



K E O



© Redcatpig Studio 2018
redcatpig.com

K E O INTRODUCTION

INTRO DUC TION

KEO is an online multiplayer vehicle combat game set in a sci-fi post-apocalyptic setting. It features several classic game modes such as Team Deathmatch, Domination and Racing.

Players will be able to choose a vehicle class and customize its looks and weapons to fit their tastes and needs.

It is being developed with Unity by Redcatpig Studio, a team of 3 in the island of Terceira, Azores.

The game is still in development and this document is a work in progress and may be subject to changes.

BACK STO RY

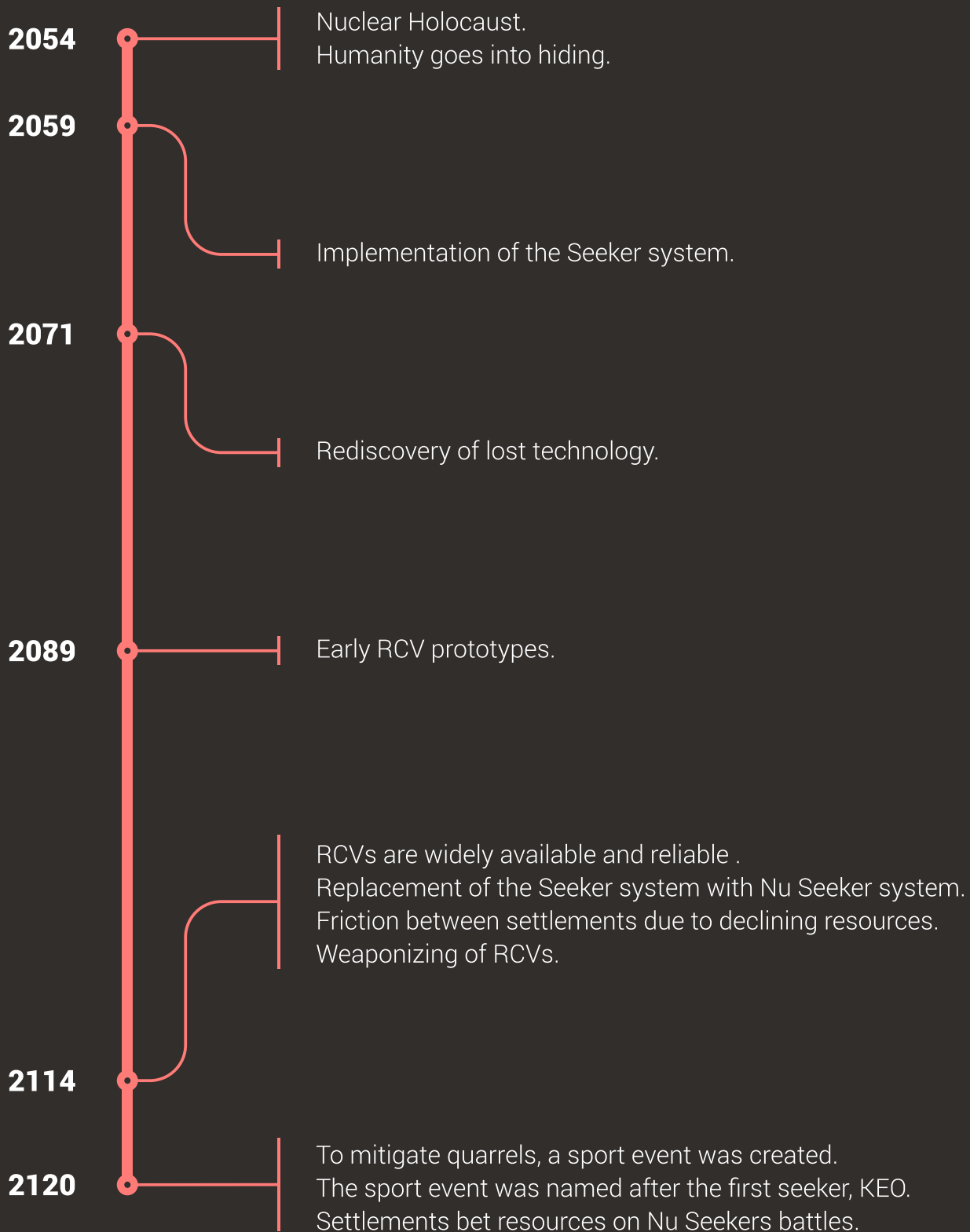
After a nuclear holocaust in the year 2054, humans were forced to go into hiding in underground structures due to high radiation levels on the surface.

