

# BOB

## THE UNLIKELY

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THE  
GUILDHALL  
AT SMU

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# BOB

## THE UNLIKELY

### HIGH CONCEPT

I AM BOB, AND I AM A *SUPER HERO*. CIRCUMSTANCES AREN'T WHAT MAKE PEOPLE HEROES: IT'S WHAT THEY DO. BECAUSE OF THE SACRIFICE OF ONE HERO, I WILL BECOME THE CITY'S NEXT GREAT HERO!

ON THIS *INCREDIBLE* DAY, BOB WAS ON THE WAY TO THE COMIC BOOK SHOP FROM HIS MIDDLE SCHOOL WHEN HE SAW HIS LIFETIME HERO, *CAPTAIN MACHOMAN*, LYING ON THE GROUND BLOODY AND BRUISED FROM BATTLE. WITH HIS LAST OUNCE OF STRENGTH, CAPTAIN MACHOMAN GESTURED FOR BOB TO COME CLOSER AND EXPLAINED THAT NEMESIS WAS THE ONE THAT DID THIS TO HIM AND PLANNED TO DESTROY COSMOPOLIS CITY. TERRORISTS HAD HIRED NEMESIS TO INFECT COSMOPOLIS CITY AND TURN ITS CITIZENS INTO EVIL *MUTANT ZOMBIES*. WITH HIS LAST BREATH, CAPTAIN MACHOMAN TELLS BOB TO DON HIS SUPER SUIT AND BECOME A *SUPER HERO*! WHEN BOB PUTS ON CAPTAIN MACHOMAN'S SUPERSUIT, HE'S NO LONGER A CHUBBY MIDDLE SCHOOL COMIC BOOK FAN, BUT A REAL-LIVE SUPER HERO, AND IT'S TIME FOR HIM TO SAVE COSMOPOLIS FROM THE CLUTCHES OF THE EVIL NEMESIS!

BOB, THE UNLIKELY IS A DEMO OF A 2D SIDE SCROLLING ACTION/PLATFORM GAME THAT WILL ENTERTAIN THE PLAYER WITH ITS COMEDIC STORYLINE, SOUNDS, AND CHARACTERS AND PROVIDE JUMPING AND TIMING PUZZLES THAT WILL CHALLENGE THE PLAYERS THROUGHOUT THE DEMO VERSION. AT THE END OF EACH LEVEL, BOB WILL GAIN A NEW POWER THAT WILL GIVE A NEW ASPECT OF GAME PLAY, AND A DIFFERENT FEEL FOR EACH LEVEL ENVIRONMENT WILL OFFER A VARIETY OF CHALLENGES FOR THE PLAYER BY ALLOWING A VARIETY OF INTERESTING GAME PLAY. BY COMBINING BOB'S NEW POWERS AND VARIOUS PUZZLES ALONG WITH FUN GAME PLAY THAT ANYONE CAN ENJOY, BOB THE UNLIKELY IS A GAME FOR ALL AGES.



# GAME PLAY

THE GAME PLAY OF BOB THE UNLIKELY IS CENTERED ON BOB CHASING THE EVIL NEMESIS TO KEEP HIM FROM DESTROYING THE CITY. THE FIRST LEVEL PUTS BOB IN THE CITY STREETS OF COSMOPOLIS CITY AS HE'S JUST LEARNING HIS POWERS. HE WILL USE HIS NEW-FOUND SUPER STRENGTH TO PUNCH OUT HIS ENEMIES UNTIL HE GETS TO NEMESIS. INITIALLY, NEMESIS LAUGHS AT BOB'S COMICAL APPEARANCE AND REFUSES TO TAKE HIM SERIOUSLY--BOB MUST USE HIS *SUPER STRENGTH* TO DEFEAT A WAVE OF MUTANT ZOMBIES TO MAKE NEMESIS SEE THAT BOB TRULY IS A THREAT. NOT BELIEVING WHAT HE SEES, NEMESIS RETREATS TO THE BUILDING TOPS OF COSMOPOLIS CITY. WHEN BOB SEES NEMESIS FLY AWAY, BOB REALIZES THAT HE TOO CAN FLY FOR SHORT PERIODS OF TIME AND CHASES AFTER HIM.

