

Game Design Document

Crashed Captain

Hausarbeit im Studiengang
Game Design

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Declaration of Academic Integrity

Hereby, I declare that I have composed the presented paper independently on my own and without any other resources than the ones indicated. All thoughts taken directly or indirectly from external sources are properly denoted as such.

The entire team of Pig studio helped in the creation of this paper.

This paper has neither been previously submitted to another authority nor has it been published yet.

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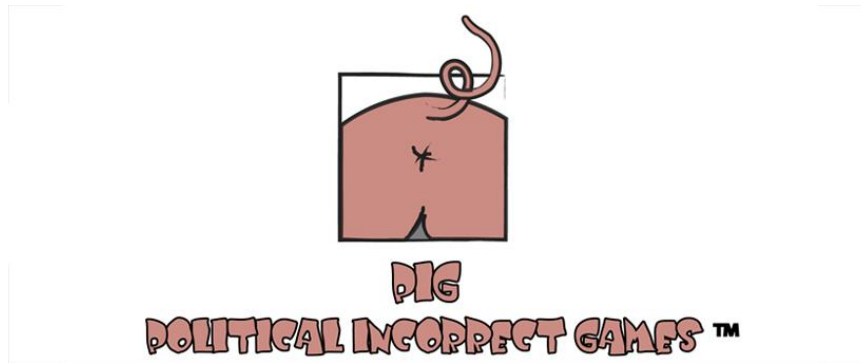
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Disclaimer

The appendix is a collection of quotes from the internet to help the reader understand the separatist feminist movement. I hereby denounce all credit for the quotes.



Game Design Document for:

CRASHED CAPTAIN

*Crashed Captain

The only painfully frail marble game

"The inhumane human-marble puzzle"

Mobile-Game
Casual-Game
Game of Skill: Marble-Game
Puzzle-Game
Arcade Game

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Written by Juri Knauth

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About Pig

Political incorrect games, Inc. (Pig), also known as **political incorrect**, **piggy games** or **oink oink you kinky pig**, is a group of German game developers founded on April 28, 2016, under the name Juris Group by six students of the college Media Design Hochschule, Berlin, Juri Daniel Knauth, Leo Taylor Lüdemann, Tom Pieper, Clemens Haesler, Fabian Oyvin Kopp and a 6th. Based in Berlin and still studying game design, the group originally concentrated primarily on the creation of unique political incorrect funny games. The team flocked around the idea that nothing is sacred, social taboos are stupid, and that everything that exists has a right to be made fun of. However, the 6th member saw it differently and pressed for dropping anything that could be offensive to anyone. Everyone complied and only after he/she left the team on his/her own accord, the original dream of creating political incorrect games was realizable again. An uplifting spirit suddenly arose pouring out a surge of perverse ideas and political incorrect jokes. This ultimately shaped the Pig we all know and love today.

What we stand for

In good earnest, we - at Pig Studio - regard everyone as equals. We simply don't care, judge, label or impose any roles about your origin, race, history, gender, sexual orientation, religion, beliefs, age, speech impediment, looks, smell, physical- or mental condition. However, our games serve the purpose to escape this political correctness for a little while and have a good laugh about it. So if you are like minded, we got you covered.

Players Discretion Advised

- Sex & Nudity
- Violence & Gore
- Profanity
- Alcohol/Drugs/Smoking
- Frightening/Intense Scenes
- Political Incorrectness

Design History

This is a brief explanation of the history of this document.

Version 0.89

- Unfinished version.
- English not optimized.
- Formatting still due.

Red means unfinished – currently under construction.

Game Overview

Philosophical point #1

The player will struggle to keep a paralyzed captain alive and bring him safely off a damaged ship. The only means of getting him off the ship is by using centrifugal or gravitational force since the player controls the ship and not the captain.

Philosophical point #2

The game can be played across multiple platforms. However, the input device plays a major role. A tilt sensor and accelerometer are preferred input devices. A mobile or tablet will resemble the defective ship perfectly, which is tumbling around. This gives the player a real feel of the forces he tries to inflict on the captain.

Philosophical point #3

The goal of this game is to create a competitive arcade marble game, which has some depth to it and the players feel sorry whenever they shoot the human ball across the map in order to save time.

Common Questions

What is the game?

Crashed Captain is a 2D adventure comic arcade single player marble puzzle game, in which players fight for a best time, while feeling sorry whenever they are moving the fragile captain too jerkily.

Why create this game?

This is the first marble game that has depth to it. Feel empathy with your human ball but shoot him through the level the next second. The marble maze resembles a falling apart space ship in a consistent universe.

Where does the game take place?

In a sci-fi universe a space ship had an accident. All levels play within the falling apart cargo ship, which is tumbling towards mars. The captain has to cross through the entire ship in order to reach the remaining escape pods, which weren't broken during the disaster. On the way the player can learn and understand the complex universe this game takes place in. In the cargo bay the captain has to wrestle through smuggled highly advanced sex dolls, which carry a bunch of egg-cells and in fact are little baby-making-machines. Living quarters covered in anti-woman and man power posters let a player assume that a gender war has broken out. Both sides are unwilling to admit they still need the other sex. At one point the board computer has to take care of incoming meteoroids and debris, meanwhile the captain is left alone with a sex doll. Being paralyzed from the neck down, he does the unthinkable and starts talking to a sex doll. Surprisingly the sex doll starts talking back and what is even more surprisingly is that he listens to her. The sex doll is also unfamiliar with the situation, and at first she tries to make the captain feel comfortable, as she assumes he's a virgin. Very quickly she notices that he doesn't know where babies come from and explains to him that in fact she isn't a high tech artifact, but instead is filled with stolen egg-cells. This revelation boosts the captain's moral and he sees his purpose: saving her and revealing the lies to bring an end to the gender war. Traversing the Captain through many sections of the ship; prove to be a live threatening task. Live support is defective in most sections. Fires are spreading. High voltages cables electrify entire wall segments. Pathways are collapsed. Loose machinery can cause severe harm. The squeaky sex dolls are luckily just a nuisance, unless they got hijacked and prey on the unwary. Only medical bays are small safe havens, except when they are shattered; it is advised not to go looking for a med kit in a stack of needles!

What do I control?

