Theme: Uncontrollable Growth

**Core concept**: plays as a Thinkpol (thought police) in Oceania reviewing files on 5 individuals, seeing if they are suspects that can cause a rebellion or not.

**Time**: over 5 days in Germany

**Genre**: Visual Novel

**Art**: photo of Soviet times

**MECHANICS:**

* Report(M): Player can report a citizen that they feel is the rebel at any time
* Requests for files(M): Player can ask for files which takes time to get (90 secs for each file)
* Time(M): Days will have time and periods of day (Morning, Evening, Night: 60 secs each)
* Wait(S): Can wait for time to past
* Custom mouse: have an old looking player mouse

**PICTURIZATION:**

Diagram

Description automatically generated

A picture containing text

Description automatically generated

A picture containing text

Description automatically generated

Asks: controls, color, font, screen flash(provides example) 🡪 boot up screen 🡪 game

**ART:**

* Traced pics from poor areas in WW2 Germany times.
* Will need photo for scenes: locations, inside of houses, and rooms of houses

**STORY:**

**SETTING:**

* In a dictatorship country called Oceania, over 3 days

**PREGIVEN INFO:**

* The riot will start in three days
* The suspect would most likely be using an old radio and gathering weapons
* The suspect is unsatisfied with the government

**CHARACTER FULL INFO:**

* Julie:

+ A hard-working, well-liked woman in her 40s. Has a plump body and a skinny face

+ Works in the weapon factory at 567 Collective Avenue so is often cacked with black and red paint

+ Sent her child to grandmother and grandfather in the countryside due to financial conditions

+ Lost her husband in a bombing raid from the enemy in the last war.

+ Status:

* Bedroom:

+ Her room is a filled with a variety of objects, newspapers, posters, envelops, clothes. The floor was printed with the black and red paint footprints from her factory shoes, while the bed was unmade and had bags on it with something like long screws and metal springs poking out. It seems as if the only organized part was the desk in the corner where newspaper with the latest events was posted on the wall and an old radio on the table. There is a picture of her kid and her grandmother on the table.

* Anna:

+ an old woman immigrant from Eurasia country in her 80s.

+ She is a widow who lost her husband in the recent war and just recently moved here.

+ Now either hangs out at the communal apartment or the streets below the apartment. She is too weak to even go to the public park.

+ Status:

* Bedroom: The room was filled with the smell of the past decade, even stronger than the rotten sensation of this apartment. It was filled with troops of mementoes of her past life to the top of the ceiling. Some books and newspapers in X and Y language lie here and there but what stands out most was a clean old radio on the bed.
* Jen:

+ a single and young girl in her 30s fascinated with painting, medium height, plain but attractive. + She works as a librarian near the house block due to her never-ending fancy for books, leading to her having a wide connection.

+ She often mentions the many books and wonders she encountered in them.

+ She hangs out well with Mark, they like to talk about books. She has some paint on her

+ Status

* Bedroom: The room contained of two worlds, split apart by the bed of Jen. On the left were clusters of tattered papers pieced together, standing on top of each other. Meanwhile, the right side was the polar opposite, it was splashed with patches of red and orange, blue and purple, black and white. The bed lies as a ghost in the middle amidst all the difference.
* Joseph:

+ a single young teenager in his 20s, tall and a bit scrawny.

+ He is temporarily staying in the commune house.

+ He just got into architecture college that is well known for harboring enemies of the people. + He is quite an ideologist, always enthusiastic in foreign news.

+ He hangs out well with Jen, they like to talk about books.

+ Status:

* Bedroom: The room was definitely that of a college student. The table overflowed with constructivist architecture, the wall cacked by posters, the corner pilled with plates and dishes. Although, there is quite a number of envelops and slips of paper on the floor for some reason.
* Castellan:

+ a man in the 50s with many scars on his body, short and gloomy.

+ Lives at 57 Downtown Avenue

+ He is a good-for-nothing, jackass person to everyone.

