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1. Title: A Cloudy Mirror

2. Game Overview

- a. Game Concept: Depression
- b. Genre: Story rich
- c. Target Audience: 14+
- d. Game Flow Summary: Depending on scenes 2,2.5,3 D
- e. Look and Feel: Dark environment/ inside the protagonist's house and the neighborhood. Style: more greyish and less colors/more colors used as game elements, like for highlighting objects.

3. Gameplay and Mechanics

a. Gameplay

- i. Game Progression: Story is shown by still art cutscenes with textual dialogues. There are various story elements that trigger gameplay describing memories of the protagonist's past. Getting a score above a threshold in memories will bring the protagonist closer to reality and motivate him to accept his past and move on forward positively. If enough positivity is acquired by the end of the game the player will see the good ending else the player will get a bad ending. The positivity translates to pieces of hidden(blurred) letter from the protagonist's mother which will give the player good ending if all pieces are collected.
- ii. Mission/Challenge Structure: Get high enough score on gameplay of memories. Threshold is set based on time spent in each game.
- iii. Puzzle Structure: NA
- iv. Objectives: Complete the gameplay elements fast, without restarting too many times. Also enjoy the story.
- v. Play Flow: The game flow has a story shown by cutscenes with various mini games in between. The game is linear with a branching at the ending (for 2 endings).

b. Mechanics

- i. Physics: Normal earth gravity. Collision physics between balls in the ball based games.
- ii. Movement: Nightmare mini games have left and right with sprint (hold SHIFT). Car mini game has direction key based forward, backward, left and right. Ball mini games also have direction key based forward, backward, left and right.
- iii. Objects: Mementos and pieces of letter are the objects present.
- iv. Actions: No specific actions
- v. Economy: NA
- vi. Screen Flow: Refer the game script shown below.

c. Game Options: Story mode. No difficulty settings.

d. Replaying and saving: Can replay scene if character dies in minigame. No save implemented.

e. Cheats and Easter Eggs: None.

4. Story, Setting and Character

a. Story and Narrative:

Script/ Dialogues:

Robert: Protagonist. Is referred as 'Me' in conversations.

Martha: Colleague

Violet: Sister

Ma: Mother (not her name).

Boss: Boss
Phil, Kelly, Mark: Bullies

Protagonist's home scene:

Protagonist wakes up from sleep. And walks to the bathroom. He looks at his unkempt face in the mirror. He then sees a pendent on his neck.

Mirror Scene:

"Ah! I am still wearing this."

"She said that *Jesus* would help."

Memento 1: Pendant

"This pendant was a gift from Martha when I got my first promotion."

"She said that there will always be people who shall try to hurt me. So, I must keep this for my protection."

"But tell me Martha; how has this helped me, you or anybody."

Flashback: Office Scene (OSc):

OSc1:

Kelly: "I haven't had a good drink since over a week now."

Phil: "How about we go this Friday night."

Kelly: "But don't we have deadline for the project coming up on Monday and we have barely done any work."

Mark: "Isn't this the time for our subordinates to show their usefulness."

Phil: "Exactly."

Martha is called to the cabin.

Phil: "Stay overnight if it needs to be, but complete this work."

Martha: "But sir, I have been doing overtime continuously for 1 week. I haven't been able to see my son..."

Kelly: "You dare speak back to your seniors. You know right that we are the ones who decide how useful you are for the company."

Mark: "If you are not useful enough then you are not needed. Do you understand?"

Martha (meekly): "Yes... sir."

OSc2:

"I found Martha sobbing that day in her cabin. I had never seen her so sad and distressed before."

Me (angry): "Was it those so-called seniors again?!"

Martha: "Please don't ..."

Me: "Do not stop me Martha. Those guys are slacking off the entire time and then force their work upon you."

Me: "This time I will not tolerate their behavior. Those guys need to stand up to their responsibilities."

Martha: "But..."

Me: "Don't worry I will talk to the boss about them."

"Martha tries to stop me, but I rush outside with my blood boiling..."