In this single player game, the player controls a board computer which in turn pilots the falling apart ship. Most automated systems on the ship have a unique personality. The player can help some automated systems to regain full control or take over their tasks, whenever they struggle or go offline. For example, assist the defense system which is having a hard time vaporizing all the incoming meteoroids. However, you are dedicated to save the injured captain. Since he lost his ability to walk you must tilt and maneuver the ship around him, so he slides and flies towards the exit. The board computer can access any machinery on board that hasn't been heavily damaged. Doors, hatches, cranes and some robotic arms are controllable. Sadly, most robotic units were rendered useless after the crash. Only a drone equipped with cameras proves to be useful to follow around the captain and to investigate the blacked out sections of the ship. The board computer knows the set-up of the ship and can use security cameras mounted at the walls to check out crucial points on the path laying ahead the captain.

How many characters do I control?

The controlled board computer can access anything still running on the ship. However, this self-aware computer would gladly sacrifice itself to get the injured captain of the ship. Since the player controls the ships movement and alignment to the planet - the captain is controlled indirectly. He's the person that has to be saved. The board computer will track how well the captain can be saved. These measurements are sent to every parallel universe to compete in a multidimensional competition of lifesaving board computers. Players can always venture onto the next parallel universe and attempt to beat the high score again.

What is the main focus?

The focus of the game is to handle your captain with care. In order to reach the high score, the player have to keep your nerves and avoid shooting him through the level, when you run out of time. Feeling empathy with the injured captain is vital but shouldn't hinder the player from vaulting him across the ship. Giving him some bruises and broken bones is the smaller evil, compared to not reaching the escape pod in time. Obstacles must be avoided and tiny puzzles must be solved along the way.

What's different?

This is the first marble game focusing on the fragile marble itself. It hurts to see the paralyzed captain getting tossed around the level. Players learn to handle him with care while keeping a steady pace. The rich environment also gives the marble game a unique atmosphere and story line, unlike any other marble game out there. Playing a board computer that can control any machinery on the ship and seeing through various cameras gives the player an agency with a powerful and mindful ship.

Feature Set

General Features

- Vivid, detailed consistent world
- Real physics:
 - o centrifugal and gravitational force
- Adventure comic 2D graphics
- Fragile marble captain
 - o Painful to watch

Multiplayer Features

- Arcade
 - o Global high score
 - o Local high score

Gameplay

- Game of skill
 - o marble game
- Race against the time
 - o One death timer counting down across the levels
- Fast or safe
 - o Death timer versus captain's health
- Maze with puzzles
 - o 3D puzzle
 - o Find a path
 - o Overcome/Remove obstacles
- Embedded Story
 - o 3 Layers deep

The Game World

Intro

Space-Ship Board Computer, L.O.L.I.T.A.:

*May 19, 2516 22:06:34
88°25'24"N 94°48'19"E 1456 km AGL
L.O.L.I.T.A.*

*Time to Destination: 00D00H06M07S
Destination: Mars Ice Harbor Spaceport*

Recovered from an unexpected shutdown.
Running in safe mode.

Load event log.
Read last entry.
-Read error.
Read previous entry.
-Imminent meteoroid impact.

Access cockpit camera 1
Unable to connect
Access mobile camera 1
Connected
Search for Captain Michelle Gaylord Blanche
Searching...

Overview

The game takes place in a hard science fiction universe. In year 2516 human kind has expanded and colonized some planets outside our solar system.

A space ship had an accident and is plunging towards its doom. Crashing on the destination planet is inevitable. Main engines can merely stall the plunge. The captain has to cross through various segments and floors of the cargo ship to reach the remaining rescue vessel.

The Multiverse

Highly advanced machines know of the existence of the multiverse. They are able to send messages to parallel universes which developed in a very similar way and are of the same age. Thus solely past events can be discussed and compared. In fact, all messages are in fact tweeted into space - unknowing who will receive it. On top of that there is an interuniversal latency and it is impossible to allocate the sender. Some board computers track how well they mastered difficult tasks and share their results. These are listed and compete on a multidimensional high score table.

The Universe

The human race has expanded across nearby solar systems and settled on some rogue planets along the way. Population bombs helped boost the populations on various planets. Scientific breakthroughs in space travel help mankind to reach for the stars. Scattered across the universe, many colonies see themselves separated from the rest. Society split up in various groups and fractions whereas most don't feel attached to anything. In fact, most social structures have completely disappeared and a criminal corrupt fuck you fuck all capitalism has emerged, which is trying to suppress the entire universe.

Earth

The exploitive capitalism has severely harmed the environment. Cities grew. Deserts spread. Rivers were poisoned and then dried out. The ozone layer is gone. Background radiation moved to the foreground. Birth defects, mutations and infertility were common. Mass media help to dumb down most of the population back on earth and anyone who's tuning in. Surprisingly out of a misguided belief a new movement emerged, namely radical separatist feminism. At first, women were suppressed by men and treated unequally. A women movement came forward and tried to establish equality. Equality was never achieved the day women quotas reached 50% across all working fields, resentful women demanded even higher quotas. Privileged females firmly believed males are the weaker sex and started suppressing them. Homosexuality got the new norm, whereas the heterosexuals were the new scorn of society. Things got so perverted that heterosexuals were seen as unfit parents and their kids were taken away from them. These were adopted by homosexual couples. Tension got worse and ultimately a full-fledged violent conflict tore the genders in separate societies. Both sides pretended that they were better off without the other sex and they weren't needed - not even for reproduction. Indeed, technically methods in which individuals could clone themselves were invented, but this wasn't a viable solution. Most methods were too inaccessible and not enough offspring could be generated in a timely fashion to halt a dwindling population. Nonetheless both sides would not admit this. It was left to some elite units to save their declining populations. In secret operations they would raid sperm or respectively egg cell banks and sell their loot as innovative technology. Rumor has it that prisoners of war get raped and their reproductive cells get milked in concealed locations. Gag orders, the lack of sexual education and the fact that everyone got adopted and raised by homosexuals in a purely same sex society lead to the fact that one's origin was obscured and the knowledge of where babies come from was lost in the general population. No one was willing to admit to their adopted kids, where they came from. The next generation remained clueless of one's origin. Since it was left to the care takers to teach them about sex - they did not - they told some of the most ridiculous fairy stories to dodge the question. These stories quickly manifested in both societies and after three decades, only the oldest generation could vaguely remember the truth if they weren't high all the time.

