



# Fists of Freedom Game Design Document

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Assassins, Inc.

Version 1.0

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## Concept

### High Concept

*Fists of Freedom* is a 2D side-scrolling brawler with light platforming elements and an irreverent sense of humor set against the backdrop of the American Revolution.



Figure 1: Fists of Freedom Logo

## Game Description

### Game Goals & Features

Players take on the role of George Washington, the first President of the United States. Washington navigates through a Dark Forest, fighting resurrected headless Redcoats who have taken his pet bald eagle.

Washington possesses many tools for striking down those who would oppose sovereignty in all its forms. Our hero navigates the woods with the use of his jump ability (A Button). He also possesses his Fists of Freedom (X Button), light punches capable of pummeling even the most red of Redcoats into submission. A cool down forces Washington to switch up his attacks with a Star-Spangled Uppercut (Y Button). Washington can chain both melee attacks into devastating combos more powerful than each attack on its own. If Washington has discovered hatchets along the way, he can execute the Delivery of Democracy (B Button) by throwing his hatchet, named Democracy, cowardly enemies who attack the father of our country at a distance.

### Story Synopsis

Dark forces are gathering in the woods outside of George Washington's home. The mysterious mist flows through the forest, infesting the bodies of dead Redcoats, infusing them with life and forcing them to do its evil bidding. The ancient evil uses the Redcoats to break into Washington's home and steal his treasured pet, a bald Eagle named Freedom. The Redcoats take the eagle back into the woods where the dark force can protect its new captive.

Meanwhile, back in his bed, the ghosts of Democracy, Liberty, Justice, and Capitalism awaken Washington and warn him of the darkness that has stirred and captured Freedom. They tell Washington that only he can journey into the forest, defeat the evil that resides there, and break the cage that has imprisoned Freedom.

Armed to his wooden teeth, Washington gives all those seeking to keep Freedom in a cage an ultimatum... "Give my bird liberty or I'll give you death!"

The time has come to let freedom ring!

### Style and Tone

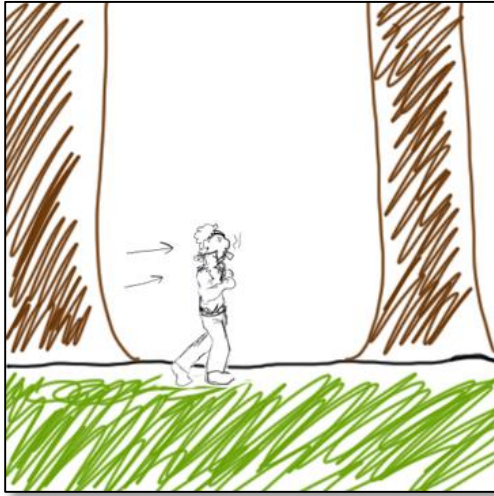
Visually, the game draws its inspiration from classic Americana. The game takes place in the densely populated forests of Virginia, so the background environment is warm, painterly, and highly detailed. This style mirrors the naturalism of the Hudson River School of Art. Specifically, it pays tribute to the work of Thomas Moran and Asher Brown Durand.

To counterbalance the high detail in the background, the field of gameplay is cleaner and more stylized. The ground and platforms are streamlined and brightly colored to separate the gameplay field from the background, and the characters and pick-ups are identifiable based on their primary color schemes – blue/silver for "good" elements, and red/black for "bad" elements. However, while the foreground art is bright and more streamlined, it draws similar colors from the forest background, allowing the two

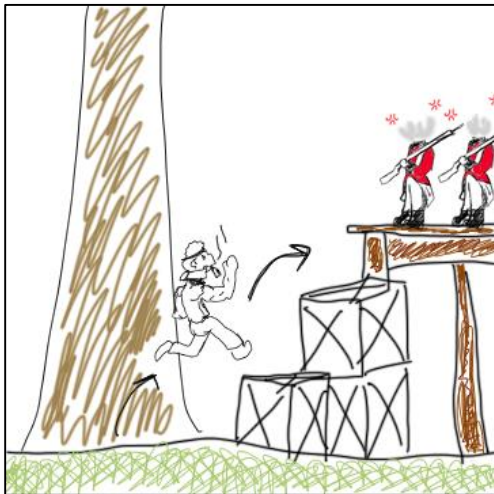
spaces to be visually connected. The foreground and character sprites also perpetuate the theme of referencing classic American artists – these elements specifically reference the work of Norman Rockwell, John Singer Sargent, and Winslow Homer.

*Fists of Freedom* is a spoof on the origins of modern American history and of George Washington himself, so the tone of the game is primarily lighthearted and silly. History has traditionally portrayed George Washington as a stoic leader, lifting his country to independence, but in *Fists of Freedom*, he is a cheesy caricature of himself, literally beating his enemies into submission with his fists and trusty hatchet on his quest to rescue his pet eagle, aptly named Freedom. The dialogue is laden with snappy jokes and tongue-in-cheek references to iconic American sayings, adding an extra level of humor to the gameplay experience. Altogether, the style and tone create an environment that appeals to both the history buff and the casual gamer.

## Gameplay Minute



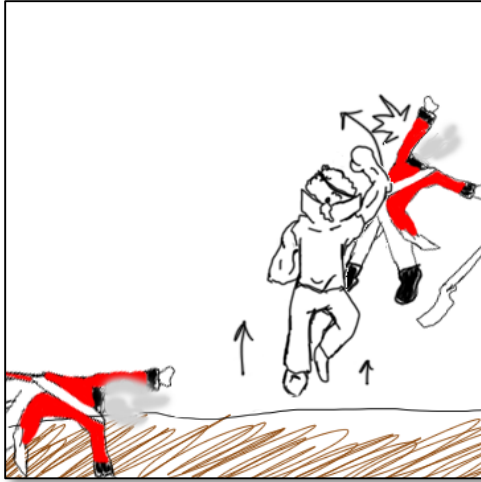
George Washington journeys through the level.



The player jumps to reach the Redcoats patrolling at the top of the fort.



George Washington punches the first Redcoat with his Fists of Fury.



George Washington finishes off a  
combo on the second Redcoat with  
the Star-Spangled Uppercut.

**Story/Backstory**

As a young boy, George Washington always played in the forest outside of his home. One day he discovered a small Eaglet huddled next to its mother who had died. Washington felt an instant kinship with the Eaglet. He named it Freedom and took it home to care for it. Over the years, his bond with Freedom only grew stronger and he vowed that no one would ever to come between him and Freedom.

Dark forces – British forces are gathering in the forest outside of George Washington's home. The forces infest the woods, possessing and controlling the bodies of dead British soldiers. Infused with new life, the Redcoats infiltrate Washington's home and kidnaps Freedom. This did not go unnoticed.

For thousands of years there have been spirits dedicated to safeguarding the ideals of Freedom! In an effort to stop the tyranny of the dark forces and ensure that Freedom remains free, the Ghosts of Democracy, Liberty, Justice, and Capitalism appear to Washington and tell him that the evil Redcoats has taken Freedom. Washington has no choice but venture into the dark woods, defeat the possessed corpses of enemy Redcoats in order to reclaim Freedom for all!

For Freedom!

## Gameplay

### Core Gameplay Mechanics

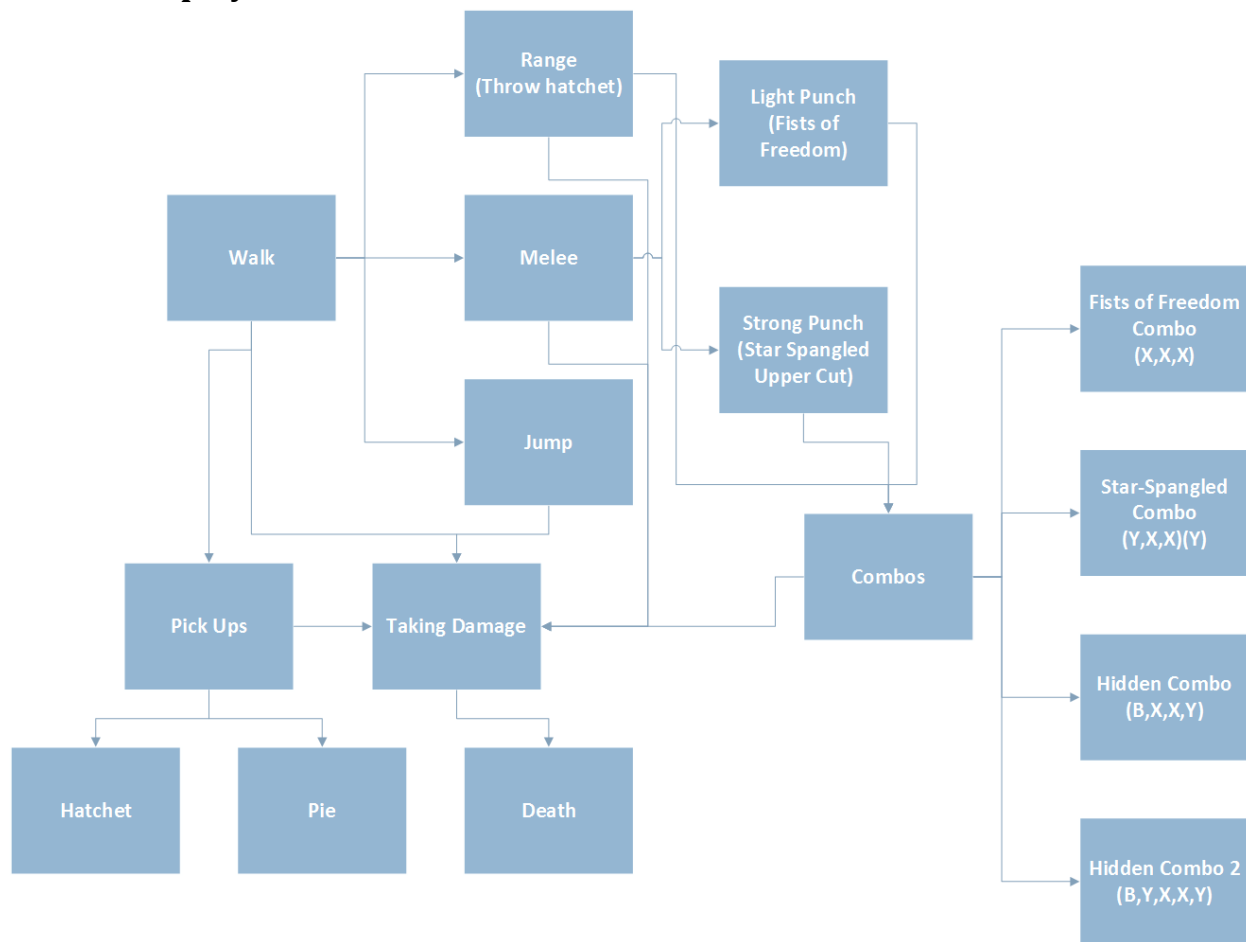


Figure 2:Core Gameplay Mechanics Flow Chart

### Player's Objective

- Main Objective: Defeat the Headless Redcoats
- Main Objective: Rescue the Bald Eagle, Freedom
  - Minor Objective: Journey through the forest
  - Minor Objective: Navigate difficult jump challenges

## Main Character

### George Washington

Players control George Washington as he walks and jumps through the forest until he reaches the Redcoats holding his eagle hostage. As a former member of British Army, Washington witnessed firsthand the oppression of the British crown and he vowed that neither he nor his eagle would ever submit to subjugation ever again. Now as leader of the Revolution, Washington possesses many powers and abilities to use in his fight against tyranny including his Fists of Freedom, Star-Spangled Uppercut, and Delivery of Democracy.