OSc3:

Phil: "You snitched on us to the boss, didn't you ?!"

Mark: "That wasn't a very nice thing to do. Hope you're ready for the consequences."

Me: "I know that I have done the right thing. I am not afraid of your empty threats."

Kelly: "Don't think that you can hurt us. Boss is not going to believe in your story."

Me: "You say this is all but a story?!"

Me: "So you are not going to acknowledge the hard work that Martha has been doing to cover your laziness while also trying to make ends meet for her family!"

Mark: "Not every hard work is equally rewarded some need to take the weight of those higher up in the food chain."

Mark: "Don't worry this will only help her grow. As for you, you are no longer need to come to office from tomorrow."

Phil: "Yeah we will make sure that you are fired!"

"Ha ha ha ha ha..."

All 3 start laughing together.

Me: "You swines! You will pay for this."

<Cue memento 1 mini-game: Ball Fight>

Newspaper Scene:

At the end of the game protagonist falls through the platform onto his bed. Realizes that he was just dreaming. He sees a newspaper clipping. The news is about the suicide of her colleague due to work harassment.

Daily Hush

Young mother commits suicide.

Suicide note suggests work harassment.

"You died 3 months ago Martha. Yet here I am still missing you in my misery."

"Martha you should have listened to me... Why Martha... WhAh aaahhh.... aaaaaaaahhh."

Protagonist faints from agony.

Dream Scene:

A creature is standing in front of the protagonist.

Me: "Why are you always chasing me?!"

Creature: "YOU were unable to save your dear ones. YOU also lost your job, your respect and your relationships"

Creature (Loud): "YOU HAVE, COMPLETELY FAILED IN YOUR LIFE!"

Me: "So you are saying it was all my mistake? ..."

Creature: "Yes. But none of that matters, as now I will devour you and then you can drown in your own guilt."

Me: "Waaaah ... please save me... anyone please..."

Waking up scene:

"Ah that nightmare again..."

Creature is in the room.

"Wha ... wha ... how did you come here?"

"Am I still dreaming?"

Creature: "No"

GRRRRRR.....

<Cue nightmare1 game>

Warehouse Scene:

After outrunning the creature, protagonist reaches a warehouse for toys and hides inside. Warehouse has lots of boxes around.

Me: "Stop please stop. I can't run anymore..."

Me: "Huh, that creature isn't chasing me anymore. Guess I am safe now."

Me: "What's that..."

Me: "A broken toy car. A red colored car..."

Protagonist's finds a broken toy car.

Memento 2: Broken toy car

"The bright red color reminds me of my car. What happened to my car? Wait last time I was riding with someone..."

Flashback: Inside car:

"Son drive faster otherwise we will be late."

Me: "Look at this traffic ma. It's going to take time. Please have patience."

Mother: "I cannot have patience! Your sister is ill and I need to see her immediately!"

Me: "Fine ma I will drive faster."

< Cue memento 2 mini game: car driving >

At the end of the path ...

HONK.... HONK...

BAAAAMM....

"I felt so light and dizzy at that time."

"When I looked towards my side, I found that half of the car has been crushed and... and..."

"ma... ma... is stuck, while profusely bleeding from her stomach."

Me (crying): "MAA wake up. Please ma tell me... tell me that you are okay."

Mother (in a feeble voice): Son... take ... care... of your ... sister and ... your father.

Mother: "Also, son ... don't worry... this wasn't your mistake ..."

"Those were ma's last words. Next thing I remember that ma was declared dead at the hospital."

Park Scene:

"Huh, that was a memory of my ma. I couldn't save her..."

Protagonist finds a park outside the warehouse.

"I can't handle this anymore. I need to sit down. I should get away from this warehouse and sit on that bench in the park straight ahead."

He goes to the park and sits down.

"I think I have been to this park before. But why...?"

"I need to take some res..."

Smack!

A ball comes out of nowhere and hits him on his head

"..... .."

"Who threw this ball straight at my head?"

Two kids maybe of age around 8 come running towards me.