Mars

Mars's surface hasn't changed. The human settlers build their colonies in old mining shafts or buried their cities deep within the ice caps. Most settlements resemble bunkers, designed to protect people from meteoroids and radiation. Spaceports, satellite dishes, radar towers and solar farms are out in the open and rely on meteoroid defense missile turrets. Most of mars citizens work in mines and not surprisingly it is almost exclusively populated by men. Even though mars workers are exploited by the capitalist system, on mars itself a worker party ruled and many social programs were set in place. Martians are generally speaking very heartwarming, brotherly caring and predominantly flamboyant homosexual. Mars is often referred to as the "Gay Planet".

Mars Ice Harbor

Mars's biggest city is Ice Harbor, which is built within the southern ice pole. It functions as Mars capital and is also the only place that could attract some tourists. The city stretches over many stories. Most tubular city sections are connected with tubes again. Merely the city center offers some relief to the otherwise uniform cityscape. A spherical hollowed out cove, towers over the central park, which is dedicated to the hard working Martians.

Mars Ice Harbor Space Port

Located directly above Ice Harbors is a major space port and it serves as the main hub for the entire planet. The space port was built on glacier ice and covers 1000 hectares. Its stupidly big surface area leaves it vulnerable to meteoroids impacts. It is relying heavily on sophisticated missile defense turrets to protect its two runways and widespread logistic and maintenance facilities.

Cockcrow Glory - MIH-2404

Cockcrow Glory is a slightly converted transport ship of the class gamecock. Gamecocks were designed by the military, as a tactical space shipper with strategic capabilities. However, the development program was canceled due to cost overruns and development delays. The few prototypes that existed were crudely amended and sold to the private sector.

Gamecocks are small space craft's constructed for interplanetary space flight. Their main task was medical evacuation. Diving vertically from and into space was its specialty. Nuclear fusion rockets are designed to accelerate the spaceship linearly thus creating an artificial gravity for the crew. At the half way point the ship turns around and starts decelerating to restore the gravitational pull towards the previous defined floor. In the center of the rocket shaped ship lays a shaft which reaches from top to bottom. The shaft is outfitted with magnetic elevators and robotic arms intended to load personal and goods in record time. The cockpit can travel through the tube and either faces the front or rear of the space ship.

Gamecocks are equipped with a few phaser cannons, which can vaporize smaller incoming meteoroids. Bigger ones must be broken down first, in which case the cannons have to concentrate their beams. State of the art board computers can control various parts of the spaceship. L.O.L.I.T.A. is the most powerful board computer. She can help out the other systems on board. D.P. is having a hard time shooting down all the incoming debris and meteoroids. M.I.L.F. is working in the medical infirmary, as the name would have suggested.

The spaceship was hit by a shower of meteoroids. The entire segment of the lower ship is badly damaged. Before the impact the transporter already had passed the half-way point to commence with decelerating, therefore the main engines were facing forward into the direction the spaceship was traveling. The cockpit was also moved and turned so it was facing onwards. Unfortunately, the protective heat shields, which can withstand quite the beating, were not deployed. These deploy like an iris diaphragm, one can engulf the cockpit, whereas the other can protect the engines.

Specifications

Crew: 4

Length: 44 m

Wingspan: 44 m

Height: 264 m

Propulsion: Nuclear Fusion Rockets

Fuel: ¹Hydrogen-Isotope, ¹¹Boron-Isotope

The Physical World

The space ship is the main playground. However, mars can be seen from the window.

The Cockpit

It is here where L.O.L.I.T.A. finds the captain after the impact. The cockpit got badly battered from the meteoroids. All the fixed cameras within the cockpit were smashed. That's why L.O.L.I.T.A. sent in her mobile eye, a tiny drone, to check up on the captain. The cockpit is rather unique as it's a mobile compartment, capable of traveling up and down the center shaft of the space ship. It can always point towards the direction the space ship is going. When it accelerates it sits at the top and within the cockpit is a downwards pull towards the floor. However, when the spaceship decelerates, and the cockpit moved to the bottom of the ship and turned upside-down to face forward again, a gravitational pull is felt towards the ceiling. The two states defined the design of the cockpit. The ceiling is the windshield with some heads-up displays, indicating the predicted flight path, target destination, coordinates of the current whereabouts, altitude, speed, date, time and time to destination. Other displays around the windshield show the current state of the ship, useful information, trivia and one display is dedicated to keep the captain awake with various shorts, commercials and pornographic images. A tiny wire framed walkway ensures that captains, who fell out of their chairs, don't have to walk over the windshield, while the ship is braking. The walls have side windows in every direction. In the middle of the floor is a hatch with a tube - linking the cockpit to whichever compartment the cockpit is next to, depending on which floor it is on. A tiny ladder extends from the hatch into the middle of the room. Directly next to the ladder is one pilot chairs on each side. These chairs are bolted to the floor and the seat is mounted on a set of three gimbals, one mounted on the other with orthogonal pivot axes, compensating for changes in the ship's yaw, pitch, and roll. The chairs are also equipped with transparent screens, which prove to be useful whenever the cockpit is traversing through the shaft or the vision is blocked by the heat shield. The captain however got thrown out of his chair and is stuck against the windshield. Through the cracked window mars can be seen rapidly coming nearer.

Specifications

Level: 0

Diameter: 4 m

Interior: Glass floor, metal wall, metal ceiling

Objects: None

Collectables: None

New Elements: Controls of the ship, random control of the ship, level transition

Cargo Bay

The cargo bay stretches over three floors and is stuffed with various boxes, crates and barrels. They were all neatly sorted by category and stored in small cubicles. However, since the impact most goods just fly around. A few robotic arms and levers are mounted on the wall. Within the cargo bay you can find a vast variety of different objects. The bigger objects are stored in the lower decks. The fuel tanks are stored on the 2nd floor; the tanks can be refilled or replaced like cartages. An access point leads directly to the engine rooms.

Level: 1 - Cargo Bay

Dimensions: 42mx42m

Interior: Metal floor, metal wall, metal ceiling

Objects: Boxes and heavy crates.

