

# ***E.G.A.***

Pitch Document

Written by  
Michelle Moskiewicz

## ***Executive Summary***

*E.G.A.* is a mobile game based on the experience of Marine Corps Recruits as they face Boot Camp to earn their Eagle, Globe, and Anchor. Targeting prospective recruit candidates but offering a rich experience for active Military and Veterans. *E.G.A.* offers an inside perspective into occurrences at Marine Boot Camp.

## ***Audience Analysis***

The target audience of E.G.A. are female and male teenagers and young adults (age 16-20), especially those with interest in enlisting in the United States Military.

The game offers prospective recruits a small taste of what the Boot Camp experience may be like and give them the opportunity to find out what skills and traits will be most valued during their training. Comparable to real Boot Camp, when the player fails a phase of the game, they will reset to the beginning of that phase to give them another opportunity to pass.

## ***Story***

*E.G.A.* follows Recruit Rodriguez (can choose male or female characters) as he embarks on his path to becoming a United States Marine at Boot Camp. The game begins with Recruit Rodriguez arriving at Recruit Depot Parris Island and being paired with his rack mate Recruit Smith. The platoon meets their drill instructors who tell them that they will only earn their Eagle, Globe, and Anchor and become Marines if they abide by the Marine Corps Ethos: Honor, Courage, and Commitment.

Recruit Rodriguez quickly learns that Recruit Smith has difficulties with even the simplest of task and because they are rack-mates, Recruit Rodriguez is punished alongside him. At this point there will be a mini game that gives the player a set amount of time to get his character dressed in all items needed for the day. Points will be awarded to the player based on accuracy and speed.

The morning of their first march Recruit Rodriguez notices that Recruit Smith is having trouble keeping up with the rest of the platoon and is being yelled at by their Drill Instructors. Recruit Rodriguez must make the choice to either keep up with the rest of the group or run back to Recruit Smith and help him catch back up even if it means more work and being yelled at.

-If Recruit Rodriguez goes back to assist Recruit Smith, he will be yelled at as well, but will be made Squad Leader by their Senior Drill Instructor.

-If Recruit Rodriguez chooses to stay with the platoon, he will fail the Commitment portion of the game and start back at the beginning of game play.

When the recruits enter second phase of Boot Camp, they are sent to the Rifle Range to complete the Marksmanship portion of Boot Camp. Here the player is offered a second mini game that tests accuracy of hitting targets at a designated time. The player will be awarded points for accuracy.

Recruit Rodriguez does well on the range, but notices that one of his fellow recruits isn't following the safety instructions that was given to them by their range coach. While they are down pulling targets for the other half of their platoon, Recruit Rodriguez hears Recruit Brown talking about how he had saved a round of ammunition from when they were shooting. Later the platoon has gathered to be checked before leaving the range and Recruit Rodriguez notices that Recruit Brown's saved round wasn't discovered. Recruit Rodriguez must decide if he will tell the Drill Instructors what he heard or not.

-If Recruit Rodriguez tells the Drill Instructors about Recruit Brown's saved round, Recruit Brown is kicked out of the platoon and the rest of the platoon must dump all of their gear to be checked.

-If Recruit Rodriguez does not tell the Drill Instructors about Recruit Brown's saved round, Recruit Brown accidentally shoots himself in the foot the next day on the range

and is kicked out of the platoon. The player will fail the Courage phase of the game and begin at the beginning of phase two.

In the last few weeks of Boot Camp, Recruit Rodriguez's platoon enters The Crucible. During the three-day event, the recruits are sleep deprived, given minimal food, and are tested mentally and physically about everything they had learned during their training.

A mini game will be here, offering the player a knowledge check on famous Marines in history that were brought up during the third phase of the game. The player will earn points for each correct answer.

During the last main event before the platoon's nine-mile hike in the morning, Recruit Johnson, a member of Recruit Rodriguez's team realizes he is missing the food from his last MRE (Meal Ready to Eat) and will have nothing until after the hike. Recruit Rodriguez had rationed his food preparing for the long hike, but it doesn't seem as if anyone else is willing to share.