Standing more than six feet tall, Washington is an imposing figure, confident in the knowledge that no one can prevent him from igniting the powder keg of freedom and exploding democracy wherever he goes!

### Concept



Figure 3: George Washington Concept Sketch

## Player Movement/Interactions

### Attacks & Navigation

George Washington Move Stats	Speed	Range	Cool Down	Damage	Knock Back
Walk (Forward & Backward Movement)	5 uu/ps Instantaneous	N/A	N/A	N/A	N/A
Jump (Control of jump direction in air)	2 Player Height	5 uu/ps 2 Player Height Horizontally	N/A	N/A	N/A
Light Attack (Fists of Freedom)	1 Second	1.5 uu	.5 Sec	15 hp	.5 uu
Heavy Attack (Star-Spangled Uppercut)	2 Seconds	1.5 uu	1 Sec	30 hp	.5 uu up
Ranged Attack (Delivery of Democracy)	1 Second	Screen Edge	1 Sec	10 hp	1 uu

Table 1: George Washington Move Statistics

George Washington Combo Stats	Combo Window	1 <sup>st</sup> Hit	2 <sup>nd</sup> Hit	3 <sup>rd</sup> Hit
Light Attack (Fists of Freedom)	.6 Seconds	15 hp	30 hp	60 hp
Heavy Attack (Star-Spangled Uppercut)	.6 Seconds	30 hp	60 hp	120 hp
Ranged Attack (Delivery of Democracy)	.6 Seconds	10 hp	N/A	N/A

Table 2: George Washington Combo Statistics

## Weapons

### Fists of Freedom (Light Attack)

The Fists of Freedom are George Washington's fast, light attack. While they do not deliver much damage on their own, they are excellent for initiating a combo and the damage dealt grows with each successive hit.

Fists of Freedom Attack Stats	Speed	Range	Cool Down	Damage	Knock Back
Light Attack (Fists of Freedom)	1 Second	1.5 uu	.5 Seconds	15 hp	1.5 uu

Table 3: Fists of Freedom Attack Statistics

Fists of Freedom Combo Stats	Combo Window	1 <sup>st</sup> Hit	2 <sup>nd</sup> Hit	3 <sup>rd</sup> Hit
Light Attack (Fists of Freedom)	.6 Seconds	15 hp	30 hp	60 hp

Table 4: Fists of Freedom Combo Statistics

### Concept



Figure 4: Fists of Freedom Reference

## Star-Spangled Uppercut (Strong Attack)

The Star-Spangled Uppercut is a powerful attack and is the ideal finisher to a combo attack. The Star-Spangled Uppercut is a two-second attack that initially does 30 hit points of damage, but damage dealt increases when incorporated as the second or third hit in a combo.

Star-Spangled Uppercut Stats	Speed	Range	Cool Down	Damage	Knock Back
Heavy Attack (Star-Spangled Uppercut)	2 Seconds	1.5 uu	1 Second	30 hp	.5 uu up

Table 5: Star-Spangled Uppercut Attack Statistics

Star-Spangled Uppercut Combo Stats	Combo Window	1 <sup>st</sup> Hit	2 <sup>nd</sup> Hit	3 <sup>rd</sup> Hit
Heavy Attack (Star-Spangled Uppercut)	.6 Seconds	30 hp	60 hp	120 hp

Table 6: Star-Spangled Uppercut Combo Statistics

## Concept



Figure 5: Star-Spangled Uppercut Reference

## Delivery of Democracy (Hatchet Throw)

Using the Delivery of Democracy, Washington can throw his hatchet at enemies for a ranged, medium attack. The hatchet travels in a straight line horizontally in the direction the player is facing. Washington can carry up to 10 hatchets at a time and when he runs out, he must discover additional hatchets hidden throughout the levels. The Delivery of Democracy does 10 hit points of damage.

Delivery of Democracy Attack Stats	Speed	Range	Cool Down	Damage	Knock Back
Ranged Attack (Delivery of Democracy)	5 uu/ps	Screen Edge	1 Second	10 hp	1 uu

Table 7: Delivery of Democracy Attack Statistics

Delivery of Democracy Combo Stats	Combo Window	1 <sup>st</sup> Hit	2 <sup>nd</sup> Hit	3 <sup>rd</sup> Hit
Ranged Attack (Delivery of Democracy)	.6 Seconds	10 hp	N/A	N/A

Table 8: Delivery of Democracy Combo Statistics

## Concept

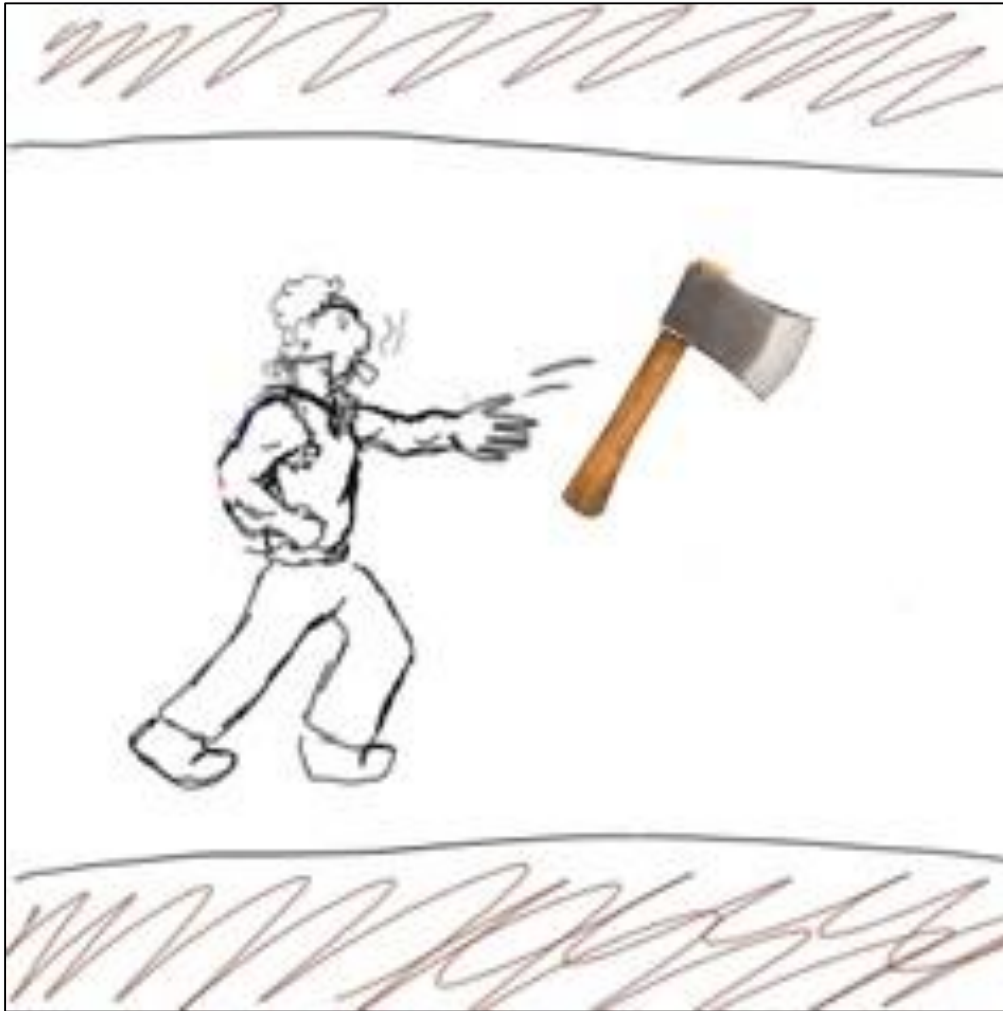


Figure 6: Delivery of Democracy Reference

## Jump

At various points throughout his mission, Washington needs to jump in order to progress in his mission. Washington is capable of jumping twice his height and has control of his horizontal movement while in the air. He is able to throw hatchets while in the air, but cannot perform any other attacks. When jumping from a flat surface he is in the air for approximately two seconds.

Jump Stats	Height	Range	Air Time	X Axis Control	Melee	Ranged
Jump	2 Player Height	3.5 uu/ps	2 Sec	Yes	No	Yes

Table 9: Jump Statistics

## Concept



Figure 7: Jump Reference

## Enemy/Secondary Characters

### Headless Redcoats

The Headless Redcoats are the principle enemies of freedom in general and George Washington in particular. Standing the same height as Washington, the Headless Redcoats, brought to life by mysterious dark forces, infest the forests of the game and attack George Washington with their single shot rifles and bayonets. When out of reach of Washington, they shoot at players from a distance. Their bullets are easy to dodge for players who are fast enough, but within striking distance, they attack with their bayonets. These enemies are weak and cowardly, no match for Washington's melee attacks.