Collectables: None

New Elements: Objects

Level: 2 - Cargo Bay

Dimensions: 42mx42m

Interior: Metal floor, metal wall, metal ceiling

Objects: Boxes, heavy crates, flammable objects, charged objects.

Collectables: None

New Elements: Mounted cameras, fire, flammable objects, charged objects, electrified walls

Stowage

The storage room is where smaller supplies get sorted in gigantic shelves. Some aisles got buried underneath collapsed shelves. Other segments of the cargo bay are blacked out, so L.O.L.I.T.A. has to scout ahead with her mobile eye.

Level: 3 - Stowage

Dimensions: 41mx41m

Interior: Metal floor, metal wall, metal ceiling

Objects: Boxes, heavy crates, sharp objects, charged objects.

Collectables: Health packs, junk, shards

New Elements: Blackout, health packs, junk, shards

Server Room

The server room hosts the hardware of the board computers: L.O.L.I.T.A., D.P. and M.I.L.F. Long rows of servers, most of which are charged and some hang loose on some wires. L.O.L.I.T.A. had prepared a backup copy of her and hands it over to her mobile eye. Within a massive suitcase her personality and all her memories with the captain are stored. At this point it gets clear that L.O.L.I.T.A. is a close friend of Michelle and she entrusts him with her back-up copy, so that they may reunite after this tragic incident.

Level: 4 - Server Room

Dimensions: 40mx40m

Interior: Metal floor, metal wall, metal ceiling, Doors

Objects: Servers

Collectables: Doors, backup copy of L.O.L.I.T.A.

Infirmary

M.I.L.F. operates in the infirmary - literally. There is one operating room and several sick beds. A couple of operating machines malfunctioned twerking and slicing around with their surgical knives. Medical packs can be found here but they are buried deep underneath glass shards and needles.

Level: 4 - Infirmary

Dimensions: 40mx40m

Interior: Metal floor, glass walls, metal ceiling, metal and glass doors

Objects: Operating machinery, sickbeds, flammable objects

Collectables: Health packs, shards, junk

New Elements: Glass doors

Gym

The gym is packed with deadly weights, treadmills and machinery, which already killed Tanguy Bonner. His body is buried under some weights. It's here where the main engines start sputtering, and occasionally fail to decelerate the ship further, thus the artificial gravity is partly lost at times. Fires in the lower decks create powerful air drafts, which can suck the captain through the door, if it isn't clogged by other machinery at that time.

Level: 4 - Gym

Dimensions: 40mx40m

Interior: Metal floor, glass walls, metal ceiling, metal and glass doors

Objects: Treadmills, machinery, weights, gym balls.

Collectables: Glass shards, junk

New Elements: Treadmills, no gravity, drafts

Passenger Dorms

The passenger dorms are set up in a wired arrangement. Every dorm has two double doors connecting to the sleeping quarter next to it. As the main hallway is partly blocked by debris the only path leading to the next level goes in a zigzag through various dorms and partly on the corridor. Fortunately, there are no passengers on board. However, passenger dorm number 4 got the number 04 written behind it and is locked. Neither the captain nor the main board computer can recall who's in there - maybe a stowaway? Later on the captain says he briefly saw someone down the passage way. Unclear what he saw or if he is hallucinating. Passenger 404 remains a mystery.

Level: 5 - Passenger Dorms

Dimensions: 38mx38m

Interior: Metal floor, metal walls, metal ceiling, metal and glass doors

Objects: Beds, chairs, tables, boxes

Collectables: Shards, junk

New Elements: Passenger 404

Dining Area

The dining room has long tables and ton of chairs. At this point L.O.L.I.T.A. has to help out D.P. for the first time. A lot of debris crumbled off from the ship since the accident and is now showering the ship. The captain is left alone with the eye of L.O.L.I.T.A., called Ruff. It has a dog like mind of its own whenever L.O.L.I.T.A. isn't controlling it directly.

Level: 6 - Dining Area

Dimensions: 38mx38m

Interior: Metal floor, glass walls, metal ceiling, metal and glass doors

Objects: Tables, chairs, boxes

Collectables: Health packs, cutlery, shards, junk

New Elements: Switching to phaser turrets

Common Area

The common area is mainly a chill out area with a lot of couches. Another dead crew member can be discovered here. It seems that Blaize Dufour at least went out blazing... None the less there are a lot of harmful gases flooding the ship.

Level: 6 - Common Area

Dimensions: 36mx36m

Interior: Metal floor, glass walls, metal ceiling, metal and glass doors

Objects: Couches

Collectables: Shards, junk

New Elements: Gasses

Crew Dorms

In one crew dorm the player finds another dead crew member, Benoît Chaput. His dorm room is open and inside is a sex doll. L.O.L.I.T.A. has to hurry off to help D.P. again. So the captain is left with the sex doll. Here the story line splits. First the player plays L.O.L.I.T.A. shooting down incoming debris and meteoroids. Then the player slips into the shoes of Michelle, who is talking to a sex doll in the meantime. She reveals where she came from, that she is in fact storing egg-cells from real woman, and how babies are made. The captain sees that these truths must be leaked, and commands L.O.L.I.T.A. that she has to save the doll too.

Level: 7 - Crew Dorms

Dimensions: 36mx36m

Interior: Metal floor, glass walls, metal ceiling, metal and glass doors

Objects: Beds, chairs, tables, boxes

Collectables: Health packs, shards, junk

New Elements: Sex doll.

Escape Pods

One escape pods is attached to each crew member dorm. A pod has just enough room to carry one human. Unfortunately, there are only two pods left. The captain insists that the doll is saved first and then says good bye to L.O.L.I.T.A. as here backup doesn't fit in the escape pod along with him.

Level: 8 - Escape Pods

Dimensions: 4mx4m

Interior: Metal floor, glass walls, metal ceiling, metal and glass doors

Objects: Escapade Pod

Collectables: None

New Elements: None

Phaser Turrets

L.O.L.I.T.A. can switch here any time after D.P. has requested her aid. Overlooking the nose of the spaceship L.O.L.I.T.A. can select any phaser turret and start focusing meteoroids, which are then bombarded by a continuous phaser beam. Whenever a meteoroid isn't shot down and hits the space ship, the descent is speeded up and the ship starts shacking. Bigger chunks of debris must be shot down otherwise the ship will fall apart and end the game early.