- If Recruit Rodriguez shares his meal, he will be tired but will complete the hike along with the rest of his platoon and they will all complete The Crucible.

-If Recruit Rodriguez does not share his meal, Recruit Johnson will fall out of the hike. He will fail the Honor portion of the game and go back to the beginning of phase three.

-If the player has passed the Honor, Courage, and Commitment portions of the game, they will earn their Eagle, Globe and Anchor and earn the title United States Marine.

If the player has collected enough points from the mini games, at Boot Camp graduation Recruit Rodriguez will be named the Honor Graduate and is promoted to Private First Class.

## ***Characters***

### Recruit Rodriguez

Recruit Rodriguez is a new high school graduate who wants to become a United States Marine. He is active and intelligent, which helps him complete tasks in boot camp fairly well. He becomes frustrated by those who don't do as well as him but will begin to learn that teamwork is essential and individualistic thinking hurts everyone.

### Recruit Smith

A less fit, easily distracted recruit who has troubles with small tasks. Recruit Smith is Recruit Rodriguez's rack mate and often catches the attention from Drill Instructors.

### Recruit Brown

A quick to anger and secretive member of the platoon, Recruit Brown is notably the bully of the platoon.

### Recruit Johnson

A friendly, but aloof character who is a member of Recruit Rodriguez's Crucible team. He is often smiling and doing his best to help others.

### Drill Instructor Sergeant Jones

A hardened man with the keen ability to instill fear into the recruits under his charge. In the first two phases of the game he is ruthless and impatient with the recruits, but during the third phase of the game he begins to become a mentor to them.

## ***Competition Analysis***

The market for military themed games is saturated with war and battle scenes. Still, there aren't currently any that offer a virtual experience of the training that military members go through to learn about the nonphysical aspects of training. *E.G.A.* instills the player with the Marine Corps ethos of Honor, Courage, and Commitment well before they ever sign the dotted line.

With its interactive story, branching dialogue, and mini skill games, *E.G.A.* offers a one of a kind experience for its players.

## ***Gameplay***

From the very opening cutscene of the game the player will be exposed to moments that every Marine has experienced in Marine Corps Boot Camp. From stepping on the infamous yellow footprints to the feeling of pride that comes with Boot Camp Graduation.

In the three phases of the game, the player will engage with their peers and Drill Instructors through dialogue triggered by decisions and movements the player makes. Each phase of the game revolves around a central theme correlating to the Marine Corps Ethos of "Honor, Courage, and Commitment."

As well, each phase of the game will contain a mini skill game for the player to complete that relates to the section of the story and phase of the game they are in. These minigames will require skills of accuracy, speed, and memorization and will award the player points that will give them the opportunity for a different ending at the end of the game.

