

Goldeneye 2006

(Name pending)

Game Document

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Introduction/Overview

The purpose of this mod is to remake Goldeneye 64 and Goldeneye the movie with the Half Life 2 engine. The basic goal of this mod is to re-create the Goldeneye 64 experience while implementing the improvements that have been made in games since the game came out. These improvements can extend as far as smarter AI, more difficult challenges and overall improved gameplay. Our basic reasoning behind making the game more challenging is that when re-creating a console first-person shooter on the PC the game becomes much easier due to improved aim and such.

Game Mechanics

For the mod, the standard game mechanics will be used from Half Life 2 with a few exceptions. Weapons will be set to the original Goldeneye with new sounds, physics, and animations. A few key things will be changed...

- Player's health will be toned down so he will be more prone to die.
- Soldier health will be play tested and possibly be toned down as well
- Key Characters will have "elite" health in order to just justify that they are Key characters. They CAN die but they can take a beating.

Weapons

Walther PPK (PP7) Pistol (Suppressed) – Will take the characteristics of the standard Half-Life 2 pistol with different sounds levels for the suppressed and unsuppressed version.



AK-47 (KF7 Soviet) Rifle – The Soviet will take on the standard characteristics of the standard rifle in Half-Life 2. The rate of fire and other characteristics of the AK-47 will be changed accordingly.



Desert Eagle (DD4) Pistol – This weapon will use the pistol's characteristics but with a revamped damage to honor the gun's power.



(Sniper Rifle) – The sniper rifle will inherit the abilities of the crossbow but changed to reflect a true sniper rifle. It is still unclear which real world sniper rifle will be used.

MP5 K A4 (D5K) Machine Gun – The D5K will mimic the standard rifle from Half-Life 2 but have a different rate of fire and have different damage characteristics.



Artificial Intelligence

The AI that will be used in our Goldeneye mod will be the standard AI that is applied to the civilian in the original Half-Life 2 game. Certain aspects of the AI will be changed in order to reflect the Goldeneye universe.

Dam

- Russian guards will patrol key areas to replicate actual guard soldiers.
- Guards patrolling the tower will have a restricted view sight in order to compensate for the enclosed areas.
- Squads will be set up for “areas” of the map in order for the guards to work together to attack the player.
- Key areas will have alarms setup and if a guard sees the player, they will trigger a script which will make them trip the alarm.
- Dam middle tower guard will have a standard view but will be granted a Sniper Rifle.
- A scripted sequence such as a barricade of a hallway in the lower section of the dam will be in place.

Facility

- Scripted sequence with guards (4 total) in the bathroom unknown (“hearing”) to the player. This is where the player will first enter.
- Guards will patrol the hallway with waypoints.
- Guards will re-spawn (not infinite but many) in the hallway area in order to push player into next area.
- Each section of the level will have grouped units independent of each other so they will not interfere with each other’s difficulty level.
- Guards will be able to open locked doors independent of the computer or button needed to open that door.

Major Scripted Event

Area: Gas Tank Room

1. Meet Alec which will trigger a speech dialog.
2. During Speech dialog, player will set up main bomb
 - a. Player will use bomb to set “timer” and activate all other bombs.
 - b. Alec covers main door and when Player uses bomb, alarm will sound.
 - c. Soldiers will begin to shoot bulletproof glass
 - d. While the player sets up the bomb, Alec will shoot guards for approx. 45 seconds.
3. After bombs sets, Ourumov starts the 10 sec countdown.
 - a. Player is advised to reset timer.
 - b. At 0 seconds, Alec is shot and Player is advised to use cart for escape.
4. When player reaches halfway point, a soldier will “shoot” cart.

- a. Ourumov says dialog and shoot soldier.
5. When player reaches conveyer belt, Ourumov says dialog and player is advised to shoot barrels and escape.

Runway

Possible level to be done in the future...

Game Elements

Improvement: As stated in the introduction one of the most important elements in this mod is recreating the experience of Golden Eye 64 with the massive game improvements of Half Life 2. This will both reward the player and challenge them at the same time.

