Game Design Document

Dawn Approaches

**Overview**

The game is designed as a horror exploration-type game, wherein the player must explore their surroundings in search of answers in order to progress through the story. Different sets of items, clues, and hidden objects will be scattered around the area that will provide answers to the player, mainly in the form of text documents, pictures, and radio logs. The story will be fundamental in the immersion as it will be designed to be thought provoking.

**Throughout this document you will find several bold sentences which will serve as a reminder to be revised.**

**There’s also another online platform used to brainstorm possible ideas and solutions.** [**Link**](https://mm.tt/1323940833?t=7tyrI83EN3)**.**

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# **Key Points**

**(and how they are going to be present)**

**Hopeless Loop**

* The true ‘enemy’ of the game is actually the Caretaker. This entity forces the player back to the starting zone at various points during the game. Player can ‘win’ the game by finding a way to break the loop and kill Caretaker. Will it break the loop or not?

**Trapped Underground**

* Player is stuck in this underground system and can only reach the surface after killing Caretaker. The game environment will have threats that kill the player.

**Thought Provoking**

* Throughout gameplay, there will be items for the player to investigate that will slowly add up to allowing the player to realize that they’re part of a loop, though such items will help the player to identify and break the loop. The true ending of the game will trigger after killing the caretaker. The story and items should reveal to the player that Caretaker was only trying to help him as well as the humanity and give the option to either run away (and eventually die on the surface, leaving a sad ending), or become the new caretaker (and give a hint about chasing the new person escaping sleep).

# **Story Summary**

The player wakes up with no memory in a small, dirty room. After a bit of exploring, it’s revealed that he’s trapped in a multi-room bunker with an unknown entity monitoring his every move and periodically speaking through the loudspeaker system. Through exploration of the main bunker area, the player uncovers multiple clues, items, and memory-jogging objects that slowly uncover the truth to why they’re in the bunker and gives them a reason to want to uncover what’s happened since they’ve been asleep.

Upon learning about the bunker, the player’s past, and the nature of the unknown entity that stalks them, the player will also discover another survivor who hasn’t had as good an experience surviving in the bunker. After gathering more resources and materials, the player will ultimately be faced with a choice to either escape the bunker and fend for themselves in the deserted wasteland that civilization has become, or take charge as the new caretaker of the bunker. If the player chooses to take over as the new caretaker, they will uncover the truth that the prior caretaker was completely controlled by the same chip, and it has now taken control of the player as well.

Setting: Cold War Age 60s-80s industrial theme with some low sci fi elements fantasy to it.

# **Background Story**

## **Bunker**

* The bunker was created to sell a ‘safe space’ for rich elitists to wait out an inevitable atomic war.
* A scientist with good intentions but questionable ways of bringing his ideas to life and helping others led unsuspecting people into the bunker under the false pretence of safety and security for their future. Utilizing a peculiar type of gas that can keep occupants in a safe coma for long durations of time, the scientist was able to house masses of sleeping humans in the bunker. By turning off the gas, he was able to wake them up when he needed another one to experiment on and add cybertronic additions to make them ‘better humans’.
* Most humans failed to integrate with the machinery as the scientist had, and there was even a case of another host escaping from the scientist and hiding in the tunnels beneath the bunker.
* The bunker was created to both house specimens (humans), and provide for a safe, clean environment in which to experiment on them.
* The goal of said experiments was to meld man and machine together to form a ‘better human’. The scientist had to first perform such an operation on himself in order to have the mental capacity to know how to make others better as well.
* The bunker was just a scare tactic and a way to get the wealthy right where he wanted them, but it was needed due to the rising tension between major nuclear countries.

## **Player’s character**

* Upon gathering enough clues, the player can unfold the past of the person they’re playing as in the game.
* They used to have a wife and two daughters - twins, age 7.
* Got very rich from finding oil on his land and selling the property for a large sum. Was set for life, but then the talk of atomic war spreads and he worried for his family’s safety.
* Bought tickets to an underground bunker - was supposed to be the best on the market that only the top 1% had access to.
* On the day that he left for the bunker, he got into a car crash, which instantly killed his wife and kids.
* He headed to the bunker alone, not knowing what else to do.
* Is told he’ll be put to sleep until it’s safe to go outside. Feels empty and broken inside, hopes he sleeps forever.

