DEAD RIG
ENJOY THE VIEW...

GAME TREATMENT DOCUMENT

CONCEPT

Dead rig is a survival fear game based upon the decisions the player makes in his time among a crumbling space ship. Modern video games in this genre involve simple gameplay mechanics, being rather linear at times. But Dead Rig is based on a higher element of adaptability of the player responding to immediate threats and the environment they will control. By having the environment adapt based upon the decisions of the player this allows for dynamic gameplay, having each decision be one to think about. Each playthrough of the game will be unique because the decisions the player can make can be different each time, causing events not seen in the player's previous playthroughs.

PLAYER

The player is an astronaut, trained for travel aboard an interstellar station. He wakes up to his station in disarray and poor repair, and desperate to survive, he tries to hold the station together by completing tasks he sees necessary to keep the ship alive until he is close enough to launch an escape pod to get to a nearby planet's surface. Limited visibility combined with an eery effect the stations recently adhered, the player must survive.

WORLD SYNOPSIS

The Player is trying to return to his home planet Eayn. After many years of traveling he is drawing nearer to his destination but his ship is running very low on resources and is crumbling from the harsh wear and tear of space. As he draws nearer he realizes that many issues are rising upon the ship that he must attend if he wants to make it. He must strategically plan out his actions to allow himself hopes of ever achieving his dream. The events of the game occur as the player actively completes the challenges that will arise, until he has salvaged enough time to return home. Limited visibility combined with an eery effect the stations recently adhered, the player must survive

GENRE

Action fear survival game based in space. Managing the many challenges and puzzles that will arrive among the spaceship will be critical in the player's survival.

GAMEPLAY-CORE
- First person point of view for added immersion
- Variety of animations to expand the options the player can choose, and add engagement
- Captivating audio effects among the dark corridors of the ship.
- Multiple challenges and puzzles for the player to solve.
- Dynamic difficulty that will change based on the time that each stage takes to complete.
- Constant threats outside of your ship such as asteroids that need to be dodged.
- Order of challenges completed influence future problems

DEAD RIG

- Strict management of the many issues that will arise
- HUD for easy management of crisis
- Tight controls for player, challenges, puzzles
- Deep atmospheric lighting for added layering and immersion

GAMEPLAY CONT

- **CRISIS MANAGEMENT** You will face many issues among the spaceship. Some issues will be immediate threats that need to be handled immediately while others will be more subtle not needing instant attention but will soon become more deadly if not handled.

- **REALISTIC ATMOSPHERE** Enhanced particle effects add to the realism and dire circumstance that the player has found himself in. Dark atmospheric fog, and space ambience among the aged ship play a role in the fear towards the game.

- **DYNAMIC EVENTS** The order in which the player decides to complete the challenges and puzzles determine what future tasks will have to be considered in the future. Causing the player to make critical decisions about what tasks he takes and what order he/she completes them in.

GAMEPLAY HIGHLIGHTS

- First person point of view for added immersion
- Variety of animations to expand the options the player can choose, and add engagement
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TOOLS/ENGINEERING

- We will be using Unity as our game engine.
- Maya by Autodesk will be used for modeling characters and the environments.
- Support for many input devices including keyboard/mouse, touch controls, gamepad and motion controls.
- We hope to implement virtual reality so the player is put right into the middle of the chaos.

ART/AUDIO

- The soundtracks will consist of the ambience of the ship, as well as its various defense protocols.
- Sound clips from the player usually short sarcastic and funny lines to add character.
- Haywire and explosion sounds will be needed if the character begins to fail completing

DEAD RIG

I/O CONTROL

- Movement: WASD
- Camera Movement: mouse panning
- Jump: space
- Sprint: shift + WASD
- Interact: E, TBD

EFFECTS

- External muzzle flashes
- Voice actor by team member for main character
- External sound effects (original or sourced)
- Stunning visuals to enhance game experience

BUDGETING

Hopefully no money will need to be used but perhaps some may be needed for certain assets. Since our project is primarily focused on space atmosphere this may be easy to find and/or make ourselves.

