



# Raiders of the Deep

A Game Concept by Spark Unlimited

Raiders of the Deep is a free-to-play, competitive multiplayer, first-person-shooter that utilizes ship customization, level orientation changes and free flowing water simulation to dynamically change map layout and combat strategy.



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## 1. Game Analysis

### 1.1 Narrative Exposition

The near future: global warming and massive tectonic shifts have changed the earth as we know it – water is everywhere, land is scarce. Governments have been replaced by corporations who hire clans of Deep Sea Raiders to defend their interests. You are a member of one of these clans and a rival clan has just intercepted your location. To survive; you must rely on your clan as much as they rely upon you.

You were unprepared for this confrontation and your only choice is to defend against the boarding party. The groan of metal echoes throughout your ship, and you watch your crew – your friends – take defensive positions across from the multiple hatches. Falling back to the command center you activate various auto-defenses by sending drones to seal the multiple leaks you see throughout your ship. Oh, this is bad.

Speaking clearly you give your crew new orders. Fall back, defend the reactor. But it's already too late. Lights flicker before going dark, and your auto defenses fail – you have a cloaked saboteur on board!

You dash out of the control room with your gun at the ready. As you reach your friends, the room begins to light up with an eerie red glow – acetylene torches start to melt through the two main hatches. They're almost here!

You call out, "Delta Formation on the aft hatch!" while a fellow crew member calls out "Bravo Formation on the fore hatch!" Your crew splits in two as they see waypoints on their displays.

Water begins to flood in from a hull breach and the ship begins to tilt. The flooding and tilt of the ship renders the aft hatch indefensible. This isn't good. This isn't good at all... "Go Dark!" and your crew flicks off their flashlights utilizing the water to obscure their positions in preparation for the ambush.

The breach is quick, but it isn't quiet. An explosion sends the main hatch doors into the room, filling the scene with smoke and steam illuminated by gunfire. Water, blood and bullet casings fly as your enemy begins to fall.

The enemy overextends themselves and your crew manages to push them back with superior tactics and by strategically flooding rooms. The battle is won and your crew retrieves valuable data caches from the enemy server room. Your employers will pay handsomely for this data cache. Maybe now you'll be able to afford those defensive turret upgrades. Your submarine restarts its engines and speeds away as the enemy's vessel explodes in the distance. Your crew savors the victory and divides the spoils of war.



## 1.2 Game Concept

Raiders of the Deep is a free-to-play, competitive multiplayer, first-person-shooter that utilizes **ship customization**, **level orientation changes** and **free flowing water simulation** to dynamically change map layout and combat strategy. This will be a uniquely next gen experience only made possible by the next generation console technology, the incredible FX capabilities of Unreal 4 Engine and Phys-X GPU water simulations. It is a game about assembling your level from pre-made rooms, customizing them with items bought and earned, and then squaring off your ship against your opponent's - creating an online arena that's always half familiar, half unknown. It's a game about assuming the role of a mercenary on a submarine of your own design or fellow clan member's vessel - giving orders or executing orders while leveling up distinct character classes. It's a game tailor made for league play, one that allows for true leadership and teamwork, raiding-like rewards, side "bets" before matches, taunting and bribing - it's perfect for eSports or competitive gamers of all skill levels. Most of all, it's a game that will start small, focused and fun, and can expand - based on player feedback - in a variety of exciting directions.



## 1.2 Key Features

- **Your Ship, Your Way: Submarine customization** – Choose from predesigned ship layouts or swap and rotate rooms, then add decorations and themes. Tons of customization options to buy or earn to make your level truly reflect your personality and strategic approach.
- **Truly Dynamic and Interactive Backgrounds** – As your submarine sinks, damaged rooms will flood and the whole environment will turn on its side and even flip upside down. This will instantly change map layout and as a result map strategy changes. Destroy ship systems to cut lights or overtake the command center to gain control of auto-turrets. Use the level itself as a tool and a weapon to overcome the odds.
- **Free Flowing Water Simulation Gameplay** - This will define the next generation gaming experience with water simulations only possible on the Xbox One with the help of Unreal 4, Phys-X, and Thunderhead cloud computing. Flood compartments to change the playing field. Force opponents to surface for air to setup a headshot. Lurk under the water surface and take the enemy by surprise. As the submarine tilts, water will flow from one compartment to the next.
- **The Madden of Shooters: Playbook System** – Play like a well practiced clan even with complete strangers. Setup custom or use pre-loaded context-sensitive "plays" before breaches and give on-the-fly orders or follow the orders of your teammates for bonus XP. Plan your own sequences on Smart Glass and share them with friends. Use teamwork, fake-outs, traps and advanced tactics to outsmart and outgun the other clan.
- **Free to Play / Free to Win** – A fully featured shooter with no entrance fee. In-App-Purchases for extra in-game currency or specialized costumes / items are available, but everything is based on Pay to Enhance (and show off), not pay to Win.
- **Knowing is Half the Battle** – Each time you play, one half of the multiplayer online battle arena will be yours (or your clan's), the other half will be a mystery until you board your enemy's sub. Bazillions of possible combinations.
- **Clan Classes** – Cloak yourself as a Saboteur and map out the enemy's ship for your team, quickly hack equipment or find shortcuts as an Engineer, go guns blazing and lay traps as a Raider or stomp through corridors slowly as an armored Deep Diver. As the game grows so will the number of Classes...
- **Level Up and Collect** – Advance in four different classes, unlock tons of weapons and abilities, and personalize your character's look to a staggering degree.
- **A True Team Sport** – Fully supports Tournament Play and eSports with optional clan rooms, specialized leaderboards, pre-set play times, uniform elements, league web pages, and recording and uploading match videos to brag and review replays to sharpen tactics.