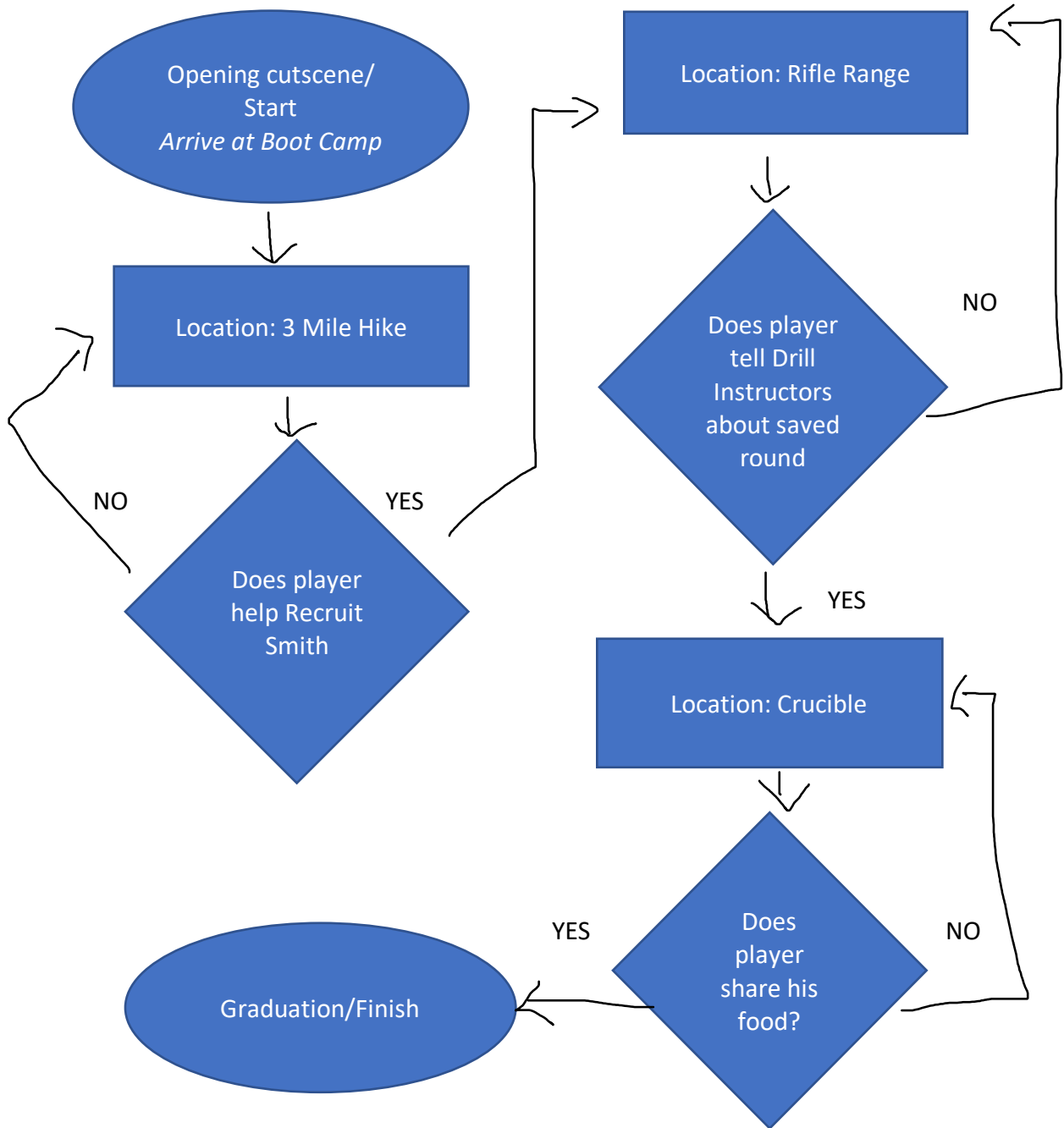
At the completion of each phase of the game, the player is presented with a decision to make in the form of branching dialogue that will test their decision-making skills.

The interactions that the player will have with other recruits and their Drill Instructor during *E.G.A.* will leave them feeling of accomplishment and an authentic feeling of the military culture that is most often skipped over in traditional military themed games.



# 1. E.G.A.: Mission Loop Outline

## 1.1 Flow Chart Diagram



## 1.2 Mission Steps

The following steps make up the mission loop as diagrammed above (chart 1.1).

### 1.2.1 Opening cutscene/ Start Arrive at Boot Camp

Player interacts with members of his platoon and Drill Instructors after a lock is left unlocked.

### **1.2.2 Location: 3 Mile Hike**

Player is on a three-mile hike with members of his platoon. He realizes Recruit Smith is falling out of the formation and the Drill Instructors are yelling at him.

### **1.2.3 Does player help Recruit Smith?**

Player must choose if he will go back to assist Recruit Smith and be yelled at as well but becomes a squad leader and moves on or player chooses to stay with the platoon, and he will fail the Commitment portion of the game and go back to the 3-mile hike.

### **1.2.4 Location: Rifle Range**

Player and his platoon are on the rifle range and he overhears Recruit Brown say he saved a round of live ammunition.