### Concept



Figure 8: Headless Redcoats Reference

### Enemy Movement/Interactions

Headless Redcoats Stats	Damage	Range	Speed	Cool Down	Knock Back
Walk	N/A	N/A	7 uu/ps	N/A	N/A
Rifle Shot	25 hp	Screen Edge	10 uu/ps	3 Seconds	1 uu
Bayonet Attack	15 hp	1 uu	1 Second	1 Seconds	1 uu
Health	100 hp	N/A	N/A	N/A	N/A

Table 10: Headless Redcoats Statistics

## Armored Redcoats

The Redcoats are less common, but more powerful than the Headless Redcoats. They carry a Union Jack shield, which they use to block all of Washington's attacks except for the Star-Spangled Uppercut. The Armored Redcoats are the tanks of the undead army. They are slow moving, but deliver devastating blows with their shield. In order to defeat them, Washington must first attack with an Uppercut to break their shield and then follow up with a combo. Once their shield is gone, Armored Redcoats attack Washington with a standard Bayonet Attack.

### Concept



Figure 9: Headless Redcoats Reference

### Enemy Movement/Interactions

Armored Redcoat Stats	Damage	Range	Speed	Cool Down	Knock Back
Walk	N/A	1 uu	4 uu/ps	N/A	N/A
Shield Attack	30 hp	1 uu	1 Second	2 Seconds	1 uu
Bayonet Attack	15 hp	1 uu	1 Second	1 Seconds	1 uu
Health	120 hp	N/A	N/A	N/A	N/A

Table 11: Armored Redcoat Statistics

## The Ghosts of Democracy, Liberty, Justice, and Capitalism

The Ghosts of Democracy, Liberty, Justice, and Capitalism are the embodiment of the Spirit of America. Throughout history, these ethereal ideals have searched for men and women strong enough to fight for what's right. In 1776, the ghosts found George Washington and selected him as the "chosen one" to bring their ideals to a new country. The ghosts send Washington on his mission to free his pet Bald Eagle. Throughout his mission, the ghosts also teach Washington his moves and combos and even serve as checkpoints. When players die, the respective ghost appears at the last reached checkpoint and resurrects the player.

The ghosts move up and down in an idle animation and are able to communicate with Washington.

### Concept



Figure 10: Ghosts Reference

**Bald Eagle: Freedom**

As a young boy, George Washington discovered the Bald Eagle whom he named Freedom and raised it from a chick into full-grown adulthood. Now the eagle is fiercely loyal and has become Washington's most prized symbol in his fight against the British crown. Freedom is only able to flap its wings and cry for help while a prisoner of the Redcoats.

**Concept**

Figure 11: Bald Eagle Reference

**Skills System (if applicable)**

N/A

**Objects System (if applicable)**

N/A

**Pickups System**



Item Name	Effect	Found	How Many
Apple Pie 	When picked up, restores 50 hp to current player health up to 100 hp.	On Ground	varies per level
Hatchet 	Adds 5 hatchets to player's inventory. Ranged Weapon	On Ground	Varies per level

Table 12: Pickup System

## Health System/Checkpoint System

George Washington starts with 100 hit points (hp) for health and can take a number of hits before dying. As players take damage, Washington flashes red and is knocked back. When Washington's health reaches zero, Washington explodes in a fireworks display and returns to the last completed checkpoint. There are checkpoints before and after difficult fights or tricky jumping challenges. Players have infinite lives with which to reach the end of the level.

Enemy Attack Type	Damage
Bayonet Attack	15 hp
Rifle Shot	25 hp
Shield Attack	30 hp

**Table 13: Types/Amount of Damage taken by Player**

Player Lives	Infinite
Player Health	100 hp
Checkpoints	5 total: Each placed just before or at the end of a difficult fight or jumping challenge.

**Table 14: Player Lives & Checkpoints**

## HUD/Camera



Figure 12: Sample HUD for Fists of Freedom. The Health Bar and number of hatchets & pies the player has is located in the upper Left.

### HUD Feature: Health Bar

The player's health bar (a tattered American Flag) is located in the upper left hand corner of the HUD. As George Washington loses health, the flag shrinks in length and becomes more tattered, giving players an excellent visual indication of how much health they have remaining. When players use an apple pie from their inventory, their health increases by 50 hp up to a maximum of 100 hp, the health bar grows, and the flag becomes pristine.

As players execute combos, this is represented graphically with increasing particle effects and knock back to coincide with the amount of damage the player is dealing. In addition a combo counter appears below the health bar counting the number of hits in the combo.



Figure 13: Example of the American Flag that represents player health.

**HUD Feature: Enemy Health**

Red health bars displayed above enemy sprits. These follow the enemies as they move through the environment. The health bars decrease in size as the enemies take damage and then vanish with the enemy when the player has defeated them.

**HUD Feature: Hatchets Remaining**

Next to the player's health bar is a hatchet icon with a number to the right indicating how many hatchets the player has remaining. When a player throws a hatchet, the number decreases by one. When the number reaches zero, the player needs to find more hatchets in the environment in order to use Washington's ranged attack. When players pick up hatchets in the environment, they receive the maximum of 10 hatchets.

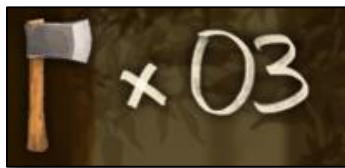
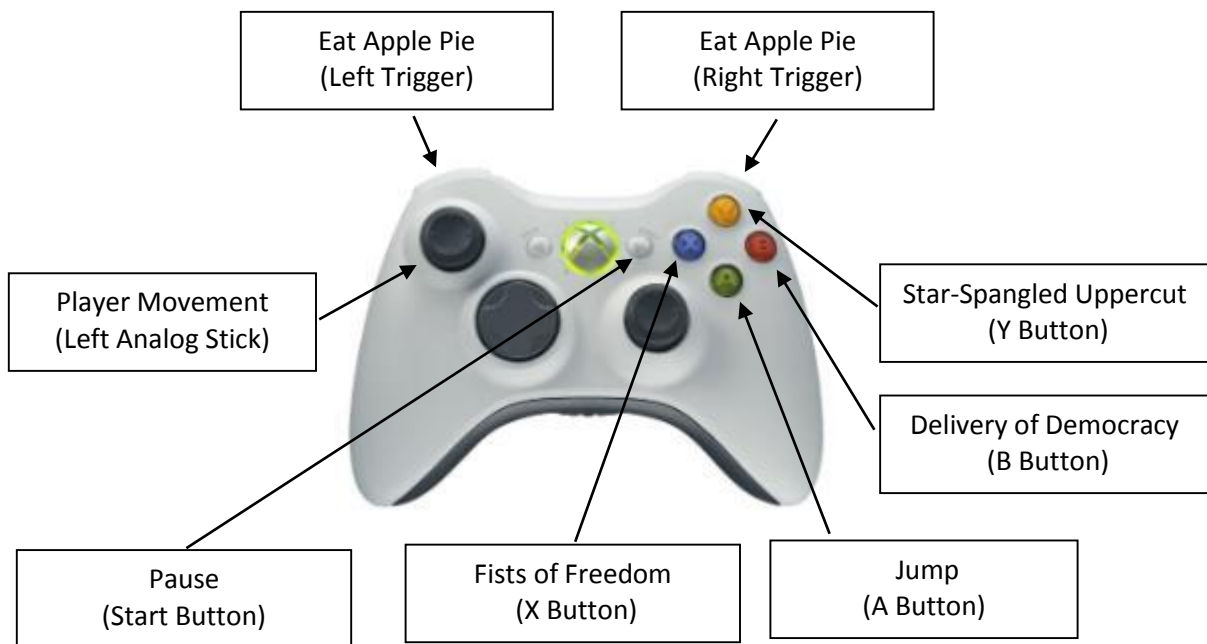


Figure 14: Hatchets Remaining Indicator

## Controls

Players use the left analog stick or W,A,S,D or arrow keys to move around the environment. In combat, players use the face buttons on the controller or the mouse buttons in combination for a variety of attacks.

Player Action	Key
Player Movement	Left Analog Stick (W,A,S,D)
Light Attack (Fists of Freedom)	X Button (Left mouse click)
Strong Attack (Star-spangled Uppercut)	Y Button (Right mouse click)
Jump	A Button (Space Bar)
Hatchet Throw (Delivery of Democracy)	B Button (Up arrow)
Use Health (Eat Apple Pie)	Triggers (Enter)
Pause	Start Button (Esc)



## World Layout

### Game World Overview

*Fists of Freedom* takes place in the Woods of Virginia in 1776. The dark forest provides natural obstacles such as cliffs and rivers, which Washington must overcome in order to reach the Fort at the heart of forest where the Headless Redcoats have taken Freedom. Players start on the left hand side of each level and move to the right.

### Level Descriptions

#### Level 1: Dark Forest (Tutorial Level)

##### *Gameplay Overview*

The forest level begins with a cut scene in which the Ghosts of Freedom, Justice, Liberty, and Capitalism tell George Washington that Redcoats controlled by dark forces has stolen his pet bald eagle and taken it deep into the woods. Washington's goal is to venture into the forest, defeat any Redcoats he encounters, and reach the fort where they are holding his bald eagle captive. Throughout his journey, Washington learns the fundamentals of navigation, combat, and pickups as he travels from the mission start through the forest, across the river, and to the fort.

##### *Environment Concept*



Figure 15: Dark Forest Concept Art

##### *Overview Map/Key*

A detailed description of the introductory cut scenes and dialogue for each level is in the script located in the Intro/Level-to-Level/Outro/Cut Scene section.