Level: Parallel

Dimensions: 2000mx2000m

New Elements: Controlling phaser turrets

Transitions

The transitions from floor to floor may differ but they work the same way. L.O.L.I.T.A. has to stop decelerating and in fact accelerate a little so that the captain fly's upwards through a tiny hatch and into the next level. Therefore, each attempt to jump into another level brings the space ship even closer to mars.

Default Equipment & Travel

L.O.L.I.T.A. has full control of the space ship. The board computer can access any machinery on board that hasn't been heavily damaged. Doors, hatches, cranes and some robotic arms are controllable. Sadly, most robotic units were rendered useless after the crash. Only a drone equipped with cameras proves to be useful to follow around the captain and to investigate the blacked out sections of the ship. The board computer knows the set-up of the ship and can use security cameras mounted at the walls to check out crucial points on the path laying ahead the captain. She can instantly switch her view to any camera perspective.

Automatization

D.P. is in charge of shooting down incoming meteoroids and debris; she does fairly well on her own. Only at times she needs some more computing power from L.O.L.I.T.A. as she can't control all of her turrets effectively at all times, due to overheating and the havoc caused in the server room.

Scale

The Scale of the game world is 1:160.

For example, a 2m Michelle Blanche would be 1,25cm on a 11,29cm x 6,35cm screen.

Storage Room (44m) would be 27,5cm (4677px) across.

Interior

The innards of the ship; wall segments, floors, ceilings, doors and fixed objects are considered the interior. Walls and doors can be breached. In rare cases entire ship segments can be deformed or broken off.

► [List of interior elements](#)

Objects

Anything within the ship that isn't pinned down, got detached or was already loose prior to the accident could be labeled as an object. Most of these will roll around the ship freely; others dangle from cables, whereas others bob

around from pipes. Objects differ in size, weight, friction, toughness and if they are dangerous, sharp, flammable, charged or conductive. Objects take damage from fire, electricity, bouncing from walls or colliding with other objects and the captain. Eventually some can break up into smaller sharper pieces, explode or ignite.

[► *List of objects*](#)

Collectables

Some items or objects can be collected by the captain, when he collides with them. Health packs can be popped to heal the captain. Glass shards can get stuck in the captain. Junk may slip up various cavities of the captain. The joke with junk is that it really is a rubber penis that serves absolutely no purpose. However, the player gets encouraged to complete the collection of unique dildos, since upon gathering one the player is informed how many are still missing.

[► *List of collectables*](#)

Equipment

Equipment refers to the items that can be equipped in an equipment slot. Michelle Blanche has a slot for nose, ears and waist. In this game only Easter egg equipment exists and it is usually equipped by default on pick up. A player may unequip these by freeing the inventory slot in an inventory menu, but since Michelle hasn't got a back pack the items are dropped and left behind.

[► *List of equipment*](#)

Atmosphere

The ship has sustained heavy damage; flickering lights, blackouts, burst pipes, flooding's, fires, smoke, turbulences, emergency lights and falling apart interior paint the landscape. The sound of struggling rocket engines, howling wind, rumbling boxes in the cargo bay, cracking windows, creaking and growing metal beams, splatter of meteoroids and debris on the outer shell, wailing sirens and hissing air pipes emphasize the bad state the ship is in. The dead bodies of the ship's crew and their blood stains dye the vibe gruesome and dark. The entire situation looks very grim and serious for the captain.

Time

Game time never rests and passes in real time. Only when the captain listens to the sex doll time seems to pass slower and it really does slow down.

Controls

There are mainly two input methods the tilt sensors from the hand held and a swipe input on its screen.

Tilt Sensors

Tilting the handheld will trigger the tilt sensors, which in turn will cause the gravity field in the ship to shift, causing each object in its innards to start moving.

Swipe Input

When the player swipes anywhere on the screen the ship makes a jerky movement into that given direction.

Gameplay

The goal of the game is to keep the paralyzed captain alive and bring him safely off the damaged ship. In fact, this is L.O.L.I.T.A.S. main concern. Later on, after some revelations, the captain commands the board computer to rescue the special sex doll first. Regardless the board computer will only track its performance, how well the captain can be saved.

Score

The score is calculated as followed: $a \times b \times c$

- a = Remaining captain's health in % + 1
- b = Remaining time in % $\times 10 + 1$
- c = Traveled path in % $\times 100 + 1$

Game Over

Whenever the captain's health drops to or below 0, he is dead and the game over screen with the achieved score pops up and the game is reset.

Whenever the time runs out, and the space ship was hit by vaporizing missiles, the game over screen with the achieved score pops up and the game is reset.

When the captain reaches the escape pod in time and he's still alive a success screen with the achieved score pops up.

Feedback

The game system gives feedback at various points.

Whenever the player starts tilting the floor, every object on it might start moving. The lighter an object the easier it is set into motion. Broken light sources hanging from the wall might shift their light cone. The main engines break and diverge their thrust; this audible note can be picked up. A rumbling in the cargo bay might be heard at the lower levels as well. In the very first level the player can see mars rushing up towards the front shield, in this level the steering of the space ship is visible as mars can be used as a reference point. Furthermore, since the eye of L.O.L.I.T.A., which is normally focused on the captain and follows him around, usually lags a bit behind, the distance from her focus point and the captain give the player crucial information on how fast and in which direction the captain is traveling.

Whenever the player hits a wall and suffers damage he starts complaining. Critical damage will cause him to scream out loud. Michelle will start bleeding and get visibly bruised as soon as his health drops below a certain threshold.

Michelle will also comment on various discoveries he makes and on the players play style. He might tell him to hurry it up, when the player is wasting precious time or to slow down whenever his live gets endangered from taking too much damage.

L.O.L.I.T.A. will cry out in pain as soon as she realizes the captain is truly dead. First, however, she tells him to response as she doesn't trust her health sensors. The screen fades to black before the sound fades out completely.

Imminent missile hit warnings and sirens alert the player when the last seconds tick away. In the event that the time runs out and the missiles hit the ship a couple of explosions rock the ship, the screen flickers and suddenly stays dark as the sound is simultaneously cut as well.

