tmNinja – *where .45's and shuriken collide*

Preliminary write up;
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The Overview

       tmNinja is a side scrolling action game, revolving around the pivotal ability to control time in various ways, along with manipulate the environment. The game is being designed with fun in mind, but simplicity and the ability to 'pick up and play' will hopefully be emphasized. Currently there is no public code available for *tmNinja*; however, the game will be released under the GNU General Public License, v2 making the source code available to all. tmNinja is at this time to be considered in the design phase alone.

Concepts

       tmNinja was, from the beginning, designed with one very important concept and aspect of game play in mind: *the ability to manipulate time*. This has been seen in games such as Ubisoft's *Prince of Persia* series.

       Unfortunately, tmNinja was also designed with something else in mind: networking. How does one approach something such as time – an inherently relative concept – and apply it to the internet successfully?

       Currently, the approach is based on levels that are composed of sectors. In the game, the level will 'monitor' all players actively. Upon activation of a power that subsequently alters the fabrication and nature of the space time continuum (AKA: when you use a time power,) the level will 'lock' your sector off, letting nobody leave or enter. Why this approach? A few reasons:

- It's a simple solution to a difficult problem: the concept of 'time' over the internet, primarily concerning games, always has, and always will be an intractable problem. This approach does not mean to solve the problem; merely provide a practical solution that can be implemented effectively, without much overhead.
- It keeps action outside the affected sector going. One power activated in one place does not affect another power happening another sector.
- It's scalable. Sectors can be as big as giving the ability to house two players to house eight to sixteen players.
- It's controllable. If you enter a sector and five seconds afterwords a power is activated that lasts for *ten* seconds, the sector can prohibit the user from leaving. This will render them in a quasi-'unknown' state, although they will stay safe within the confines of the sector.

It is also possible that sectors can be 'one-way,' in which you may leave, but you may not enter while a time manipulation power is active. This, also, provides a solution to the aforementioned problem of objects entering/leaving the hazardous sector during the 'grace period' in which the time power is activated. Level's in tmNinja are expected to be large; this will hopefully accommodate and minimize the latter-most scenario depicted.

Characters

Who're the stars of tmNinja? Why, you guessed it! Ninja's of course! But these aren't your ordinary, Chinese Ninja's. Choose from guns, swords, shuriken and a handful of skills and abilities that will let you customize your Ninja however you wish. You can be the ninja **you've** wanted to be for your entire life (not)!

Character setup

tmNinja offers one class of character: ninja's. But just because you're all ninja's, doesn't mean you can't be unique. You can customize your Ninja however you choose; would you rather have an automatic rifle than that venerable ninja sword? No problem. Want a shuriken instead of that little pistol? You got it. Want to slit throats, not knock out your opponents? Easy.

Currently, Ninja's have primarily two parts of their overall whole: *Weapons*, and *Abilities*. We'll cover these here.

Weapons: in tmNinja, a ninja may carry two different weapons at any given time: a primary weapon, and a secondary weapon. Primary weapons are ones that you will carry and most likely use for the majority of your match; secondary weapons are fallbacks you can switch to in order to avoid a reload time or finish off a weak enemy.

Primary weapons:

1. *Ninja sword*. The classic weapon of the ninja's of a forgotten, (un)noble time. Ninja swords are close combat only, but very deadly and can easily dispose of enemies when used properly.
2. *Assault rifle*. A more modern alternative, the assault rifle is long range, fairly accurate, and a well placed headshot can take out even the toughest of players. Assault rifles carry 30 bullets, and have an average reload time and can do good damage.

Secondary weapons:

1. *Pistol*. Around since the dawn of mechanical based warfare, the pistol is always a good choice. A very quick reload time, a clip of 12 bullets, and a high accuracy rating. Not much stopping power, unfortunately.
2. *Shuriken*. Classic stealth and distraction weapon, the shuriken are fast flying projectiles capable of killing enemies when used correctly. They can be thrown fairly fast with no reload time, however, their range is a little less than that of a pistol, with roughly the same stopping power.

<u>Abilities</u>: along with weapons, you can also customize your personal character with approximately 3 of 6 skills, and 1 of 2 special time powers.

Skills
1. *Stealth kill*. When you are out of sight (i.e. behind an enemy), by attacking, you can perform an instant stealth kill. Works with both the assault rifle and the sword.
2. *Dead rush*. Quickly duck down and rush into the fray; useful with assault riles and the like to easily get to cover in a fast manner.
3. *Bullet block*. Block any and all bullets that're coming in the direction you're facing, works for 15 seconds and can <u>only</u> be used when the Ninja sword is equipped.
4. *Fast reload*. With quick timing, by hitting 'reload' at a specific point during your already-happening reload, your gun instantly reloaded with full ammunition. Obviously, only works with guns.
5. *Grappling*. Climb the ceilings and walls, by grappling you can give yourself a good defensive edge and tactical advantage against the competition. This skill can also be critical in game modes like <u>Ghost hunt</u>. While grappling, your sight is also intensified, so you can see farther off to plan an attack. You cannot attack while grappling.
6. *Close quarters combat*. By moving up to your opponent quickly and hitting attack, you will perform various moves that ultimately end up in you knocking out your opponent; finish them off or deal with the rest during that time.

Time powers
1. *Time reversal*. Reverse time by ten seconds, useful for reversing that nasty headshot or that stealth kill.
2. *Time freeze*. Stop time by ten seconds, great way to pull off some perfect headshots and deal with enemies without retaliation.

Game Modes
Currently, only two modes of play have been decided upon on this point.

<u>Versus</u>: Self Explanatory. Ninja's vs. Ninja's in fights to the death! Team-based versus along with a 'free-for-all' setting will be available.

<u>Ghost hunt</u>: Similar to the mode known as *Juggernaut* in games such as Halo 2, but with hardcoded differences. Level of choice will be darkened, and it will be a match of a team of Ninja's called the *'Ghost hunters'* against a single Ninja, the *'Ghost.'* The hunters will automatically be equipped with a flashlight allowing them to see (as far as the flashlight's range,) and roughly 30%-50% of their normal health. The ghost will come equipped with full health and the ability to see in the dark. The hunter who kills the ghost becomes the ghost, and the player with the most kills as the ghost at the end of the match wins. The ghost will also regenerate health, so once you confront him, don't let him get away!