## **Caretaker**

* A scientist who wanted to push the boundaries of human ability, advancement, evolution, etc.
* He was fed up with how monotonous experimentation is and how he’d have to go through ‘proper channels’ and spend years experimenting on rats and rabbits before ever getting to human trials.
* Decided to come up with his ‘bunker’ idea to lure in wealthy, gullible test subjects. Has hoping that if he succeeded on people of influence, then the public would be more accepting of his methods. Also needed their wealth to fund the production of the bunker. Keeps people stored for later “use”.
* Scientist experimented on himself first, found the results to be interesting, wanted to ‘enhance’ others to help humanity evolve and survive.
* Went too far, didn’t compensate for the fact that he didn’t have enough technology to keep his parts running efficiently - he became outdated, started to break down, forgot much of his prime directives and human conscience.
* As he’s now struggling to keep his humanity while his mechanical parts begin to fail him and his human parts wither, his final task is to correct the chips’ data. However, the only way he can do that is by connecting the chip into a terminal that resets the chip’s behavior
* This also reveals the code to turn off the gas and wake up all remaining residences. It’s revealed that the player was not the last person left to experiment on, as there’s another level of residential rooms filled with humans.
* Caretaker believed he could somehow reset the chip’s evil intention.
* After caretaker is killed, the player can find all of his research, private journals, and notepads with personal thoughts in the laboratory outlining his vision for the future. Player can see that caretaker had humanity’s best interests at heart, although he had a less-than-conventional way of going about things.
* The player uncovers this curious little ‘chip’ in the lab after killing the caretaker. The chip comes with instructions so that the player can insert it into the base of his skull and complete the task left by the Caretaker: connect the chip into the terminal to reveal the code to turn off the sleeping gas, awake the residents, and change chip’s behavior.
* Player can only insert the chip after learning how to do it in the surface laboratory.
* The chip allows him a small voice in his head to guide/direct him that sounds just like the robotic part of the Caretaker.
* The 2 main reasons to love caretaker after killing him is because he was trying to save humanity and he was being controlled by chip evil intention.
* If player chooses to become the new Caretaker, his task will be to connect the chip to the terminal and find the code.
* **Revision** If we want to incorporate an ending that ties into the title “Dawn Approaches”, player could hear the chip in their head and look down in dismay as it takes control of their motor functions. The chip stops the player from awakening all the other humans trapped in the bunker, and says in the caretaker’s voice, “Protocol Dawn” activated. Assuming complete control of host body in 3, 2, 1…” and then the screen fades to black and the game ends.
* If the player chooses to run, a dawn setting should be seen.

## **Mutant**

* Living in these tunnels is a previous person that escaped the endless sleep by chance when the caretaker first started slipping/glitching.
* Since the person can’t leave the bunker or else die immediately by radiation or get caught by the caretaker, they decided to hide in the tunnels forever.
* Due to repeated consumption of animals suffering from radiation, this person mutated, becoming insane.
* Only leaves the dormant state when triggered by sound.