Global High score

After completing the game successfully or not a player is prompted to type his name or alias, it will get displayed in an endless table, sorted by the points scored. This table is stored on a server and creates a global high score table.

Local high score

Apart from creating a global high score table another local high score table is created, which is stored on each device individually. Only users of this device compete with each other.

Game of skill

Crashed Captain is a game of skill and dexterity. The object of the game is to tilt the spaceship to guide the captain to the end of the maze, without letting him fall into holes or collide with deadly objects. Later on the immobile sex doll has to be maneuvered at the same time.

Race against the time

The space ship is tumbling towards mars. The board computer can effortlessly calculate when the space ship will smash on its surface. The time to this destination or fate is displayed at all times and continuous counting down relentlessly throughout the various levels. The timer counts down slower, when the captain is listening to the doll or attempts to fix the engines. Some events on the other hand can accelerate the timer, for example whenever the space ship is taking heavy damage to the braking engines. Another countdown appears to notify the player when the launched missiles will reach the ship. These missiles should vaporize the space ship and protect the space port underneath it.

Fast or safe

In order to save time; the captain can be shot through the level, but the speed, with which he impacts on walls or objects will play a crucial role on how much damage he will get in the process.

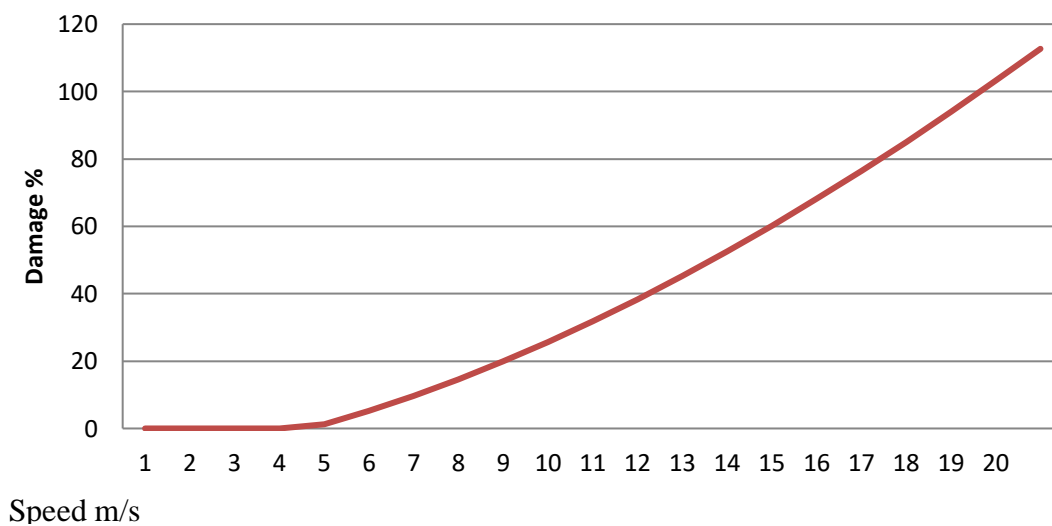
km/h	m/s	m height	
>43,2	>12	>7	almost certain to survive
61,2	12-17	7-12	may or may not survive
61,2<	17<	12<	almost certain not to survive

The captain won't take any damage, if he is truly moved very slowly and carefully.

Damage Formula:

$$\text{Damage \%} = (\text{m/s})^{1.6} - 8$$

Damage received can never be a negative value.



Furthermore, some short cuts lead through glass walls, if punctuated with the captain directly, it will certainly leave a mark on him.

Jerk

The swipe input will trigger a jerky movement. Everything in the innards of the ship are rapidly accelerated into the swiped direction. A risky move that is also limited. After each use the jerk movement must replenish over a short period of time. In fact, the player has three charges and each must be reloaded separately in succession.

Maze with puzzles

Most levels are set up like mazes and only one way will lead to the exit. Since the player has a limited field of view, it is advised that he scouts ahead with L.O.L.I.T.A.S. mobile eye. L.O.L.I.T.A. has blueprints of the entire ship and displays these as a mini-map for the player, but it doesn't include the alterations caused by the incident.

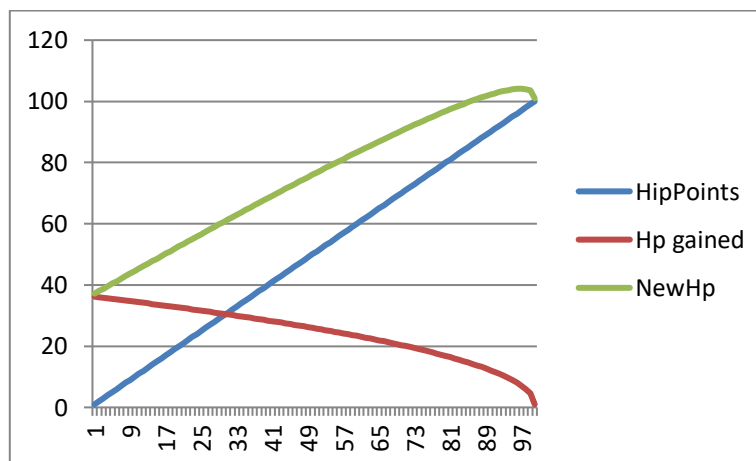
Collect only valuables

Throughout the game the player can find a lot of junk - quite literally. Even though the player is encouraged to collect dildos, he will learn that these serve no purpose and retrieving these is a massive waste of time. On the other hand, the player can collect health packs which are crucial to keep the captain alive; therefore, key to winning the game is focusing on what's important and not wasting your precious time on detours just so you might collect the last missing dildo in the collection.

The dildo is the only item that when collected; a notification pops up and reveals how you amassed and how many are still left within the game.

Health packs give slightly less health when Michelle has more health. This will reduce the health lead mid-game and keep the competition between players intense.

Health gained % = $1 + (\text{missing health}/2)^{1/2} \times 5$



Achievements

The achievement for completing each level is granted to every single player, when he successfully ended a level. Achievements are never handed out during an active game session; they are received at the end of all levels on the loading, game over or success screen.