For the first couple of decades after the event, citizens were randomly selected to be sent to the surface to scavenge for resources. These citizens would last very few years after being sent to the surface due to exposure to radiation, but were then highly worshipped by society and called Seekers.

Mankind eventually rediscovered lost technology and created RCV's (Radio Controlled Vehicles) to scavenge, removing the need to expose humans to radiation to gather resources. The drivers of these RCV's were called the New Seekers.

Due to declining resources and friction between underground settlements, humans began to arm their RCV's to be able to defend their gatherings. Learning from the past, and before conflicts got too out of hand, a new sport was created using RCV's, where settlements bet resources and battle in arenas, and the winner takes all.

KEO BACKSTORY TIMELINE



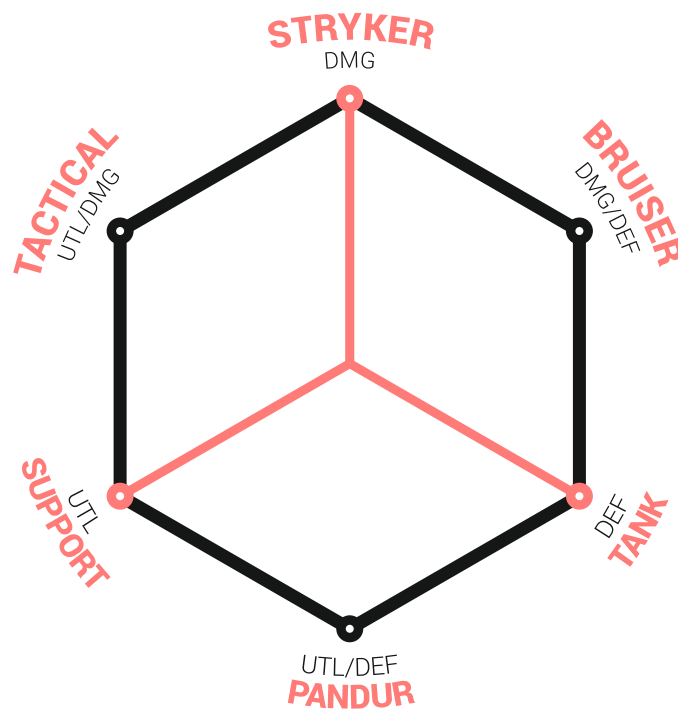
K E O RADIO CONTROLLED VEHICLES

RCVs

There are several base types of RCV's, each with their strong points and weaknesses. Players choose their base RCV and equip them with a variety of different weapons and components to fit their needs in battle.

Players acquire new weapons with the currency they gain by winning battles in the arena. The more battles one wins, the better they can equip their vehicles.

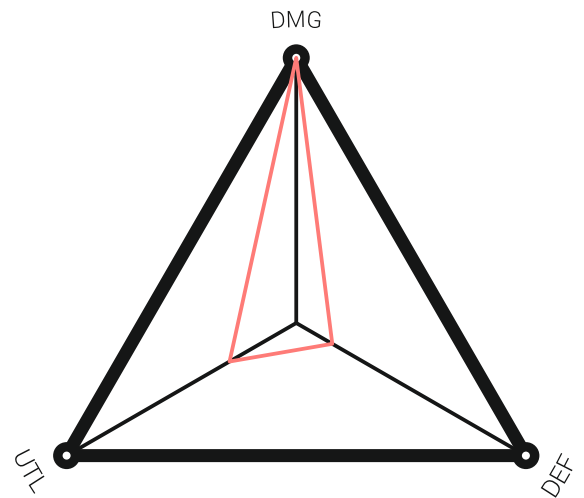
Each RCV has their role in battle in terms of damage (DMG) , utility (UTL) and defense (DEF), which divide them into 6 different classes and each is equipped with an unremovable base weapon. Combatants have to learn the ins and outs of each vehicle to best perform in battle.



RADIO CONTROLLED VEHICLES STINGER

Originally created to scout ahead of other vehicles, the Stinger is a highly mobile and fast vehicle. In terms of combat, it is usually equipped with high damage weapons. That, in combination with its high mobility, makes it perfect for getting into the action, dealing damage, and getting out.

Its base weapon is a boosted machine gun.



RADIO CONTROLLED VEHICLES STINGER

The Stingers selection of components include weapons with high damage output such as laser rifles or shotguns, and self-enhancing components for movement or attack speed.