Kid 1: "Sorry uncle. It was all his fault." He says pointing at the other kid.

Kid 2(surprised): "Hey but you were the one..."

(Muffled noises). Kid1 put his hand on kid 2's mouth.

Me: "It's ok I am not angry. Here take your ball and play, but be careful."

Both kids in unison: "YES uncle."

"Martha's son must also be around their age. Now that I remember, we had played with a similar ball last time we met..."

<Memento 3: football>

Flashback: Football game:

<cue memento 3 min game: football>

Out of flashback scene:

"I am such a hopeless person. I left Martha's son when he needed me the most."

Creature: "Yes you are. You are a hopeless person. No one should depend on you."

Me: "You are here again. Please leave me alone. I can't take this anymore."

<Cue nightmare2 game>

After being chased by the monster, protagonist gets hit by a car and is taken to the hospital.

Ending 1: Bad ending:

Protagonist wakes up and finds himself sitting on a hospital bed.

"Where am I? ... (slowly opening eyes) This seems like a hospital. How did I reach here?"

GRRRRR...

Me: "That monster... that monster is here again. It's here to kill me."

Me: "Someone ... please help. Help me please."

Me: "Why isn't anyone coming"

The monster approaches fast and ...

SLASH...SLASH....

SLASH...

Protagonist is falls out of the hospital window and dies.

Daily Hush

Man commits suicide in hospital

Eyewitness says: "was scared at time of death"

Doctors say: "Had a history of depression"

Ending 2: Good ending:

Protagonist wakes up and finds himself sitting on a hospital bed.

"Where am I? ... (slowly opening eyes) This seems like a hospital. How did I reach here?"

Violet (worried): "Brother you had an accident yesterday. Why would you run like that on the road?!"

Me: "I"

Violet: "I haven't seen you in ages as you would always push me away. And now when I meet you, you are so badly injured."

Violet (sobbing): "I thought I would lose you like I lost ma 5 years ago."

Me: "Ever since Martha died, I had always felt guilty about it. I had stopped meeting people as I did not want anyone to remind me of my suffering."

Me: "Every time I felt guilty, it... it would just fuel my depression."

Me: "I could not support Martha's son when he needed me the most. I made you and dad worry about me and still pushed you away when you came to my help."

Me: "I did meet a psychiatrist. She provided me some meds. But they didn't seem to be working so I threw them away."

Me: "I guess that's when I started having hallucinations. I would see a monster chasing me, telling me that it was all my fault."

Me: "But that monster is something I created in my mind ... a parasite, so that I would never forget my guilt."

Violet: "Brother you have nothing fear now. I am always here to help you"

Violet: ".... Have you checked the box that ma left you?"

Me: " "

Violet: "Its ok don't worry about it. We can talk later. Take rest for now. You will be discharged tomorrow."

Home scene:

Protagonist comes home. He remembers something. The letter that his mother gave him when he got his first job was in a box. It was packed in a box when he moved out of his parents' home. The box was now in the attic. He goes and gets it.

"So, this was the letter Violet was talking about. It might have gotten lost when I moved out, but luckily found it in the attic."

Dear son,

I am very happy as you got your job.

I have seen you struggle throughout your life to reach where you are now.

No matter the troubles you have always been strong and a positive impression to your family and friends.

You know how to be kind and just, but sometimes you may need help.

Depend on others and walk along with everyone towards your goals.

Yours lovingly,

Ma

"O Ma...Thank you so much for this. I should not look at the mistakes of my life."

"Rather I should learn from them and be more positive about life."

Boss scene:

"Huh who's that man? ..."

Me: "Boss is that you?... Why are you here?"

Boss (looks down with sad eyes): "I am extremely sorry..."

Boss: "After Martha died, I thought, maybe what you said was true."

Boss: "I had an internal investigation and found out that Kelly, Phil and Mark lied to me. Martha wasn't the only one. There were others who got bullied too."

Boss: "I have put those 3 behind bars now..."

Boss: "Martha in a way helped others who were getting bullied...."