+ He seems to have a lot of hate for the government and the thought police. He is usually angry. He seems to be up to something shady with the fellow gangster and seems to have a wide connection.

+ Both his parents died when he was a child due to a factory explosion. He then got transferred to an orphanage but got brutalized heavily. The orphanage later got shut down.

+ Status:

* Bedroom: The room is like a deserted battlefield. There were old marks of blood and bandages littered on the floor. Some other things that was spotted were some weird metal screws and long springs

-Add address for every char

**SUPPOSED TIME TABLE:**

Hailie:

* At work in morning
* At home in evening

Ana:

* Goes outside at evening
* At home at night

Jen:

* Goes to library at morning
* Done with work at night

Mark:

* Goes to college at evening
* Done with college at night

Lucas:

* Leaves home at morning
* At home at night

**STATUS:**

Day 1:

* Morning:

+ Hailie & Jen is at work

+ Mark & Anna is at home

+ Lucas is not home

* Evening:

+ Hailie returns home

+ Jen returns home

+ Lucas, Anna & Mark is not at home

* Night:

+ Hailie is not home

+ Everyone else is at home

Day 2:

* Like timetable

Day 3:

* Like timetable

**PROGRESSION:**

Day 1 (aug 14)

* Introduced
* Morning: Old woman captured for suspicion of being Enemy of the people (10)
* Night: Enemy of the people attacked police, capture to camp (12)

Day 2: (aug 15)

* Morning: Dark Red black Graffiti (20)
* Night: Enemies found in the district, killed (22)

Day 3: (aug 16)

* Evening: Reports of enemies of the people attacking police is skyrocketing. Report if you find them. (30)
* Night: Gathering near factory at 568 Collective Avenue (32)

Day 4 (aug 17, 1945):

* Morning; Gathering starts to get violent (40)
* Riot starts (Start of evening) 🡪 end of game (41)

**ENDING**:

Capturing Julie:

Julie was found to have been stealing nation’s weapon parts and hiding them under her jacket when going home to help the riot having weapons to fight back against the government. She was also found responsible for the duplicable graffiti a few days earlier. Of course, she was given the death sentence after being interrogated.

Capturing Ana:

Anna was just a name that she used in the process of her infiltration and spying on the country for Eurasia, she was tasked with the responsibility of reporting the state of Oceania for the best time to be attacked. She was taken to the Department for further interrogation.

Capturing Jen:

Jen was an innocent girl but being under suspicion of being a heretic, she was brought far away and was never heard of again.

Capturing Joseph:

Despite Joseph being a promising student that has expressed remarkable abilities in architecture, he was found affiliated with a student movement organization. Thus, he was expelled from school and brought to a labor camp in the far West. None ever saw him again, even when the day that he was supposed to be released came.

Capturing Castellan:

Castellan was found guilty of buying and gathering parts of weapon from the black market. He was trying to assemble them with a group of his friends to rob a nearby bank to find enough money for food and further heists. He was immediately given the death sentence.

Stopped riot:

With the riot being stopped, Oceania was able to subdue riots from other areas, while standing their ground against a surprise attack from their neighbor country, Eurasia being supplied with their numerous information sources. However, such circumstances still left them coming out severely weakened, which is only precious times for even more riots to happen.

Not sopped riot:

The riot is not stopped. Along with social movements, society vices, and riots from other areas, it caused all hell in Oceania. In combination with the constant pressure of the attacks from the neighbor country, Eurasia being supplied with their numerous information sources, Oceania is devastated and no longer a country.

Not capturing anybody:

The riot is not stopped. Along with social movements, society vices, and riots from other areas, it caused all hell in Oceania. In combination with the constant pressure of the attacks from the neighbor country, Eurasia being supplied with their numerous information sources, Oceania is devastated and no longer a country.

**PLAYTEST:**

* **Man:**

Beginning:

* Confused

Time to request info:

* Too long

Pace of game:

* Weird
* No time to think about it

Phase for each period of time:

* Decent

3 feelings:

* Loyalty