

Part 1: Concept

Working Title

Specialized Extraction, Containment, and Research of Extraterrestrial Threats

Concept Statement

S.E.C.R.E.T is a secret special agency to capture, contain, research on Eldritch and extraterrestrial entities. It features high tech mixed up with ancient magic to send agents in missions to save earth from those threats.

Genre

Phase one: Secret Agency Simulator (MiB, X-Com like without lethal weaponry) Can be seen like a Tycoon game also.

Phase two: Under the decision to make either a 3D strategic turn-base, a 2D Final Fantasy type combat game with or without investigating in a map or an action game like Bastion with AI controlled teammates (that we program) or multiplayer.

Target Audience

Everyone or Everyone 10+ I would say, we don't want any gore, or violence. But will have terrifying creatures.

Concept Paragraph and Unique Selling Points

Game Concept

In *S.E.C.R.E.T: Specialized Entity for Containment, Research, and Extraterrestrial Threats*, you're in charge of a secret agency that protects humanity from creepy, supernatural stuff without using lethal force. Instead of going in guns blazing, the focus is on recruiting and training agents who can handle everything from cryptids and rogue spirits to extraterrestrial threats using methods like containment, deportation, and sealing. As you grow the agency, you'll be managing all kinds of rooms for research, training, artifact analysis, and more, while balancing resources to keep everything running smoothly. Each mission throws unique challenges your way, with choices that have real consequences. The game's got plenty of Lovecraft-inspired lore, strange artifacts, and mystery that'll keep you invested in building up the agency and protecting the world from the shadows.

Unique Selling Point (USP)

A unique agency management game where, instead of just fighting enemies, you're strategizing ways to contain, deport, or seal off paranormal threats in non-lethal ways. You're in control of a whole team, each with their own skills and backstory, and every mission tests your creativity and decision-making. It's a mix of strategic management, cool agent development, and storytelling, all set in a supernatural world that can be spooky, serious, or even a bit funny. It's not your typical action game—there's no killing, just lots of mystery, teamwork, and suspense as you try to keep the agency's secrets safe.

Part 2: Product Design

Player Experience

In *S.E.C.R.E.T.*, you're the boss of a secret agency that deals with all kinds of weird paranormal stuff. You'll recruit and train agents, each with their own skills, and come up with clever ways to handle missions without going all-out lethal. It's all about strategy—figuring out how to contain those Lovecraftian horrors and strange creatures while keeping your agency's secrets under wraps. You'll face exciting challenges, make some tough calls, and uncover loads of lore along the way. With a mix of suspense, creativity, and maybe a bit of humor, every game feels fresh and fun as you build your agency and keep the world safe from the unknown.

Key Moments

There are a few key moments in a typical game. First mission success. Recruiting new agent, choose wisely. Artifact Discovery, and research, revealing its mysterious powers of lore. Unexpected Encounter and Critical Ethical Decision, Agency Growth Milestones with new gameplay mechanics, Mission Debrief evaluation of team performance, xp gain, if there are injuries, impacts on the world, etc. Crisis Management when a containment failure, creature escaping, anything could happen and how will the player react. Major Lore Reveal can be a big reward to the player. Final Confrontation, the ultimate test for the agency.

Art, Sound and Music

Art – Visual Style



The futuristic look of the Men In Black bureau can be a great start, but with the limited color palette, I was thinking something darker, not bright light.



Graphic wise low poly



The rest is some inspiration



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Sound and Music – Audio Style

I leave that part for the composer, you can take inspiration with the concept and the art that artists will develop, with the feel of the game

Game World Fiction

The planet Earth has been secretly invaded, every part of the world has a new menace that slowly taking control of the population, it is up to you, to deal with these threats. Send agents to capture, contain, study and make important decision concerning the future of humanity. Beware It is not all humanity that is on your side.

Part 3: Details & Game System Design

Player Objectives and Progression

- **Who is the player?**

You're the director of a secret agency tasked with containing creepy paranormal threats. You manage a team of agents, making decisions that affect their success and the agency's survival.

- **Starting Knowledge and Narrative:**

At the beginning of the game, you know that your agency has been formed to handle strange occurrences and keep the public safe from the supernatural. As you progress, you uncover more about the Lovecraftian creatures and the lore surrounding them, along with the backstories of your agents.

