

CODE RED

Game plot – Summarised

Genre: Hybrid Action-Thriller/Bio-Horror/Cyber-Espionage

Setting: Ohave City-State, 2045

Platform: Single-player campaign with asymmetric co-op multiplayer

Core Narrative

The neo-Indian megapolis of Ohave—where gleaming financial towers pierce monsoon clouds and ancient forests border digital districts—becomes ground zero for humanity's ultimate test. Agent Samuel Frienman leads **Mission: CODE RED**, racing against dual extinction events: an "Ashfall Virus" that atomizes victims within hours and a cyber-attack designed to collapse civilization's digital backbone.

The Crimson Hand, a shadow organization wielding both AI-driven cyberwarfare and weaponized biotechnology, orchestrates this synchronized assault to remake the world order from Ohave's ashes.

Revolutionary Gameplay Mechanics

Tri-Core Gameplay Loop

- **Stealth Espionage:** Infiltrate corporate towers and underground server farms
- **Survival Mechanics:** Navigate contaminated zones with limited resources and degrading equipment
- **Investigative Forensics:** Analyse virus samples, decode encrypted dossiers, and reconstruct crime scenes through AR overlays

Dynamic District System

Each of Ohave's six zones evolves based on player actions:

- **Neo-Mumbai Financial Core:** Glass towers become digital battlegrounds
- **Coastal Slums:** Quarantine camps hide underground resistance networks
- **Forest Reserves:** Abandoned research facilities conceal bioweapon origins
- **Industrial Wastelands:** Crumbling factories house rogue AI servers

Hybrid Combat Evolution

- **Hacking Duels:** Real-time cyber-battles with visual programming puzzles

- **Tactical Gunfights:** Cover-based combat with environmental destruction
- **Biochemical Puzzles:** Laboratory sequences requiring scientific deduction

Core Player Mechanics

Health Trinity System: Monitor three interconnected meters—Physical Health (virus exposure/combat damage), Mental State (moral choices/horror encounters), and Digital Integrity (cyber-attacks/system corruption). Each affects the others dynamically.

Adaptive Skill Trees: Three branches evolve based on playstyle—**Ghost Protocol** (stealth/hacking), **Combat Medic** (survival/medical), and **Digital Hunter** (investigation/cyber-warfare). Cross-training unlocks hybrid abilities but dilutes specialization.

Environmental Interaction Engine: Every object serves multiple purposes—use medical scanners to detect digital traces, repurpose cyber-tools for biological analysis, or weaponize lab equipment for combat.

Advanced Gameplay Systems

Time Pressure Cascade: Real-time virus spread affects NPC survival, district accessibility, and available intel. Cyber-attack countdown creates dual urgency—players must prioritize which crisis to address first.

Investigation Web: Clues form interconnected networks requiring deductive reasoning. Missing pieces force players into dangerous zones or moral compromises to complete the puzzle.

Dynamic Enemy AI: The Crimson Hand adapts to player behaviour—emphasize stealth, face enhanced surveillance; rely on combat, encounter heavier resistance; focus on hacking, trigger more sophisticated cyber-defences.

Consequence Ripple System: Early choices reshape later scenarios. Save a scientist, gain vaccine research; sacrifice civilians for intel, face resistance cells; destroy infrastructure to stop cyber-attacks, lose evacuation routes.

Unique Features

Moral Decay System: Risk tolerance for information—entering infected zones, coercing informants, abandoning civilians—gradually corrupts judgment, limiting dialogue options and locking story paths.

Resource Interdependency: Ammunition, antiviral supplies, and hacking tools compete for inventory space, creating strategic sacrifice moments.

Victory requires balancing three critical tracks while the city burns: Can you save Ohave without losing your humanity?

What Makes This Unique

CODE RED revolutionizes genre blending beyond games like *The Last of Us* or *Tom Clancy's Division*. While those titles combine survival with action, CODE RED's **Tri-Core System** seamlessly integrates stealth espionage, survival horror, and forensic investigation as equally vital mechanics, not secondary features.

The **Health Trinity System** surpasses traditional health management seen in *Hellblade* or *Amnesia*—physical, mental, and digital health interconnect dynamically, creating unprecedented strategic depth. Unlike *Bioshock*'s moral choice system, the **Moral Decay** mechanic directly impacts gameplay mechanics, not just narrative outcomes.

Resource Interdependency transcends *Resident Evil*'s inventory management by forcing players to choose between ammunition, medicine, and hacking tools—each serving multiple critical functions. The **Dynamic District Evolution** system responds to player choices more organically than *Detroit: Become Human*, where entire city zones transform based on cumulative decisions rather than binary story branches.

Technical Details

1. Engine choice is subjective, but given the gritty and emotional, real-world storyline and gameplay, **Unreal Engine**, with its state-of-the-art 3D game-making technologies, serves the best here, and does this plot a justice.
2. Character models can be made using Unreal's **Metahumans**, or by leveraging the powerful and open-Source **Blender** for character modelling and rigging.
3. Game characters can be made life-like by using **Motion-capture** technologies, or by using the **Rotoscoping** techniques. Some unique elements can also be animated using the base **keyframe** animation techniques.
4. Branching storyboard and dialogue trees can be visualised by using **Twine** or flowcharts.