The CIT Game

Basic concept

You are a Cybernetically Infused Terran (CIT for short) and one of the last surviving after a big war destroyed the planet you lived on. You have to survive this hazardous new world and connect with other CIT's to try to get of this world or build a new civilization and live on here (this depends on choices of the player, they can also choose to not interact/ignore but that will be punished in some way)

Main Mechanics

- The player is a CIT that has 6 mechanical spider legs (like the first picture) that allows him to, for example, cross large gaps, open doors by lockpicking and catch bugs if they fly too close (surviving needs food is the idea).
- The player comes across different CIT with different abilities and personality's that they can interact with. They can choose via dialog options get those other CIT's to join him and help towards the end goal. This unlocks new ability that are not necessarily necessary to finish the game but unlock shortcuts or more possibilities in later choices. For example, a CIT with super strength arms can move a blockage and unlock what lies behind.
- maybe: If the player does something that is noticeable from a different planet that is monitoring yours, the evil corporation (see the 'Lore') will launch airstrikes on the world (this can best be done as part of the story probably)
- As said before, the end goal is to either escape or build a new settlement, which depends on your choices during the game. During dialog but also based on what items you find during the game, like spaceship engines.
- surviving is not the main focus of the game, but it is something you have to take into account. Food is scarce on a destroyed planet, and this could be a fun mechanic if we manage to implement it well.
- Solving puzzles is the main focus together with the CIT-interacting mention above. Many parts of the planet are blocked by puzzles that are solvable either alone or more easily with help of the other CIT's.

Background Lore *words like this mean that the name is TBD*

this happens before the events of the game, but can be used to reference to in dialog which will slowly make the player understand what happened in the past while the player character in game already knows it.

In a world where the colonization space race is led by big corporations trying to claim planets and make profit, *corporation* colonized *planet* for its richness in a valuable and sturdy metal called *metal*. for a low pay check a lot of poor Terrans were shipped in from Terra to work in the metal mines while the directors and overseers made a fortune. this led to many attempts at a rebellion, but all were quickly dealt with by the superior military power of *corporation*. Until one day, some geniuses discovered how to implant mechanical components into humans and make CIT's. This resulted in a big war that cost many lives. When the rebels were slowly getting the upper hand, *corporation* decided to launch an all destroying airstrike from Terra and obliterate everything on the planet, including their own soldiers. Only a small group of people survived, but due to uninhabitable environment created by the various bombings, gas/poison attacks and no imports to the planet, the Terrans without implants quickly died leaving only the CIT's and an uninhabitable planet.

The Mechanical Legs

The defining feature of the game is the player's mechanical spider legs. This is because these arms are not animated but, rather, controlled entirely by script. This makes it so that we can make the walking animation work in any direction and thus add controller support instead of painstakingly making the same animation in 4 or 8 different directions. This also makes it so that the player can walk over gaps, without us needing to make specific animations for specific gaps and lining them up and stuff. Another big part of doing it this way, and making our game stand is out, is that we can make the legs smart. They can automatically press buttons, lockpick doors, sting bugs from the sky and maybe damage enemy's if we choose to add them as longs as these things are in a defined reach. This will make the player experience very smooth and intuitive, without clustering key-bind inputs for certain stuff. We can even add a key-bind (yes, I know I just said limiting key-binds was a good thing) that locks the arm tips in place which can make for an interesting puzzle mechanic.

Additional notes

- Terra is the Latin name for earth and a popular different name used in sci-fi. Terrans therefore are earthlings.
- Sorry not sorry, i had to put some reference to a train in. The train has a small role in comparison to in the train idea we had before. We could make it an objective to repair a broke train and when you've done that you can travel to a new region.
- Cybernetically Infused Terran (CIT) could also be Mechanically Enhanced Human (MEH) | i like this sound of CIT more but MEH is funny.