- **Primary Goals and Progression:**

Your main goal is to recruit, train, and deploy agents to complete missions that contain paranormal threats. Progress happens through completing missions, leveling up agents, and expanding your agency's capabilities. The game is a mix of linear missions and player choices—some missions have set objectives, but how you approach them and which agents you use can vary widely.

- **Moment-by-Moment Gameplay:**

You'll spend time managing the agency, planning missions, and then jumping into the action as you deploy agents. You'll interact with UI elements to recruit agents, assign tasks, and monitor progress during missions. Quick decisions during encounters will keep the gameplay dynamic.

- **Core Loops and Outer Loops:**

The core loop consists of managing your agency (recruiting, training, planning), executing missions (strategizing and handling encounters), and evaluating outcomes (learning from successes and failures). The outer loop involves overall agency growth, unlocking new rooms and capabilities, and exploring deeper storylines with each mission.

- **Linking to Key Moments:**

Key moments like your first mission success or discovering a rare artifact will

happen as you navigate through these loops. Each time you hit a milestone, it adds to the excitement and pushes the narrative forward.

About the mission's system: Main Campaign – Main missions that have a following part and some important decisions to make.

Side Missions – (Optional, can be getting new recruits, looking for artifact, books, weapons, technology, materials(economic)).

The most important thing is there will be a Time (UI) to see how much time the player has before the end of the world and must manage his team completing missions before the End. Some most successful missions, or even special missions from main campaign will add time to the timer.

Game World

Lovecraftian game setup are mostly set in the real world, but with some modification, fictional cities and locations around the world, mostly on the east coast of USA (Boston and Salem Area) But we can do this anywhere, it is not mandatory to use Lovecraft stuff in this case. But we can use real organisation in the lore, like U.N. FBI, NSA, CIA we could even use X-Space. We can also exploit the Dreamworld. I won't go further into this as this can be mission oriented and it's a wide aspect that can be used to site everything there right away.

User Interface

We will need an interface for every room, manage injured at the infirmary, research R&D, lab etc... for every room that we implement. There can be a background on the UI showing the activity in that room (design by our artists in 2D). We also need a world map and maybe some other maps for other region for the mission briefing. UI Graphic will be posted here at some point.

Game Objects

Director = Player (for the narrative, conversations)

All the rooms main NPCs (ex: Chief Scientist for Lab, Main Engineer for R&D etc.)

For the Agents, I think it would be better to Instantiate them with basic script with almost random skills, chosen by personality, this may seem complicated, but for me it is not that hard. I'm getting the Character Sheets from Call of Cthulhu, and I'll adapt it for futuristic Gameplay This will be our starting point, there is a simple formula to see if Skill test pass. Which is $RNG1-101$ (1 to 100) $< \text{or} = \text{Skill level} = \text{Pass}$. If RNG is $< 20\% \text{Skill} = \text{Critical}$. elif $RNG > 98$ and $\text{skill} < 98$ (same thing for more) = Critical Failure (so its Crit Dmg, or can injure another teammate, weapon doesn't work etc... depending on the situation).

List of stats:

- Strength $3D6*5$
- Constitution $3D6*5$
- Size $2D6+6*5$
- Dexterity $3D6*5$
- Appearance $3D6*5$
- Education (Knowledge) $3D6+2*5$
- Intelligence (Idea) $2D6+6*5$
- Power (Sanity, MP and Luck Related) $3D6 *5$

$HP = \text{Con} + \text{Siz} / 10$

Can roll $5*3d6$ and $2*2D6+6$ and put them whatever is more convenient.

