**JUDGE DREDD**

**MISSIONS**

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#### Version History

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# Tutorial MIssions

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# Gameplay Missions

Gameplay missions are available to any player at any time from the Sector House hub area of the game. To enter a mission the player clicks on the type of mission they want to play on the incident screen in the main room of the Sector House hub. This opens a drop down menu showing available mission options.

## Missions Menu

The drop down menu looks something like this:

### 1-Mission Type

This tag informs the player of the nature of the mission (though they will have known that from the Incident Map when they chose the mission type—this serves as a reminder). There are a number of different mission types, which will be covered in more detail later.

### 2-Quit Button

Pressing this closes the menu. No confirmation is required as this is a non-critical action.

### 3-Create Mission Button

This brings up a new menu which the player fills in to become the host of a mission.

This menu is very similar to the mission select drop down menu, and has the same mission type reminder and quit button at the top. All of the data shown here represents the default mission settings.

1. The host can use the arrow buttons to change the difficulty setting for the mission, switching between Easy, Medium and Hard
2. This section represents the player slots. The default set up is three free slots and two closed slots. The host can use the arrow keys to change these as follows:
   1. FREE—anyone can join the mission in this slot
   2. FRIEND—only a player from the host’s friends list can join the slot
   3. GUILD—Only a player from the host’s guild can join the slot
   4. INVITE—Only a player specifically invited by the host can join (more later)
   5. STREET JUDGE—Only a player with a Street Judge character can join
   6. PSI JUDGE—Only a player with a Psi Judge character can join
   7. TEK JUDGE—Only a player with a TEK Judge character can join
   8. CLOSED—No one can join the slot. This is how the host manages the size of the game. If the host wants to create a solo mission, he or she can do so by setting all of the slots to closed. The number of closed slots automatically determines the size of the map (see later).
3. Create launches a lobby screen in which the host waits for other players to populate the mission. See JD\_UI for more information on the lobby.
   1. If the mission is a solo one, there is no lobby, the player drops straight into the mission

### 4-Mission Slots

This tells the player at a glance how the level is populated. Each of the circles represents a slot and the colour coding carries information about the slot\*.

This represents an available slot. A slot is available to the player either because it is a free slot that anyone can join, or the player’s character passes the criteria for taking the slot. **A mission will not appear on the list unless there are available slots that the player can join.**

This represents a slot that the player cannot join. This is either because the slot is already taken, or because the player’s character does not pass the criteria for taking the slot.

This represents a closed slot. The host can manage the size of the mission by closing off slots.

\*We don’t have to use circles here—badge icons might be another way to handle it.

Mousing over a slot brings up a tool tip with information about the slot.

#### Available Slot Tool Tips

Available slot tool tip will state one of the following, based on what the host has set the slot to do:

* INVITE (meaning only that specific player can join it)
* FRIEND (meaning only someone from the host’s friends list can join it)
* GUILD (meaning only a member of the host’s guild can join it—TBC)
* STREET (meaning only a Street Judge can join it)
* TEK (meaning only a Tek Judge can join it)
* PSI (meaning only a Psi Judge can join it)
* FREE (meaning anyone can join it)

The order in which these are displayed here indicates the priority order in which the player will populate slots if they qualify for more than one, if they decide to join the mission.

#### Unavailable Slot Tool Tips

Unavailable slots display the following tool tips:

* Criteria not met. If the player does not meet the criteria for the slot, display the same tooltip as would be displayed for an available slot, but in red text (e.g. the slot is for a Psi Judge and the player has a Tek Judge—the tool tip reads PSI JUDGE)
* If the slot is taken, display the name, role and rank of the Judge in the slot (e.g. SENIOR STREET JUDGE BRENDAN)
  + There will always be at least one slot that is taken by the host. Perhaps the tool tip for this should contain an icon or colour coding that indicates that player is the host

#### Closed Slot Tool Tips

Closed slot tool tips simply say CLOSED.

### 5-Scroll Bar

The player can navigate the list of missions with the scroll bar.

### 6-Mission Data

This section tells the player how big the map is, what difficulty level the host has set it to and what rank that difficulty level pertains to (determined by the host’s rank).

