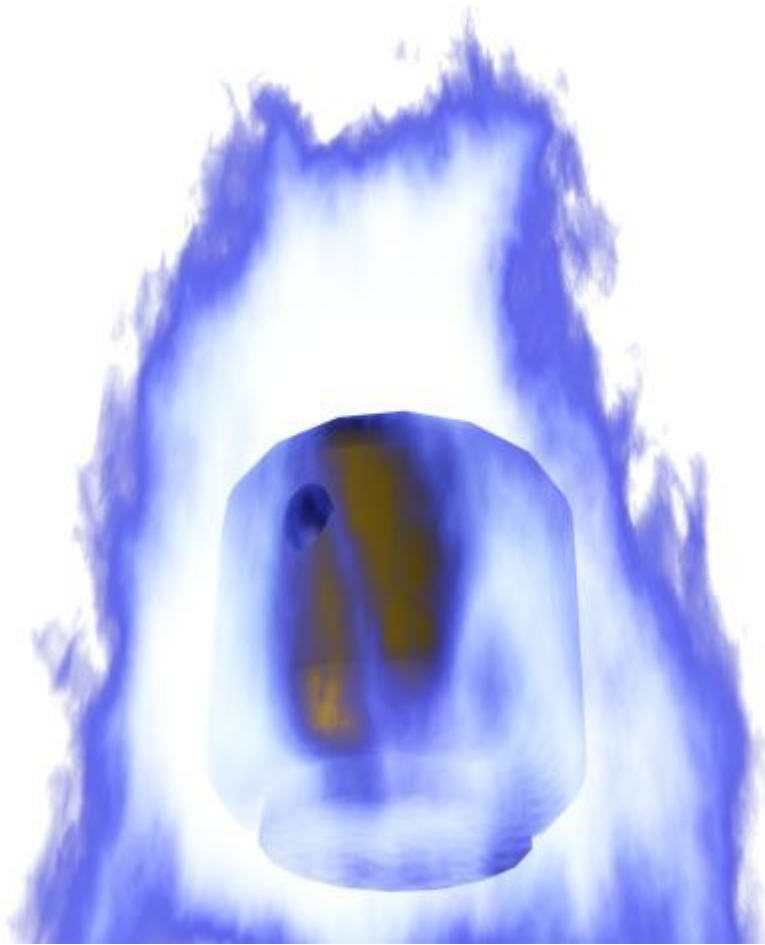"Quego"

Quego, a total conversion aimed at id software's **Quake** will focus on re-creating the overall look of the game. Formally known as **LegoQuake**, the project was forced to change its name due to legal matters directed from the **Lego Group**. This change of name and content has been overlooked as a positive event for the project, as it allows the team to create characters and items far beyond Lego's default limitations.

General Overview:

Quego will feature a total modification of all major aspects of Quake. Development had officially started on April 12th 1997, but has been delayed due to legal matters. Estimated date of completion is aimed at the early weeks of September, with a non-public beta to be released in late August.

Quego is being developed with both the single player and multiplayer community in mind. For single players, Quego will features all new enemies, levels, weapons, items, themes and story line. The multiplayer aspect of Quego will be catered for by deathmatch only levels, and a client/server side modification named CTQ - Capture the Quego. The design aspects will be discussed in more detail throughout the document.

On top of the modifications made to Quake, Quego will come equipped with a high resolution introduction animation.

Themes – Episodes:

Quego will feature three new episodes, each containing six to seven new levels.
Each episode will be revolved around the particular theme it's based on.

Episode :	Theme:	Name:
Episode 1	Medieval	Elder Entity
Episode 2	Future Space	Dreamth of Reality
Episode 3	Pirate	Tormenting Fantasy.

Each episode will contain enemies which relate to the theme, along with levels who's architecture reflects on the time characteristics and time period of the theme. Weapons will remain unchanged in respect to their physical apearance, their skin and firing ability may be changed however.

Characters:

Originally limited to the default Lego character's pivot joints and lack of movement animation, we are now able to successfully implement full character animation to our characters by adding knee joints, elbow joints and pivot joints. Below is a list of all characters planned to be implemented in Quego.

Theme/Episode:	Character:	Description/Comments:
Medieval	Quang	Default enemy. Slow refire rate, slow movement, moderate weapon damage.
	Glue Quang	Faster refire rate than Quang, faster movement, extra weapon damage, extra resistance against player weapons.
	Plastic Knight	Fast movement, hand two hand weapons. Will feature a 'crow-bar' style sword aimed at braking the player into pieces.
	Metal Knight	Slower movement than the Plastic knight, equipped with both hand two hand and long range weapons. Greater resistance to damage.
	Plastic Shark	Water emery. Moderate speed in water, no land capability.
	Catapult Quang	Catapult controlled by Quang. Once destroyed, Quang ejects.
	Boss	Yet to be determined.

Theme/Episode:	Character:	Description/Comments:
Future Space	SpaceMan	Default enemy. Slow refire rate, slow movement, moderate weapon damage.
	Vehicle SpaceMan	Default enemy riding a space vehicle. Once the space vehicle is destroyed, he will transform to the default SpaceMan.
	Laser Guard	Fast movement, fast refire rate. Weak defences.
	PlasmaBomb Guard	Slow movement, slow refire rate. Extremely high damage from his weapon.
	Walking Time Bomb	Randomly travels around the level. Explodes upon impact. Moderate damage.
	Cameflouge Soldier	Invisible until harassed. Skin is equal to the texture he is hiding on.
	Boss	Yet to be determined.

Theme/Episode:	Character:	Description/Comments:
Pirate	Pirate	Equipped with a hand pistol. Slow refire rate. Slow movement.
	Sword Pirate	Equipped with a long nosed sword. Deadly fast and accurate.
	Bomb Parrot	Parrot flies at incredible speed bombing player from the ground
	Flag Pirate	Throws pirate flags like spears with accuracy and speed. Slow moving, low armour.
	Ghost	Slow speed. High damage rate and fast refire rate.
	Skeleton	Moderate speed. Only death is via an explosive or plasma weapon.
	Boss	Yet to be determined.

Player Weapons:

The main character will come across a wide range of weaponry. The weapons will not relate to any of the themes, they will be from the 'current time'. In total, there will be over 9 weapons, each with distinct strength and weaknesses. Additional powerups may be collected during the levels, which will advantage / disadvatange the power and refire rate of the weapons. As to date, no weapon names have been made, although 90% of weapon models have been created. The type of ammunition and damage type will be thought of and implemented at a later date.

Along with the long-range weapons, a Quego-hook will replace the standard AXE. This is the equivalent to the grappling hook.

Powerups:

As in standard Quake, three types of armor will be included. These will take the shape of an armor body suit, ranging in colors to represent the different strength it has. A stealth power up is planned which will increase the speed and jumping height of the main character. An Air tank will be provided which will allow the player to breathe under water, and in space, depending on the theme.

The default Quake powerups will also be used, replaced with our custom models and names.

Multiplayer addons:

In addition to the standard single player features, a multiplayer only aspect of Quego will exist in the form of a client/server side modification. The current name for this addon is called "Capture the Quego" (CTQ). Basically, the server administrator will assign a time/frag/brick limit, the player will team up or play solo with the aim to collect as many Quego bricks as possible from his oppositions base in the preset time limit.