INFINITY



BULLET RAIN



VULCAN



STALKER

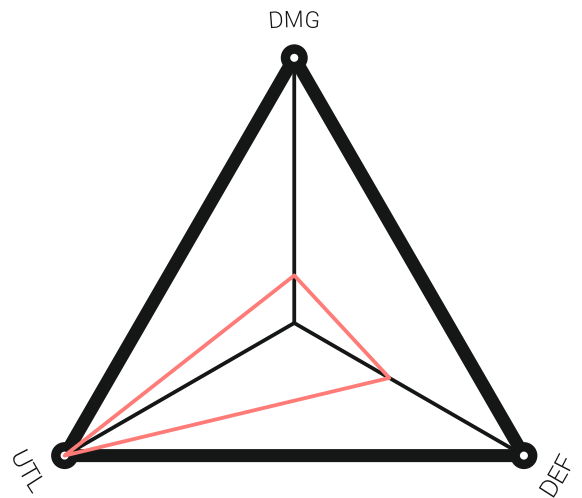


K E O

RADIO CONTROLLED VEHICLES OPERATOR

The Operator was created to aid other vehicles in their missions. It is sturdier than the Stinger, but less mobile. It has a variety of ways to protect other combatants and to take them out of dangerous situations.

Its base weapon is a basic machine gun.



K E O

RADIO CONTROLLED VEHICLES OPERATOR

The Operators selection of components include repair units and ways to enhance allies performance such as movement speed. It can also slow down the enemies offense by using EMP's and creating impenetrable barriers.

BLACKOUT



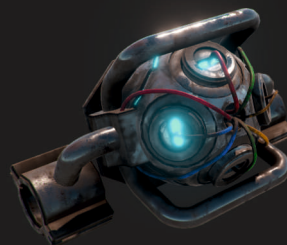
BLOCKADE



RALLY



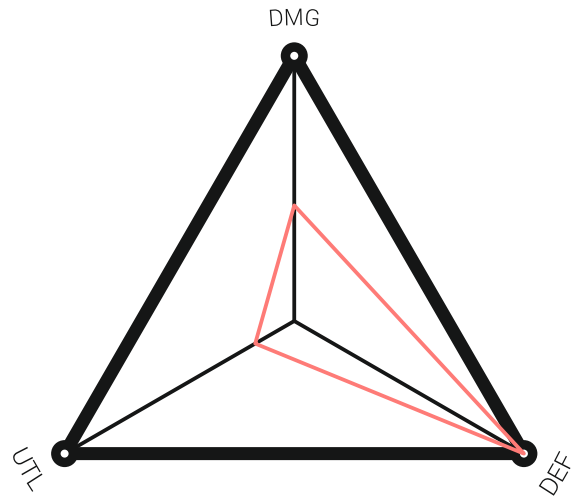
REPAIR-O-RAMA



RADIO CONTROLLED VEHICLES THE OX

The Ox is the heaviest, and sturdiest of them all. Built to withstand plenty of damage, it is perfect for getting into the middle of the action and distract enemy fire.

Its base weapon is a slow, but strong hitting cannon.



K E O

RADIO CONTROLLED VEHICLES THE OX

Its choices in components range from shields to make it even more durable in combat and destabilizers to cripple enemies attack options.

RIDGE HOOK



OHMITTER



HOLO WALL



DISRUPT



WEAPONS

There are several weapons players may choose for their vehicles. Ranging from offensive weapons to deal damage, performance enhancing weapons to aid team members, defensive weapons or destabilizers.

Weapons can be separated into two main types:

Passive, which have constant effect and don't need to be triggered

Active, which have to be triggered to use and consume energy

Within active weapons, you have lockable weapons, which can aim automatically with the lock-on function, and non-lockable weapons, which are harder to connect, but usually deal more damage.

Some weapons are interchangeable between vehicles, while others are vehicle or class specific.

COSMETICS

Players are able to customize their vehicles with different cosmetic enhancements. These do not give any advantage in battle, but make them stand out in the crowd. There are several different options for paint jobs, rims, tires, flags, horns, hats, etc.

These cosmetic enhancements can be acquired as random drops, or purchased in the online store.



GAMEPLAY

Keo is a fast paced game, with a blend of arcade car combat games like Twisted Metal with slightly less arcade-like driving. Classes and weapon balancing are inspired by games within the MOBA genre, like League of Legends. In some modes, the game also includes pickup items, with effects such as healing, energy recovery, armour, etc.

The game also features vehicle customization which is divided into two parts:

Weaponizing - Players have 4 slots to add special weapons onto their vehicle, these weapons cannot be changed mid combat, so planning ahead of time is necessary to get the best possible outcome in combat.

Cosmetics - Visual enhancements to improve the vehicle's looks. These have no effect on performance in combat.