Whenever a player scores a high score he is granted a high score badge, stating that he was on top once. Collecting every hidden dildo in the game tags the player as a renowned dildo collector. Completing the level without any damage would grant the player another achievement; however, this one is simply impossible.

Easter eggs

Like in every Pig game, unique merchandise can be discovered. The classic pig/-nose, -ears and tail can be found. They can be equipped by a game character, in this case Michelle Blanche, and if a certain amount is unlocked over the

course of several games, an achievement is granted to the player that will receive a real world merchandise of the actual thing!

Embedded Story

This game tells two stories: the main one, L.O.L.I.T.A.'s, who is trying to save the captain; and the captain's, who might play an important role to end the gender war.

1st Story

L.O.L.I.T.A.'s goal is to save the paralyzed captain. She has to get him off the ship before it is too late. In fact, she is the main board computer and acts as the consciousness of the space ship. As she wakes up too late after a meteorite impact, she is certainly going to crash on mars. The main engines are badly damaged and she can merely stall the fall. So in a limited amount of time she has to maneuver the captain to the remaining escape pod. Failing to do so will certainly get him killed, when she crashes on mars. She is constantly calculating the time left till the impact and how much further she has to move the captain to reach the escape pod. She will also have to stabilize the captain before she puts him in an escape pod. Visual and audible warning messages pop up telling her in which bad state the ship is in. At times she has to dismantle herself in order to clear the path for the captain. L.O.L.I.T.A. is a very old friend of Michelle Blanche and she's certain that he will take good care of her backup, ensuring that they will reunite after the incident. Regardless, she will fulfill Michelle's request to save the doll instead, even if that will forsake her own backup. After successfully launching the captain's escape pod, L.O.L.I.T.A. shoots down some more debris that could be dangerous to the captain, instead of the missiles which will vaporize her before she would bury Mars Ice Harbor Space Port underneath her.

Goal: Save Captain Michelle Blanche

Consequence: Michelle Blanche will die

Requirements: Keep him alive; bring him to the escape pod

Forewarnings: 1st Level - Mars is seen rushing closer, defensive missiles launched

Costs: Sacrifice Space-Ship parts and ones back up of one self,

Dividends: Uncover 2nd Story

Prerequisites: Stabilize the captain, shoot down meteoroids

Preconditions: Warning messages, falling apart ship

2nd Story

At first the captain's story plays primarily in the background of L.O.L.I.T.A.'s story. Propaganda posters for the male society on earth can be seen on various walls. TV podcasts and Radio broadcasts about current events back on earth inform the player about the gender war and its history. Later in the game the captain stumbles upon the dead body of Benoît Chaput. Michelle soliloquizes a bit and asks out loud: "How did this happen?". He is completely taken aback when a sex doll answers him. As L.O.L.I.T.A. has to concentrate shooting down some incoming debris, the captain finds himself left alone with the doll and starts a conversation with her. The sex doll misinterprets Michelle's astonishment that she can talk, and tries to reassure and seduce him, as she assumes he's a virgin. In fact, Michelle hasn't made any experience with women; he doesn't know how to make love to a woman and nor does he know where babies come from, since he grew up in a purely same sex society, which obscured the origin of babies. Luckily the sex doll is equipped with a rudimentary sexual education crash course, since she is from the time where the gender war has just begun. She also starts blabbering casually about Benoît and how he played as an agent, whose task was to bring these dolls back to the underground baby factories of mars. She also explains to Michelle that she is filled with egg-cells from real woman, which were probably stolen from some woman's society's egg-cell bank. Michelle realized that she probably

suffered from verbal diarrhea, which is not all that surprising, since most men choose to switch of their sex dolls talking abilities, as they were made to have sex with after all. Michelle, however, was paralyzed and could not walk away from the conversation. L.O.L.I.T.A. has to persuade the captain that he might play an important role to end the war by divulging these obscurities with the doll as prove and witness. Even though she doesn't believe so herself, she does hope to boost the captain's moral by doing so.

Goal: Reveal the truth; end the gender war

Consequence: War goes on

Forewarnings: Same old news coverage

Costs: Back up of L.O.L.I.T.A.

Dividends:

Prerequisites: Find safe harbor

Preconditions: Make new enemies

Narrative Descriptors

Both stories are perceived in many ways.

1st Story

The player will see the bad shape the ship is in. A timer constantly counting down till the ship crash on mars underlines the seriousness of the situation. Badly hurt Michelle Blanche being stuck on the cracked wind shield, through which a player can see mars rushing up towards the camera, pictures it all in one dramatic scene. Alarm sounds and warning messages stress this even further. L.O.L.I.T.A. informs the captain about the ships state and her plans of getting him to the escape pod. The captain's health is displayed in the H.U.D. furthermore the captain will get visually bruised and will leave blood stains on walls and the floor whenever he gets badly hurt. The captain will only howl with pain whenever he bumps his head, since the rest of the body is limp. In the beginning he is quite whiney but he will eventually toughen up. Michelle will also comment on shocking discoveries and his current health. He can slip into unconsciousness thus rending him silent for a while. L.O.L.I.T.A. and the captain will engage in dialog frequently. The dialog is accompanied by Michelle facial expressions and L.O.L.I.T.A. can project a hologram of her simulated face in front of Michelle. Ruff has some projector beams mounted next to his camera. The hologram hovers in front of Michelle, who normally stares at the ceiling or back up at Ruff. The projection is moved a bit to the side so that the view of the captain is not obscured for the player. The face will display L.O.L.I.T.A.'s emotions and looks like a semi-transparent low poly mesh of a mask that is facing Michelle, so the player sees it from the inside, thus underlining the fact that he is playing L.O.L.I.T.A.. At the start and end of each level Ruff zooms in on the captain and analyzes his current health and informs L.O.L.I.T.A. about it. Also in story heavy dialog scenes ruff zooms in on to capture the facial expressions of Michelle.

2nd Story

TV podcasts and Radio broadcasts describe the newest developments of the gender war back on earth. The player will see one screen which is displaying the news in the very first level, the cockpit. Later on, throughout the game some television screens, broadcasting the newest developments, can be discovered along with some newspapers or propaganda posters picturing the situation on earth. A few radios blast reports from various corners of the game. These back ground stories paint the landscape for these two stories. The story picks up speed during the dialog between the sex doll and Michelle. The sex doll delivers the hook for the second story and L.O.L.I.T.A. acts as a herald, telling the captain to accept the challenge; to lift the lies and hopefully ending the gender war by doing so.