Boss: "But she paid too big a price... She will always be remembered in our hearts. May she be the light who shows others the right path."

Me: "Boss thank you for getting justice for Martha. Martha in her heart would have forgiven them but it was just too much for her to handle."

Boss: "I hope that you forgive me for my misjudgment and come back to work."

Me: "I appreciate your offer boss... but I want to rediscover myself and have a new beginning.... I have decided to work at the local grocery store..."

Me: "Also now I shall be taking in a new responsibility..."

Kid scene:

Me: "Meet Joe, Martha's son."

Me: "After Martha left. He was staying with his uncle... I decided to take him with me and..."

Me: "...adopt him"

Joe: "We have both gone through phases of loneliness. But together we can be stronger."

Boss: "That's great little kiddo. He is a good man take care of him...."

I shall take my leave now. Best of luck to both of you."

Joe: "Bye-bye. Can we meet again? You look just like Jackie Chan and... and I love Jackie Chan."

Boss: "Sure kiddo, anytime for you."

b. Game World

- i. General look and feel of the world: Dark and gloomy. Occasional colored objects revealing game elements.
- ii. Areas, Physical Characteristics:
 - Protagonist's house: A bed and a few lamps are present. Overall gloomy and dark lighting.
 - Office: Couch, Water filter, and a T.V. are the objects present. Walls and floor are monochromatic.
 - Nightmare scenes: Show hallucination artifacts like giant mushrooms, etc.
 - Warehouse: Few boxes placed here and there. Buildings in vicinity. Red object on floor.
 - Highway: 4 lane highway.
 - Park: Bright and cheerful environment.
 - Hospital: Bright if good ending; dark and gloomy if bad ending.

c. Characters:

- i. The protagonist: Name – Robert; feels guilty about his past and is lonely and depressed.
- ii. Martha: Protagonist's colleague at work who constantly faces work harassment by the below mentioned bullies.
- iii. Mother: Name - Not revealed/not required; very dear to protagonist. A motivational figure.
- iv. Sister: Name – Violet; always trying to cheer the protagonist. Very concerned about the well-being of the protagonist.
- v. Kelly, Phil and Mark: Bullies; are just bad → villains.
- vi. Boss: Boss at protagonist's work.
- vii. Joe: Martha's son.

5. Levels:

- a. The game isn't divided into levels. The story is pretty linear.
- b. Occasionally the player experiences playable vivid nightmares where he runs from a creature.
- c. Memories (in order of the gameplay):
 - i. Protagonist beating the bullies who bullied his colleague: The protagonist and the bullies are balls. This will be in 2.5D view. The player has to defeat the other balls. Balls are defeated when they touch the wall.
 - ii. Driving the car with his mother in passenger seat: Traffic avoiding driving game.
 - iii. Football with Joe: Objective is to push the ball into opponent's goal. Player wins if 3 goals are acquired.

6. Interface

- a. Visual system: No HUD; No menus; Camera is player following in nightmare, car driving and ball fight mini game. Camera is static top view in football game.
- b. Control system: Nightmare mini games have left and right with sprint (hold SHIFT). Car mini game has direction key based forward, backward, left and right. Ball mini games also have direction key based forward, backward, left and right. If player dies then ESC to restart the specific mini game.
- c. Sounds: Only sound effects used based on minigame. No music or dialogue voices.
- d. Help system: Instructions are displayed before every minigame.

7. AI

- a. In nightmare game Enemy AI just follows the player.
- b. In ball fight game, Enemy AI pushes player onto walls by detecting player position. AI

has a cooldown period where it doesn't move allowing player to strategize.

- c. In car driving game, traffic AI (Non-combat AI) just travel along preconfigured paths.
 - d. In football game, opponent AI tracks position of the ball and direction of the player's goal relative to its direction.
8. Technical
- a. Target hardware: No hard target. Most systems should be able to play.
 - b. Development hardware: Nothing special. Developed on a laptop.
 - c. Development software: Unity (only).
 - d. Network requirements: None
9. Game Art: Consistent art style of cutscenes. Digitally made and self-produced.