## **Whole Facility**

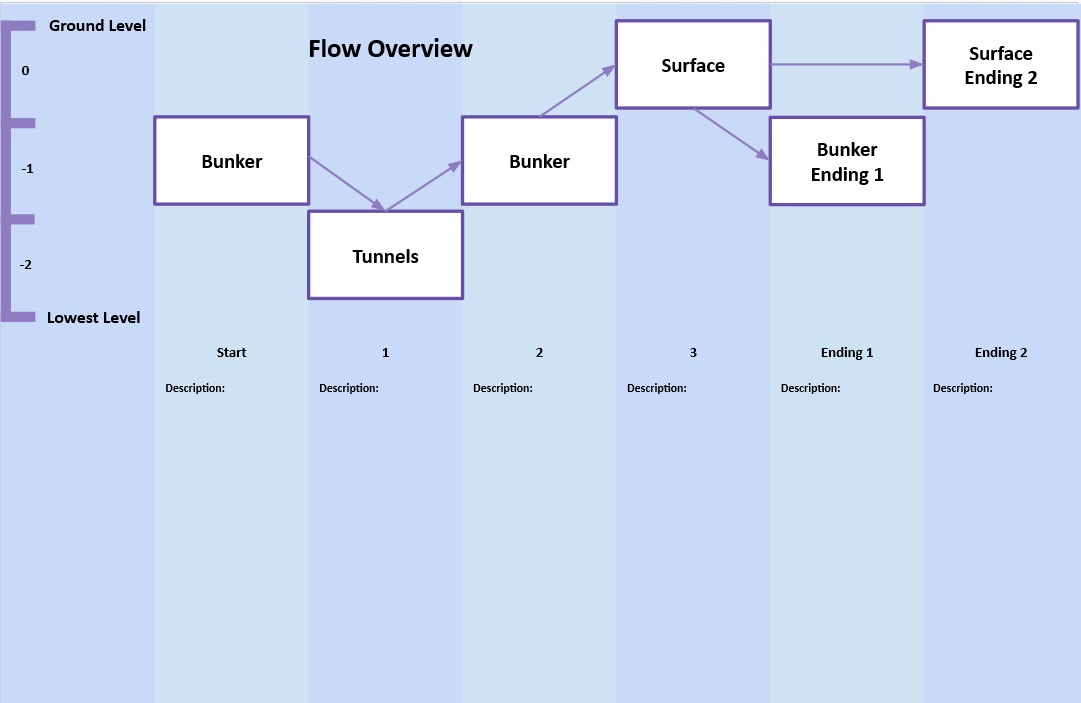
* Bunker, mining facility, and lab are all owned by the scientist. He was left the mining facility from his family, which he used as the sight to build the bunker on.
* Scientist used proceeds from selling spaces in the bunker to rich elitists to build the bunker and lab.
* An abandoned mining facility that was forgotten and built over.
* Outside world is a veritable death trap, as radiation has taken over the land and made it impossible to go more than a few steps without dying.

## **The Chip Scenario**

* Throughout gameplay, player assumes that the caretaker is a bad guy. Tries to manipulate and hurt player, chases him down, is rough with him, etc. Only after the caretaker is killed does the player sees that he was a good, sane man who went down a dark path after adding the cybertronic elements to his own body and mind.
* Player can choose to take the chip with the thought that maybe he can do better, succeed where the caretaker failed, and save humanity.
* Upon taking the chip, player finds out that the chip completely overrides the person and takes complete control of his body and conscience.
* The last scene in the game (if player chooses this ending) is a small voice in the player’s head saying that the chip found unauthorized person waking up, Dawn Protocol activating and will take over complete control of the player in 3, 2, 1… Black screen, end.
* **Revision.** Increasing looping aspect: When we get to the part how the lore inside the game will be seen, we only mention that the scientist was the mastermind of this all but never refer to the current player order. So it gives the idea that the player couldn't be the first and couldn't be the last.
* Needs a small overview to increase the looping aspect.

