

# NOT - Alien Commander, aka T.E.P.

- I. Multiple locations vs. Spaceship
- II. Outsider (punk, crook, kid) vs. Insider (Tech)
- III. Cyberspace or not?
- IV. Mission - Survival?
  - Fight Virus? Human enemy?
  - Hire to steal something?
- V. Puzzles 'n' Power-ups
- VI. Lean around corners. Gun aimed, not just cent
- VII. Helpful scout robot

SS require & NOW:



- V. Puzzles in Towerships
- VI. Lean around corners. Gun aimed, not just centered
- VII. Helpful scout robot

DOCS required NOW:

1. Overview of game (Net-style flow - story)
2. Description of 1 minute of gameplay
3. Game wrapper / Bkgsd. (cont!)
4. Response to Brad/Austin/Paul
5. Updated milestone schedule

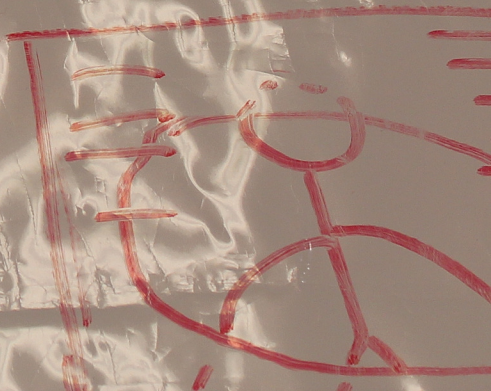


Locations:

1. Living quarters / Mess hall, etc.
2. Tube
3. Genetics lab - ?
4. Computer lab (Virus central)
5. Biosphere - Plants, no rooms, weird creatures
6. Cyberspace - Get Data, access codes, wars

Rules

1. Breckas a

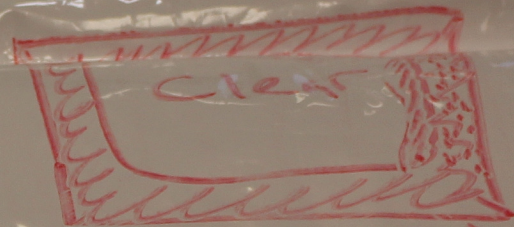
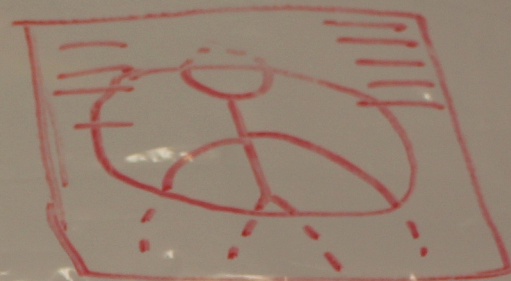




3. Genetics lab - 1/2
4. Computer lab (Virus central)
5. Biosphere - Plants, no rooms, weird creatures
6. Cyberspace - Get Data, access codes, wares

Obstacles

1. Wreckage
2. Security / Cleaning bots
3. Locked doors / Security clearances
4. Weird ...
5. Automated laser defenses



Pixelated  
Colors  
Motion  
(Foggy)

1. World = helmet view, 2 1/2 D interface  
Click on computer go to Cspace

Space = Wide-screen, 3D interface

