

## Concept Documents for Atari

**Title:** *Aliens - Marines in Combat*

**Platforms:** Xbox, Gamecube, and PC

**One-sentence Marketing Description:** A third person, over the shoulder action game that incorporates team based military action to survive against the alien hordes on a desolate harsh world.

**Turn-Type:** Real Time

**Category:** Action, military

**Epoch:** The game takes place around the same time as the second Aliens movie did, and incorporates much of the same visual style, and suspense. It is a Science Fiction game that utilizes team based action and survival tactics in order to outlast the alien drones that bombard your team head on, as well as surprise ambushes.

**Hook:** The hook is to play as a team based Aliens game that requires skill, patience, and cooperation.

**Overview:** Players will have the opportunity to play an Aliens game that not only looks good, but plays like the movie. And by not entirely shying away from first person, players will still be able to feel the suspense as they look through their helmet's night vision, to pierce the darkness for hidden dangers. Now, this may seem like for a Marine vs. Alien game that could get boring. Wrong, this patience and strategy will not go unrewarded. There will be times when tactical strategy and planning will have to take the back seat to high explosion, trigger pumpin', and bug squishin' action. Eerie sounds coming from the pipes that stretch along the ceiling, flashing emergency lights, and dark dark shadows loom around every corner. Will you have the nerve to continue on and eliminate their species? Or will they eliminate life as we know it?

The third person over the shoulder view gives players the chance to see these battle hardened marines face off against the horrific Xenomorphs, and by using the same system as the game *Freedom Fighters*, players will be able to give commands to their squad with a click of a button! Another cool feature is the multiplayer aspect. Players will be able to connect with friends via Xbox live, internet, or system link to do some action packed bug squishin'! Or, to spice things up players could play as the dreaded Alien. Ripping marines in two, and pouncing out of the shadows on unsuspecting victims. The alien will be able to wall crawl, much like the very successful game *Alien versus Predator*, as well as head bite and claw their way to through the Marine's onslaught.

**Features:**

- 12 different avatars to chose from! Including Marines and Aliens!
- Play up to 16 people multiplayer with friends, both online and via system link!

- Gripping story pulls you through the action!

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**Title:** Eye of the Martial Artist

**Platforms:** Xbox and Gamecube

**Turn Type:** Real Time

**Category:** First Person

**Epoch:** Set in a fantasy world of martial arts, and other high concentration fighting abilities.

**Hook:** Play an arcade game, using martial arts and other fighting techniques, but view it all in First Person!

**One-sentence Marketing Description:** First Person Arcade Fighter, with realistic and real time battle action!

**Overview:** The target will always be locked onto the enemy the player is fighting, that way it will be not so different to the traditional side-scrolling arcade fighters we know today. The player can strafe and move forward and back using the left joystick, and won't have to worry about losing track of the enemy in a 3-D world! In order to target different parts of the enemies' body, the player can simply adjust its location by moving the right joystick. The big feature here is the chance to perform a wide variety of fighting moves in first person, and to not only see your characters arms, but the rest of his/her body as well. During really awesome combos, the point of view will change from first person to side scroll view, giving the player the chance to witness his/her character in action! This game will be a fast paste, fluid moving game. The player will be encouraged to move as fast and as efficiently as he/she can, resulting in some smooth tight executions of moves.