

PROTO GAMEPLAY.

Basic Moves....

Stance

Walk

Run

Standing attack....claw/bite/thump

Moving attack....claw

Leaping attack

Butting attack

Spike attack

Climb wall

Walk across ceiling

Hang from ceiling

Monkey swing

Fall

Enter/exit vent

Swing between pipe work

Take hit

Stunned

Recover

Death

The proto will also include many set pieces and in-game cuts.

Initial encounter....a guard is seen at the end of a corridor about to shoot his gun at Kurtis when suddenly he is grabbed in a swift sweeping swoop by the proto.

Lab....we see the proto through a window (unbreakable), enter a lab and attack a lab tech ripping his throat out , clawing out his heart and eating his intestines.....so he is probably dead then.We then see the proto exit via a vent.

The player can then choose to enter the lab via the vent system if they wish and rummage around a bit.Although the proto will not return the sound of it in the vents will remain ..hopefully scaring the shit out of all the little freaks who are playing.In the lab the player can get hold of a door pass from the remains of the lab tech which allows a short cut through the map.

Eating body...Kurtis will enter a corridor to see the proto standing at the far end. A cut cam will show a close up of the proto playing with /eating a dead guard.....this will then cut back to ingame cam. When Kurtis gets close to or opens fire on the proto it will leap onto some pipe work and exit via a vent.

Saving lab tech.....upon entering an area Kurtis will witness the proto Stalking up on a lab tech...the lab tech will scream (like a big girl) for help.If Kurtis reacts in time and shoots the proto enough times before it reaches the lab tech , it will break off it's attack and go for Kurtis...cue small fight.After taking several hits the proto will retreat via ...you guessed it , a vent.(Kurtis may also take damage during the confrontation.) If however Kurtis doesn't distract the proto in time it will kill the lab tech and then retreat.

The benefit of saving the lab tech is that he will give you a verbal code to access a short cut.

Saving guard...in the maze Kurtis will see a guard being attacked by the proto.If he distracts the proto by shooting at it , it will then go for him.

Since the guard is still alive he will also continue to shoot at it causing its hit points to drop quickerer and thus retreating fasterer. However the player may then have to deal with the guard.

Cell guy...Kurtis will find an inmate huddled up in the corner of his cell. He may attempt to talk to him but the inmate is just gibbering away , incoherent (something about 2 weeks). As Kurtis leaves the cell he is confronted by the proto.He must try to prevent the proto from entering the cell.If successful he can re-enter the cell and talk to the inmate who is a bit happier now that the proto has gone away and will tell Kurtis some useful info.

If not successful the proto will gain access to the cell and kill the inmate.

Note...as it enters the cell the door is slammed shut so we only hear the screams....the door is then violently broken down as a demonstration of the proto's strength.

More little incidents....

Messing with a junction box

Tipping over and messing around in a bin

Using a body to break /weaken a lab window