Start over if total < 180

1's are rerolled

Sometimes (1 out of 2 maybe) we can have a Star Agent. If someone has more than 350 total and have one or more stats of 90, 1 roll of $1D10$ (0 to 9) can be made to increase a stat (only one) of 90 and more. (1 out of 2 maybe)

List of abilities in CoC:

- Accounting
- Anthropology
- Appraise

- Archaeology
- Art/Craft
- Charm
- Climb
- Computer Use
- Credit Rating
- Cthulhu Mythos
- Disguise
- Dodge
- Drive Auto
- Electric Repair
- Electronics
- Fast Talk
- Fighting (Brawl)
- Firearms (Handgun) (Aiming with small weapon)
- Firearms (Rifle/Shotgun) (Hipshot)
- First Aid
- History
- Intimidate
- Jump
- Language (Other) (Can be any number)
- Language (Own) (English mostly)
- Law
- Library Use
- Listen
- Locksmith
- Mechanic Repair
- Medicine
- Natural World
- Navigate
- Occult
- Operate Heavy Machinery
- Persuade
- Pilot (Type of vehicle)
- Psychology
- Psychoanalysis

- Science
- Sleight of Hand
- Spot Hidden
- Stealth
- Survival (Biome)
- Swim
- Throw
- Track

On the character sheets that I will share, you'll notice some empty spaces in the abilities, these are for skills with multiple categories (example: languages other, can be more than one language.)

Abilities that are predefined by the personality/hobbies (Intx20) and Job/Experience (Edux20) Related. For the missions this will be implemented with some of the lore, what type of roll need to be done, lots of math and formulas, but manageable. These will have to be discussed with writer, programmer and me. We can also make the player choosing some avenue for the team, some tough decision to make. We will also need to have percentage of success based on chosen agents skills. The missions will be predefined with a bit of randomness but not all. This is only the basic, will have to speak directly with writer to determine agents background history and personalities. And other aspects that may be implemented or not.

Spells: I need to create them, so you will have to wait for now (One of my priorities)

Tools:

- Dr. Crawford Tillinghast Glasses (see invisible creatures)
- Mi-Go Machine to be able to speak with entity inside canister

Weapons/Traps

- Electric Arc
- Emp
- Flamethrower
- Elder Sign on containment cell

Artifacts (This will be updated as I get new ideas):

- Dr. Crawford Tillinghast Generator (See and interact with invisible creatures) (Creates a passageway) (Link to Dr. Crawford Tillinghast Glasses tool)
- Mi-Go canister (Brain inside, consciousness) need the machine to be able to speak to it. (will give deeper lore)

Tools

Fmod

This list will be updated as we develop and need new tools

MVP

Deadline = Monday 11th of November 2024 8am UTC+7

Rooms to be design = Mission briefing, Infirmary, Laboratory, Research& Development, Library (like in Buffy the vampire slayer (series) or Supernatural (series as well), Recruitment, and Training.

UI design and coding will be managed by Mystic4LLight.

We need at least 20 portraits. (Any gender, age (people able to work))

We need Lore, I will write some basic Lore for everything (agent, agency etc. all in the UI) but to give an idea for the writer who will write it better.

We need some music for main menu/title screen, can be any kind, slow ambiance dark and creepy, Epic, something that define the Agency. We need another one like that, for the main

game, while passing time, construction. We can use the same for most of the game, but a different for Mission assignments, faster, almost combat style. One weird, alien, type for the containment room. Mysterious and relaxing/soft for library. Ambient Tech sounds for R&D and Research.

Coding: Recruiting: able to choose between 3 very different focus starting agents.

Agent bank: where all the agents are, what they are doing, if they are free or on missions

Missions: Mission definitions, time, reward, what skill is need to complete missions (these are all variable that will be define as we go)

Training/classes: Where agents will be upgrading one of his skills, need timer and some randomness to see how much points. 1D4 % or 1D6%

Infirmary: Timer depending on seriousness of the injuries. Can be upgraded to more developed technique to have less time on timer.

R&D, Lab and Library can be the same script with different variables. Mostly timed, with variables depending on what is researched. It will be defined as we go in the #ideas channel, same for all upgrades and objects.

This is mostly integrated with UI elements, so keep that in mind.

Technical Documentation

To be updated

Unresolved Questions

Do we have to do everything in the GDD? Absolutely NOT!!! This is just a direction to take for the game, mainly suggestions. But the most important thing it to leave the game open with variables, with UI elements, with rooms, to be able to add stuff as we go.

I still don't understand what constitutes a victory or defeat condition for the game.

Death of all personnel? Could be. Could also be a government evaluation too low, something catastrophic arrives. Total failure, it's the End of the World.

Consuming all the money is considered a failure? Not sure if implementing economy for MVP is a good idea

Running the business as long as possible is a success condition?

Doing the final mission is going to be the end.