# **Narrative Flow and Gameplay Progression**

**In bold there will be logic holes found that need to be addressed**

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* Player wakes up in the bunker’s residence room with no memories; this is labeled as the -1 level. (Information not given at this moment: The player plays a character who escaped the endless sleep through an error in the system). This error was a power outage stopping the gas from working.
* After a brief exploration of the room to find a key (**why there’s a key so easily found)**, the caretaker loudspeaker announcement will be triggered (along with a light or spotlight turned on in the room).
* Player must leave the room or hide from Caretaker; failing to do so will force the player back to sleep from the gas Caretaker emits and the game restarts. If this happens, the player keeps the key (**does this loop mechanic here makes sense)** and opening the door will trigger the Caretaker to come after the player. The door appears heavy and reinforced, so opening it will make a huge creak sound triggering the Caretaker. If the game doesn’t restart gameplay will be allowed out of the room normally.
* Player must explore the bunker and search for clues, solve puzzles, and unlock new areas to escape the bunker. More details about each one on its respective section.
* Caretaker will be a permanent element patrolling the area, functioning with a more sight-based mechanic and less sound based **UPDATE AFTER CHOOSING needs testing**, more details in the “enemy list” section.
* Player must avoid contact with the Caretaker, as failing to do so will result in an incapacitating injury and being dragged back to the residence room. This action will not make the player lose any progress regarding puzzles solved, areas unlocked, or items collected. Player will have 3 attempts before dying from the injury and losing all the progress made.
* After solving the final puzzle inside the bunker, the player will unlock a hatch with a ladder leading to a lower ground.
* This area is the tunnel system, labelled as the -2 level. Here, the player will find an abandoned mining facility which will give the feeling of a maze and inducing a claustrophobic feeling.
* Living in these tunnels is a previous person that escaped the endless sleep through the same error. Since the person failed to escape the Caretaker, they decided to hide in the tunnels forever. However, due to exposure to radiation while living in the tunnels, this person mutated to no longer require food or water to survive.This person will be named Mutey (short for Mutant) for the reminder of the document.
* The player must navigate in these very dark foggy tunnels, avoiding the dangerous Mutey and other hazardous elements, such as holes, traps, and rats (more to be considered; **needs testing**). Mutey is more sensitive to detecting the player by sound rather than sight due to living in a dark environment for so long, **mechanic to be tested.** There will also be several ghostly or illusions appearances here that won’t harm the player.
* Failing to escape Mutey, the player can sustain damage. Player can die from fatal blows or an accumulation of too much damage - 2 hits. **What happens after dying here still to be decided, needs to make sense in the story. Read mindmeister for the alternatives**.
* Succeeding the encounter and finding the end point of the tunnel system, the player will find a key item or clue that will unlock the final exit at the bunker. This item or clue will be the final piece to understand how to kill the Caretaker. **This item or clue’s purpose will need to be previously hinted at in a subtle way.**
* After claiming this essential element, the player must navigate back to the bunker while still avoiding Mutey.
* After reaching the bunker, the player will begin to use the previous gathered elements to kill the caretaker.
* Succeeding the kill, a final clue on how to exit the Bunker will be revealed.
* The player will then proceed to the surface level, where there will be a small Laboratory with piles of reports that can finally reveal the main secrets of the bunker, naimly that the caretaker was a cyborg that was created to keep the player safe in the bunker, and never actually intended to harm them. **Consider the ratio between flavor lore and essential lore vs amount of documents and how these are presented to the player**.
* After understanding all the information they’ve gathered, the player must choose whether they want to leave the laboratory and the whole underground facility, or go back down and begin the process of becoming the new Caretaker. **This should feel like a hard choice and have a slight moral aspect to it. Saving yourself vs sacrificing yourself for the greater good**.
* **Ending 1**. If the player chooses to get out and run, the door will open and a wasteland will be revealed. If the player chooses to walk through the door, it shuts behind them and they’re free to wander the wasteland. After the player runs X distance away from the facility (no matter the direction), the movement will begin to slowly fade until it collapses and dies due to radiation.
* **Ending 2**. If the player chooses to go back and assume the new Caretaker role, they’ll be prompted to close everything that has been opened, place back every item **needs revision**, and interact with the body of the Caretaker. After a quick transition, and a message “X time later” **(needs revision, I feel like a quick transition is a cheap way to make this happen maybe cinematic?)**, the player will be given the freedom to roam around the bunker finding a way to save humanity, albeit unable to interact with anything, until the same sound of the first residence door creak plays. **Plot hole here, Caretaker’s first trigger was the key being picked up to and not the door’s creak. Needs revision**.

Story Ideas to consider in no specific order:

* A code is hidden behind the back of the Caretaker which will unlock the hatch leading to the Tunnels.
* After killing the caretaker, an extra clue will be revealed on how to exit the Bunker.
* After killing the Caretaker, a straight up code could be revealed.
* After killing the Caretaker, meanwhile forgot this cool idea =(
* Ending 2 related: should the player revert everything he has done except the tunnel item?
* Ending 2 related: should the player be forced to go back to the tunnels in order to complete the second ending? If it does, the previous reward from being there should be an item and not a clue.
* Ending 2 related: give player the option to roam a bit inside the bunker unable to interact with anything before the game over.
* Should there be an interaction with Mutey, resulting in a hidden 3rd ending? (loose idea, player finds a cure for the mutant in the Lab, goes back down, gives it to him, and then Mutey gives the player a scorched drawing for a location inside the bunker revealing a chip that could prevent the player from losing all conscience after becoming the Caretaker?)