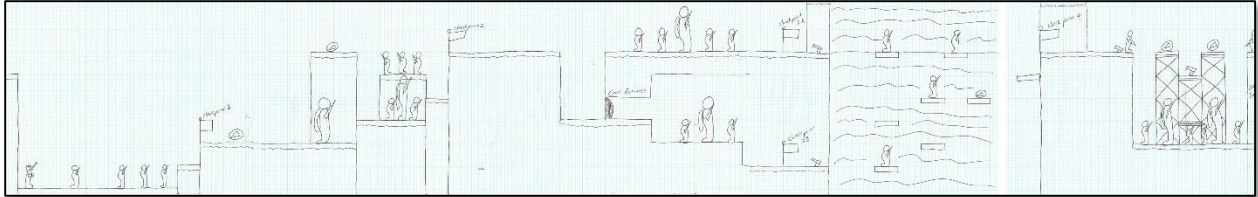


Figure 16: Dark Forest Complete Level Map

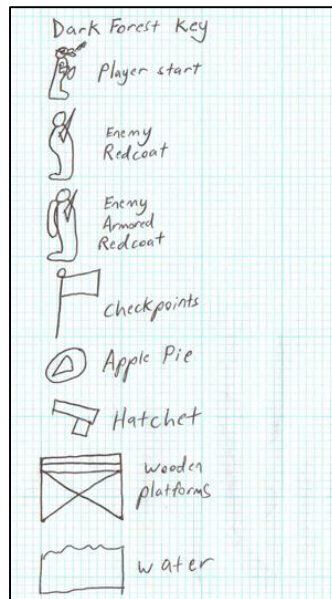


Figure 17: Forest Level Key

Scale: Player Height = 10 grid squares

## Walkthroughs

### Area 1.1 Map/Key

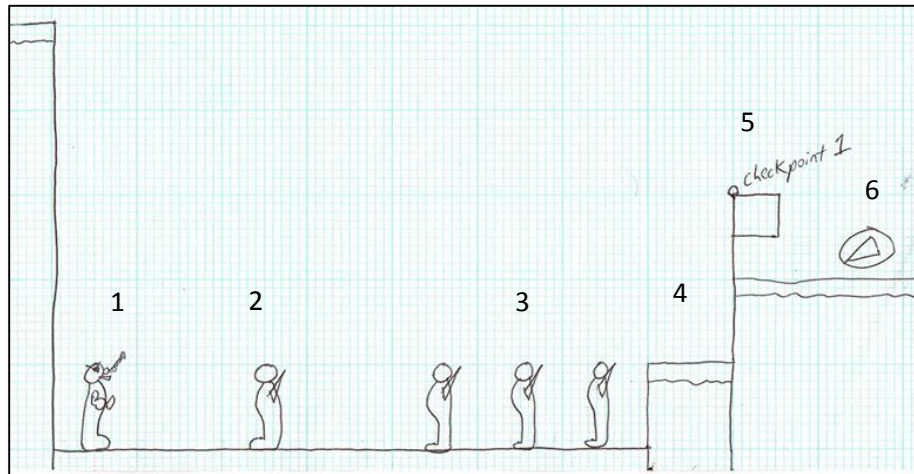


Figure 18: Dark Forest Area 1.1

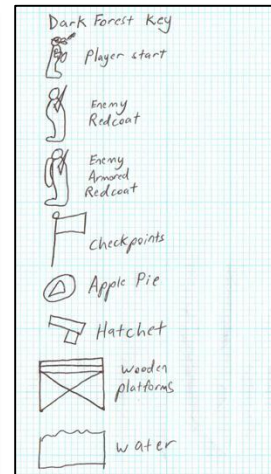


Figure 19: Area 1.1 Key

### Gameplay

1. Players learn left and right movement
2. Players learn their basic punch attack
3. Players learn to use one combo to fight multiple enemies (WOW Moment)
4. Players learn to jump
5. Players activate their first checkpoint
6. Players collect Apple Pie

*Dialog*

The Ghost of Democracy meets Washington at the start of the level and communicates with him via text bubbles.

**GHOST OF DEMOCRACY**

Thank you again for answering our call.

**GEORGE WASHINGTON**

When Freedom rings,... I answer...

**GHOST OF DEMOCRACY**

In order to complete your journey you will need our help. The other ghosts and I will come to you throughout your mission to provide support and guidance.

Glowing particles pass from the Ghost of Democracy into Washington.

**GHOST OF DEMOCRACY (CONT'D)**

These are the Fists of Freedom. They have the ability to pound the Earthly bodies possessed by the dark forces into submission. Press X (or right mouse button) for your fast attack.

George Washington enters the first arena and defeats the first group of enemies with the Fists of Freedom.

More enemies charge in from off screen.

**GHOST OF FREEDOM (V.O.) (CONT'D)**

You can string up to three Fists of Freedom attacks into a single combo to defeat the enemies of Freedom even faster!

Players defeat their opponents with the Fists of Freedom combo.

Washington continues defeating waves of enemies as he goes until he comes to a raised forest platform.

**GHOST OF CAPITALISM (V.O.)**

If you find your way blocked, you can free yourself from the stifling regulations of gravity with the prodigious use of your jump ability. Simply, press the A button (or spacebar, if you wish) to soar through the air like the IPO for an overvalued dot com.... Just be mindful of the inevitable crash.

Players can now use their jump ability as they work their way through the levels.

Washington continues and discovers an Apple Pie on the ground.

**GHOST OF LIBERTY (V.O.)**

Even the most hearty of heroes can't resist good ole fashioned Apple Pie! Collecting any Apple Pie you find will add it to your inventory and allow you to restore up to 50 percent of your maximum health at any time. Unfortunately, you can only carry up to eight pies at once.

## Area 1.2 Map/Key

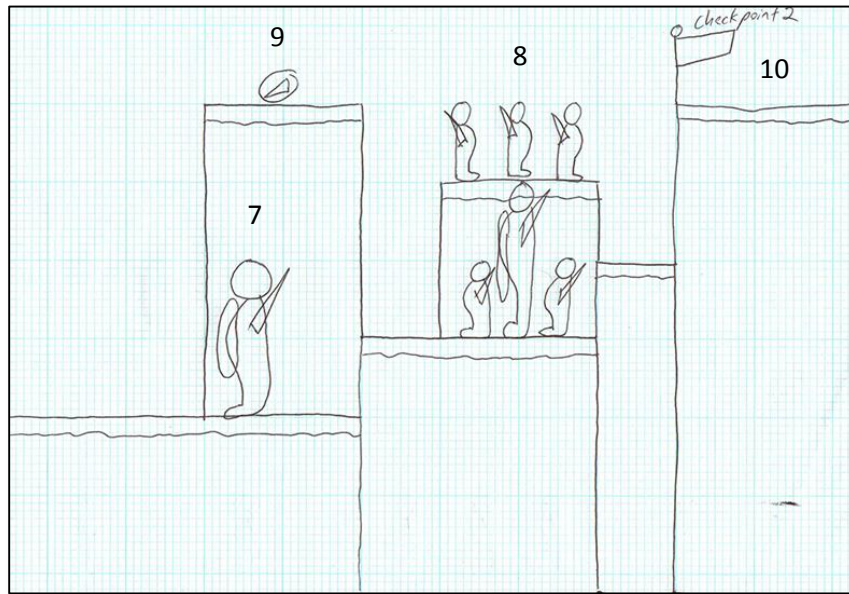


Figure 20: Dark Forest Area 1.2

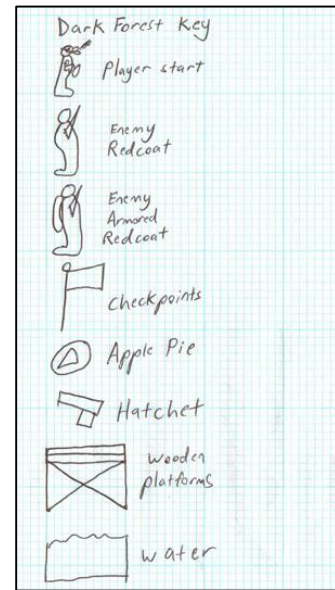


Figure 21: Area 1.2 Key

## Gameplay

7. Players fight their first Armored Redcoat. (WOW Moment)
8. Players learn to use backward as well as forward movement in their jumps.
9. Players learn that by backtracking they can find additional pickup through the Apple Pie in this area.
10. Players activate the second checkpoint.

## Dialog

Washington continues until an Armored Redcoat confronts him.

**GHOST OF LIBERTY (V.O.) (CONT'D)**

Some enemies are too powerful to be defeated by your Fists of Freedom. You will first need to break through their armor with a Star-Spangled Uppercut. Press Y (or use the right mouse click) to perform a Star-Spangled Uppercut and then follow up with a Fists of Freedom combo.

Washington performs a Star-Spangled Uppercut and breaks Armored Redcoats defenses and then defeats him with the Fists of Freedom combo.

**GHOST OF LIBERTY (V.O.) (CONT'D)**

You can use your Fists of Freedom and the Star-Spangled Uppercut in different mixtures to discover new, powerful combos. Get Creative! Why do you think Democracy is called the "Great Experiment"?

## Area 1.3 Map/Key

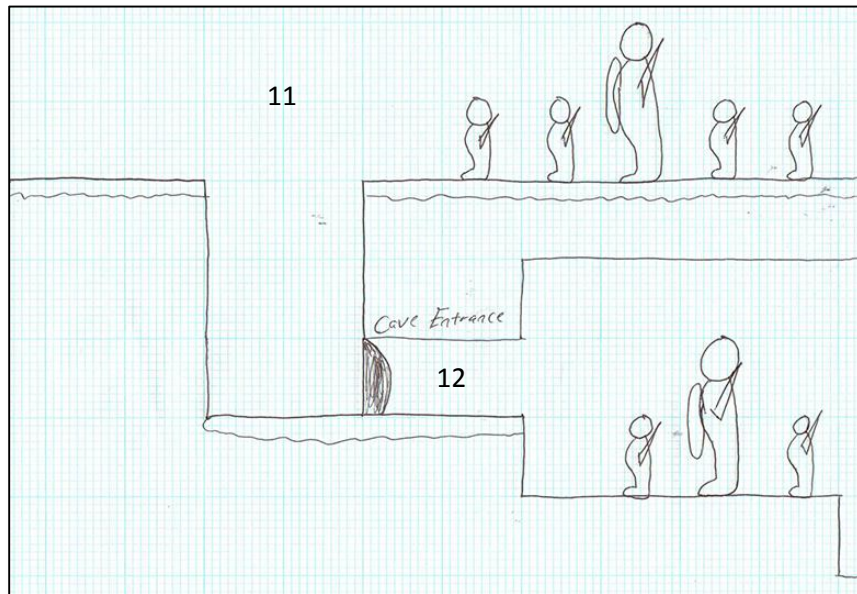


Figure 22: Dark Forest Area 1.3

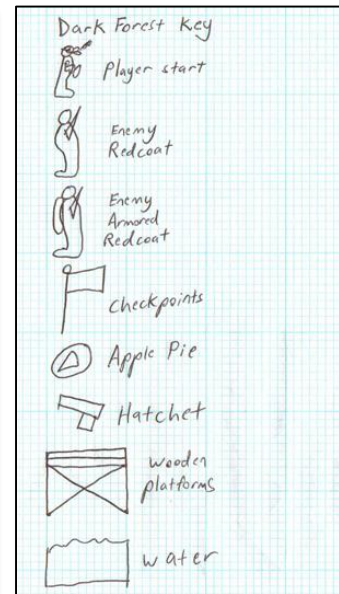


Figure 23: Area 1.3 Key

## Gameplay

11. Players attempt a maximum jump across a gap. (WOW Moment)
12. Note: The LD has cut the secondary path through the cave below. If players miss the jump will be able to use platforms to get back to the top and attempt the jump again.