### 1.3 Story Overview

In the near future ice caps have melted and most of the earth is covered in water. National governments have been rendered powerless in the face mega corporations that violently battle for power. These corporations store and transport valuable data caches in offshore submarines piloted by bands of “deep sea raiders”. Corporate espionage has taken the form of violent confrontations between these underwater pirates. They plunder each other for these valuable data caches, risking life and limb for wealth, power and prestige. The aesthetic of this near future is sleek but grounded in a gritty realism of believable, familiar technology.



## 2 .Game Design

### 2.1 Expanded Game Concept

At its core, Raiders of the Deep is a version of capture the flag enhanced with point control. Before a game begins, players will enter a lobby where each team will vote on a map layout for their respective team as well as what room to place the data cache (flag) in. When the conflict begins, the two teams' ships dock with one another. The ships will be connected through airlocks. The goal is to board the enemy's ship through these airlocks, find "data caches", hack them, and return to the command room of your ship with the data. These data caches could be anywhere the opposing team voted to place them, so no two games will ever be the same. The control points will enable or disable defense systems; easing access to the rooms that contain the data caches. This will be the main gameplay mode but it will only be one of many types of gameplay offered.

1. Breach or Be Breached: Battles will begin with you either assaulting the enemy's ship or defending your own, but the gameplay then stretches between the two sides.
  - a. Set up Breach Plans as the Attack - Select where to enter. Set up fake outs. Try to bribe members of the opposing ship.
  - b. Set up Traps as the Defender - Determine where the opposing team will breach. Place traps. Take cover.
2. Attack and Defend: The heart of the gameplay is the gathering of data caches from the opponent's ship.
  - a. Combat - Battle opposing team crew members.
  - b. Find Data Caches - Various rooms have different amounts of data, hack the systems or defend hackers while they collect the data.
  - c. Return Enemy Data to Your Command Room - Take the data back yourself or guard the data carrier.
  - d. Complete Side Objectives - Some rooms are connected with ship systems, hack these for various bonuses (cut out lights, turn off / take control of auto defenses, etc).
  - e. Defend Data Caches - Try to keep the opposing team from hacking your ship's systems by laying traps and taking defensive positions in key rooms.
  - f. Eliminate Data Carriers - Take out the enemy carrying your data before he is able to upload it in their Command Room.
3. Collect Winnings: Overcoming the other team isn't just for bragging rights...
  - a. Earn XP and Cash - These are used to level up your character class and buy new character and ship items.
  - b. Roll for Rare Goods - When you win your team will get a variety of rare items, which can be "rolled" to see who gets them.



## 2.2 Core Mechanics

### 2.2.1 Ship Customization

The player will be able to build his ship in an offline mode on the Xbox One or by using their Smart Glass app on a phone or tablet. The player will be able to move each of the ship's rooms where he feels is strategically the best. He will then hide his Data Cache in a safe in one of these rooms. The player will be able to save out different ship load outs that he can then access during online play. This customization will enable each match to be different depending on how the Clan would like to defend or attack.







### 2.2.2 Point Control

While the core of the gameplay is capture the flag with data caches, it is the Point Control mechanic that will keep map strategy dynamic and interesting. The Point Control element will have different strategic effects on gameplay. The defending team will have many defensive features on their ship which will be countered by the difficulty of defending so many vital systems rooms. Attacking teams will have the benefit of quickly changing targeted rooms. Attacking rooms in a strategic sequence will cause a cascade of chaos that will win the match.

For example, taking out an opponent's reactor will take out command center functionality which weakens the defense turret systems. The weakened defensive systems will give the attacking team access to assault the medical bay which slows reinforcements which in turn, buys them time to find and decrypt the data caches.

#### Point Control Rooms Details

- Global room functionality: All rooms will be sizeable arenas and will provide the following functionality to the team that controls it.
  - Local control of airlock hatches
    - These are essential for controlling enemy access to rooms.
  - Local control of room flooding.
    - Flooding rooms will change the layout and strategy of the arena. For example:
      - If the defending team has dry high ground the attacking team will be slow to maneuver in the water on the low ground and there will be a "fish in a barrel" effect on gameplay.
      - If the room floods completely players will have melee battles and have to surface for air in specific air pockets along the ceiling.
  - all rooms may have auto turrets that target enemy players.
  - Manned turrets are featured in certain rooms.

When a team is inside a room for 10 seconds they *control* it and unlock the special features of that room discussed below.