**References**

* Dragon’s Dogma Lore
* I Am Mother Movie
* Dungeon Nightmare 1

# **Gameplay**

## **Goals**

Long term goals: reach the surface laboratory and reveal the possibility of the 2 endings of the story.

Short term goals: gather story elements, lightning resources, solve puzzles and survive encounters.

## **User Skills**

Users who play this game will need to be able to understand and pay attention to the key story points scattered around the map and connect those in order to understand there’s a background lore. While immersed, the player will need to tolerate the tense ambience and threats as they will induce scary situations.

## **Game Mechanics**

The game will be played in a dark tense atmosphere inside 3 different areas: a bunker; a cave with tunnels and maze characteristics with more dark elements attached to it; a surface area with a laboratory and an open area; the paths connecting these areas.

While exploring, the player will have the ability to pick up items that reveal the story background, which they will be fundamental to progress through the game seeing as such knowledge is tied to progressing through zones. There will be an enemy roaming the bunker that the player must evade via running or hiding.

Player movement is limited to slow pace walking (**but not overly boring pace, so a balance is needed**), with the option of limited short bursts of running.

Player lighting system will come in 2 forms:

* The main one is a dynamo flashlight which will always be producing light and when being cranked will make noise to charge the battery, which will attract the 2 enemies. The player holds the key to charge in the battery and produce light at the same time. When not in charge, the battery will slowly deplete and when the flashlight is turned on, the battery will deplete at a faster pace. When completely out of battery, the flashlight should still emit a weaker light.
* The second one will be one-time use **glowsticks or flashlight batteries** which the player can find scattered around and these will produce a brighter light but will have shorter duration and have a limited number. It should be possible to explore without using this, **in case of being a glowstick should this also be used as a decoy when thrown?**
* Needs testing. In case it’s decided to use the glowsticks, they will break in half and emit a bright wide glow. In case it’s a battery, this will function as an add-on for the main flashlight which makes it fully charged and emit a brighter light in a wider area.

Environment lighting will come in form of certain objects depending on the area. For the Bunker, these objects are fluorescent lamp tubes, some red ceiling mounted strobe lights, and pendant lights. For the tunnels, these objects are floodlights, mining helmets with built-in lights and **to be considered** sunlight coming from holes in the tunnels. For the surface level, inside the laboratory will be similar to the Bunker, and outside is the sunlight with a dawn setting.

### **Gameplay ratios**

Puzzles - 30%; Chasing aspects - 30%; Exploration - 40%

Puzzles - one main puzzle, gather pieces to weaken caretaker. Other small puzzles for flavour.

Chasing aspect - less frequent but impactful.

Exploration - main focus to keep the player on edge and giving the story the main focus.

## **Puzzles**

**(work in progress)**

[Refer to the Level Design Doc](https://docs.google.com/document/d/1fiVUXxpp1BGorIuj3smFaHJIuDGbYTePrKgdBsorx64/edit?usp=sharing) for puzzle location and mechanic.

Puzzles will be designed to challenge the player as much as increasing the immersion aspect of the experience. There is the main puzzle which is finding a way to leave the facility, and other smaller ones designed to slow player’s pacing and give some flavour to the story.

## **Player Interaction and Controls**

**Walk / Move** (WASD)

* The usual.

**Run** (L-SHIFT)

* Very standard control. Running will have a limit.

**Jump** (SPACE) -- May be removed

* The player will have the ability to jump. Whether this does or doesn't impact will be decided after testing. This may be removed in the future if useless.

**Interact / Pick Up** (LEFT CLICK)

* Simple, single-click interaction with the environment will be LEFT CLICK.
* Left click will be the universal “activate/interact with” key. If the crosshair is overlapping an item or interactable object, then the user can click to put it into his inventory or use it, for instance, keys in a keypad.

**Open/Close** (LEFT CLICK / RIGHT CLICK)

* To open a door, press left click and hold. As long as it is being held down, the door will continue to open. To close a door, hole down right click. Releasing either button before it has finished opening or closing, will stop it from doing that. **Needs testing,** if doesn’t work, switch to a click to move mechanic.
* Other mechanical items such as a shutoff valve, or a lever will only use left click to interact.