The game features 4 planned game modes:

Team Deathmatch - Players clash in 5v5 battles, the objective is to get the most kills by the end of the match, or reaching a specific number of kills.

Domination - Teams fight to capture and defend outposts scattered around the map. The team with the most outposts at the end of the match wins.

Racing - Players race in special circuit tracks. Some weapons are not permitted and stats are slightly changed in this mode.

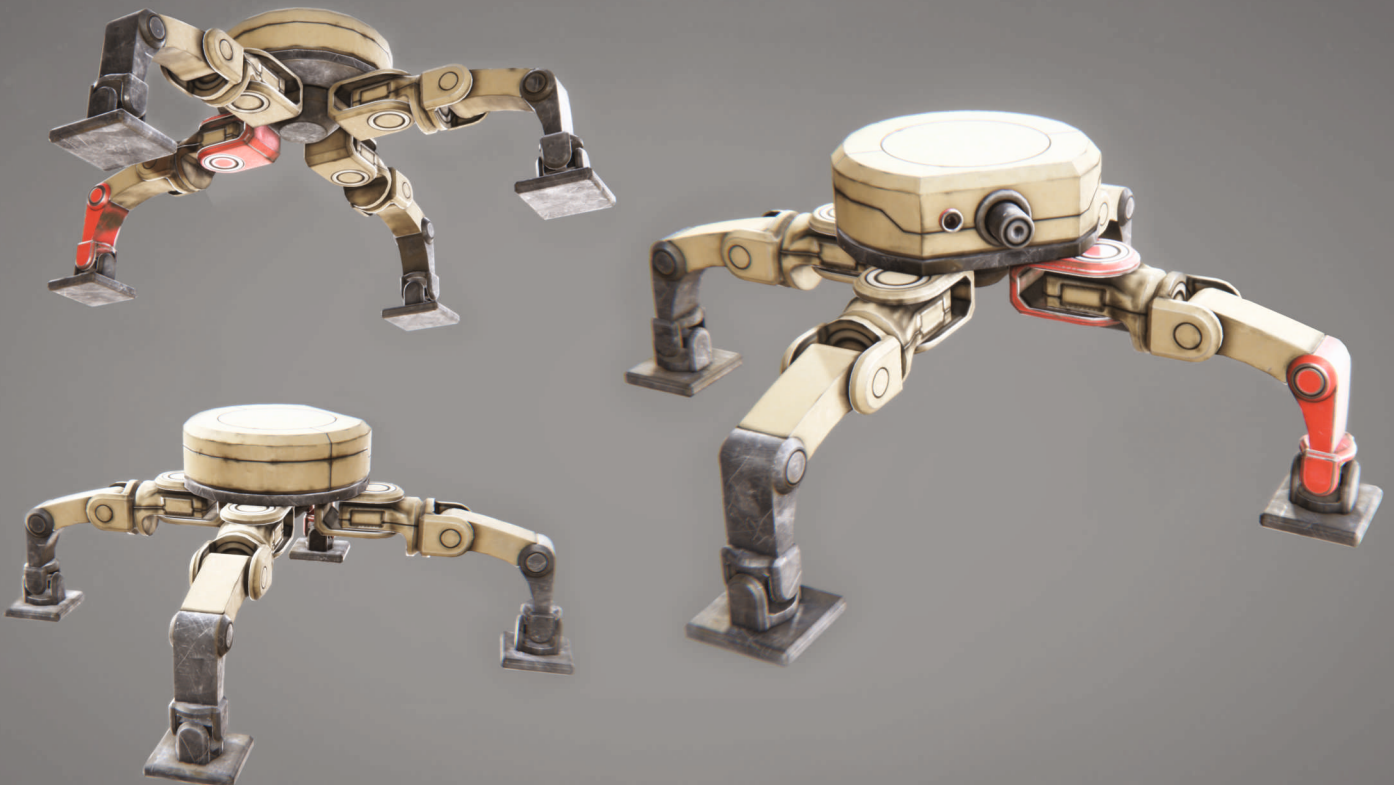
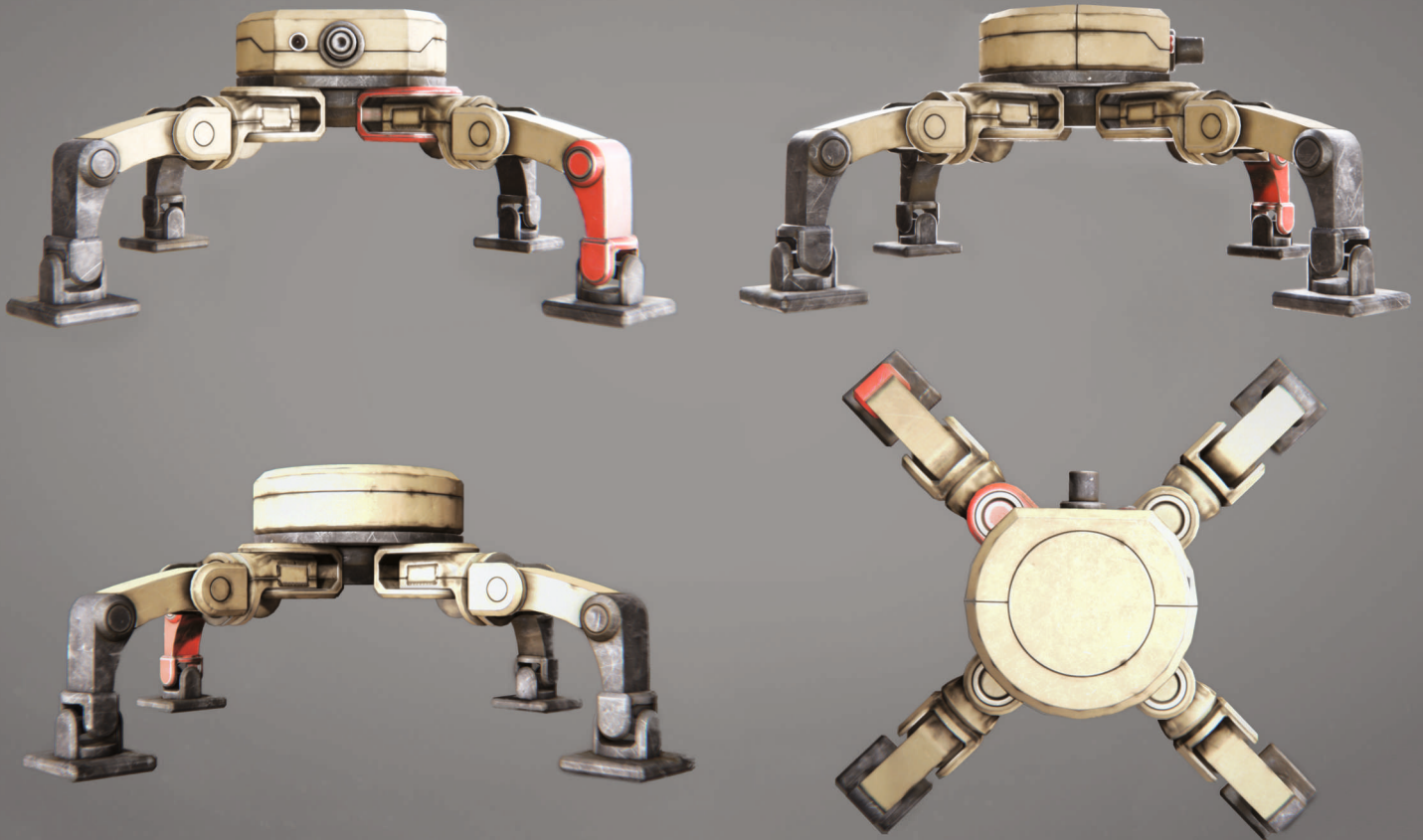
Battle Arena - Players objective is to destroy the enemy base, destroying towers set up along the road to the enemy base. Mobs are included to add an extra layer of complexity.

