

Title: For the Greater Good
Creator: Don-Vincent Snell
Genre: Far Future Sci-Fi
Perspective/Sub-genre: First-Person Exploration and Rail Shooter

Additions/Modifications are in red.

Log Line: A convict sentenced to manning a defense emplacement must defend their home ship from aggressors while being watched over by a efficient Artificial Intelligence.

A first person game wherein the player is on a massive starship and has been stationed at one of the outer hull weapons emplacements. The player is a prisoner who has access only to the gunnery room and a restroom (so I can work on “door” interactions) and their only companion is the targeting and fire control AI and their “supervisor” The Warden (To experiment with interactions between the Non-Player Characters of the AI and the Warden. Also helps deliver more world lore and status updates about the ship and the aggressors). Gameplay would consist of interacting with various objects triggering quips from the AI with a few high tension moments involving attacks on the ship with the player controlling the huge weapons system in defense of the ship.

Minimal Viable Project:

One player model that can move about 2 small spaces with a door between them. Player can interact and manipulate two items triggering vocal cues, one sleeping device that triggers level progression, and one station that triggers a change in game state. In-station player can fire two weapons that interact with enemies. Player ship has reduceable health that, when reaching zero, triggers fail state. Player achieves win state by removing all/enough enemies.

To Build (Artin'):

- *--The player model (Might be limited unless time allows for VR conversion/testing)
- *--The room
- *----Sleep pod
- *----Weapon's terminal
- Personal locker (Listed as “Shelving” on floorplan)
- AI core
- Cannon emplacement (Added Maintenance for further interactivity, though not necessary for MVP)
- *--Outer hull as seen from viewport
- Rest of cannon
- Launch bays
- Other weapon emplacements
- *--Exploratory Interactables (Possibility to spawn these in with Warden comments during state changes)
- *----Small personal items
- Basic "ship gear" ie. wrenches and coffee cups. (Might make them necessary for repairs and the like)
- Enemies
- *----Fighters (These will be re-colors/clones of allied ships due to story reasons. They will have more detail due to proximity requirements)
- Bombers (Same note as “Fighters”)
- *----A big (but distant) capital ship (This will be a different design than the Player's home ship.)

To Design (Artin'):

- *--Weapon's HUD
- AI sensor overlays
- AI "physical" appearance
- Room damage states
- I have an idea to keep the décor of the room very sparse and then allow the player to activate an AR vision mode to look at notes, tutorials, futuristic ads and the like.

To Design (Codin'):

- *--Physics data

- *----Player movement
- *----Object movement/placement persistence
- *--Manipulation functions
- *----A use function that switches from 1st Person to the weapon emplacement
- *----Interactables and vocal responses from the AI and **The Warden**
- *--Level progression ie. after sleeping, trigger combat scenario **and spawn in new interactables**
- Basic gamey stuff
- *----Ship health for both enemies and the player's allies and self
- Damage values and ways to counter them
- Changing state of the room as damage occurs or is removed
- Door that separates a different, interactable room.**
- *----Win states
- *----Fail states

*Denotes requirements, even if at a basic level.

Foreseeable Problems (and Possible Solutions):

Complexity/Feature Creep (Kill your darlings, cut out what doesn't work rapidly, stick to basic loop until you have more time/assets, remember MVP is your friend.)

Ugly Design (Keep it simple and functional first. Ugly design isn't bad in an alpha-state program. Better to be functional than shiny at this stage.)

Time Constraints (See Complexity/Feature Creep)

I've already started adding possible features, but none of them except the second room and door function alter the MVP. While they add to the world-building, the additions are not necessary to a finished conceptual game.