## Dialog

- N/A

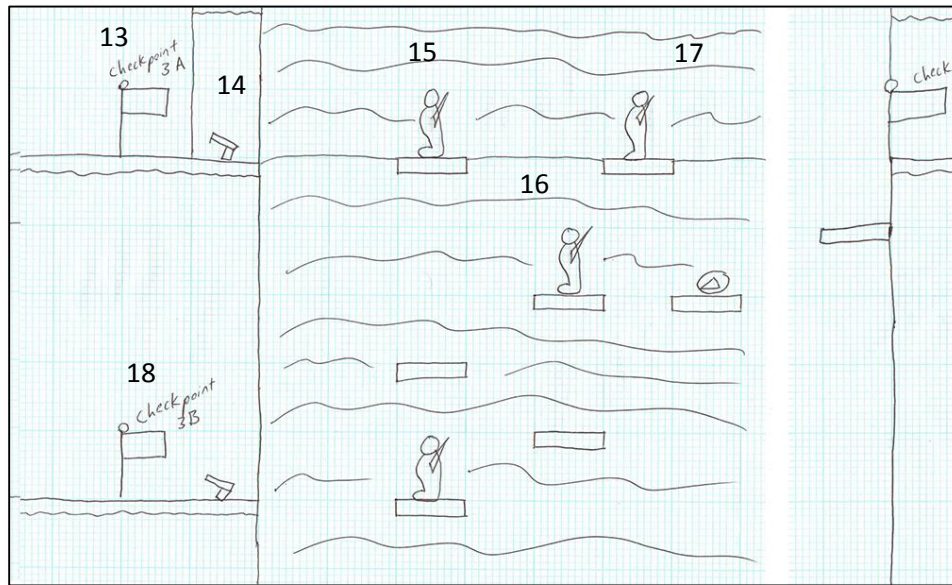
*Area 1.4 Map/Key*

Figure 24: Dark Forest Area 1.4

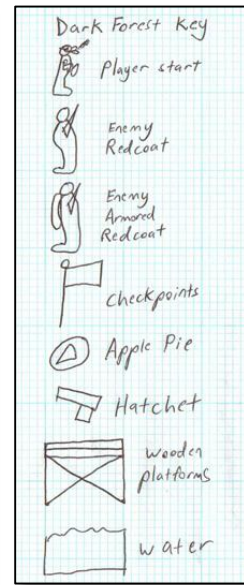


Figure 25: Area 1.4 Key

*Gameplay*

13. Players activate the third checkpoint.
14. Players learn to collect and use hatchets.
15. Players learn to use hatchets to knock redcoats off narrow platforms. (WOW Moment)
16. Players see a beautiful waterfall. (WOW Moment)
17. Players learn they can throw hatchets in the air.
18. Note: The secondary path at the bottom of the page has been cut.

*Dialog*

As players reach a waterfall they come upon an axe buried in the ground and a jumping puzzle with a Redcoat on a narrow rock not large enough to support both characters at once. It is clear Washington must knock the Redcoat off the rock before proceeding.

**GHOST OF JUSTICE (V.O.)**

Occasionally you may find enemies who are beyond the reach of your justice. Fortunately, they are never out of reach of Democracy! (That's the name of your hatchet) When you pick up a hatchet off the ground it will add 10 to you inventory, allowing you to deliver a taste of democracy to your enemies!

Players pick up the hatchet and throw it at the Redcoat, knocking him off the platform and allowing Washington to proceed.

Players continue through the level.

## Area 1.5 Map/Key

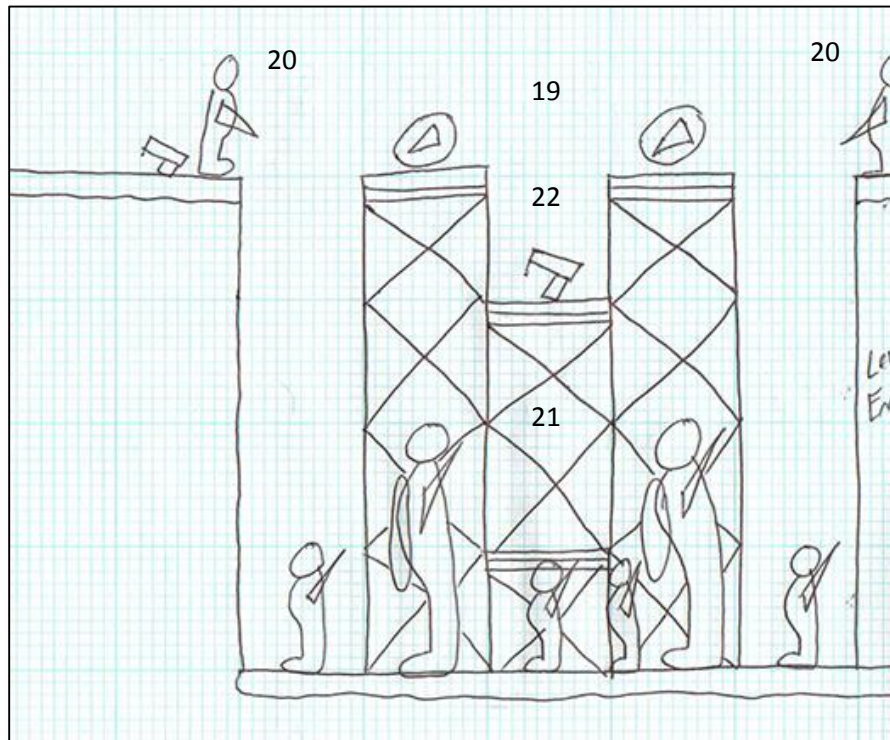


Figure 26: Dark Forest Area 1.5

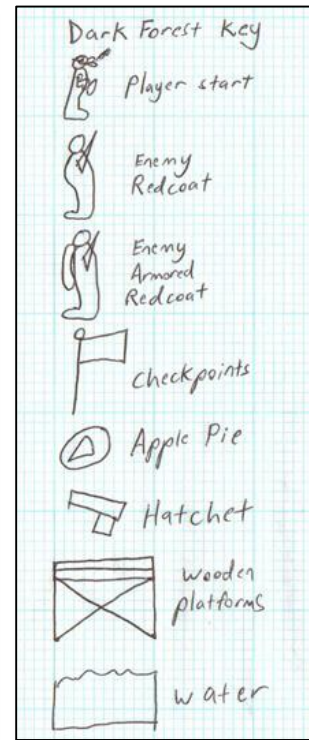


Figure 27: Area 1.5 Key

*Gameplay*

- 19. Players battle Redcoats in the end level area.
- 20. Players face shooting redcoats for the first time. They appear at the platforms at the top of the arena when players enter. (WOW Moment)
- 21. Players learn to dodge the bullets of the shooting redcoats.
- 22. Players learn to use hatchets to defeat shooting enemies.

*Dialog*

Once Washington has defeated all the enemies on screen, he completes the level.

FADE OUT

FADE IN

A splash page close up of Washington against an American Flag background fills the screen, and he gives the camera a thumbs up.

**GEORGE WASHINGTON (CONT'D)**

Star-Spangled Awesome!

FADE OUT

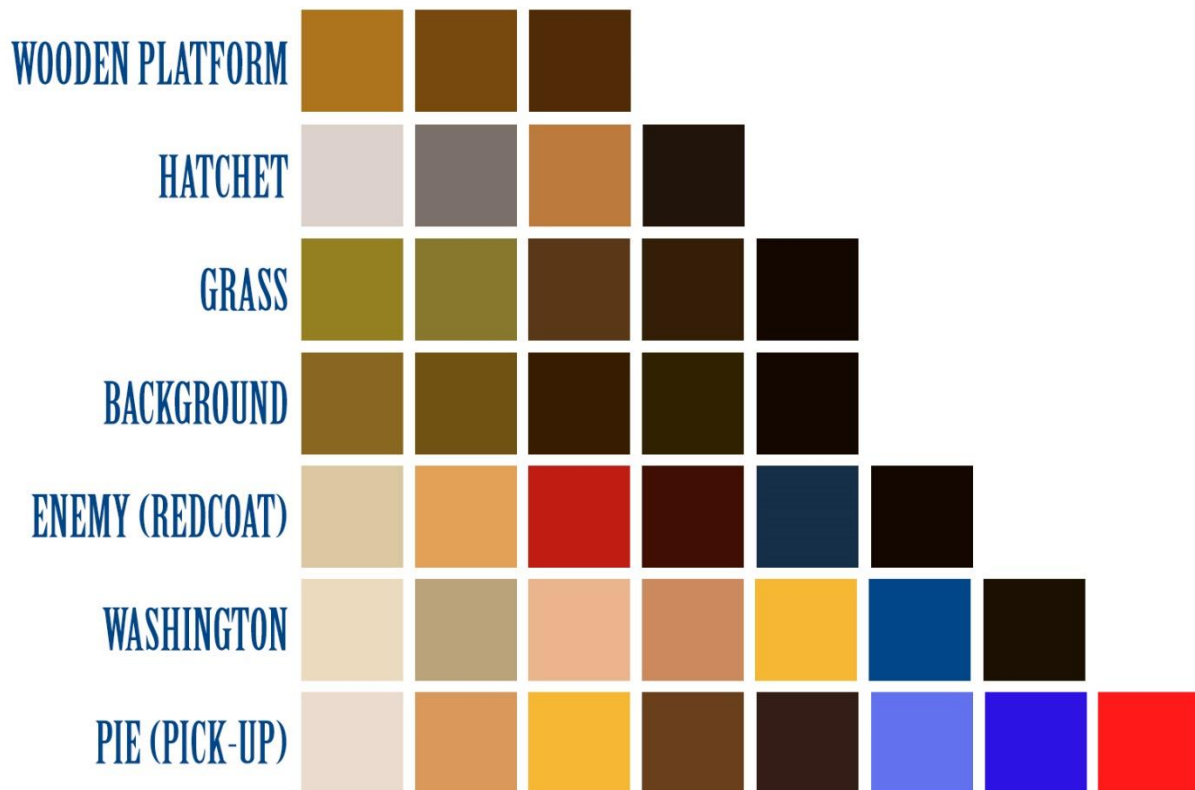
*Color Swatch/Palette*

Figure 28: Color Swatch/Palette for the Dark Forest Level

## Level 2: Fort

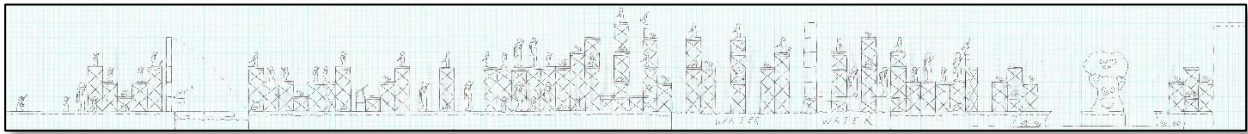
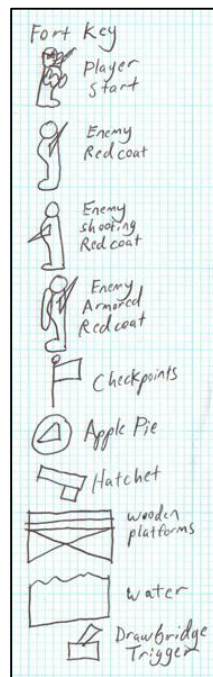
### *Gameplay Overview*

Players fight and jump their way through the fort. Washington's goal is to venture into infiltrate the fort, defeat any Redcoats he encounters, and rescue his bald eagle. After overcoming all obstacles in his path, Washington comes face to face with the Redcoats holding his prized bald Eagle hostage. He must kill the redcoats holding the Eagle in the cage with ropes to get them to drop the Eagle, break open the cage, and allow Freedom to escape.