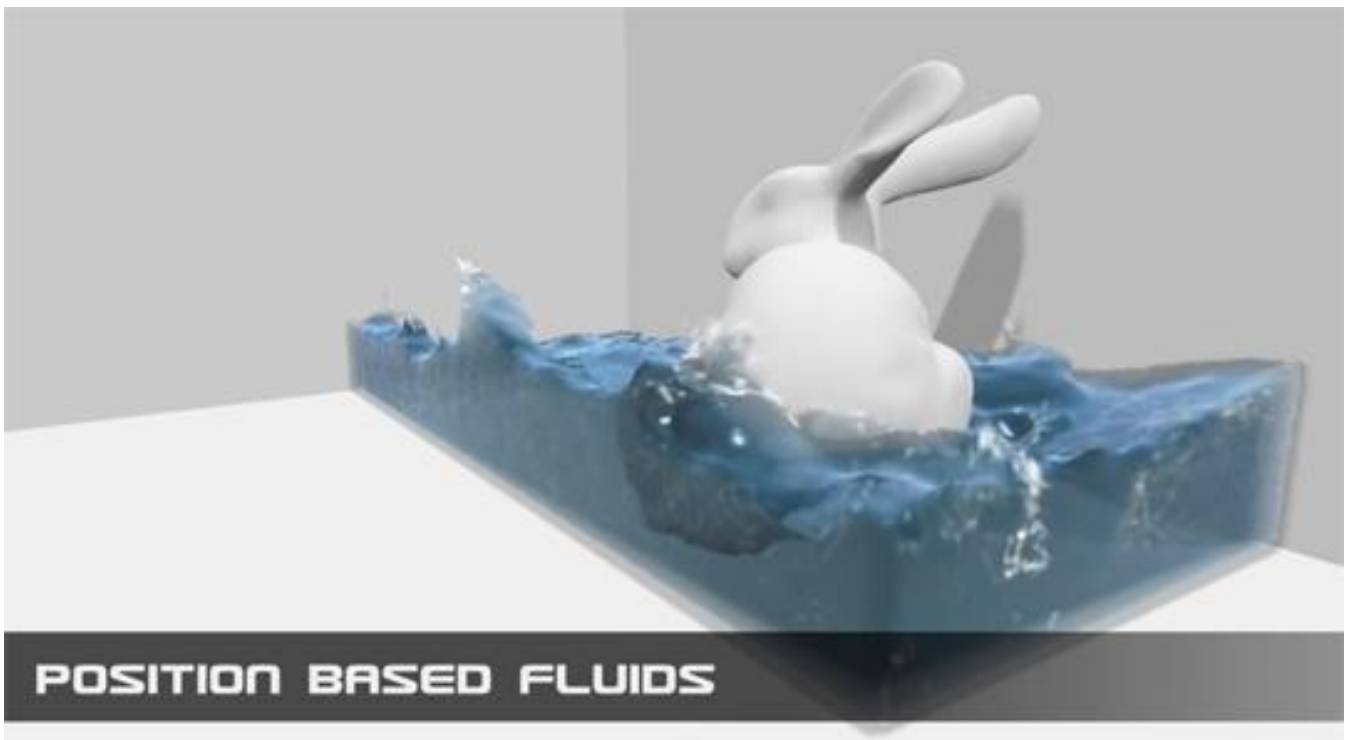
- Command Room
  - Strategic importance
    - control of command room turns turrets against opposing team
    - allows access to surveillance cameras
    - Counter: Destroying Nuclear Reactor room will disable features of this room.
  - Physical attributes
    - Lots of low cover.
    - Defensible, limited entrance points.
    - Lots of auto turrets.
- Nuclear Reactor Room
  - Strategic importance
    - Damaging reactor can cause overheating, blowing out lights throughout submarine and causing incremental radiation damage to players in compartment and adjacent compartments.
    - Counter: Nuclear Reactor compartment can be cooled by flooding and reset to turn lights back on.
    - Fuse box, turns off and on the lights in different rooms
- Medical Bay
  - This is where the defending crew goes to heal up. They HAVE to go here in order to heal so the placement of this room can be critical.

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- Controlling med bay.
  - The team that takes control of the medical bay will have superior spawn locations and increased respawn rate, improving a team's ability to reinforce its frontline.
- Physical attributes
  - numerous entrance points make it difficult to camp
- Secondary Rooms:
  - Torpedo Room
  - Crew Berthing/Crew Washroom/Crew Mess
  - Armory
  - Depot

### 2.2.3 Water Core Game Mechanic



#### *Technical considerations:*

The following is a link to a video demonstrating the feasibility of real-time water simulation on next gen. This utilizes Nvidia's Phys-X technology running on a single GTX 580 video card.

[http://www.youtube.com/watch?feature=player\\_embedded&v=6WZZARzpckw](http://www.youtube.com/watch?feature=player_embedded&v=6WZZARzpckw)

(a locally saved version is located here: \RAIDERS\Video\Position Based Fluids Demonstration\_HD.mp4 )

The Unreal 4 Elemental Demo also demonstrates flowing liquid and demonstrates the sheer number of particles next gen can push.

<http://www.youtube.com/watch?v=IY20pxEQM-A>

(RAIDERS\Video\Unreal Engine 4 Elemental Demo [1080p]\_HD.mp4)



### Summary:

Water will be the wild card in every firefight. It can be your savior in one battle only to suffocate you in an icy death in the next. **Water will dynamically change level layout and strategy through both changes in orientation of the whole submarine and water levels of each compartment.**

### Example Gameplay Beats of Action:

When the firefight began, the pump room was dry. As the gun battle rages, the hull is damaged and water begins flooding into the room. A thousand pounds of pressure forces water through the hull of your submarine and is altering the layout of the arena. Soldiers on the low ground begin wading slowly in the waist deep water and being picked off by the enemy in the high ground. As water overtakes the high ground, troops resort to diving deep and sneaking up on the enemy with combat knives. Water fills the compartment to the ceiling and the few survivors are now clustered at and gasping for air in the few air pockets where they can keep their heads above water. Reinforcements breach a blast door and water flows into and floods the other compartments while drones seal the damaged hull.

### Water mechanics:

- *Water's effect on players*
  - Knee high water slows down players
  - Waist deep water slows players more; crouching allows you to hide under water.
  - Fully flooded compartments will only have a few air pockets above water and most combat will take place under water.
- *Water's effect on the environment*
  - Damaged rooms start flooding, flooded areas of the ship will start sinking and the whole ship will start to tilt effectively changing the layout and strategy of a given arena.
- *Natural Water Simulation Behavior*
  - The flow of water from one compartment to the next will cause players to slide.
  - The volume of water is maintained when water flows from one compartment to the next.
  - If both compartments have the same level of water:
    - then no water level change will occur.
  - If one compartment is filled to the ceiling and then the hatch is blown open to an empty compartment:
    - then players in the empty compartment will get knocked off their feet from the flooding water and the players in the full compartment will be pulled into the empty compartment.
    - **active stand up minigame-** after being thrown off their feet, players will scramble to get up again to continue combat. Skillfully using the two analogue sticks to rebalance and orient yourself quickly will allow you to shoot or find cover first. It's the difference between a quick jump up on to your feet (best) and a hobbled slow stand up(suboptimal).