### **1.2.5 Does player tell Drill Instructors about the saved round?**

If player tells the Drill Instructors about Recruit Brown's saved round, Recruit Brown is kicked out of the platoon and the rest of the platoon must dump all of their gear to be checked and moves on. If player does not tell the Drill Instructors about Recruit Brown's saved round, Recruit Brown accidentally shoots himself in the foot the next day on the range and is kicked out of the platoon, player will fail the Courage portion of the game and go back to the Rifle Range.

### **1.2.6 Location: Crucible**

Player interacts with other recruits and Drill Instructors during the Crucible. A recruit in his squad does not have enough food before the final ten-mile hike in the morning.

### **1.2.7. Does player choose to share his food?**

If player shares his meal, he will be tired but will complete the hike along with the rest of his platoon and they will all complete The Crucible and graduate. If player does not share his meal, Recruit Johnson will fall out of the hike. He will fail the Honor portion of the game and go back to Crucible.

### **1.2.8 Graduation/Finish**

If the player has passed Commitment portions of the game, they will earn their Eagle, Globe and Anchor and earn the title United States Marine.

### **1.3 Design Notes**

**Each Location will include a mini game within, where the player will have the opportunity to score points. If enough points are collected when the player arrives at Graduation, they will be named Honor Graduate and be promoted to Private First Class.**

## *E.G.A.* - Narrative Outline

*E.G.A.* follows Recruit Rodriguez (male or female) as he embarks on his path to becoming a United States Marine at Boot Camp. The game begins with Recruit Rodriguez arriving at Recruit Depot Parris Island and being paired with his rack mate Recruit Smith. The platoon meets their drill instructors who tell them that they will only earn their Eagle, Globe, and Anchor and become Marines if they abide by the Marine Corps Ethos: Honor, Courage, and Commitment.

Recruit Rodriguez quickly learns that Recruit Smith has difficulties with even the simplest of tasks and because they are rack-mates, Recruit Rodriguez is punished alongside him. On the morning of their first march, Recruit Rodriguez notices that Recruit Smith is having trouble keeping up with the rest of the platoon and is being yelled at by their Drill Instructors. Recruit Rodriguez must make the choice to either keep up with the rest of the group or run back to Recruit Smith and help him catch back up even if it means more work and being yelled at.

-If Recruit Rodriguez goes back to assist Recruit Smith, he will be yelled at as well but will be made Squad Leader by their Senior Drill Instructor.

-If Recruit Rodriguez chooses to stay with the platoon, he will fail the Commitment portion of the game.

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In the last few weeks of Boot Camp, Recruit Rodriguez's platoon enters The Crucible. During the three-day event, the recruits are sleep deprived, given minimal food, and are tested mentally and physically about everything they had learned during their training. During the last main event before the platoon's nine-mile hike in the morning, Recruit Johnson, a member of Recruit Rodriguez's team realizes he is missing the food from his last MRE (Meal Ready to Eat) and will have nothing until after the hike. Recruit Rodriguez had rationed his food preparing for the long hike, but it doesn't seem as if anyone else is willing to share.

- If Recruit Rodriguez shares his meal, he will be tired but will complete the hike along with the rest of his platoon and they will all complete The Crucible.

-If Recruit Rodriguez does not share his meal, Recruit Johnson will fall out of the hike. He will fail the Honor portion of the game.

-If the player has passed the Honor, Courage, and Commitment portions of the game, they will earn their Eagle, Globe and Anchor and earn the title United States Marine. At their Boot Camp graduation, Recruit Rodriguez is named the Honor Graduate and is promoted to Private First Class Rodriguez.

-If the player fails any of the Honor, Courage, or Commitment portions of the game, they are sent back to the beginning of the game.