#### Map Sizes

* Small
* Medium
* Large
* Boss Fight (only available with unlock)

#### Difficulty Levels

* Easy
* Normal
* Hard

#### Recommended Rank\*

* Rookie
* Experienced
* Seasoned
* Senior
* Elite

\* Cadet level consists of NPC tutorial missions that take the player up to the rank of Rookie.

## Mission Types

Each of the basic gameplay mission types has four maps associated with it. A small map, a medium, a large and a boss map. As described earlier, the host determines whether a map is small, medium or large. There is also another type of map which is determined by the Judge’s role and rank.

### Block War

A block war is a proper armed conflict between two city-blocks. Judges enter at multiple levels on both the affected buildings to clear them of combatants. From the player’s perspective they are carrying out their assigned clearance.

* Small battle to clear one floor of a city block.
* Medium battle to clear two floors of a city block
* Large battle to clear three floors of a city block
* Citi-Def boss fight in command bunker

### Juv Shakedown

Juv gangs can cause violent affray when they’re bored, which is often, so the Judges sweep in to crack some heads. Many of these Juvs are alienated and dumb enough to fight back though.

* Small battle in park
* Medium battle in mall level of block
* Large battle in plaza between blocks
* Boss fight in Shuggy Hall

### Gang Buster

Organised criminals use the Black Atlantic ports to move contraband in and out of Mega City, One so joint operations between the Harbour Squad and Judges from sectors where the contraband ends up are commonplace.

* Small battle in single warehouse
* Medium battle in warehouse district
* Large battle in harbor area
* Boss fight in penthouse mansion

## Boss Fights

Boss fights are unlocked by completing evidence processing mini-games.

* A player that has unlocked one or more boss fights has the option of choosing a boss fight from the incident board
* Boss fights are fixed at a medium sized map

## Judge Specials

There are three special missions associated with a Judge’s role and rank. They must be unlocked with a mini-game (see JD\_Mini\_Games).

1. The first special mission becomes available at the rank of Seasoned
2. The second at Senior
3. The third at Elite

At lower ranks, players should be able to see the judge mission for their role on the map, but not be able to access it (tool tip to tell them why).

* The elite mission is a one-off, and after it is completed the other types remain, but are merely mop up jobs
* A player can only take on the elite mission for each class once (so we probably need to alert the player to this fact, so they can make sure that the group of people they do it with are the ones they want to take it on with)

### Street Special

In this thread Democracy movement radicals Total War, in an alliance with mutants, plot an armed insurrection against the judges of Mega-City One. The Democrats get behind a mutant rights campaign and use it as a vehicle for agitation and spreading mayhem.

* In the first set of battles the player takes on mutant illegal immigrants in Undercity locations
* In the next set of battles the judges fight mixed groups of mutants and activists at mutant rights demonstrations in city plazas
* In the final battle the Judges take on the so called Commander in Chief and his guard in an Undercity bunker

### Tek Special

In the Tek thread a robot rebellion is being fomented by an AI mind from the Apocalypse War. Since the war it has been trying to get units under its local command out of the collapsed Silo 13, a subterranean anti-ballistic missile base near old New York. It finally succeeds, enabling it to send out units to physically link up with other devices, reprogramming them to take on the strange new enemies inhabiting its battlefield (i.e. Mega City One).

* In the first set of battles localized freakouts of domestic droids occurs in city block residential floors
* In the second set of battles ancient military droids and guided ordinance are unleashed on Mega City One from Apocalypse War bunkers in service conduits running under the city and beyond to the Cursed Earth
* In the final battle it is revealed that a controlling mainframe is responsible. The judges hold the line in their Sector House against an assault by Mechanismo droids, while the Tek department remote pilots a burrowing EMP charge into the command bunker

### Psi Special

The Psi thread involves cult activities and a powerful mutant psychic able to manipulate time.

* In the first set of battles there is an outbreak of Futsies, all wearing anachronistic clothing. These it transpires are futsies in the true sense of the term, running amok on mall levels of City Blocks
* In the second set the judges fight a sinister organization called the Cult of Eternity, who inhabit rich apartments in the smaller, more exclusive Con-Apt blocks
* In the final battle the Psi department finally traps the leader of the Cult of Eternity by preventing him shifting through time. He is a mutant called Flavius Flav who has a giant clock face set into the chest of his natural carapace. He wears big shades with a digital display of the time on them (in this battle the mutant uses time manipulation to reset the battlefield when it is losing).