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- *Different character classes and loadouts will favor dry room fighting versus wet room fighting.*
  - Example of wet loadout
    - wet suit
    - rebreather
    - gas powered harpoon
      - most ballistic weapons will not fire underwater. the harpoon gun provides superior underwater ranged combat. It impales players and pulls them in for a brutal melee kill.
  - Example of dry loadout
    - heavy armor
    - thermal vision
    - freeze grenade
      - a well aimed and timed freeze grenade will freeze your opponent in the water, float them to the top, making them vulnerable for execution.



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Figure 1: Room Water State Previsualization: Dry



Figure 2: Room Water State Previsualization: Moderately Flooded



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Figure 3: Room Water State Previsualization: Major Flooding

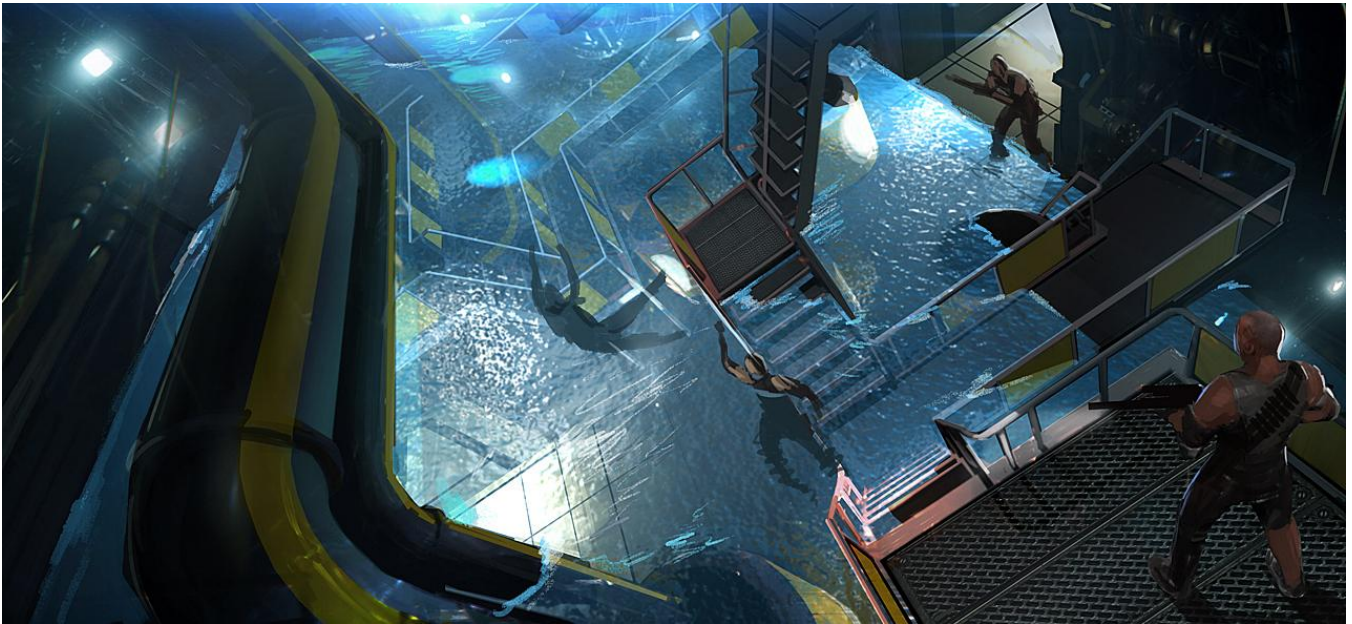
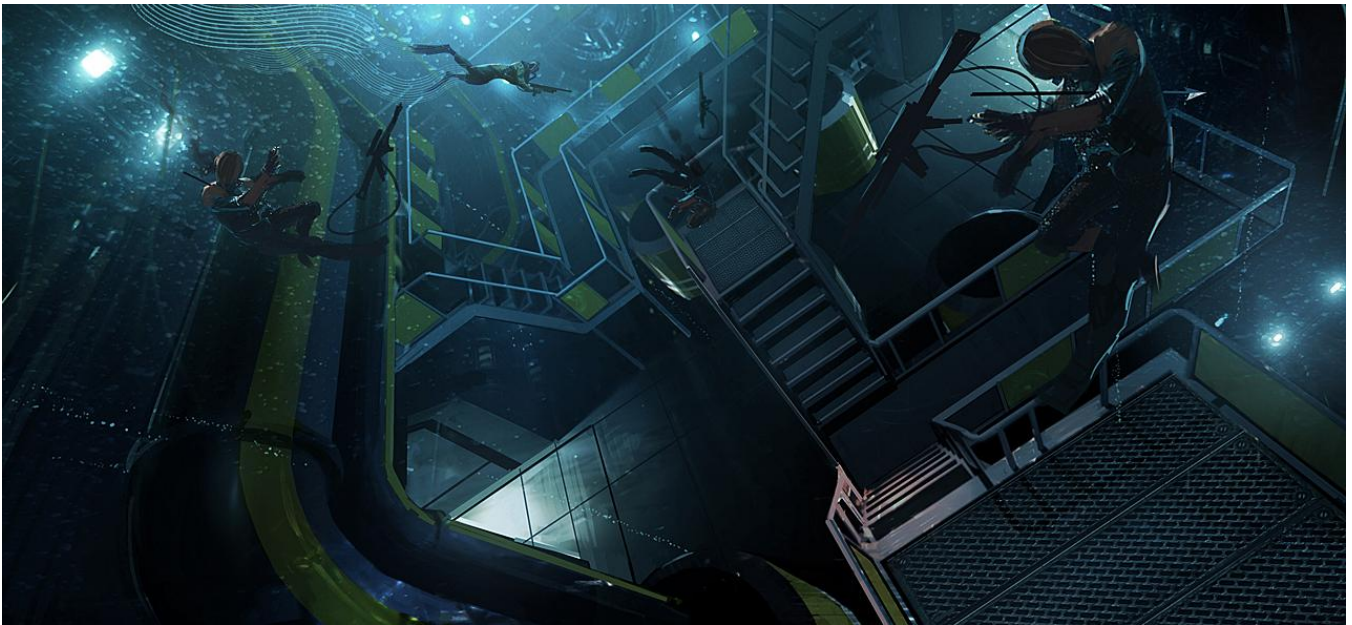


