

Remedy - Design Document

Game Name: Remedy

Remedy is a VR adventure puzzle game where the player can jump between time periods of the present and future. The world of the future has been decimated by a deadly virus that first appears not too far away in your own time. The player must hop between the inhospitable future in order to find the research about the virus so you can develop a cure before all of humanity is wiped out. The world of the future will be a dark dilapidated place where humanities creations are starting to be reclaimed by nature.

Why VR?

We want the player to experience the crumbling of civilisation as they jump between the present and the future. The player will experience the decay of a building as humanity has long left the world in the future as you race to stop your world from heading towards the same fate.

Why Two Worlds?

Why are two worlds necessary ?

The two worlds are key to the story we want to tell of a scientist trying to prevent a world ending virus by jumping into the future to see what the virus does, how it destroys the world and how he failed to cure it the first time. The Virus has not yet appeared in the present world and so it cannot be researched. This means the future world is required to gather valuable research on the virus.

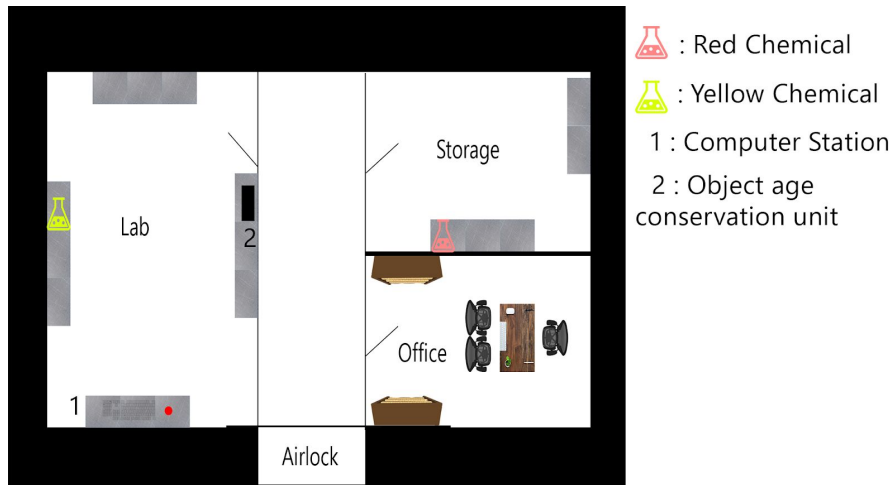
What is different about the second world in order to warrant it ?

Physically, the world has been destroyed by the virus. The lab is starting to decay and the virus has made the atmosphere inhospitable. You can only survive in this world in your protective suit for up to 20 seconds (the last guy before you wishes he knew that).

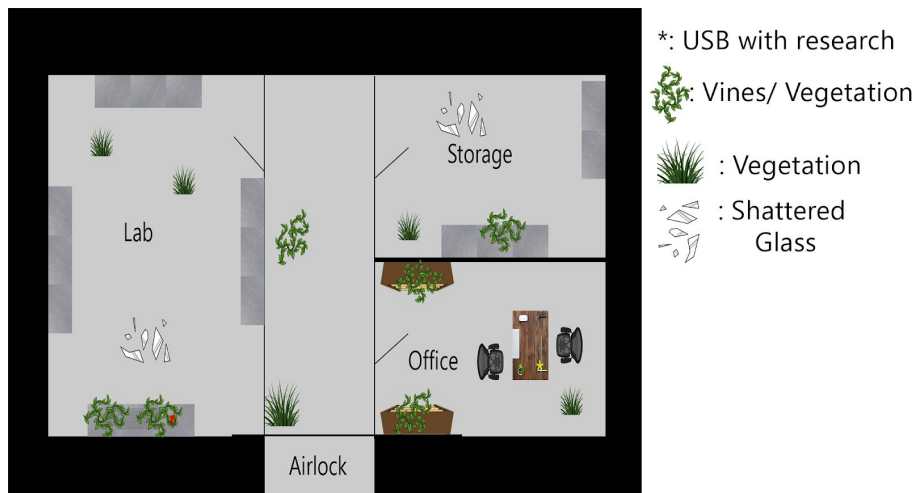
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Maps

Present



Future



Important map elements

Microwave(Object Age Conservation Unit)

You are in a protective suit and you do not get affected by the aging process of time travel but anything you bring with you will be. The microwave is the suit for other Items.

Protective Time Suit

How you don't age with time travel. It provides protection for jumping but not for the virus

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Story Prologue

During the initial test of time jump technology we discovered that all of humanity is under threat. A deadly virus in the not so distant future will leave humanity wiped out. A brave scientist named "Dr. A Lloyd" jumped to the future to try collect data on the virus, but he passed away as a result of the virus still being active. They are now calling it the "Terminus 10 Virus" or the "T10" for short. Not much is known about the Virus in the present so researching it is next to impossible, but the agency knows that if nothing is done about it now, humanity is doomed.