K E O
OTHER CONTENT

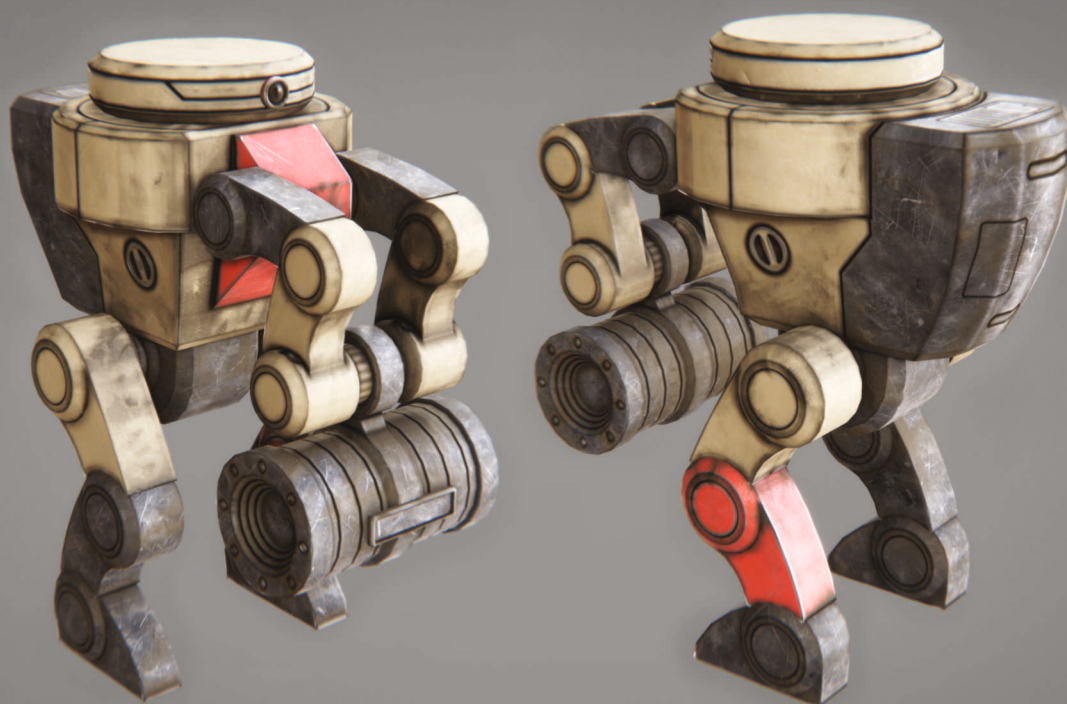
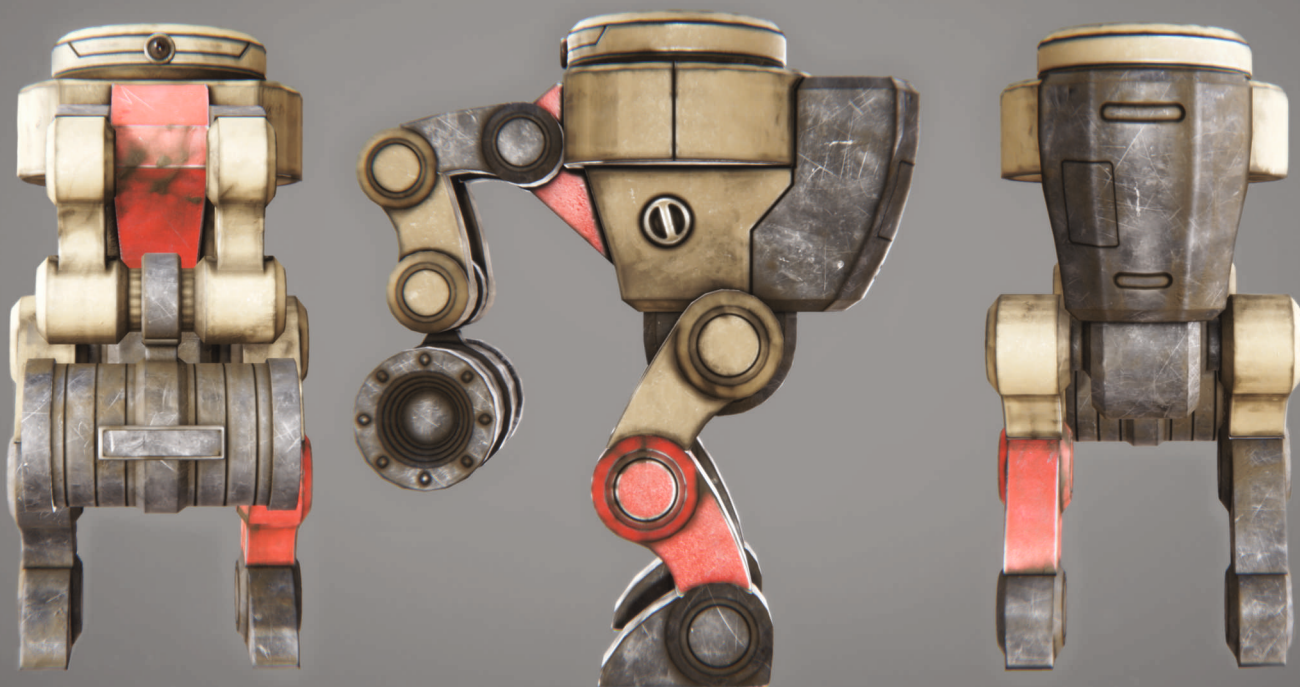
OTHER
CONTENT