Figure 4: Room Water State Previsualization: Fully Flooded





*In Depth: Level Orientation and Water Level Beats of Action, Dynamics and Strategy:*

*Example Room*

		Dry State	Partially Flooded State	Fully Flooded
<b>Submarine Orientation</b>	<b>Regular orientation</b>	<p>Lots of machinery bolted to the ground level provides a labyrinth of cover and close quarters combat. The machinery casts shadows encouraging stealth. The ceiling is well lit.</p> <p><i>Favors dry loadout.</i></p>	<p>Water has flooded the room to above player height. The players with dry loadouts climb up on the machinery which serve as islands of safety and mobility. They shoot down on the submerged players and are more mobile than the players underwater because they can jump from one island to another. They have difficulty seeing the underwater players though and must have a sharp eye for movement. The players with wet loadouts stay below water and lurk in the corridors between the machinery. They have better visibility of the players above but lower fire rate as they look for opportunities to harpoon players in the torso and pull them into the water for the kill. <i>Favors dry loadout.</i></p>	<p>When the room is fully flooded, the wet loadout players have the upperhand. They swim freely and harpoon the heavy, clumsy dry loadout players with ease. Players without rebreathers will need to periodically surface for air at the narrow air pocket at the ceiling of room. This is extremely dangerous because the ceiling lights will silhouette them from above. <i>Favors wet loadout.</i></p>
	<b>On its side</b>	<p>Water has flooded a compartment on the other end of the ship and submarine has turned on it's side. Now, all the players are walking on a side wall with large pipes dividing lanes of combat. Now, the only available cover is to one side of the room where some of the machinery meets the wall. This machinery now provides shadowy elevated alcoves to shoot down from. Light floods from the former ceiling on the opposite side. This space encourages aggressive movement as a team with cover will fire from above. <i>Favors dry loadout.</i></p>	<p>When the water height has reached half the room, The dry players scramble for the alcoves on the side. They scale the wall to find relative safety from which to shoot down on the aquatic players. The wet loadout players have a large open area in which to swim freely while the dry players are trapped, sitting ducks in the alcoves.</p> <p><i>Favors wet loadout.</i></p>	<p>In a fully flooded room, the alcoves of the machinery are very dark and provide some degree of safety. The wet loadout players tend to swim freely in the open, however they are silhouetted against the ceiling lights and become exceptionally easy targets for those hidden between the machinery. <i>Favors wet loadout.</i></p>
	<b>Nose down</b>	<p>Water has flooded the nose of the submarine. The nose of the sub turns downward. The arena is now a vertical labyrinth along one wall where your grappling hook is your best friend. Players initially tumble to the bottom. Then everyone frantically scrambles to get to higher ground as those trapped at the bottom of the pit fall victim to grenade spam. Those that make it to the small machinery ledges are also vulnerable due to their lack of mobility. <i>Favors dry loadout.</i></p>	<p>In a partial flood, players are slow moving in the water but have a lot of cover if they are both underwater and hidden in the alcoves of the machinery. Relatively easy to get to the surface for oxygen without crowding and becoming vulnerable. If a player expects to lose a firefight between the alcoves above the water they may leap down and disappear under the water surface to fight another day.</p> <p><i>Fair.</i></p>	<p>This orientation creates a vertical underwater arena. Those without rebreathers will find the danger of drowning too high in at the bottom of this room. Those with rebreathers will be able to escape below if a firefight goes bad. <i>Favors wet.</i></p>
	<b>Upside-down</b>	<p>water has flooded the compartments above and now the whole sub is flipping belly up. The labyrinth of machinery is now above and the ceiling with light fixtures is under foot. There's no cover. There is no shadow to hide in. The arena is now wide open. Now it is a test of pure deathmatch skills.</p> <p><i>Favors dry loadout.</i></p>	<p>With the waters lapping halfway up the walls, the dry loadout players wade around slowly on top and shoot down into the darkness. The water loadout players attempt to stay below them to dodge their fire. Every so often they are able to harpoon one and pull them down to the bottom.</p> <p><i>Favors wet loadout.</i></p>	<p>When the sub is upside-down and filled with water, there are airpockets at the top among the machinery alcoves. Now those that need to be near air pockets have cover and the cover of darkness and shoot safely at the swimmers that are silhouetted against the ceiling light fixtures. <i>Favors dry</i></p>



### 2.2.4 Playbook System

We all wish we could be as coordinated as a clan but most players never have the opportunity to have this experience because most just jump into public matches. The playbook system will come with proven “plays” that will automatically delegate responsibilities to team members. Instructions and timings will appear on their HUD and waypoints will appear in the world. Players will be rewarded with XP and in-game currency for good execution. Players will be able to plan their own sequences on Smart Glass and share them with friends. The following are example plays:

- Offensive Plays
  - Breach and Clear
    - Player A begins torching the airlock hatch to breach it.
    - Players B and C gets in position to cover angles on airlock hatch.
    - Player D primes flash grenade to be tossed in the second hatch is breached.
    - Players E, F, and G prepare to rush in.
    - 3, 2, 1... BREACH!
    - Player D tosses in flash grenade which promptly explodes.
    - Players B and C provide cover fire while Players E, F, and G move in and clear the room.
- Defensive Plays
  - Ambush
    - Players A, B, and C hide behind columns
    - Players D, E, and F hide behind supply boxes.
    - Player E provides sniper cover from above.
    - Wait for breach and wait for all players to commit to entering the room.
    - Fire!

In other competitive multiplayer games this level of teamwork and coordination is out of reach for 99% of players. This system of automated delegation and timing system will give players a sense of cohesion even on public matches. The XP and in-game currency rewards for good execution will incentivize teamwork. Any team member can call plays but players of higher level will overrule lower level players.



Figure 5 Following Ambush Command



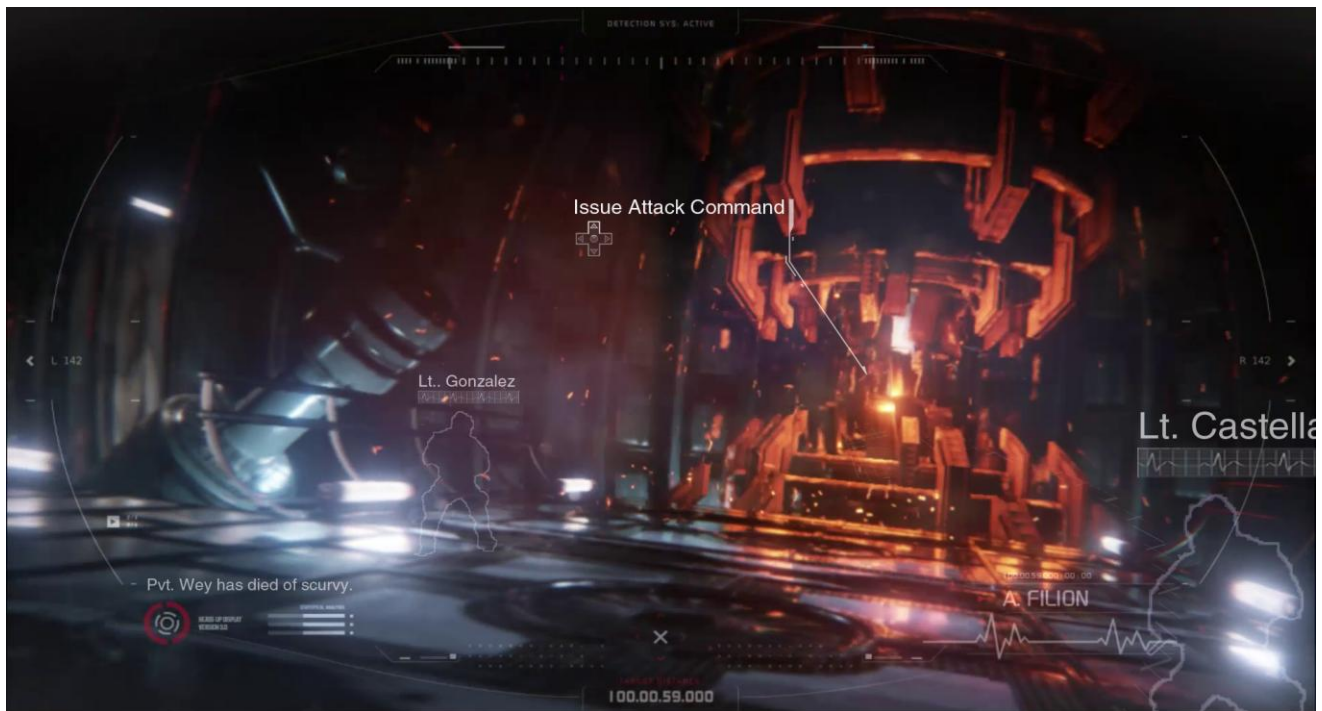
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Figure 6 Issue Breach Command



Figure 7 Issue Attack Command





## 2.3 Secondary Game Mechanics

### 2.3.1 Classes

The player will choose to play as one of the following classes. Each will have distinct weapons and abilities to suit different play styles and counter enemy tactics. Some classes will be inherently better at wet or dry combat. The wet and dry loadouts will modify these characteristics so players can adapt to the current state of the battlefield.

**Saboteur** – This light class will be a master of speed, stealth and reconnaissance. When cloaked, enemies will only see a faint distortion at regular intervals. Saboteurs will provide vital information to fellow teammates by removing the “fog of war” from the minimap for their teammates. While too weak to stage an offensive alone, by employing the cloak and infiltrating rooms before breaches they will provide spotting of enemy locations for their teammates.

**Raider** – This heavy class will be the bread and butter of combat providing both defensive and offensive firepower. If a lighter class opponent does not use the environment to their advantage, the Raider will dominate in a head to head firefight.

**Engineer**- This medium class is vital in his support of the team through his mastery of structural, electrical and software engineering. The engineer can hack enemy turret systems, decrypt enemy data caches faster and find shortcuts for the saboteur. When divers damage the hull and compartments start flooding, the engineer deploys drones to repair it.

