

SUPERMAN: LAST SON

BY

JSIG212JAMES



PREMISE

A single-player, open world, third person action adventure game based loosely off the comic of the same name -- After a clash with Kryptonian warlord General Zod leaves Superman trapped in an alternate dimensional prison known as The Phantom Zone, he is freed months later to find the city of Metropolis under occupation by the Nation of New Krypton. Now facing an entire Kryptonian army, Superman must use every ounce of power to free Metropolis and bring an end to the Kryptonian regime.



SETTING



Metropolis is under siege -- what was once a sprawling city of the future, has now become a battle-scarred wasteland, controlled by the Nation of New Krypton. Enclosed by a force field, protecting them from the outside world, Kryptonian soldiers patrol the skies, striking fear into the inhabitants of the once renowned Metropolis. Superman will fight, fly, and blast his way through this open world, semi-destructible environment on his quest to free the city of Metropolis.

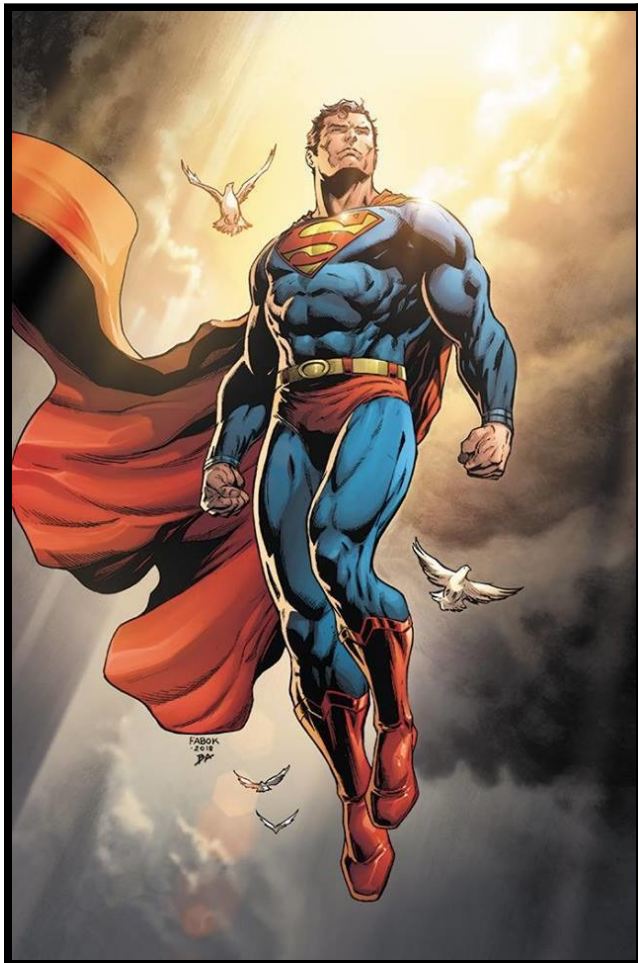
CHARACTER BIOS

Throughout the story Superman will need to team up with friend and foe alike to take down the Nation of New Krypton.

SUPERMAN

Clark Kent has lived his life with one truth -- he is not from here. His skin is tough as steel, his muscles more powerful than a locomotive, and he can move faster than a speeding bullet. Now residing in Metropolis and living his days as a reporter at The Daily Planet, he embraces his truth as the superhero alter ego, SUPERMAN.

But, when an invasion from escaped Kryptonian criminals sets upon the city of Metropolis, Superman must fight back to stop it and uncover secrets about his past.



POWERS AND ABILITIES

- Super Strength
- Super Speed
- Flight
- Heat Vision/Freeze Breath
- Extreme Durability

WEAKNESSES

- Kryptonite
- Magic
- Red Solar Radiation
- Super Strength

GENERAL ZOD

DRU-ZOD was bred for one thing -- war. Leading Krypton's army, he has successfully conquered and tamed their planet, leading the government to usher a period of peace. Unsatisfied with their position, he attempts a coup with his two trusted Lieutenants, URSA and NON. Their attempt, however, falls short. For his crimes he is sentenced to serve the remainder of his life in a prison housed in an alternate dimension.

