Untold Experiments

Revision: 1.1 (Written 4/21/23)

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Overview

- ➢ **Theme / Setting / Genre**
  - ○ An action-adventure stealth game with a military setting and a moral theme.

- ➢ **Core Gameplay Mechanics Brief**
  - ○ Stealthing past enemies
  - ○ Attacking enemies
  - ○ Inventory System

- ➢ **Targeted platforms**
  - ○ PC

- ➢ **Project Scope**
  - ○ <Game Time Scale>
    - ■ 15 Weeks
  - ○ 3 Team Members
    - ■ <Core Team>
      - ● Fenner Hughes
        - ○ Programmer
      - ● Katrice Shepard
        - ○ Game Designer
      - ● Samantha Perez
        - ○ Artist/Producer

- ➢ **Influences**
  - ○ Never-Ending Darling
    - ■ Webtoon
    - ■ A webcomic on the ethics of cloning, specifically the cloning of a romantic partner. The majority of the cloning storyline was inspired by this webtoon and how it dives into it by questioning if it is right from the beginning, as opposed to marveling at a new scientific innovation.

- ➢ **The Elevator Pitch**

  Untold Experiments is a game about a military man who, after being reported lost in combat, wakes up to find he has no memory, and goes on a journey to work backwards and find out how he has amnesia and why.

➢ **Project Description**

        Team Pixel wanted to create a game that explored the morality of cloning and illustrate how similar technology could be potentially exploited as a form of weaponry. Untold Experiments is a narrative heavy choice-driven game with attack and stealth mechanics. The development team went with a military setting because the intended message works better with an exaggerated setting. With it being a setting not many people experience in their day to day lives, it helps immerse the player with the main character, as they will likely be just as unfamiliar with the surroundings as the character is with his amnesia. The foundation of the cloning aspect of the story takes inspiration from a popular webcomic by Woollee, *Never-Ending Darling*. The team first started with the idea of a character losing their memory and having to work backwards in order to find out why.

        Throughout the project, the team plans to incorporate elements of common action-adventure games to engage the player. From stealthing around the enemies to flat out attacking them, the player will ideally have two ways to interact with every enemy. The game is marketed towards teens and up and the goal of the game is to be thought-provoking. Team Pixel wants the player to think about what they would do if presented with a situation in which they had to decide between looking away from a morally wrong situation or fighting back against it. The story will provide tension and suspense by slowly revealing plot-changing information at the right time. It will also provide a strategic challenge to players through the constant decision of whether you sneak around enemies or kill them, with different challenges depending on which path you take.

        The game is intended to be played primarily on a PC or laptop, and at the moment have no plans to utilize controller connectivity.

What sets this project apart?

- ○ The player is given the option to change the game's ending with their choices.
- ○ Explores the morality of cloning.

➢ **Core Gameplay Mechanics**
- ○ Field of View/Stealth
    - ■ <Details> How the enemies spot the player.
    - ■ <How it works> Enemies have a field of view represented by a transparent red box coming from the direction they are facing. If the player enters the field of view, they are spotted and it triggers a game over.
- ○ Inventory
    - ■ <Details> Players have an inventory that fills with items over the course of the game.
    - ■ <How it works> When a player picks up an item, it is stored in the inventory. Afterwards, the player can use the item by using the number keys on the keyboard (1 = item 1, 2 = item 2, etc). Items planned to be in the inventory include a flashlight (lights up dark areas), knife (attack enemies), explosives (destroy facility).

- ○ Sneak Attack
  - ■ <Details> After obtaining a knife, you gain the ability to attack enemies.
  - ■ <How it works> After obtaining the knife, you can attack enemies at angles where they can't see you. Some enemies are permanently knocked out if you attack them, while others recover after a few seconds and have their mannerisms change. Depending on the number of guards you kill/incapacitate, it changes the decisions you make in the game.

Story and Gameplay

➢ Story (Brief)
- ○ After waking up to find he has no memory, the main character makes his way to a familiar place and discovers a dark secret regarding cloning and the military.

➢ Story (Detailed)
- ○ The character wakes up to find he has no memory. He stumbles upon a flashlight and with the area lit up, finds his way to a rope and climbs out of the ditch. From there he finds a bag with a dog tag in it, which he assumes is his and from that learns his previous military position. He makes his way out of the area the ditch is in and through the forest and eventually runs into someone who claims to know him. They reveal themselves as a friend and decide to teach the main character how to stealth and fight, so that he can make his way through the basecamp to hopefully learn some information on his disappearance and amnesia. He eventually finds a document with details about cloning experiments, along with a list of names and photos of people who have been previously experimented on, and where this experimentation is taking place. On this list he finds himself, and thus learns he is a clone. He also finds a keycard and remote explosives. The character leaves the area where the document was found and makes his way back to the friendly character, who urges him to tell them what he found. The main character chooses whether to tell the friend character, and asserts that he has to get to where the experiments are happening.
- ○ **Route 1**
  - ○ The character chooses not to tell the friendly character about what was found. In turn, once the main character reaches the facility, the character will reappear, claiming that they just could not let the main character go in alone, and that they ended up following him anyway. Due to the character's choice, the friendly character will deliberately choose not to warn him when trouble is coming his way. As such, the character gets captured and brought in front of the scientist behind the cloning operation. It is then revealed that between the time the two were apart, people from the facility came and convinced the friendly player that the cloning operation was for finding the "secret to immortality". The friendly character argues that the fact the player didn't tell them is evidence that he wanted to keep the "secret of immortality" to himself, and decided to betray him in retaliation.