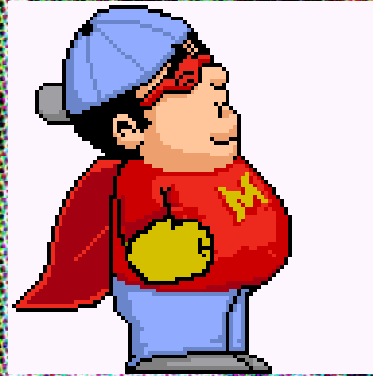
IN THE SECOND LEVEL OF THE DEMO, CLUMSY BOB MUST BOUND FROM SKYSCRAPER TO SKYSCRAPER AND AVOID DANGEROUS OBSTACLES SUCH AS PIPES AND FALLING INTO AIR DUCTS. WHEN BOB FINDS NEMESIS, BOB SEES THAT HE'S SETTING UP A MECHANICAL *TIME BOMB* THAT WILL *INFECT* THE ENTIRE CITY AT ONCE! MORE MUTANTS DISTRACT BOB WHILE NEMESIS IS SETTING UP THE BOMB, AND THEN NEMESIS ATTACKS BOB HIMSELF WITH HIS LASER BEAMS. AFTER BOB SIGNIFICANTLY BRINGS DOWN NEMESIS'S LIFE METER, NEMESIS RETREATS AND WARNS BOB THAT HE WON'T GO EASY ON HIM NEXT TIME. WHILE CHASING NEMESIS INTO THE SEWERS, BOB REALIZES HE HAS YET ANOTHER LATENT POWER--THE ABILITY TO SHOOT POWERFUL LASER BEAMS FROM HIS EYES!

IN THE FINAL LEVEL OF THE DEMO, BOB HAS CHASED NEMESIS INTO THE SEWERS OF COSMOPOLIS CITY. BOB WILL HAVE TO MANEUVER THROUGH THE STREETS AND SEWERS IN ORDER TO FIND NEMESIS AND GET THE CODE TO STOP THE TIME BOMB. WHILE IN THE SEWERS, HE WILL HAVE TO AVOID MUTANT RATS AND MORE MUTANT ZOMBIES THAT WILL DO ANYTHING THEY CAN TO KEEP BOB FROM HIS GOAL. ONCE BOB FINDS NEMESIS, THEY WILL HAVE ONE FINAL BATTLE WHERE BOB WILL HAVE TO USE ALL OF HIS NEW FOUND ABILITIES TO DEFEAT NEMESIS AND STOP THE TIME BOMB FROM MUTATING THE ENTIRE CITY. ONCE BOB DEFEATS NEMESIS, HE WILL OBTAIN THE CODE AND SAVE THE CITY FROM CERTAIN DOOM.

# CHARACTERS

## **BOB THE UNLIKELY**

BOB IS A LESS THAN NORMAL PERSON PUT IN A FAR FROM NORMAL SITUATION. BOB LIKES TO SPEND MOST OF HIS DAYS READING COMIC BOOKS AND DREAMING OF BEING A SUPER HERO. HE HAS ALWAYS FELT DIFFERENT AND DREAMED OF BEING SOMETHING SPECIAL BUT KNOWS THAT HE IS JUST A FAT KID WHO SPENDS ALL OF HIS TIME READING COMIC BOOKS. ON THIS INCREDIBLE DAY, HE WAS ON HIS WAY HOME FROM SCHOOL AND HAPPENED TO FIND CAPTAIN MACHOMAN DYING IN THE ALLEY. BY MEETING CAPTAIN MACHOMAN, BOB IS ABLE TO REALIZE HIS LATENT POWERS AND SAVE THE CITY FROM NEMESIS AND HIS MUTANTS.



## **NEMESIS**

CREATED BY TERRORIST HIRED SCIENTISTS, NEMESIS WAS DEVELOPED THROUGH *TWISTED* DNA EXPERIMENTS. THE TERRORISTS THEN RELEASED NEMESIS UPON COSMOPOLIS CITY SO THAT HE COULD INFECT THE CITY AND MAKE EVERYONE HIS EVIL MUTANT ZOMBIE SLAVE. ALONG WITH BEING ABLE TO INFECT PEOPLE, NEMESIS CAN ALSO FLY AND SHOOT LASER BEAMS FROM HIS EYES. SO FAR, THE ONLY THING KEEPING NEMESIS FROM TURNING THE CITY INTO EVIL MUTANT ZOMBIES WAS CAPTAIN MACHOMAN, BUT NOW THAT HE'S OUT OF THE WAY, NEMESIS HAS BEEN WREAKING HAVOC UPON COSMOPOLIS CITY AND PLANS TO LAUNCH HIS FINAL ATTACK: A TIME BOMB THAT WILL INFECT THE ENTIRE CITY AT ONCE!