**Open Inventory** (TAB)

* The inventory will include story items, puzzle keys and glowsticks/batteries. This interface is explained elsewhere on this GDD.

**Use Glow Stick/Battery** (G)

* Once the glow stick is in the players inventory, by pressing G, the character will lift into the viewport a dim, white glow stick. By pressing RIGHT CLICK the player will throw it.
* Battery will be used by pressing G, which then begins an animation showing the battery being installed on the flashlight.

**Use Dynamo Flashlight** (Hold/Release/Press F)

* Holding F, the character will charge the battery until tired. It will be put away once the character is tired, or the player releases F. Once released, the flashlight will keep emitting light.
* Pressing F will turn on the flashlight’s main battery, depleting this energy faster. Pressing F again, will turn off the main’s battery usage, reverting it to the dimmer light.

**Health**

* Hit based. Every harmful hit will deduct 1 hit point. Player has 2 or 3. Needs testing. **Balance**.
* Passive regeneration. After not being hit for X time, player will recover 1 hit point.
* Note: harmful hit will be produced by environment threats and Mutey. Caretaker has a different mechanic attached to it, which is dragging the player and doing it for the fourth time, the player dies.

**Stamina**

* Draining happens when running with SHIFT KEY and cranking the flashlight.
* Regeneration happens when not doing any of the above.

## **Map Design**

**(work in progress)**

[Refer to the Level Design Doc.](https://docs.google.com/document/d/1fiVUXxpp1BGorIuj3smFaHJIuDGbYTePrKgdBsorx64/edit?usp=sharing)

### **Key Areas**

A tunnel system maze like, level -2;

A bunker with typical elements, level -1;

Surface level Wasteland or building, level 0

Map design will be thought in giving enough space for the player exploration and Caretaker patrolling in mind. Here a puzzle section will be added as well designed the interaction between levels, player and puzzles. There are 3 main areas presented above, which each one have different visual and sound characteristics in them, as well exploration mechanics.

## **Enemy List**

The main enemy is referred as Caretaker. This person will present itself to the player as being an enemy, because it will chase the player dragging it back to the starting room if they are caught. It is revealed that this enemy is actually a cyborg caretaker that has deteriorated to the point where they unintentionally hurt the player when they try to take them back to their room. Possible personality traits: Obsessive / ruthless / analytical / desperate.

Another enemy is a mutant, dubbed Mutey, found in the tunnels. This enemy used to be another person that lived in the bunker, but after alluding the Caretaker and escaping to the tunnels. This enemy will be sound based.

Possible personality traits: Mad / Impulsive / Aggressive / desperate.

Other threats will come in the form of rats, rabbits, traps and holes. This is still in consideration.

## **Progression & Challenge**

By finding items, you can use them to unlock zones which allow you to progress through the game. Finding the items and learning the backstory/lore of the game will also allow the player to make a better decision for the end of the game, as these items and clues will build upon morality and sanity.

The main form of challenge happens in the form of avoiding the Caretaker while in the bunker while solving the puzzles inside it. Afterwards, the player must navigate through the tunnels and avoid Mutey and other threats to reach the end of the area and grab the key story object. Players will also need to go back to the bunker after reaching the end.

## **Losing**

**(need testing)**

Losing is split into 2 forms.:

The first one is a temporary draw back to the starting area, which will happen when the Caretaker catches the player roaming around. Getting caught will allow the player to retain unlocked progress and items until a maximum of 3 tries.

The second one is the game over scenario, which happens when the player gets hit the required amount of times. Only harmful enemies can do this, such as Mutey and environment threats. When this happens, player will **(need testing)** roll back to a previous checkpoint or lose everything and restarts the game.

# **Art Style**

**Note: (work in progress)**

[**Refer to the Art Style Doc**](https://docs.google.com/document/d/1vr781fx2XIjS1amq_NNE4C4y5LVDNmnSlDH1xzRVGxk/edit?usp=sharing)**.**

Art will be designed to increase the horror aspect of the game. It needs to reflect a cold, metallic feeling throughout the gameplay, especially inside the Bunker area.

