

## JUSTICE LEAGE VIDEO GAME “Divide and Conquer”

### Mission and Template Version 1.0

#### Overview

This document provides a good example of how the missions could/should be structured for our game. This includes missions that are selectable in any order, missions that unlock when certain missions have been completed, and critical mission info such as characters and location.

**Acts:** We like the idea of presenting the story in 3 Acts. Each Act has a “title” and includes a variety of missions and side missions that move the story. Each Act should have a “primary objective” or goal that binds the related missions.

**Mission:** A single mission always takes place in one environment. The objectives and cast used in the mission move the game story. Each mission has a “title”. Each mission has a Mission Briefing that is found in the Watchtower Mission Select interface. All of the game missions must be completed to win the game. A mission is always tailored to two specific heroes who will participate to the mission cutscenes and be part of the storyline, therefore each mission should be constructed to support both 1 and 2 playable characters.

**Side Mission:** A Side Mission takes place in a portion of a mission environment and pits the Heroes against Boss types. To speak bluntly, these are “filler” missions that extend the play length of the Story Mode by leveraging work done for the game’s Versus Mode. Side Mission objectives are always simple - “Defeat the enemy”. These enemies can range from (for example):

- A previously encountered foe that wants revenge
- A Hero versus Hero match (controlled, challenge, mirror version, dispute, android, etc.)

**Objectives:** Each mission should have at least one objective and no more than three. Objectives can range from the straight forward, “Secure the Phantom Zone Projector” to more evolving type “Explore Gotham and discover the mystery”. Martian Manhunter gives the Heroes objectives in the mission briefing and during gameplay.

**Environment:** We need to finalize the 10 environments and spread them across all missions in the story.

Environment choices are (showing more than 10):

- Watchtower “The Kitchen”
- Gotham Rooftops (currently Wayne Pharmaceuticals)
- Metropolis Skyscraper (currently night club)
- Themyscira
- Entertainment Plaza (currently Central City but does not have to be)
- Flash Museum
- Gotham Water and Power (currently our Mister Freeze environment)
- Meta-Brawl
- Castle (or other villainous lair)
- Phantom Zone
- Metropolis Centennial Park (could be another place)
- Hall of Justice (earth)
- Other TBD

**Heroes:** For each mission the player(s) should be able to select from a list of no less than two Heroes. Most missions should only allow a choice of 2-3 Heroes. Missions such as the very first mission in the game, the last unlock mission of each Act, and Side Missions should allow players to select any Hero from the main 5. Our goal is to balance the character choices across the game.

Hero choices are:

- Batman
- Superman
- Flash
- Wonder Woman
- Green Lantern

**Bosses:** Each mission and side mission should contain at least one Boss and no more than three. Bosses can be Heroes or Villains.

Boss choices are (based on first pass story by Dwayne):

- Batman
- Superman
- Flash
- Wonder Woman
- Green Lantern
- Martian Manhunter
- Black Canary
- Solomon Grundy
- Morgaine Le Fey
- Lady Shiva
- Mister Freeze
- General Zod
- Cyborg Superman
- Eclipso
- Captain Cold
- Sinestro
- Bane

**Other** possible choices (based on reuse of an existing character):

- Zoom
- Bizarro

**Minions:** Each mission should contain at least one type of Minion. Alone, a Minion is not as tough as a Boss. But in groups they are formidable opponents.

Minion choices are (based on first pass story by Dwayne):

- OMAC Alpha (weakest OMAC)
- OMAC Beta
- OMAC Omega (strongest OMAC)
- Ninja (weakest ninja)
- Ice Ninja
- Elite Ninja (strongest ninja)
- Mirror Master Clones (3 types)
- Amazon Warrior (Hero ally) – (3 types)
- Enemy Amazon Warrior (controlled)