## **THE MUTANT ZOMBIES**

THESE ARE THE CIVILIANS THAT NEMESIS HAS MUTATED AND MADE HIS SLAVES. NOT TOO BRIGHT BUT STILL DANGEROUS, THE MUTANTS WILL DO WHATEVER THEY CAN TO STOP BOB FROM REACHING THEIR MASTER, NEMESIS. THEY SPIT GOO AT BOB AND COVER HIM IN PHLEGM.



## **OBSTACLES**

### **POTHoles/PIPES/AIR DUCTS**

THE SLUMS AND ROOFTOPS OF COSMOPOLIS CITY ARE FULL OF PIPES AND POTHOLES THAT A CLUMSY PERSON LIKE BOB CAN EASILY TRIP ON, AND AIR DUCTS THAT HE CAN FALL INTO. IF BOB ISN'T CAREFUL, HE'LL TRIP AND FALL LEAVING HIMSELF PRONE FOR A FEW SECONDS. THESE OBJECTS CANNOT BE DESTROYED.



### **MUTANT RATS**

THE MUTATED RATS LIKE TO HANG OUT IN THE SEWERS OF COSMOPOLIS CITY AND LOVE TO SCURRY ABOUT BOB'S FEET. IF ONE OF THE RATS RUNS AROUND BOB'S FEET HE'LL QUICKLY BECOME SCARED AND FALL FOR A SHORT PERIOD OF TIME. THESE RATS CANNOT BE DESTROYED AND MUST BE AVOIDED.

# POWER-UPS AND ITEMS



## **SUPER-STRENGTH**

THIS IS THE FIRST POWER UP THAT BOB GETS AND ALLOWS HIM TO PUNCH OUT THE MUTANTS.



## **FLIGHT**

THE SECOND POWER UP THAT BOB RECEIVES IS FLIGHT. AFTER HE DEFEATS NEMESIS THE FIRST TIME, BOB REALIZES HE CAN FLY FOR SHORT PERIODS OF TIME.

## **LASER-BEAMS**

THE LAST POWER UP THAT BOB RECEIVES IS EYE LASER BEAMS. BOB CAN USE HIS LASER BEAMS TO SHOOT POWERFUL LASERS FROM HIS EYES THAT CAN KILL HIS ENEMIES FROM A DISTANCE.



### **COINS**

UNFORTUNATELY FOR BOB, BULLIES TOOK HIS LUNCH MONEY EARLIER THAT DAY, BUT LUCKY FOR HIM THE MUTATED CITIZENS OF COSMOPOLIS HAVE NO NEED FOR MONEY AND LEAVE IT LYING AROUND THE CITY. BOB MUST COLLECT COINS IN ORDER TO BUY HYPER ENERGY DRINKS FROM THE VENDING MACHINES.



### **HYPER ENERGY DRINK**

WHAT COULD BE MORE PERFECT FOR STAYING UP LONG NIGHTS READING ABOUT HEROES AND VILLAINS THAN CAFFEINE-INJECTED, STATE OF THE ART EXTREME ENERGY DRINKS LIKE HYPER ENERGY DRINKS? FIND AND KEEP HYPER ENERGY DRINKS FROM VENDING MACHINES TO GIVE BOB A BOOST OF ENERGY. BOB MUST COLLECT COINS IN ORDER TO BUY HYPER ENERGY DRINKS FROM THE VENDING MACHINES.



### **VENDING MACHINES**

VENDING MACHINES CAN BE FOUND ON THE STREETS OF COSMOPOLIS CITY AND DISPENSE BOB'S FAVORITE DRINK, THE HYPER ENERGY DRINK. BOB MUST COLLECT COINS IN ORDER TO BUY THESE DRINKS FROM THE VENDING MACHINES.



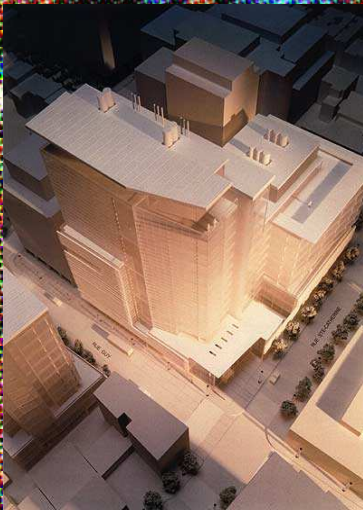


# ENVIRONMENT

THE SETTING OF BOB THE UNLIKELY IS IN COSMOPOLIS CITY, THE CITY THAT CAPTAIN MACHOMAN *USED* TO PROTECT. SINCE NEMESIS ARRIVED, THE CITY IS FULL OF HIS EVIL MUTANTS AND GARBAGE. THE CITY STREETS ARE FILLED WITH MUTANTS THAT WOULD LOVE TO COVER BOB IN THEIR TOXIC PHLEGM AND MAKE HIM A MUTANT TOO. OUR CLUMSY HERO WILL ALSO HAVE TO MAKE SURE TO WATCH OUT FOR POTHOLES IN THE STREET OF COSMOPOLITAN