After spending a lifetime trapped in the Phantom Zone, a mysterious man claiming to be from his planet Krypton makes contact. Zod, seeing the opportunity, hatches a plan: escape and take over this planet to make a new Krypton.

POWERS AND ABILITIES

- Super Strength
- Super Speed
- Flight
- Heat Vision/Freeze Breath
- Extreme Durability

WEAKNESSES

- Kryptonite
- Magic
- Red Solar Radiation
- Super Strength



LEX LUTHOR

Growing up, ALEXANDER LUTHOR II always stood in the shadow of his father, owner of tech corporation LEXCORP. After a mysterious accident on a trip to Smallville, Lex inherited his father's tech company, and transformed them into the world's leading tech think tank, morphing the city of Metropolis into his image.

During a routine test flight, for a new commercial airline, it malfunctions and divebombs back to the surface, but instead of plummeting to their deaths, the plane is saved by a new costumed hero bearing an "S."

After the run in with the newly deemed Superman, Lex vowed to never let him interfere with human achievement ever again.



POWERS AND ABILITIES

- 10th Level Intellect
- Advanced Technology

WEAKNESSES

- Human Vulnerability
- Ego

LOIS LANE

LOIS LANE is a tough as nails, Pulitzer Prize winning reporter from the Daily Planet. Hardened from her life as the daughter of a renowned General, Lois works hard, and works harder. When her mother is killed by a corrupt city official, she vows to uncover Metropolis's corruption, no matter how tough or dangerous a lead may be.

After being saved from the malfunction of the new LexCorp aircraft by a super powered costumed hero, Lois dubs him "SUPERMAN" and forms a relationship to use his super abilities and her reporting skills in her quest to purge the city.

POWERS AND ABILITIES

- Pulitzer Journalist
- Expert in Research
- Self-Defense

WEAKNESSES

- Human Vulnerability
- Stubbornness



GAMEPLAY



Being Superman means experiencing the vast amounts of powers and abilities the character has to offer. Throughout the game, players will use these powers to fight off the Kryptonian invasion, solve mysteries, and save the city of Metropolis.

These abilities are contained through the use of two meters -- HEALTH and SOLAR.

HEALTH

Superman is strong, tough, and extremely durable, but he is not invincible. Enemies can use a vast array of tactics to attack. The player must be wary of the status of Superman's health as they engage in battles with the Kryptonian war criminals.

PRO-TIP: Health regenerates when out of combat.

SOLAR

Absorbing energy from the sun gives Superman his abilities, but they are not infinite. Use of these abilities depletes the Solar Meter over time, and takes time to regenerate.

PRO-TIP: Performing combos boosts Solar Meter regeneration speed.

TRAVERSAL

Whether it's flying through the skies of Metropolis or speeding past cars on his way to The Daily Planet, Superman has plenty of fun and engaging ways to travel. Players will utilize these maneuvers to quickly and gracefully move around the city.

FLIGHT

The most important aspect of any Superman game. By clicking L3 or LS, the player can float off the ground and take to the skies.



Speed is controlled by R2 or RT. Much like a car, accelerate, pull the trigger down. To decelerate, release. To control the exact speed at which Superman flies, balance the trigger. Use this to whip around sharp corners with expertise and style.

PRO-TIP: Use DODGE while in flight to barrel roll.

COMBAT

Over the course of the game, Superman will have to fight his way through the Kryptonian army in unique **AERIAL COMBAT**. By utilizing a myriad of combat mechanics and his **SOLAR METER**, Superman will take them down.



AERIAL COMBAT MECHANICS

Set in semi-destructible environments, Superman will use basic attacks such as **PUNCH**, **BLOCK**, **DODGE**, and **DASH** to attack. Higher fighting capabilities will use the **SOLAR METER** to incorporate advanced moves such as his **POWERS** - Heat vision, freeze breath, and super breath - to dismantle and destroy the enemy.

PRO-TIP: Use L1 to activate the **SOLAR METER**.

STEALTH

During certain missions the player will take on the persona of CLARK KENT and infiltrate Kryptonian compounds to uncover the true plans of the Kryptonian invasion.

PRO-TIP: Use SUPER POWERS to distract guards.



