

Vectorman Misc. NOTES

Possibility of incorporating the map into the game in a quick fashion. Fade all color to black&white or green (computer filter) and zoom out at the beginning of certain area. We can fake this pan by building a larger more simplistic render of the entire gamut of the important locations within Gamma 6. This might provide players with a more visceral feel for the world and the path ahead. If we go to great lengths to make the world feel alive and larger than any one area, we'll succeed in giving gamers a physical place to learn, experiment within, and return to time and time again. Gamma 6 is Vectorman's Liberty City. Exemplary care should be taken in how we construct even the most mundane details since we're building a "world," not just consecutive levels for players to pass. The fact of the matter is the arcade mentality of STAGE 1 through STAGE 8 no longer applies. Knowing you'll go through 3 areas before coming to a large boss doesn't help us. In fact, we should attempt to surprise players at every turn, turning the standard structures on their collective heads. Vectorman may find himself taking on greater challenges more often than most heroes. The more "moments" we can add to players' experience, the better. If we allow for multiple paths, each one should offer up something exciting and challenging in its own right. Not only alternate enemy patterns and different physical obstacles, but also different "opportunities" to utilize very different powers and abilities as well as alternate combat strategies for those that like to toy with their path (ie. sniping barrels brings bridge down onto a secret hangar door that leads to untold upgrade treasures while crossing said bridge will provide access to an energy station . . . smart players will blow the bridge explore the hanger and note destructible elements near the roof that can be blasted to reveal grapple points that allow you to enjoy all the secrets of the level as opposed to just going one way.).