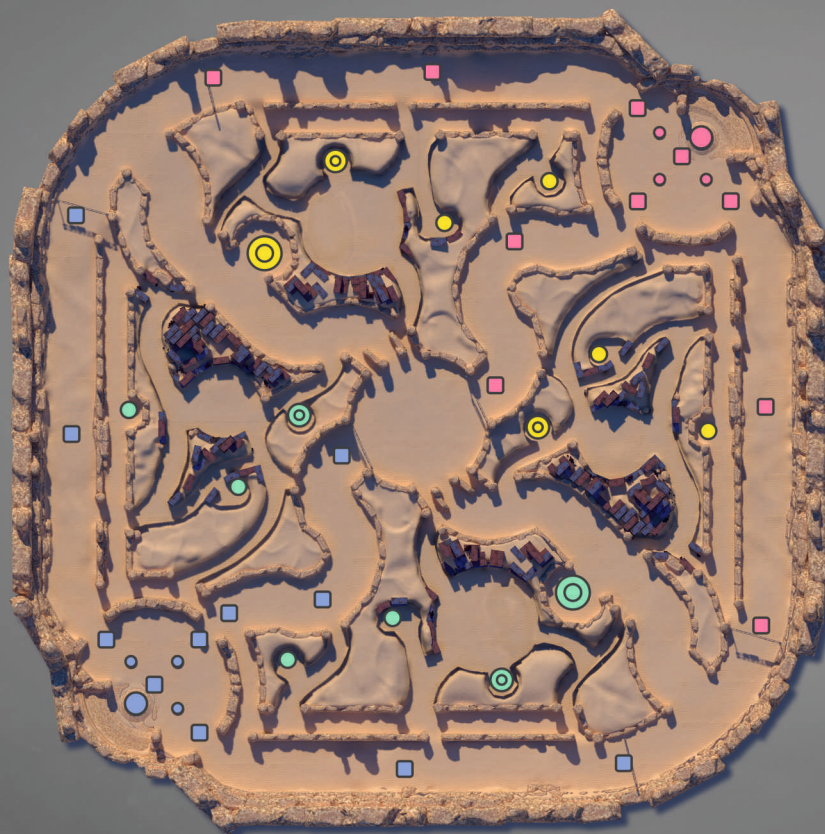
K E O
OTHER CONTENT SPIDER MOB















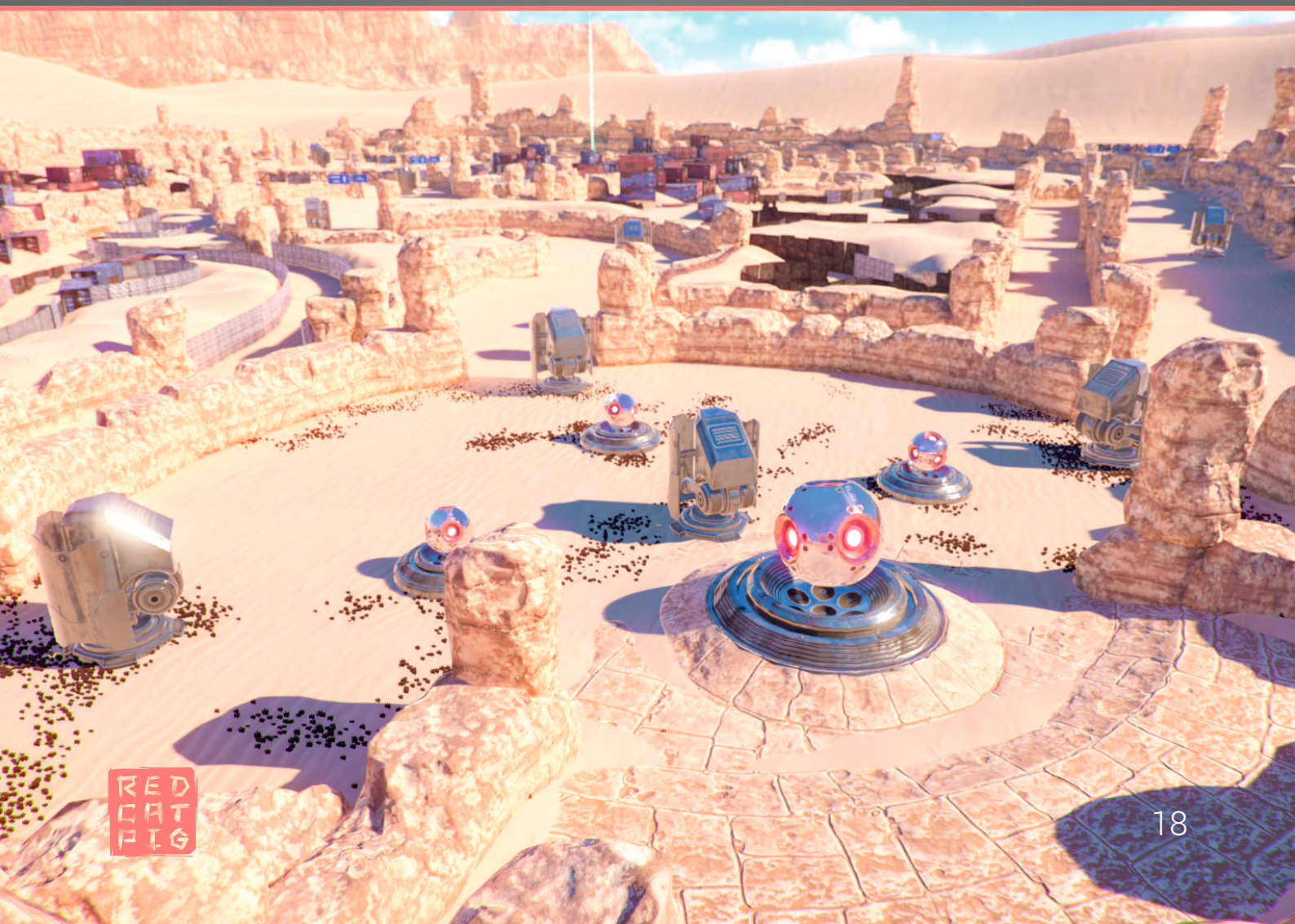
K E O
OTHER CONTENT BOMBER MOB



K E O OTHER CONTENT SCRAPYARD MAP

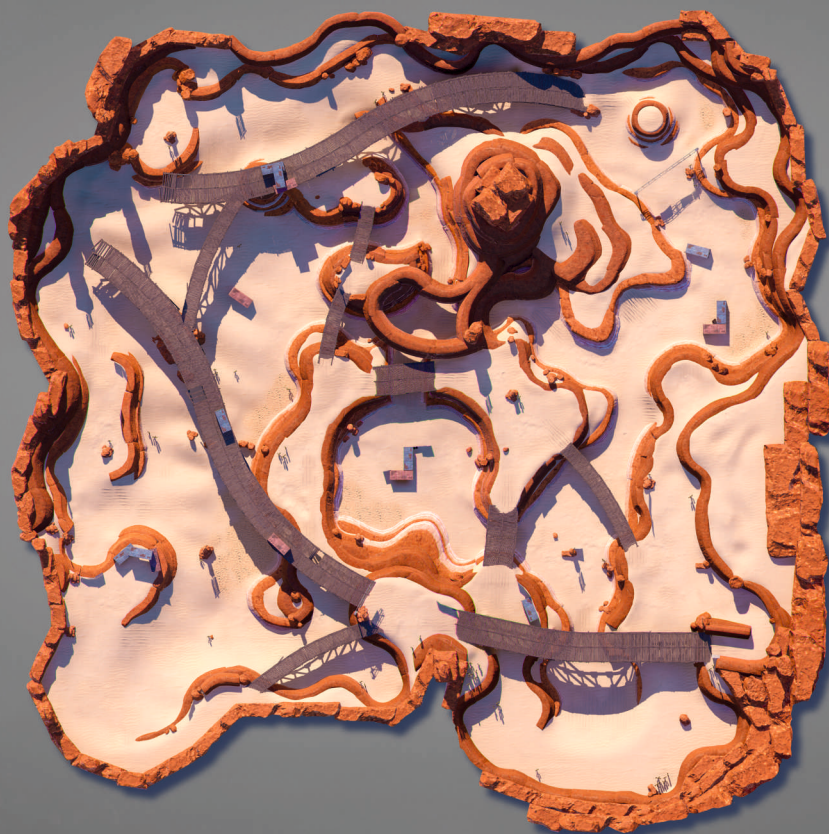


-  Valley Core
-  Valley Generators
-  Valley Towers
-  Valley Jungle Scrap Source
-  Valley Jungle Individual Buff
-  Valley Collective Buff
-  Mountain Core
-  Mountain Generators
-  Mountain Towers
-  Mountain Jungle Scrap Source
-  Mountain Jungle Individual Buff
-  Mountain Collective Buff



K E O

OTHER CONTENT CAMPGROUNDS MAP



K E O OTHER CONTENT POWERUPS



K E O OTHER CONTENT SKETCHES