### *Environment Concept*



Figure 29: Fort Level Concept Art

**Overview Map/Key****Figure 30: Fort Level Overview Map****Figure 31: Fort Level Key**

Scale: Player Height = 10 grid squares

## Walkthrough

### Area 2.1 Map/Key

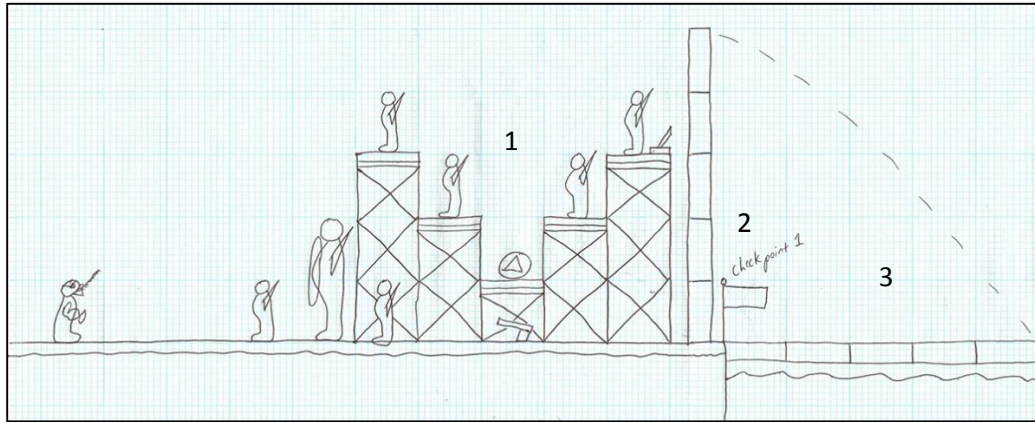


Figure 32: Fort Level Area 2.1

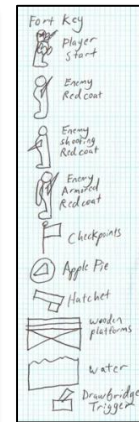


Figure 33: Area 2.1 Key

### Gameplay

1. Players defeat a number of redcoats at different heights.
2. Players activate the first checkpoint.
3. Note: The LD has cut the triggers & drawbridge. Players will need to jump their way across the river using stones. (WOW Moment)

### Dialog

- N/A

## Area 2.2 Map/Key

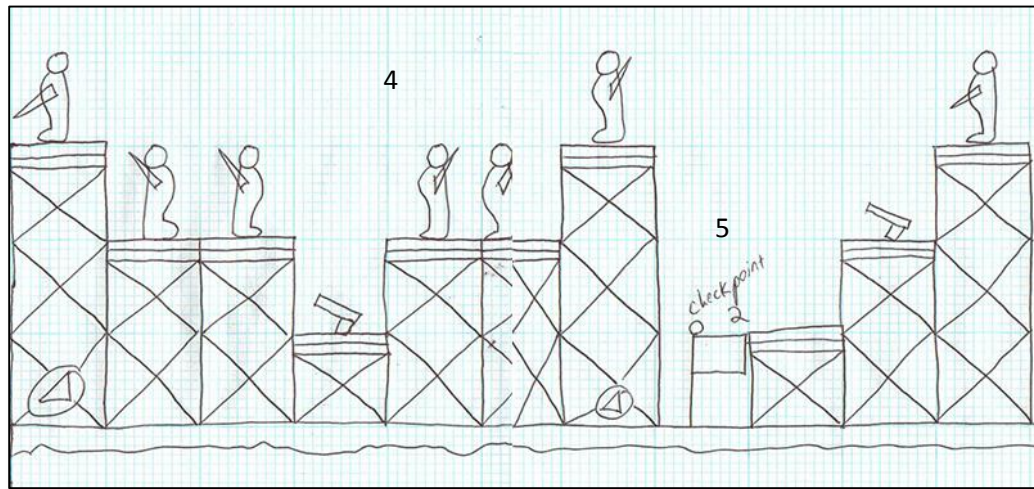


Figure 34: Fort Level Area 2.2

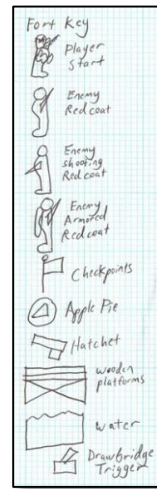


Figure 35: Area 2.2 Key

## Gameplay

4. Players continue to learn jumping and fighting enemies on a variety of levels.
5. Players activate checkpoint 2.

## Dialog

- N/A

## Area 2.3 Map/Key

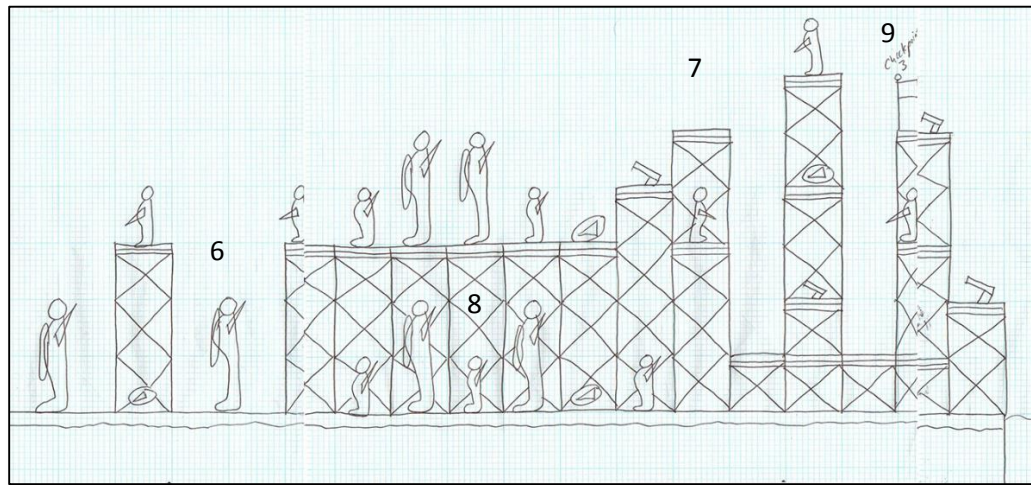


Figure 36: Fort Level Area 2.3

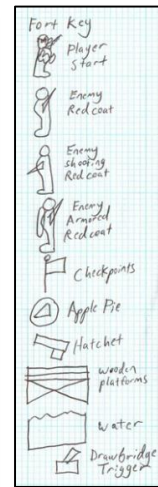


Figure 37: Area 2.3 Key

## Gameplay

6. Players again have access to an alternate path. (WOW Moment)
7. The upper path emphasizes jumping and hatchet throws.
8. The lower path emphasizes combat.
9. Checkpoint 3 is activated

## Dialog

- N/A

## Area 2.4 Map/Key

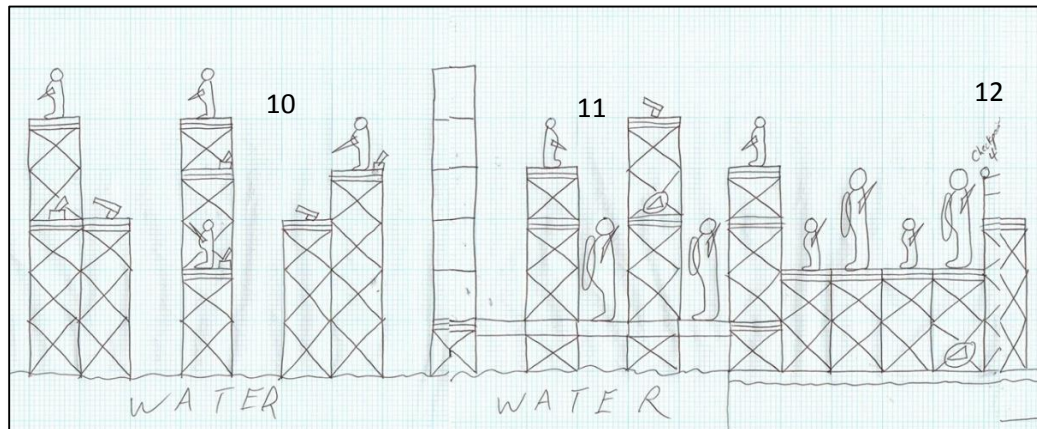


Figure 38: Fort Level Area 2.4

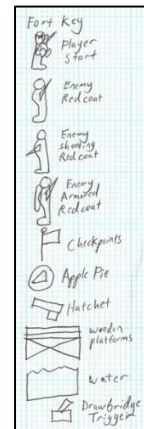


Figure 39: Area 2.4 Key

## Gameplay

10. Players demonstrate their jumping and combat skills. (WOW Moment)
11. Note: The LD has cut the triggers and drawbridge. Players must now continue jumping from fort to fort, over the water to reach the other side.
12. Players activate checkpoint 4.

