessels, a viper. The player would have to use the stylus to reconnect various wires and then attach new components.

VEHICLE SIMULATION.



One mission in particular would see the player work as a team with other NPC pilots to take down a Cylon Resurrection ship.

The main characters are pilots and therefore certain missions in B.G:C.M.C will take place within the cockpit of a Viper or Raptor ship. These missions will involve taking down enemy vessels.



COLLECTIBLES.

Collectibles will be placed at various points within the game to encourage the player to move around the Galactica and thoroughly explore each level. Some collectibles will be items for the player to use such as life and ammo, and some will provide facts about the Battlestar Universe.

Tokens will look like the Battlestar Galactica badge. Facts will be from the show and quotes from cast and crew.

