

RANCOR AT-AT BOSS FIGHT

Objective: Given the Rancor mode has progressive levels, a great punctuation for those levels would be a boss fight. In this boss fight all proposed “new” things the AT-AT will do, have pre-existing sources in the extended Star Wars universe. Approval from Lucas should not be an issue.

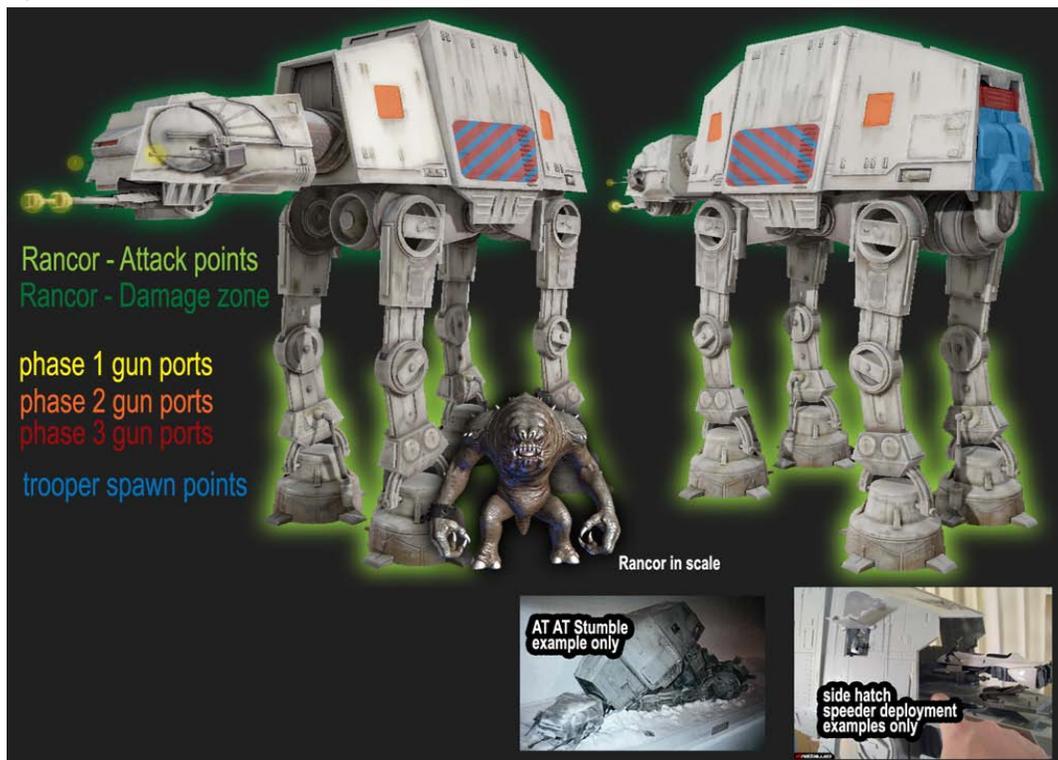
Location: Tatoonie, Imperial based

Challenge: The player, as the Rancor, must destroy an AT-AT sent to kill him

Level design: The idea for the level is a simple doughnut shaped design with the Imperial base in the middle and other existing Tatoonie assets dressing the area as an Imperial out post. The Rancor can take refuge in the base as well as cut across it to get behind the AT-AT easily if necessary. I will gladly make a paper map if this design gets approved.

AT-AT

Due to its larger size, the AT-AT is significantly slower than the Rancor. Its limited mobility also creates an “issue” for it the closer the Rancor can get to its legs since it can’t target any guns there. Also the AT-AT only has a limited number of gun ports, which means it also has lots of blind spots especially from the rear. All of this plays to the advantage of the player as well as the more forgiving combat necessary for Kinect.



AT-AT attacks:

- **Gun ports** – Phase 1 gun ports fire medium level blaster projectiles. Phase 2 are manned by troopers with a blaster firing small level blaster projectiles. Phase 3 are turret ports which are rapid fire small level blaster projectiles. All gun ports can be damaged for a phase if the rancor successfully throws something at them.
- **Spawn points** – The AT-AT has spawn points on its side as well as at its rear. These are where rocket, jet pack, and speeder bike troops can deploy in order to offer close range cover for the AT-AT after a phase completes.

- **Stepping damage** – This is not really an attack, but what happens if the Rancor is under an AT-AT foot as it comes down while walking. It will displace the Rancor as far as getting it out of the way of the foot, but will not knock it way back like the stop attack.
- **Stomp attack** – Depending on the phase, if the Rancor spends too much time under the AT-ATs legs the AT-AT will try to stomp on him (this is also the same attack it will do when standing back up). This should be a well telegraphed attack. The leg should hang for a few seconds before it stomps down with a whining sound of the motors gear up for the attack. A close range camera shift will also be essential to allow the player to see it coming. This attack will send out a radial shockwave that if it contacts with the Rancor will blow them back out from under the AT-AT and damage them. To avoid this attack, the player should charge run away when they start to see the leg coming up to stomp them.

Fight Progression

In order to damage the AT-AT the Rancor must hit the head or body in the damage zone area of the AT-AT. However, given the incredible size difference between the Rancor and the AT-AT the player will have to do something to get it down to his level. To do this the Rancor must sufficiently damage 2 legs (attack points) which cause the AT-AT to lose “hydraulic” pressure in its legs system temporary lowering the damage zones into the Rancor's attack range. Example: if the front two legs are damaged, the AT-AT head will get lowered down as the legs buckle and not a vehicle roll over.

After a set time or the maximum damage for that round has been reached (1/3 of the AT-AT hit points) the AT-AT bypasses whatever needs to be bypassed to “repair” itself enough to stand again stomping its legs as it does so. This should be accompanied by audio cue of the turbines kicking on and a series of particle FX to indicate to the player it is about to happen before it does. It should be possible for a player to complete this fight in 3 successful “stumbling” phases pending they know what they are doing and have dealt with most of the support troopers. Note: While 1 leg is damaged the mobility of the AT-AT will be compromised, with the damaged leg appearing disabled with sparking FX as well as by dragging it.

Phases of the battle:

- **Phase 1 (full to 2/3 health)** : Only front head gun ports are active, and will perform no other attacks. AT-AT will walk around trying to keep Rancor in range as well as move its head to shoot at him.
- **Phase 2 (2/3 to 1/3 health)** : After completing phase 1 the AT-AT will drop a small compliment of troops the player must also contend with, (mostly standard storm troopers with a few jet pack and rocket troopers for back up) as well as the players threat level will go up allowing for normal level reactions. Also the small side ports will open up allowing for individual troopers with guns to offer some coverage for the sides of the AT-AT. At this point the AT-AT will also try to stomp the player if they spend too much time in the leg area.
- **Phase 3 (1/3 to dead)**: Upon completing phase 2 the AT-AT will drop a larger compliment of troops the player must also contend with, including opening ups its back to drop speeders. Also the Rancor's threat level is elevated again. The rear hatch will open with a normal trooper with a gun, while the sides will open with more aggressive rapid fire gun turrets. The AT-AT will also drop another compliment of troops (much smaller than the first) when a first leg is damaged. Upon completion of this phase the AT-AT is destroyed and the player wins.

Best Strategy: The best strategy for victory is for the Rancor to charge a leg of the AT-AT and then finish disabling it with claw swipes. The player should then have to back off before taking on the next one. In later phases the player should try to disable a few gun turrets from afar by grabbing probe droids and throwing them at the AT-AT while using the base in the middle of the level for cover. Throw priorities are (1) closest gun port, (2) closest legs, (3) damage to AT-AT health.