



BACKSTAGE PASS
INSTITUTE OF GAMING AND TECHNOLOGY

Cinco Amigos



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Subject:
Game World Design

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GAME SYNOPSIS

Control Ramiro Cruz, a guy on an insane journey through Mexico's drug-fueled underbelly. An fantastic fighting system keeps the action hot by combining third-person action with a great combo system for maximum devastation - and maximum replay-ability. Total Overdose is a hectic and exciting journey with hilarious special manoeuvre and a massive arsenal of weaponry, and the action is nicely complemented by a red-hot Latin music. This may be the ideal Latino gangster sandbox game you've been hunting for your entire life!

- It follows you through 18 various locales, from the filthy red light district of Los Toros to the depths of the Mexican desert.
- Take down your opponents with a free-style fighting and stunt system that provides more wild techniques than you can shake a hot chilli at.
- Meet super-cool characters and take part in adventures with a strong tequila scent.

GAMEPLAY

The GAMEPLAY can be divided into 3 parts:

- SPACE
- OBJECTS
- PEOPLE



GAME WORLD (SPACE):

The game story starts from a jungle area and then traverses to a desert area where the tutorial takes place. The main game story takes place in a city called Los Toros where we play as the main character(Ramiro Cruz). The game world cannot be described as a seamless open world as the major areas of the game are separated by invisible walls which when crossed give us the menu asking where to go. The world is filled with various hidden challenges which involve driving, shooting,etc.

The game provides the player with a complete arsenal for destruction. The player gets unique skills such as a dodge mechanism where if you jump the time slows down and you can take out multiple targets at once.

GAME OBJECTS:

The game has various collectable power-ups which provide health, dual wield, etc.

The major feature that separates this game from other mainstream open world games is it's LOCO MOVES system.

The game provides the player with cool abilities in the form of power-ups to take down mobs of enemies at with ease.

The LOCO MOVES are as follows:



GOLDEN GUN: You equip a literal golden gun which can one shot any non-boss enemy.



TORNADO: The Player spins in 360° killing any and all enemies in the area.



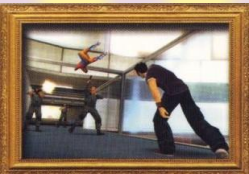
EL TORO: The player runs like a bull, killing anyone in-front of him with a deadly headbutt._



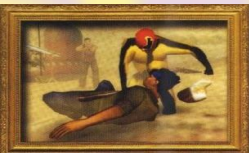
EL MARIACHI: The player equips two guitar cases with hidden machine guns and starts firing at the enemies.



SOMBRERO OF DEATH: Summons an invincible NPC equip with grenade launcher.(can damage player)



EXPLOSIVE PINATA: Player throws a pinata which attracts enemies and explodes after a short time.



MAD WRESTLER/MYSTERIOSO: Summons a wrestler NPC that attacks enemies with a melee weapon.(can damage player)

GAME CHARACTERS (PEOPLE):

The game has a plethora of characters which make the game immersive. There are not many options to interact with the characters but whatever interactions are there are mind-blowing.

Tommy Cruz: Ramiro's Twin brother which we play as in the desert tutorial mission. He would have been the main character if not for his arrogance which made him handicapped. He instead plays as the guy in the chair for his brother.

Ernesto Cruz: Ramiro and Tommy's Father who you play as in the first jungle mission. He dies in the beginning of the game by a corrupt DEA agent.

Papa Muerte: is a drug lord who is involved with the corrupt DEA agents and is also involved with the death of Ernesto Cruz. His appearance is never revealed in the game.

Marco the Rat: is the owner of Marco's Junkyard and our contact with the Morales Cartel and source of all sorts of weapons and equipment. He later becomes a valuable ally.

Cesar Morales: is the Head of Morales Cartel. He runs the whole drug traffic in Los Toros. Ramiro meets him early on in the game and has a love hate relationship with him.

Angel: Cesar Morales' lovely chauffeur/enforcer, as well as a cool and capable lieutenant with a mysterious aura. Throughout the novel, there is sexual tension and an evident love interest between her and Ram.

Special Agent Johnson: Ernesto's former colleague, a highly trained seasoned DEA agent who has put a lot of effort into the Papa Muerte investigation with no apparent success. He is the "Eagle" spy who betrays the DEA, murders Ramiro's father, and gives Colonel Trust and Tommy a narcotic overdose.