0	Story	Section	Triggered	Character	Line	Voice Direction	Context	Translation and Other Notes
101	E.G.A.	Chapter 1 - Squad Bay	Start of story	Senior Drill Instructor Walters	You're all here because you want to become United States Marines. You'll need to prove you have Honor, Courage, and Commitment if you want to earn you Eagle, Globe, and Anchor. Find your racks. Now!	Yelling	Group of young men stand in the center of a long squad bay at the position of attention. Bunk beds line each side of the bay. Senior Drill Instructor Walters stand in front of them with two more Drill Instructors behind him.	
102	E.G.A.	Chapter 1 - Squad Bay	Run to empty space near bunk bed.	Recruit Smith	I'm Smith, Maryland. Who are you?	Whisper		
103	E.G.A.	Chapter 1 - Squad Bay	Talk to Recruit Smith	Recruit Rodriguez	Rodriguez, from Florida.	Hurried		
104	E.G.A.	Chapter 1 - Squad Bay	Open Footlocker	Recruit Rodriguez	Wow. This is a lot of gear.	Whisper		
105	E.G.A.	Chapter 1 - Squad Bay	Talk to Recruit Smith	Recruit Rodriguez	What are we supposed to do next?	Confused		
106	E.G.A.	Chapter 1 - Squad Bay	Next	Recruit Smith	I don't know but everyone else is standing up in front of the beds! Let's go!			
107	E.G.A.	All chapters - Foot Locker	Try to walk away without locking foot locker.	Recruit Rodriguez	Oh, yeah. I can't leave this unlocked.			This applies to his foot locker.
108	E.G.A.	All chapters - Foot Locker	Lock foot locker.	Recruit Rodriguez	All locked up.			This applies to his foot locker.
109	E.G.A.	Chapter 1 - Squad Bay	Stand in front of foot locker.	Drill Instructor Jones	I guess Recruit Smith doesn't want to keep his things.	Yelling	Drill Instructor Jones is walking down the middle of the Squad Bay and stops in front of Recruits Rodriguez and Smith.	
110	E.G.A.	Chapter 1 - Squad Bay	Look back at Smith's foot locker.	Recruit Smith	Oh, no.	Terrified	Recruit Smith's foot locker is unlocked.	
111	E.G.A.	Chapter 1 - Squad Bay	Next.	Drill Instructor Jones	Everyone unlock their foot lockers right now	Yelling		
112	E.G.A.	Chapter 1 - Squad Bay	Rush back to unlock Foot Locker.	Drill Instructor Jones	We're going to learn the importance of locking our things. Pick up your foot lockers right now.	Yelling		
113	E.G.A.	Chapter 1 - Squad Bay	Pick up foot locker.	Drill Instructor Jones	Now bring them to the middle of the Squad Bay and dump them into a pile.			
114	E.G.A.	Chapter 1 - Squad Bay	Take foot locker to the middle of the Squad Bay and dump the contents.	Drill Instructor Jones	Now get back to your racks.	Yelling	All members of the platoon are dumping items into the center of the Squad Bay.	
115	E.G.A.	Chapter 1 - Squad Bay	Run back to your rack.	Recruit Rodriguez	Look at this mess.	Whisper	Drill Instructor Jones begins throwing the items from the middle of the Squad Bay across the room.	
116	E.G.A.	Chapter 1 - Squad Bay	Talk to Recruit Smith	Recruit Rodriguez	What the hell man? Why didn't you lock your foot locker?	Irritated		
117	E.G.A.	Chapter 1 - Squad Bay	Next	Recruit Smith	I just forgot. I don't know.	Hesitant		
118	E.G.A.	Chapter 1 - Squad Bay	Look at Recruit Smith	Drill Instructor Jones	This place is a mess. You've got one minute to get it cleaned up, in your foot lockers, and get them locked.	Angry		
119	E.G.A.	Chapter 1 - Squad Bay	Answer Drill Instructor ones	Recruit Rodriguez	Aye, Sir!	Yelling		
120	E.G.A.	Chapter 1 - Squad Bay	Grab items.	Drill Instructor Jones	60-59-58-57-56-55-54	Yelling	All members of the platoon are grabbing items from the center of the Squad Bay.	
121	E.G.A.	Chapter 1 - Squad Bay	Put them in foot locker.	Drill Instructor Jones	30-29-28-27-26-25-24	Yelling		
122	E.G.A.	All chapters - Foot Locker	Lock foot locker.	Recruit Rodriguez	All locked up.			This applies to his foot locker.