Stealth vs. Charging: In Goldeneye 64 it was possible to just pick up a high powered automatic weapon and rush through the level. With this mod we hope to reward the players who take the time to clear a level with stealth by presenting them with fewer enemies. Players will still be able to rush levels but they will be challenged with alerted enemies which will come in much greater force.

Scripted scenes: The goal is to have detailed animated scenes at the end of the level "Facility" and in the level "Runway". These will hopefully be scenes where the player can still interact with the environment while the AI puts on a show. It is in these scenes that we will try to recreate scenes and dialogue from the movie. "Finish the job James Blow em' all to hell!"

Story overview

The story line of our game will follow the beginning of the movie Goldeneye 007. The player plays secret agent James Bond who is on assignment. He must gain access to a facility via its rooftop by jumping from a Dam. The player must make it in and out alive while completing objectives for the mission. Facing off against the player is the better part of the Russian army led by General Ourumov.

Game Progression

Dam:

The player begins placed on the edge of a Dam. They must make their way across the Dam through either stealth or charging. The player must complete several objectives on the Dam to complete the mission before bungee jumping to the Facility below.

Objectives:

- ∨ *Neutralize all security.* This includes alarms and possible motion sensitive cameras. If the player fails to complete this objective they will have to fight more enemies however they will be able to complete the mission.
- ∨ *Install intercept modem on the communication line.* The player must install a modem near a satellite disk for headquarters to receive enemy transmissions. The player will only be given one modem so they cannot lose it.
- ∨ *Hack Dam Mainframe.* The player must infiltrate the mainframe room within the Dam. This is a well guarded room. Once in the room the player must hack the

mainframe, if the mainframe is destroyed prior to the player hacking it they will fail the mission.

- ∨ *Bungee jump from platform.* The player must bungee jump off of the Dam to reach the facility below.

Facility:

This level follows directly after the Dam level. Bond has found his way into the facility ventilation system and now must complete the destruction of the facility.

Objectives:

- ∨ *Gain Access to the rear labs.* The player must find a way to enter the restricted labs where the chemical tanks are housed.
- ∨ *Contact the Double Agent.* Contacting the double agent will give the player a door hacking tool that allows them to enter the tank room.
- ∨ *Rendezvous with 006.* Meet 006 in the tank room where he is waiting for Bond to help him complete the mission.
- ∨ *Destroy all chemical tanks.* The player must set the bombs to destroy the tanks in the chemical warehouse.
- ∨ *Minimize Scientist Casualties.* Excessive loss of non-military life will result in mission failure.

Runway:

After escaping the facility itself the player must now find a way to escape the area.

Outside of the facility is a self-contained Runway with an airplane attempting to take off.

Objectives:

- ∨ *Escape.* Escape by any means necessary.

System Menus

For the most part we will be using the same startup screen as Half Life 2 but with a Goldeneye Theme. This is mainly due in part to the necessity of keeping the interface options of HL2 so that Players will be able to change graphical and control settings. The player will be able to select the levels in a manner similar to Goldeneye 64. We will be changing the in-game HUD to more fit the classic Goldeneye 64 style. Below are examples of the in game HUDs.



Resources:

http://halflife2.filefront.com/files/Half-Life_2;32index – Scripts, Models, Skins, Sounds, Tutorials,

<http://www.interlopers.net/index.php?page=downloads.htm> – Tutorials, tools

http://www.3dbuzz.com/vbforum/sv_home.php - forum, tutorials

1997 Rare/Nintendo Goldeneye 007 for the N64 – Used the game for reference for level design, texture templates, weapons, etc.

1995 Goldeneye the movie. – Used for plot, level design, dialog, weapons, etc.

http://www.hl2world.com/wiki/index.php/Main_Page - Documentation, Tutorials, Outside Links.

<http://www.goldeneyesource.com/> - Design Inspiration

Weapons Pictures

PPK – <http://www.compasseco.com/shop/images/PPK.jpg>

AK-47 – <http://www.lebaneseforces.com/images/weapons/ak47.jpg>

Desert Eagle – <http://www.cs-extreme.net/info/weapons/Eaglereal.jpg>

MP5 - http://www.deportiro.com/imagenes/rdo_tactica_defensa/de19/mp5ka4.jpg