## Dialog

- N/A

## Area 2.5 Map/Key

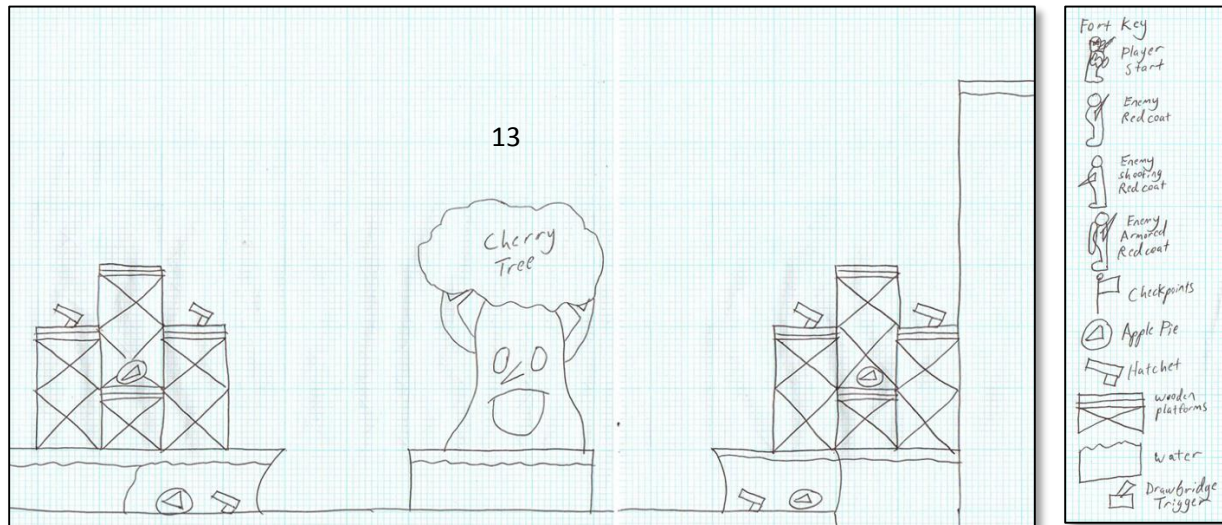


Figure 40: Fort Level Area 2.5

Figure 41: Area 2.5 Key

## Gameplay

13. Note: The LD has cut the Cherry Tree. Players must kill four Redcoats, holding ropes which are suspending the cage holding the Eagle while fighting and eliminating the other Redcoats in the arena. After players have eliminated all the Redcoats holding the ropes, the cage falls to the ground, breaks open, and frees the Eagle. (WOW Moment)

## Dialog

**GEORGE WASHINGTON (CONT'D)**

Redcoats,... Let my eagle go!

Multiple Enemy Redcoats drop into the arena.

**GEORGE WASHINGTON (CONT'D)**

Then we do it the HARD WAY!

Players engage the Redcoats until they have killed the Redcoats holding the Eagle hostage.

Color Swatch/Palette

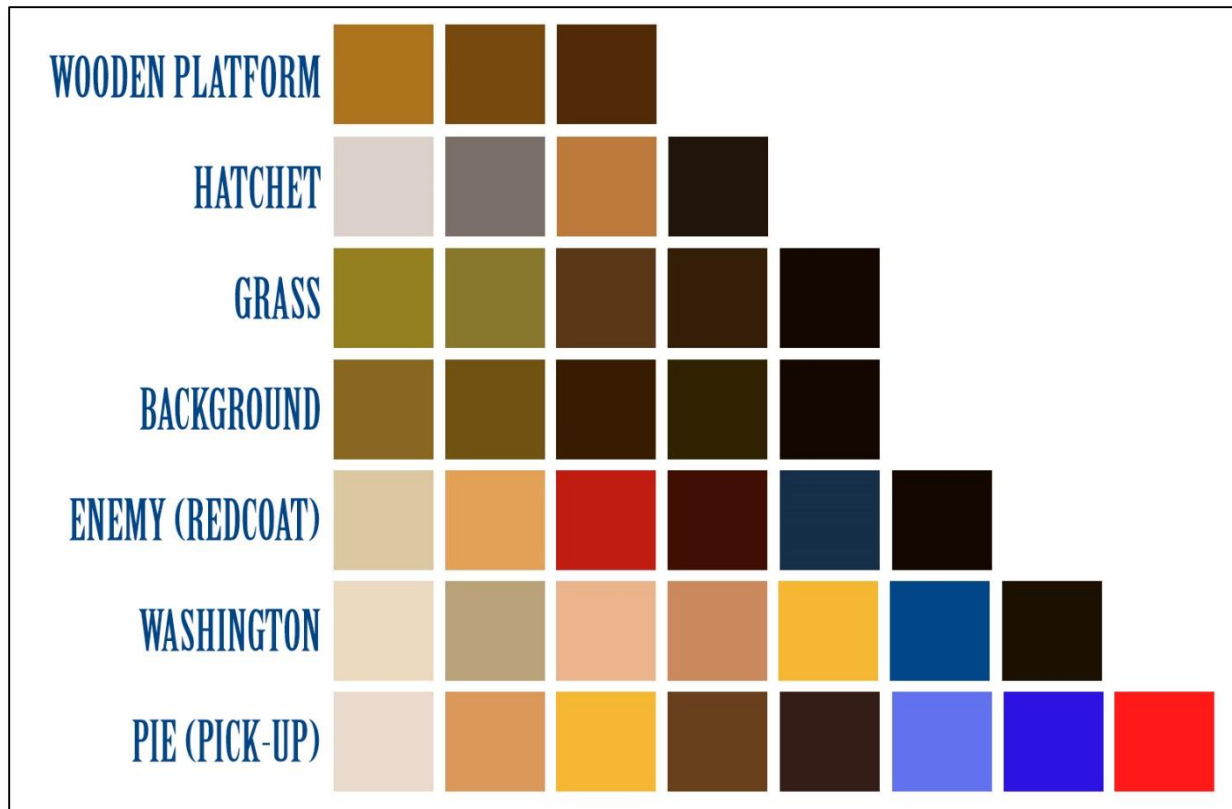


Figure 42: Color Swatch/Palette for the Fort Level

## Menu System

### Fists Of Freedom Gameplay Menu Flow Chart

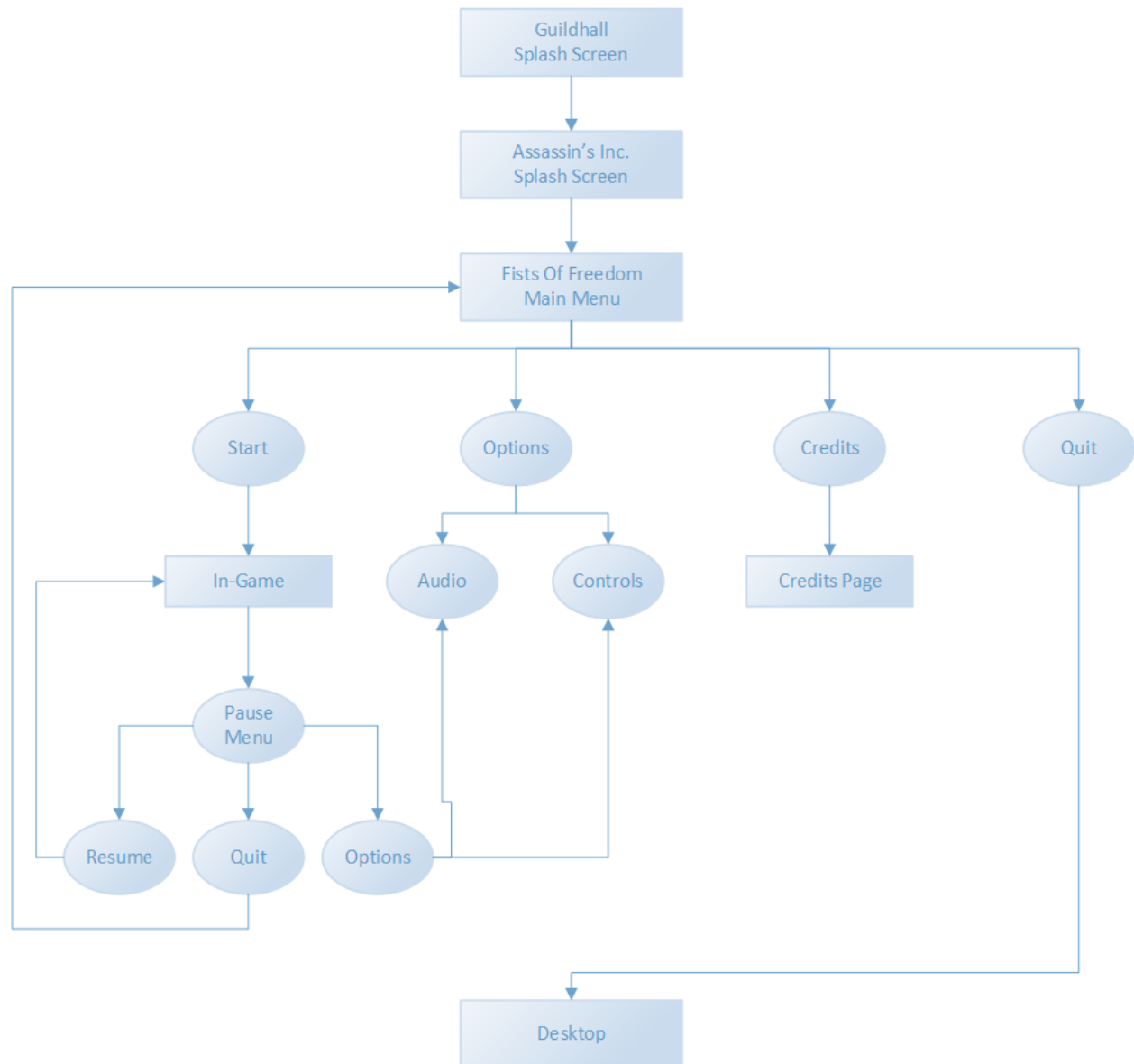


Figure 43: Fists of Freedom Menu Flow Chart

## Installation

Assassins, Inc.'s programmers provide the auto-installer for *Fists of Freedom*. The auto-installer and main game icon will use the main *Fists of Freedom* logo as pictured below:



Figure 44: Auto-installer & main game icon

## Title Splash Screen(s)

*Fists of Freedom*'s start splash screens are as follows:



Figure 45: Guildhall Splash Page



Figure 46: Team Splash Page

## Main Menu



Figure 47: Main Menu

## Options/Controls Screen

Options Menu Options

- Audio
- Controls



Figure 48: Audio Menu Screen



Figure 49: Controls Menu Screen

## Credits Screen

The credits screen looks like the Declaration of Independence with names and titles of the development team displayed in a classic handwritten font.