**Diver**- As the most adept swimmer and demolitions expert, this medium class is vital to any boarding party. The diver can set charges to destroy a ship’s hull and vital systems. Destroying a ship’s hull causes flooding which alters the environment in the diver’s favor. The diver is also fastest at breaching but requires the support of other divers and raiders to survive a firefight.

### 2.3.2 Character Leveling System

As the player levels up, different classes will unlock as well as new weapons and accessories. Avoiding the stigma of “Pay to Win” is important in the success and popularity of F2P games. Therefore, the first character class that a new player will have access to will be the Raider who by default can stand on his own in combat. Additional weapon unlocks will provide access to different weapons that add *variation* and *different play styles* rather than *power*. Players will be incentivized to play more to unlock all the other classes as they see other classes using their cool abilities during combat.

### 2.3.3 Ship Leveling System

When the player begins they will only have access to the basic set of room types to arrange in different configurations. Experience points will be rewarded based on in-game performance which will unlock new room types that have increasingly deadly defense systems and impressive technology.



### 2.3.4 Monetization

Both characters and ships will be extremely customizable. By default, character classes and ship modules will have a rugged but plain aesthetic. For a reasonable cost, players will be able to purchase unique and impressive modifications that will confer prestige. On the characters, they will be able to change gender, head models, haircuts, tattoos, body models, uniforms and accessories to express their unique identity. Ship modules can be built out of different materials, have different paintjobs, and decals. When an opponent enters your ship, the grandeur of a high level ship that is sleek and buzzing with technology will contrast sharply with the small rust buckets of low level ships.

### 2.3.3 Community

Raiders of the Deep will have robust community tools in order to facilitate social connections and to build clans; which will keep them coming back to the game. Players will be able to “follow” other players and join them or be spectators in their games. Players will be able to organize their friends into different groupings and clans. In *Ranked* matches, players will be placed into different *Leagues* based on performance and region. In this way, players will develop a sense of community as they find themselves playing against and alongside a similar group of players repeatedly. Players will begin recognizing and relying on each other’s specialties, class skills and clever or advanced ship layouts and self organize into clans. Once players have joined a clan, they will be able to play in the Clan League. At the highest levels of Clan Leagues, tournaments will be facilitated and streamed online.

### Fan Sponsors

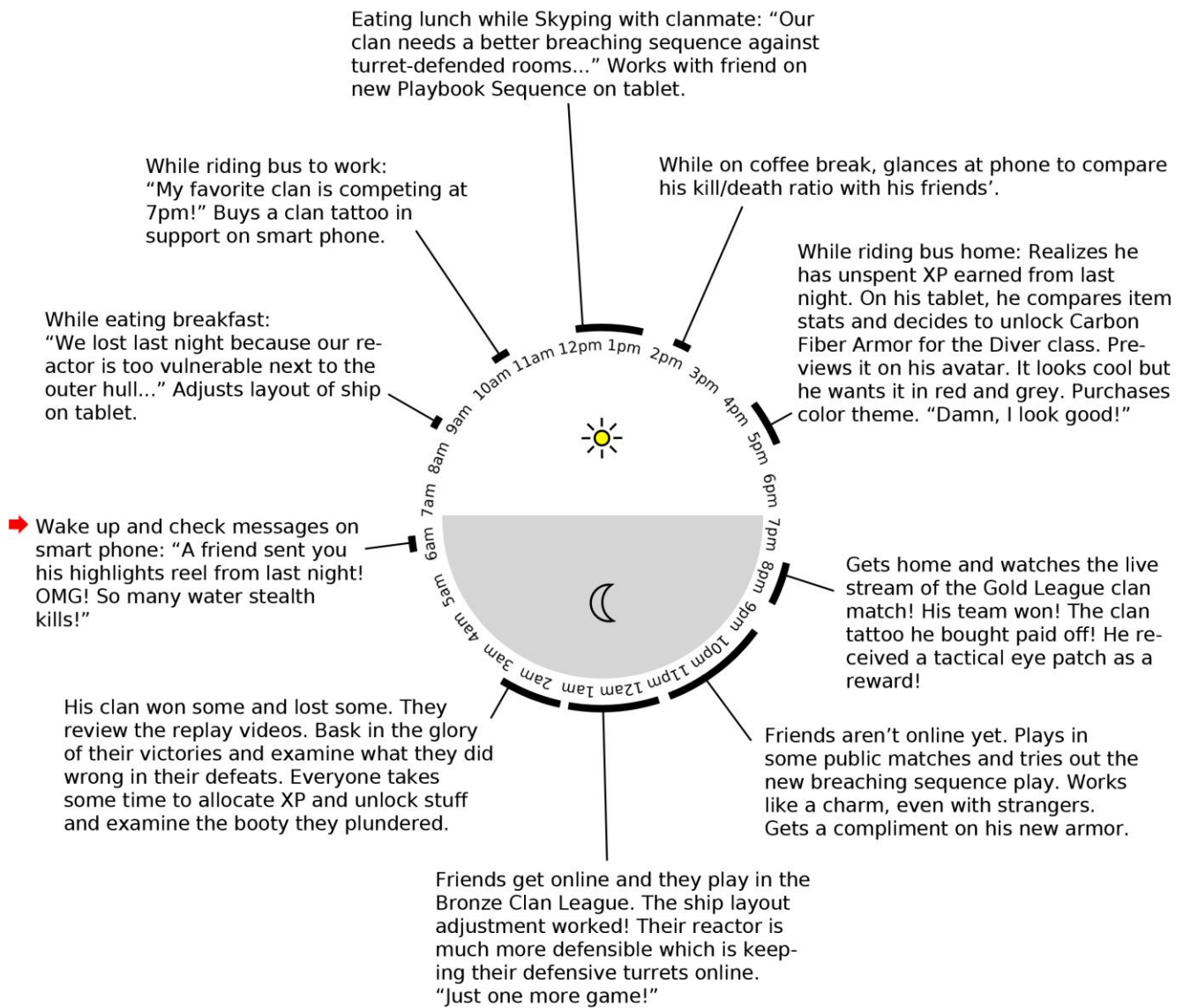
At these highest levels of play, being a good player will be a great value to the community and we want to incentivize that. Before tournaments, fans will be able to purchase “tattoos” representing top teams which they can then brandish on their avatars. Part of the revenue from these tattoos will go to the respective clans. When the clan wins, players that sponsored the team by buying a tattoo will receive an in-game reward. In this way, top performing clans will be able to monetize the entertainment value they create while also rewarding their fans, increasing engagement and fun.



