Project Report 1

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Game: Nature vs Nurture

* Simulated RPG FPS
* Age: 10+
* Targeting Unreal Engine For PC
* Single Player and Multiplayer

Background Story

At the end of the 21st century, prisons have proven to be ineffective. In an effort to reduce overcrowding and to truly rehabilitate convicts, a radical new process was implemented. Prisoners are now housed in stasis pods and have their core being, their personality with no memories, uploaded to a virtual system, a prison world. The idea behind this method was to finally lay to rest the age old question of Nature vs Nurture, which is responsible for why we do what we do. Utilizing a “karma system”, the convict is raised within the system and when they go out into the world, their sentence is reduced or increased based on what acts they do.

(2 options for character)

--- Good --- As the tech in charge of updating and upgrading the system, you fall within a pod with an experimental system. The system comes online and you wake up within the prison world. You have access to a “quest system” - a system that will identify the quickest way to raise/lower your karma, “inventory” - a visual representation of the items you have, “character loadout” - equipment/weaponry customization, ability customization, etc. Your goal is to either escape through force, reduce your sentence enough to be released, and/or destroy the system from within.

--- Evil --- The murderer of your wife/husband/child/etc has been imprisoned within the system. After tracking down and rigging up a black market copy of the pod, you are ready to go in and bring their killer to justice, through any means necessary. Your goal is to kill your target and escape the system and/or destroy the prison system itself.

The overall goal is to escape for the prison. Depending on whether the good/evil introduction is used, the secondary goal is to either kill your target (evil) or destroy the system when you realize that it is not just ineffective, but is capable of giving the convicts abilities that they can utilize when they are released.

Karma System Outline:

-- Good Karma reduces your “sentence”

-- can be acquired by completing “good missions”, killing bandits

-- unlocks more “Good missions”, weapons, items, etc

-- Evil Karma extends your “sentence”

-- can be acquired by killing indiscriminately, evil missions (usually more killing)

-- unlocks more “Evil missions”, weapons, items, etc

Initial level goals:

The user will get a feel for what the controls are like. It will also introduce the the overall storyline to the user with a couple of intro quests.

Main character:

The user will be able to choose from a multitude of races for his main character. We are going to the character many abilities to choose from like in many rpgs. His abilities can be magic, melee, combat weapons, and summoning certain minions.

Game Influence :

Main influences for the game come from three places. The setting is influenced by Lockout(<http://www.imdb.com/title/tt1592525>) and the matrix. For game mechanics we were influenced by fallout, this is a similar simulated rpg fps.

The idea that we can be imprisoned within our own mind is a fear that has been around for a long time. As technology gets better and scientists make more headway into the creation of memories, how far off do you think this really is? The most creative/dazzling part of this, is that there is no limit on what type of character and/or creatures can be used. There could be shapeshifting rabid chipmunks capable of growing to 300 feet tall and who can wield a 20MM gatling cannon, or a normal human, or a were-alligator, etc. Any kind of randomness wanted can be added and it will all fit with the lore of the world, since this all takes place in the character shared “dream”.