IF IT WASN'T BAD ENOUGH THAT THE STREETS ARE COVERED WITH MUTANTS, IT SEEMS EVEN THE SKIES AND ROOF TOPS ARE FILLED WITH MUTANTS TOO. WHILE BOB IS CHASING NEMESIS THROUGH THE CITY, NEMESIS RETREATS TO THE SKY, AND OUR HERO MUST JUMP FROM BUILDING TO BUILDING, AVOIDING TRIPPING OVER LOOSE PIPES AND STILL AVOIDING BEING COVERED IN MUTANT PHLEGM. BOB WILL BE ABLE TO FLY UP AND DOWN THE SIDES OF BUILDINGS AND ALONG THE TOP OF THEM TO RID THE CITY OF THE EVIL MUTANTS.



JUST WHEN THINGS COULDN'T GET WORSE, BOB MUST ALSO CHASE NEMESIS IN THE SEWERS OF COSMOPOLIS CITY. ALONG WITH EVEN MORE MUTANTS, BOB MUST WORK HIS WAY THROUGH RATS AND SEWER MUCK TO CONFRONT NEMESIS IN A FINAL BATTLE IN THE SEWERS. AS BOB PROGRESSES THROUGH THE LEVELS, IT BECOMES DARKER OUTSIDE AS IF FORETELLING A CREEPING DOOM LOOMING OVER COSMOPOLIS CITY. THE SKY SLOWLY BECOMES DARKER, AND THE NIGHT BRINGS EERIE SHADOWS TO THE STREETS AND MAKES THE SEWERS SEEM EVEN SCARIER THAN EVER!





## **CONTROLS**

UP ARROW = JUMP/FLY

LEFT ARROW = MOVE LEFT

RIGHT ARROW = MOVE RIGHT

CTRL = LASER

SPACE BAR = PUNCH

SHIFT = DRINK A HYPER ENERGY  
DRINK

## **HARDWARE**

BOB THE UNLIKELY USES THE SCROLLING GAME DEVELOPMENT KIT, AVAILABLE AT [HTTP://  
GAMEDEV.SOURCEFORGE.NET/INDEX.SHTML](http://gamedev.sourceforge.net/index.shtml).

MINIMUM SYSTEM REQUIREMENTS: DIRECTX 5.0 OR LATER. VIDEO CARD SUPPORTING MODE 640X480 IN 16-BIT, 24-BIT OR 32-BIT COLOR. SOUND CARD SUPPORTED BY WINDOWS MEDIA PLAYER (GAMEDEV USES DIRECTSHOW/ACTIVEMOVIE). THE SCROLLING GAME DEVELOPMENT KIT HAS BEEN VERIFIED TO FUNCTION UNDER WINDOWS 95, WINDOWS 98, WINDOWS 2000, WINDOWS ME AND WINDOWS XP.

## **TARGET AUDIENCE**

BOB THE UNLIKELY IS INTENDED FOR A MIXED-GENDER AUDIENCE AGES 10 AND UP. YOUNGER AUDIENCES WILL ENJOY THE COMIC BOOK STORYLINE AND THE CARTOON SETTING AND HUMOR, AND MATURE AUDIENCES WILL ENJOY THE ACTION AND INNOVATIVE GAME PLAY FEATURES.

## **MARKETABILITY**

THE COMIC BOOK THEME OF BOB THE UNLIKELY PAIRED WITH THE CARTOON HUMOR MAKES THE GAME DEMO AN ENJOYABLE EXPERIENCE, AND GAMES OF THIS TYPE ARE ALWAYS WELL WELCOMED. THE FULL VERSION OF THE GAME WOULD HAVE BOB REALIZING HIS FULL POTENTIAL AND BECOMING THE SUPER HERO HE HAS ALWAYS DREAMED OF BEING.

# REFERENCES

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COVER  
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