PUZZLES

Across various missions, side quests, and the open world are different puzzles the player will take part in to uncover truths of the Kryptonian invasion, stop catastrophes, and locate memorabilia about Superman's history.



PRO-TIP: Press DOWN on D-PAD to activate X-Ray vision.

ENEMIES

To save Metropolis from the Kryptonians, enemies both new and old need to be stopped.



KRYPTONIANS

The main antagonists across the game will be Zod's Kryptonian army. Powered by the same yellow sun that gives Superman his abilities, along with the advanced technology of their home planet, these will be some of the toughest opponents Superman will face.



CLASSIC ROGUES

During the Kryptonian invasion, many of Superman's rogues manage to escape prison. Whichever ones Zod's army couldn't capture (or convince to work for him) run loose on the city, and it's up to you to bring them in. Villains include Parasite, Livewire, Metallo, and many others.



PETTY CRIMINALS

The occupation of Metropolis has opened the door for low level criminals such as Intergang to come out of the shadows and get back to business. Put an end to their schemes.

MISSION STRUCTURE

Take on missions, side quests, puzzles, and random crimes to bring Metropolis back to life.



MAIN MISSIONS

Centered around the Kryptonian invasion. Stop Zod's occupation of Metropolis.

PRO-TIP: Use DASH and SOLAR METER to charge enemies through buildings.



SIDE MISSIONS

In the midst of the invasion, the city's electrical grid collapses, allowing inmates of Stryker's Island to escape, including some of Superman's most notorious villains.



THE PARASITE: Dead bodies are scattered across the city. With each finding, they are found devoid of all muscle, fats, and internal structure. Superman must investigate the deaths, track down Parasite into the sewers, and engage in a close quarters fight... all without touching him.

PRO-TIP: Use DASH and PARRY to keep enemies at bay.

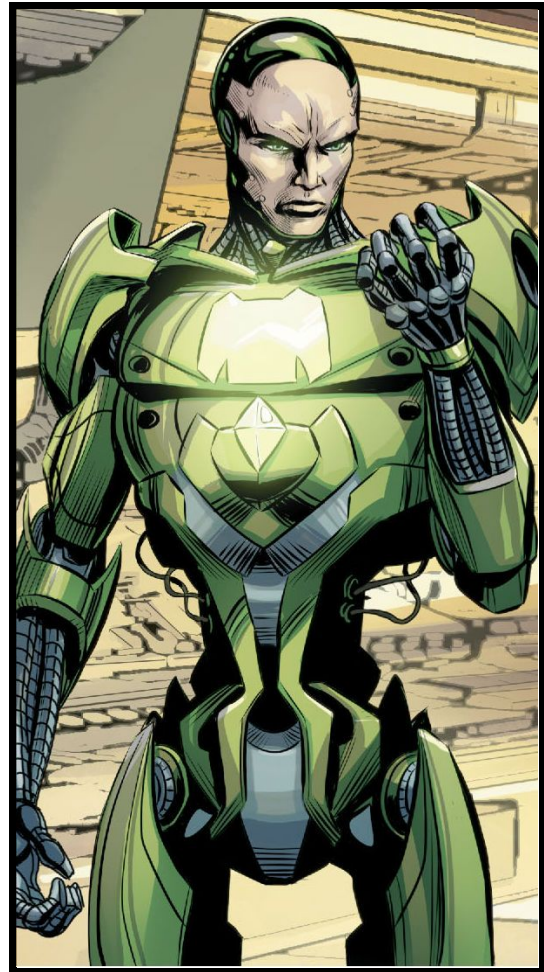
BLACKOUT: Electrical grids are being sucked of power throughout refugee encampments, causing localized blackouts. In order to restore them, Superman must confront Livewire in a chase by following illuminated billboards, street lamps, and building lights to her hideout.

PRO-TIP: Balance the R2/RT to control Superman's speed around tight corners.



IRON GIANT: Manufacturing plants are being robbed by Metallo. He's stealing tech to make himself a bigger and stronger body. Each confrontation Metallo gets away and returns bigger until he reaches his final form -- a ten story monstrosity of randomly assorted weapons and parts. Superman must use his abilities to deconstruct him down to the core.

PRO-TIP: Hold down L2/LT for precision aiming.