### 3. 24 Hour Player Engagement

Raiders of the Deep will use mobile devices, community structures, and thrilling, thought provoking gameplay to maintain player engagement all day. Tablets and smart phones will enable users to be continuously connected to the Raiders community. They will share video gameplay moments with each other, invite each other to games, and keep up with the pros. These mobile devices will also spark player creativity by allowing them to customize their submarine and avatar, manage their upgrade path, and purchase digital goods while on the go. Players will be strategizing during those free moments in their day when they create custom Playbook Sequences and rearrange their ship layouts on their mobile devices. The following diagram shows how a player might stay connected throughout the day.

#### 24 Hour Player Engagement



## 4. Pillars of Xbox One

### *Xbox Live*

- Raiders will utilize Xbox Live for all of its competitive game modes.

### *Thunderhead (cloud)*

- Based on internet bandwidth we would use the cloud for the following items
  - Water physics simulations.
  - Dedicated servers.
  - Precomputed Lighting builds for each customized level layout.
  - AI computation for bots.

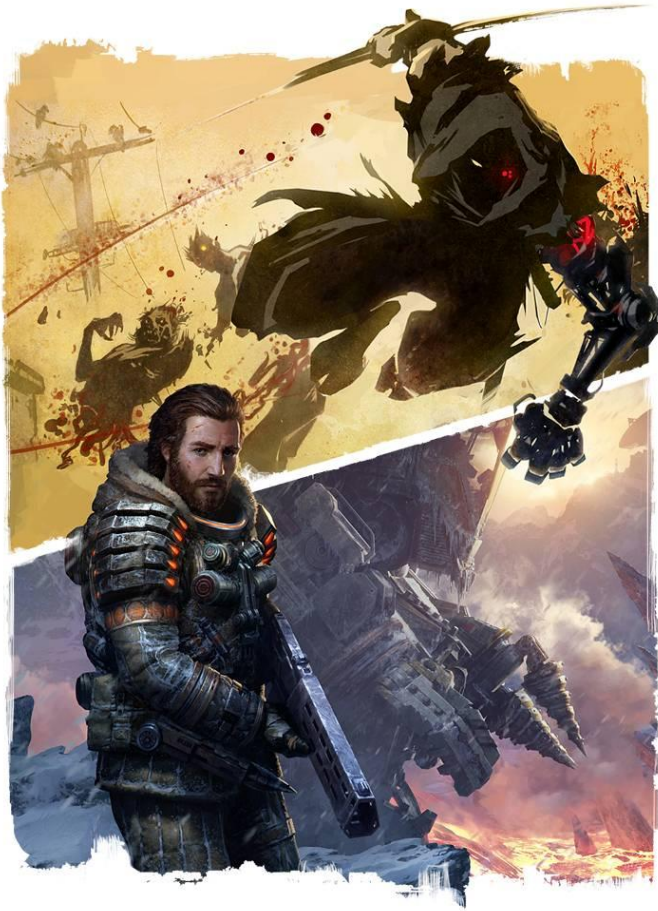
### *Smart Glass*

- All ship customization can be done on any smart phone and tablet.
- Prepare Plays in the Playbook system.
- Check player stats, clan stats, leaderboards and watch live streams of clan matches.

### *Kinect*

- We will use the Kinect Cam for live video projected into the game. Player cams, or taunting messages on video screens in the game.
- We will also use the voice activation to call plays.





## 5. Why Spark?

**Lost Planet 3** will be the *fourth* multiplatform action game built by Spark using the Unreal Engine for Xbox 360 and PS3 that includes multiplayer components. It is the fifth multi-platform action game with multiplayer as a studio.

**Yaiba: Ninja Gaiden Z** will be the *fifth* multiplatform action game built with Unreal Engine.

Our **Raiders of the Deep** trailer demonstrates our ability to transition to Unreal Engine 4 for the next generation of consoles. All of this means that there are no fundamental production pipeline concerns moving from our conceptual designs to reaching the retail shelf. With such a fully operational system, the team at Spark will be able to devote more production time to what will make this title unique and develop design elements to maximum quality.

Additionally, Spark has a favorable license agreement with Epic which could be incorporated as part of the development contract or not depending on strategic goals.



## 6. Core Value Proposition & Conclusion

As a free to play, multiplayer, first-person-shooter, the **core value proposition** of Deep Sea Raiders is its ambitious, innovative gameplay mechanics. **Ship customization, level orientation changes** and **free flowing water simulation** are the hooks that will create unforgettable experiences only made possible with the power of the latest technology. Players will get a genuine sense of ownership over their customized submarine's strategic layout and look. Additionally, a free-to-play game rendered beautifully with Unreal Engine 4 is an irresistible value proposition that will broaden the user-base. This audience's engagement in a structured, competitive and vibrant eSport community will keep them coming back for more. Spark's talented team, empowered by the right technology and the right partner will make **Raiders of the Deep** a success.