While in the Tunnel system, the art needs to increase the claustrophobic aspect to it with dark, foggy and empty elements to it. Alongside, the feeling of disorientation with a maze system.

When reaching the surface, the player needs to have a relief feeling for getting out the Bunker, this is helped by the clean and tidy visual elements inside the laboratory, but when leaving the main door to the outside, this feeling changes to an empty wasteland designed to induce the feeling of hopeless future accompanied by the player’s death.

# **Music and Sound**

**Note: (work in progress)**

## **Sound Based Game Mechanics**

* Tell player the flashlight charging’s state.
* Give away player’s position to the enemies;
* ...

## **Scoring**

* Slow, tense, simplistic approach throughout the levels;
* Induce stress through the use of beats and similar elements when being chased;
* Different approach for each area.
* Ending 1: neutral gray vibe to it, inducing a “I have just ran from the nightmare but something is wrong” feeling until the player collapses and BGM accentuates the feeling of being selfish (background choirs/screams could help)
* Ending 2: hopeful crescendo while the player solves the final tasks (until chip gets in control) until drastically changes to accentuate player’s hopeless future and death.
* Both: hopeless future feeling. Maybe use violins?
* Menu: tense enough to give the scary vibes but not overly sad and dark. Mixture of neutrality with down mood. Mid tempo suggested.

## **Sound Effects**

* Realistic as possible;
* Metallic feeling to it;
* Low sci-fi elements;
* Industrial theme;
* …

**References**

* Helping the mood for composing ([Link 1](https://www.youtube.com/watch?v=nngbv6829Fg) ; [Link 2](https://www.youtube.com/watch?v=bgpUQYoI3BQ) ; Link 3 uploaded through discord ; [Link 4](https://www.youtube.com/watch?v=i6OtF7daIPM)
* Ending 1 Soundtrack ([Link 1](https://www.youtube.com/watch?v=Z5VyL0iBSD8) ; [Link 2](https://www.youtube.com/watch?v=an0rZ-knfpI) ;
* Ending 2 Soundtrack ( [Link 1](https://www.youtube.com/watch?v=WB6_phG0fuA) ; [Link 2](https://www.youtube.com/watch?v=QYNcWOrmJo8)
* Menu Soundtrack ([Link 1](https://www.youtube.com/watch?v=WB6_phG0fuA); [Link 2](https://www.youtube.com/watch?v=Oxzh_IHn2qg); ← note: doesn’t need to be guitar based, just note the feeling.

# 

# **Technical Description (revisioning)**

The game will be developed in the game engine Unity version 2019.1.14f, will use the audio engine FMOD Studio, and will target PC platform.

For online colabing, will use Github repository.

# **Marketing**

Once the game reaches a state of being playable, it should be made available to testers to provide feedback and balancing issues. It will be uploaded to indie websites, such as Itch.io; gamejolt.com; indiedb.com. We will use social networks to spread out the word and game details such as www.develteam.com

# **Demographics**

Target audience will fans of the horror themed games, above 18.

# **Monetization**

Should the game be received with positive feedback from testers, it should be pondered a small selling price and donation.

# **Localization**

The game will be developed with english language in mind.

# **Other Ideas**

**Ways to increase/implement looping**

* Player has the option to insert the chip into one of the other people he finds out is in the bunker. Doesn’t even have to wake them up. The moment he inserts the chip, the person is taken over by the chip and is the new caretaker. Acts the same as the scientist. Goes after player because they want to experiment on player now. Player has to run away again. Cycle repeats. **Could work, with some tweaks.**
* Before player puts the chip into their head, they see a small note that the scientist wrote about transferring and copying human consciousness. Says the first step is putting a long, cylindrical device against temple of head. Player does so, copiers their consciousness, and puts the cylinder on the table before taking the chip and putting it in their head. Voice in chip says it will take over mental and motor functions in 3, 2, 1…. player wakes up to see a small cylindrical object in the floor (which can also be found on the floor in the very first scene), they’re in a residential room in the bunker with their memories cloudy. The player has actually been a series of consciousness switches that the chip’s computer has been kind enough to keep allowing. **Too complex**