A TOY STORY: Secretly placed across the city are gifts left by Toyman. Each gift contains a clue about Toyman's whereabouts. Collect them all to find him. But there's a twist, each gift comes to life.

PRO-TIP: Press SOLAR METER and FACE BUTTONS for enhanced attacks.



PLAY DATE: Kids have been disappearing from encampments. Upon investigation, Superman is transported into the 5th dimension, home of Mr. Mxyzptlk. There, he has constructed a maze and trapped the kids inside. Fly through the reality-warping maze to rescue the kids and bring them home.

PRO-TIP: Use SOLAR METER and TAKEDOWN to activate SOLAR FLARE.

SEEDS OF HOPE: Citizens of Metropolis are lost among the chaos. Listen for them, rescue them and fly them back to encampments.

PRO-TIP: Press UP on D-PAD to use the POWER WHEEL.



ACTIVITIES

Spread throughout the city are various activities that the player can partake in.

INTERGANG HIDEOUTS: Leaders in black market smuggling, Intergang has taken the Kryptonian invasion in stride, secretly dealing whatever weapons they can get their hands on. Take down these hideouts to stop the flow of crime in Metropolis.



PRO-TIP: Use LS to bounce between enemies.



KRYPTONIAN OUTPOSTS: Zod's army has taken control of several sub districts within Metropolis. To loosen their stranglehold, destroy the outposts and take down the Kryptonian flags.

PRO-TIP: Click R3 to LOCK ON.

RANDOM CRIMES: Not even an alien invasion will stop the flow of crime. Engage in car chases, robberies, and more to keep the people of Metropolis safe.

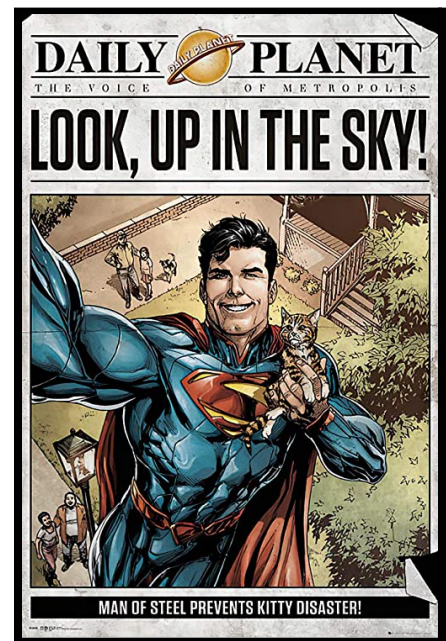


PRO-TIP: Use TOUCHPAD to LISTEN.

DAILY PLANET NEWSPAPERS: Scattered across the city are Daily Planet newspapers. Collect them to learn about many of Superman's greatest moments.

PRO-TIP: Use Y/TRIANGLE to INTERACT.

ICONIC LOCALES: Visit iconic locations like The Daily Planet, LexCorp Tower and more to learn about the history of Metropolis and see collectables such as Daily Planet newspapers.



PRO-TIP: Use R2/RT to move quickly indoors.

PLAYER PROGRESSION



To take on the forces of the Kryptonian invasion, Superman will not only have to use his powers, he will have to enhance them too. Over the course of the game the player will use various XP points to upgrade Superman's **SKILLS** and **ABILITIES**, customize **SOLAR ULTIMATES**, and unlock alternate **SUITS**.

SKILLS AND ABILITIES

Superman has a multitude of skills and abilities the player will need to upgrade to stand a chance against Zod and his army. These include but aren't limited to --

- Speed
- Strength
- Powers
- Durability
- Solar Meter

PRO-TIP: Complete missions to boost XP.





SOLAR ULTIMATES

Power moves that completely drain Superman of his SOLAR METER, but deliver devastating damage to the enemy. Only one is allowed in Superman's kit at a time, so the player must choose what fits their style best.

- Solar Flare
- Solar Impact
- Solar Warp

PRO-TIP: Use SOLAR ULTIMATES when swarmed.

SUITS

Players can use certain XP gained to unlock alternate suits spanning the history of the Man of Steel. These can be used anytime outside of the final mission in the story.

PRO-TIP: To unlock Superman's Upgraded suit, finish Chapter One.