DEAD RIG

HIGH CONCEPT DOCUMENT

Dead Rig - Direction-Controlled Survival

GAME DESIGN:

Core Concept: Jordan Humphrey, Steven Silalahi, Marcus Jackson, Nelson DeBate, Paul Rowe, Morgan Perry

Mechanics: Jordan Humphrey, Steven Silalahi, Marcus Jackson, Nelson DeBate, Morgan

Environment Interaction: Marcus Jackson, Nelson DeBate, Jordan, Paul Thomas Rowe

Level Design: Jordan, Nelson DeBate

PROGRAMMING

UI/Menu: Paul Thomas Rowe

Gameplay: Jordan Humphrey

Camera Operation: Morgan Perry

Environment Behavior: Marcus Jackson

Particle Effects: Steven Silalahi

AI : Nelson DeBate

MANAGEMENT

Team Lead: Jordan Humphrey

VC: Git

Task-Track: Bi-Daily Meetings

TESTING

Unit/Scene Test: Jordan Humphrey

Bug Tracking/Resolution Path: Jordan Humphrey

ART/MODELING

Core-Environment: TBD

Console Layout: TBD

Global Arena: TBD

DEAD RIG

HIGH CONCEPT

Dead Rig is a survival game, based on indirect player controlled environments. Modern video games in the genre of survival fear involve simple gameplay mechanics. Dead Rig is based on a higher element of adaptability of the player in response to immediate threats to themselves, and the environment they will control.

FEATURES

- Player base environment is a ship that is in disarray and falling apart rapidly
- Environment consists of 3 main platforms and 2 sub platforms
    - 3 main platforms form a circle with a center console control room
    - Control room rotates to face either one of 3 platforms at a time
    - Current room view is only available platform to "operate" on
    - 2 sub platforms are a "Holy shit!" Tunnel to escape the control room which leads to a ship in a docking bay
- Each of the 3 main platforms present a unique challenge to solve or prevent in order to keep the station running
- Visibility is dark/low, hard to see objectives and require great focus to solve
    - Fog, electrical sparks, debris, etc.
- As the game progresses, difficulty is determined as the player completes objectives in particular sequences
- Player controls cranes, electrical systems, and various mini-games to complete objectives

GENRE

- Spaced oriented action survival game.

PLAYER OBJECTIVE

- Escape the rapidly crumbling ship to an escape pod, in hopes of returning to your home planet.
- Manage the many puzzles, and challenges that will occur as the ship falls apart.
    - Asteroid belts, managing the overheat protocol, fixing stray wires, strange languages, etc…
- The escape pod can only be accessed once the challenges are dealt with.
- Some challenges will be immediately threatening needing immediate attention, and some more indirect challenges, easily fixed but will add up if not taken care of eventually.

DEAD RIG

HARDWARE
- Internet connection (only for downloading game)
- Operating system: Windows XP SP2+, Mac OS X 10.9+, Ubuntu 12.04+, SteamOS+
- GPU: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
- CPU: SSE2 instruction set support

PARTICLE EFFECTS
- The particle effects in this game would have many features that are similar to games like Star Wars, Mass Effect, Halo and many more.
- The role of particle effects in this game would be very crucial because it gives the game the more realistic feel and also more personal to the players.
- A lot of the effects would be Muzzle flash that can be downloaded from footagecrate.com, which is a website where many filmmakers use to enhance their videos by ending smoke effect, sparks, fire, gunshots and many more. We will try to make the muzzle flashes compatible with Unity that we can incorporate it to be part of the game
- Some examples of possible particle effects to use would be explosions, sparks, fire, spaceship trail and maybe blood.
- Audio effects would also play a major role in terms of the sound of the machine, footsteps, electric surges and explosions. Most of audio effects would be from certain special effects that some video editing software provides, it can also be from YouTube, or if necessary, self made.
- The character's voice would be added by the group members, and the character would have comedic lines to make the game more interesting.

CHARACTERS
- Players will find themselves waking up alone in a small control room in a severely damaged space vessel without any recollection of what has occurred. Their main objective is to survive and to do this, must decipher languages and solve puzzles to protect the ship and find a way to safety.

DESIGN GOALS
- Immersion: Ambiance, sounds and graphic effects will be used to draw players into the world of the game to further the enjoyment of the player. In addition, players will have a sense of panic when alarms and electrical effects are used.

- Challenging: Players will have to manage multiple tasks at a time in order to survive long enough to to escape the spaceship. Difficulty for one challenge may be increased as another is completed in order to maintain the challenging aspects of the game. Allowing different combinations of how the challenges are completed adds replayability to the game.