- **Route 2**
  - The character chooses to tell the friendly character about what he found. Assured that the main character trusts them, the friendly character helps the main character get to the facility where the clones are being made. Near the end of the game, the character's choice of telling the friendly character will save them from getting caught within the facility, buying them more time to find out more information on the clones and find a map of the facility. The player can then go and confront the scientist behind the cloning and trigger one of the final choices of the game.

- In the end stage, the main character is presented with the option to destroy the facility or be reset as a clone. If the player chooses to destroy the facility, they will attack the scientist behind it all and plant remotely detonated explosives around the facility.

➢ Gameplay (Brief)
- The player learns to stealth and fight from a friendly character and then makes a series of choices to determine whether they get betrayed or not, and whether they destroy the facility in the end or get reset as a clone.

➢ Gameplay (Detailed)
- The player finds a bag with a dog tag in it, which gives them access to their inventory system. They walk through the forest and make their way to the next stage, the military base. There the player meets a friendly character, and that person teaches the player how to stealth and fight. The player gets into the military base after the demonstration and finds a document talking about cloning experiments within the military, specifically a document regarding them being cloned, as well as a keycard and some explosives. After they get back out, the player then chooses whether to relay this information to the helpful friend and seeks out the facility that produces these clones. Whether the player tells the friend the information or not changes if the player gets sold out and betrayed by the friendly character towards the end. Near the end, the player has the choice to destroy the facility or be reset as a clone and continue with their life.

Assets Needed

➢ 2D
  - Textures
    - Environment Textures
  - <etc.>

➢ Sound
  - Sound List (Ambient)

- ■ Outside
  - ● Level 1
    (https://freesound.org/people/bartoszmatenko/sounds/515332/) forest sound
    (https://freesound.org/people/AudioSea/sounds/581281/) bag sound
  - Base camp
    - ● Level 2
      (https://freesound.org/people/qubodup/sounds/162254/) running
      (**Tribute-Cannon.mp3**)
      (**HELICOPER**)
  - Facility
    - ● Level 3
    - ● **Army Training - Distant …**
    - ● **IGing_24a_The Army.mp3**

  - ■ Inside
    - ● **Mars army**
    - ● **MedievalArmyMarchingLoop…**
    - ● **Dark Land Army Thriller …**
    - ● **OLD ARMY RADIO STATIC.WAV**
    - ● **horror ambience 12.wav**

- ○ Sound List (Player)
  - ■ Character Movement Sound List
    - ● https://freesound.org/people/qubodup/sounds/162254/ running
    - ● **Walking in Long Grass.wav**
    - ● **A Walk with stop.wav**
    - ● **Footsteps in the forest**
    - ● **teps Walking**

  - ■ Character Attacking
    - ● **SNAP - Swiss ARMY Knife.wav**
    - ● **Punch Punching Fist To S…**
    - ● **Nasty Knife Stab 2.wav**

  - ■ Character Getting Caught by Military Guards
    - ● **Gunfire Battlefield Army…**
    - ● **Explosion.mp3**

- ➢ **Code**
  - ○ Character Scripts (Player Pawn/Player Controller)

- ■ PlayerMove.cs - Programs player movement and interactions
  - ○ Ambient Scripts (Runs in the background)
    - ■ None (currently)
  - ○ NPC Scripts
    - ■ EnemyMove.cs - Programs enemy movement, which can be customized by the developer to create different paths
    - ■ HideFOV.cs - Hides an enemy's field of view when attacked by the player, and brings it back when certain enemies "wake up"

- ➢ **Animation**
  - ○ Environment Animations
    - ■ TBD
  - ○ Character Animations
    - ■ TBD

Schedule

- ➢ **Prototype**
  - ○ 1/20-2/17 (4 weeks)
    - ■ Come up with game concept
    - ■ Create prototype with basic movement, text boxes, attacking enemies, and collecting items
    - ■ Begin documentation and task list

- ➢ **Alpha Build**
  - ○ 2/17-3/22 (3 weeks)
    - ■ Design overall layout of the game
    - ■ Finish first drafts of documentation
    - ■ Address critiques
    - ■ Create playable demo with almost all of the final features of the game
    - ■ Begin work on assets and sound

- ➢ **Beta Build**
  - ○ 3/22-4/14 (4 weeks)
    - ■ Address critiques
    - ■ Work on documentation and determine final tasks
    - ■ Finalize features and overall gameplay
    - ■ Address bugs from alpha

➢ **Final Release**
  ○ 4/12-5/3 (3 weeks)
    ■ Address any bugs still left in the game
    ■ Finish assets and sound
    ■ Address final critiques
    ■ Finish documentation
    ■ Create promotional trailer
    ■ Add additional features if time permits
    ■ Polish existing features
    ■ Release final game