A secret government agency has kept this information underwraps but has since perfected the technology to travel into the future and back. But it has limits. All matter ages by the exact amount of time jumped unless the matter is covered in a specially designed fibre which doesn't age. The agency designed special suits out of this fibre to prevent anyone who uses the "Portable Time Travel Device" from aging. A second vital machine known as the "Object age conservation unit"/"OACU" which can help the transport materials without aging them.

Knowing all this information there was still one member of the staff still willing to risk their own life to complete the research on the vaccine to prevent the outbreak in the first place. This person is you, The player. The agency quarantines you in a lab by yourself just in the case that you contract the virus you can be left to die without spreading the disease, but they still help though radio transmissions. The fate of humanity now rests in your hands, utilising the ability to jump into the future and the equipment in your lab it's your job to stop the outbreak.

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Step-by-step Walkthrough

1. Start in an airlock. This separates the lab from the rest of the facility, so that if the virus is brought back from the future it is contained in the lab.
2. In the airlock the player (a young scientist trying to prove themselves) is told about the future world and the virus itself.
3. The player then enters the lab corridor. The corridor is clean, short and a bright white.
4. On the right there are two doors, one at each end of the corridor. The one near the airlock is the door to Dr Avery Lloyd's office. The one furthest down on the right is to the storage room. The only one on the left is to the lab.
5. The player is instructed to get a watch like device from storage first. This watch allows the player to travel between the present world and the Future. The watch also measures how infected the player is.
6. The player moves to the door to storage. It slides open swiftly. The player enters the storage room which is filled with beakers. This room is remarkably similar to the corridor. It is also white and extremely clean. At the back of the room is a container with the travel device. The glass case is locked. The player is instructed by a lab assistant across the speakers that Dr Avery has the key to the case in his office, and that also the case is only glass. This gives the player the option to either break the case or find the key.
7. To break the case the player would need to find a tool or heavy object to break it. In the storage room. There will be some cases which the player can use to break the glass.
8. For the key, the player will have to go to Avery's office and search his desk for the key. Then the player will just have to bring it back to the storage room and open the case.
9. When the case is open/broken the player will just have to attach the watch to their hand.
10. The player will then be instructed to jump to the Future to look for any research on the virus. The player will also be told that before they jump, the watch will tell them how infected they are.
11. The player jumps to the Future. The world is dark, gloomy and full of spores. The lights above them flicker on and off. There is an eerie silence about the world. The Walls are now crawling with overgrowth, moss and mould from humans being extinct for years. Vegetation has started to reclaim the world.
12. The player begins to search storage for the research on the virus. They see that the research is not there and proceed out of the storage room. The player checks their watch and sees that they are quite infected, so they travel back to the present world for the virus to be subdued.

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13. While the virus subdues the player moves to the lab. They see a workstation against the wall across from the door and a virtual whiteboard on the side wall. Below the whiteboard there is a control station with some ports on it.
14. The player jumps to the Future to continue the search for the research on the virus. The lab also has the overgrowth and vegetation that the storage had. But there is a skeleton laid across the chemical workstation. The player inspects the skeleton to see if the research is on it. There is a name tag on the skeleton. It is Dr Avery. The player takes the name tag. The player looks to where the whiteboard would be. It is cracked with bits of the glass screen across the floor. The computer station has wires flailing from it.
15. The player jumps back to the present world and moves to the office. When entering the office, the player sees, unlike the other rooms that the office is painted green and has a wood floor. The right wall is covered with shelves full of books, while the left is covered with Dr Avery's framed diplomas and PHD. On his desk lies a couple spiderman comics, and there is a photo of his family. The player jumps to the Future. The comics on the desk are decayed. Plants have grown around and through the desk. Some of the diplomas have fallen while the others are crooked and covering in mould. Some of the shelves have broken with the books in a pile on the floor. The player begins to search the room for any relative research. They find a USB in the desk drawer.
16. The player grabs the USB and jumps to the present world. They move to the lab and plug the USB into the computer station to see what it contains. It has most of the relevant research and the chemical make-up of a possible cure/vaccine. The chemical make-up is displayed on the virtual whiteboard.
17. The player is instructed that most of the chemicals/ materials are in the lab or storage room. But some are not there. It is pointed out that the aging process of the jump can change the chemical and that the player can produce all the chemicals needed.
18. The cure is a pink colour. There is a red chemical in the lab. The player goes to the storage room to find another chemical to begin the mixing process to develop the cure. They find a yellow chemical and bring it to the chemical workstation in the lab.
19. The player mixes the two chemicals together to get orange. They then jump the Future and it becomes blue. However, when they jump back to the present it becomes orange again. They put this orange mixture into the "Object age conservation unit". The player then jumps to the Future where their orange mixture is waiting for them. The player grabs this orange mixture and jumps back to the present where it becomes blue. The player now goes to storage and grabs another red mixture and mixes it with the blue getting the pink chemical from the future research.
20. The only thing left to do is test it. The player drinks the mixture and travels to the Future.