- Jason Leary, Game Lead/Level Designer
- Taylor Adele Smith, Art Lead
- Hoang Nguyen, Programmer
- Laura Brothers, Programmer
- Music by Kevin MacLeod



Figure 50: Credits Screen

**Exit/Pause Screen**

Fists of Freedom can be paused at any time. This will take players to a simple splash screen, which will give them the following options:

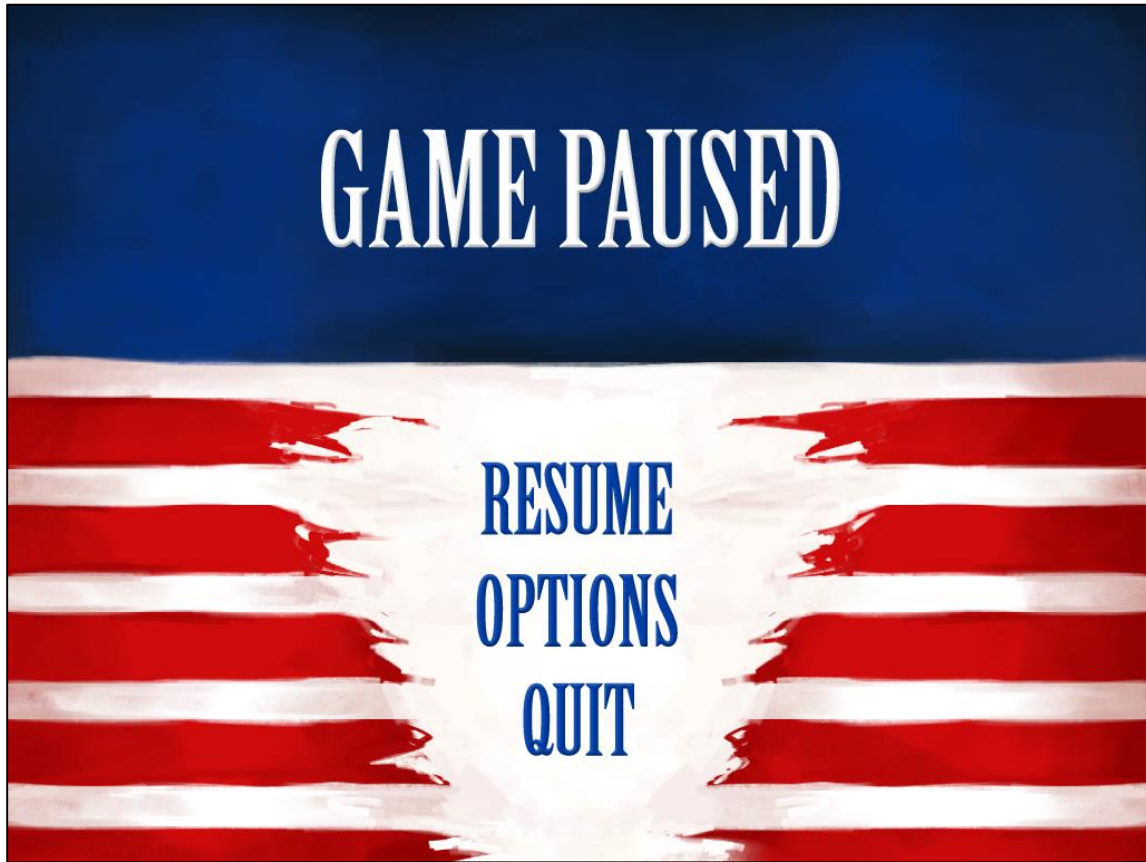


Figure 51: Paused Menu

## Game Over Screens

Players have unlimited lives so there is no Game Over Screen. The screen below is displayed when the player completes each level and again when they win the game.



Figure 52: Level End and Game Win Screen

**Intro/Level-to-Level/Outro Cut-Scenes****GAME INTRODUCTION CUT SCENE**

FADE IN

EXT. FOREST – NIGHT

The image FADES IN to reveal a DARK FOREST. Near the bottom of the frame is a beautiful expanse of evergreen foliage laid out like a thick carpet filling the valley created by mountains encircling the woodland bowl. The full moon shines bright from above like a giant, unblinking eye.

The scene is both breathtaking and tranquil.

**GHOST OF DEMOCRACY (V.O)**

A long time ago, at the birth of a great nation, an evil was born. A force that existed for one purpose, and one purpose alone – Crush this fledgling nation before it has a chance to take its first steps in this new world.

CUT TO

EXT. FOREST – NIGHT

Before us are the smoldering remains of violent battlefield. The headless bodies of dead Redcoats litter the ground as the flames of war burn around them.

**GHOST OF LIBERTY (V.O)**

The force was summoned by conflict and the sacrifice of blood. It was birthed on the battlefield and infested the bodies of the dead, corrupting the corpses of the soldiers and granting them life anew.

From out of the first a red smoke appears. It glides across the ground, seeking out the bodies of the Redcoats. When it finds them, it enters through the headless torsos of the dead soldiers who rise, a RED GLOW now emanating from the maw that once held its neck.

CUT TO:

EXT. FOREST – NIGHT

The red mist of the Dark Force begins to fill another headless Redcoat.

**GHOST OF JUSTICE (V.O)**

However, in order to complete its master plan, the force knew it needed to capture another... A symbol of Freedom itself...

CUT TO

INT.WASHINGTON'S HOME – NIGHT

From inside Washington's home we see the front door and hear the loud crashing of the Redcoats trying to break it down. The camera zooms and tilts in the opposite direction with each successive bang.

**GHOST OF CAPITALISM (V.O)**

The Redcoats broke into Washington's home...

The door flies open revealing an army of headless Redcoats on the other side, momentarily silhouetted by a flash of lightening.

**GHOST OF CAPITALISM (V.O) (CONT'D)**

And stole his cherished pet Bald Eagle, Freedom...

CUT TO

EXT.WASHINGTON'S HOME – NIGHT

We see a high angle looking down on Washington's home from above. The front door is open, and light from inside the house is streaming outside. In the distance, we see the tree line marking the beginning of the forest.

**GHOST OF DEMOCRACY (V.O)**

When in the Course of human events, it becomes necessary for one man to stand against the tyranny of the dark forces of evil it falls to us, the Ghosts of...

FADE TO BLACK

**GHOST OF DEMOCRACY (V.O) (CONT'D)**

Democracy,...

The image of the Ghost of Democracy fades in on the far left side of the frame.

**GHOST OF LIBERTY (V.O)**

Liberty,...

The Ghost of Liberty fades in on the far right side of the frame.

**GHOST OF JUSTICE (V.O)**

Justice,...

The Ghost of Justice fades in on the mid left side of frame.

**GHOST OF CAPITALISM (V.O)**

And Capitalism,...

The Ghost of Capitalism fades in on the mid right side of frame.

**GHOST OF FREEDOM (V.O)**

...to call upon that man to defend the principals upon which we were founded. Through the actions of these evil forces, we have discovered just such a man...

CUT TO

INT.WASHINGTON'S BEDROOM – NIGHT

In the foreground, we see Washington sleeping peacefully in his bed as the ghosts slowly fade into the background.

**GHOST OF LIBERTY (V.O)**

A hero with shimmering white hair, as pure as freshly fallen snow,...

**GHOST OF JUSTICE (V.O)**

...brown wooden teeth, the color of bread made from American wheat,...

**GHOST OF CAPITALISM (V.O)**

...and a cigar burning with the embers of Liberty!

**GHOST OF LIBERTY (V.O)**

Hey! I'm not burning!

**GHOST OF CAPITALISM (V.O)**

Of course not! It was just a metaphor.

**GHOST OF DEMOCRACY (V.O)**

Knock it off... Now, where were we?

**GHOST OF JUSTICE (V.O)**

Cigar burning with the embers of Liberty...

**GHOST OF DEMOCRACY (V.O)**

Ah, yes... He was a hero... A hero known only as George Washington...

**GHOST OF JUSTICE**

Ohhh, ohhhh.... George wake up...

**GEORGE WASHINGTON (SLEEPILY)**

But I don't want to wake up...

**GHOST OF CAPITALISM**

You have to, George, your country needs you....

**GHOST OF LIBERTY**

Freedom needs you too...

Washington sits bolt upright in bed.

**GEORGE WASHINGTON**

Freedom?! What happened to Freedom?!

**GHOST OF DEMOCRACY**

But I don't... Ah... Another metaphor...

**GHOST OF LIBERTY**

No, actually, this one is pretty straight forward. His eagle is named Freedom...

**GHOST OF DEMOCRACY**

Oh,... That's right... Freedom has been taken George by an evil force that has possessed an army of evil Redcoats.

**GEORGE WASHINGTON**

I never liked those Redcoats...

**GHOST OF JUSTICE**

No! The force is evil... NOT the Redcoats...

**GHOST OF LIBERTY**

Whateves... Look, you going to go liberate your eagle or not?

**GEORGE WASHINGTON**

Nobody captures Freedom on my watch... Nobody...

Washington jumps out of bed and strikes a heroic pose.

**GEORGE WASHINGTON (CONT'D)**

It's time for that dark force to give me Freedom or I'll give them death!

XCU of Washington's face as he lights his cigar.

**GEORGE WASHINGTON (CONT'D)**

For Freedom!

FADE OUT

BEGINNING TUTORIAL LEVEL

END OF THE TUTORIAL LEVEL

FADE IN

A splash page close up of Washington against an American Flag background fills the screen, and he gives the camera a thumbs up.

**GEORGE WASHINGTON (CONT'D)**

Star-Spangled Awesome!

FADE OUT

BEGINNING LEVEL TWO

END OF LEVEL TWO

FADE IN

A splash page close up of Washington with the eagle, Freedom, now on his shoulder against an American Flag background fills the screen, and he gives the camera a thumbs up.

**GEORGE WASHINGTON (CONT'D)**

Star-Spangled Awesome!

FADE OUT

ROLL GAME CREDITS

“GEORGE WASHINGTON WILL RETURN TO ‘LET FREEDOM RING!’”