Design Task

The player should be screaming for more after just a few minutes of dramatic core gameplay. He should already have vivid dreams of these lush universes in this bizarre art style.

Core gameplay: 6 minutes

World building: Accurate bottom up & rude top down

Bizarre art style: Dark, Adventure-Comic, Humors, Erotic, Retro

Development Tools

Unity 5.3.5f1 Personal - cross-platform game engine

Build: Android OS Handheld

Resolution: 1920 x 1080 pixels Full HD 1080p

Dimension: 11.29 cm x 6.35 cm

Diagonal: 12.9532 cm (5.1 Inch)

Screen Shape: 16:9 = 1.78 Aspect Ratio

Pixels Per Inch: 432 PPI

Visual Studio

Adobe Illustrator

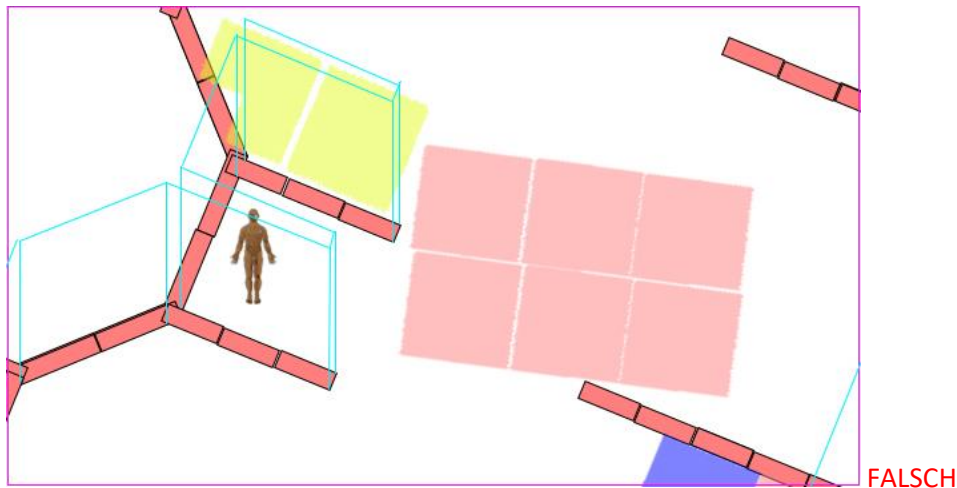
Adobe After Effects

Sound

Blunt: mainly outsourced

Camera

The player is playing L.O.L.I.T.A., a powerful board computer equipped with a dozen cameras, hanging from various ceilings in each level and a single still operational mobile camera, called Ruff. The standard perspective is through the eyes of her mobile eye. So in fact the player is playing L.O.L.I.T.A. in first-person perspective.



Vanishing Point: N

Isometric angle: 90°

Isometric projection: 30°, 30°, 120° in between

Isometric depth: 1/1

Mobile Eye

Ruff is tracking the captain, following him through the game. This camera isn't controlled by default. It hovers directly above the captain, this would create a top down view, but as the view is slightly tilted it creates an isometric view instead.

However, the player can decide to stop the automatic tracking and move the camera independently. He might do so to scout ahead.

Only after the captain has distant himself a little from the center of the screen the camera will start following him. The camera lags a bit behind, as the camera first has to pick up speed and has a maximum speed as well. This enables the player to differentiate the captain's speed better.

Fixed Cameras

In every level there are fixed cameras, which can be switched to at any given time, as long as they are not broken. These cameras are mounted on the ceiling and have a fish eye lenses. They normally overlook crucial parts of the level. When entering a level, L.O.L.I.T.A. cycles through every camera on the current level to give the player an idea of which obstacles he has to overcome in the given level.

Light

Spotlights are attached to Ruff and serve as the primer light source, they are always pointing towards the focus point of Ruff's camera. Generally, every fixed camera shoots a light cone onto the recorded scene. Some other lamps are

attached throughout the levels; some machinery give off some light as well; fires illuminate certain passageways as well. The rest of the ship is pitch-dark however.

Game Characters

Overview

On board of the Cockcrow Glory are four crew members. Michelle Blanche survived the crash - the others weren't as fortunate. The board computers are still responsive even though they too took quite a hit. Talking sex dolls are also listed here and are not treated like objects.

Michelle Gaylord Blanche

Michelle Gaylord Blanche was born in Paris and before the gender war started. He is an experienced captain and flew many supply runs for the mars colony.

Race: Human

Sex: Male

Alignment: Chaotic Neutral

Occupation: Captain of the Cockcrow Glory - MIH-2404

Height: 1,92m

Nationality: French

Relationship status: Single

Sexual Orientation: Homosexual

Born: 23.10.2458 from Paris's Foreskin Orly (Scorpio)

Age: 57

*Positive Traits: **inquiring mind**, **determined**, industrious, tidy, industrious, **calm**, a keen intelligence*

*Negative Traits: vindictive, **lacking self-control**, **compulsive**, fault-finding, materialistic*

Ideals: Gay happy life

Bonds: Gay Community, Gay Mars, Gay Paris

Flaws:

Sidekick:

Herald: Board computer

L.O.L.I.T.A.

L.O.L.I.T.A. is the main board computer. Her name stands for Lead Operative Logical Intelligent Transgender Assistant.

D.P.

D.P. is charge of shooting down incoming meteoroids and debris. Her name stands for defensive phasers.

M.I.L.F.

M.I.L.F. is operating in the medical bay and takes care of the wounded and the sick. Her name stands for Medical Intelligent Life Form.

Ruff

Ruff is the dog-like mobile eye of L.O.L.I.T.A..

Tanguy Bonner

Blaize Dufour

Benoît Chaput

User Interface

Overview

The interface is kept simple.

HUD

The heads-up-display only got two major elements:

A hit point bar of the captain Michelle Blanche at the top left corner indicates his current health percentage in a bar and a number on the left to it. The bar will be bright green when it's full and slowly turns to yellow and then red the health drops.

A stop-clock at the top right corner of the screen displays the remaining time till the space ship smashes on the surface.

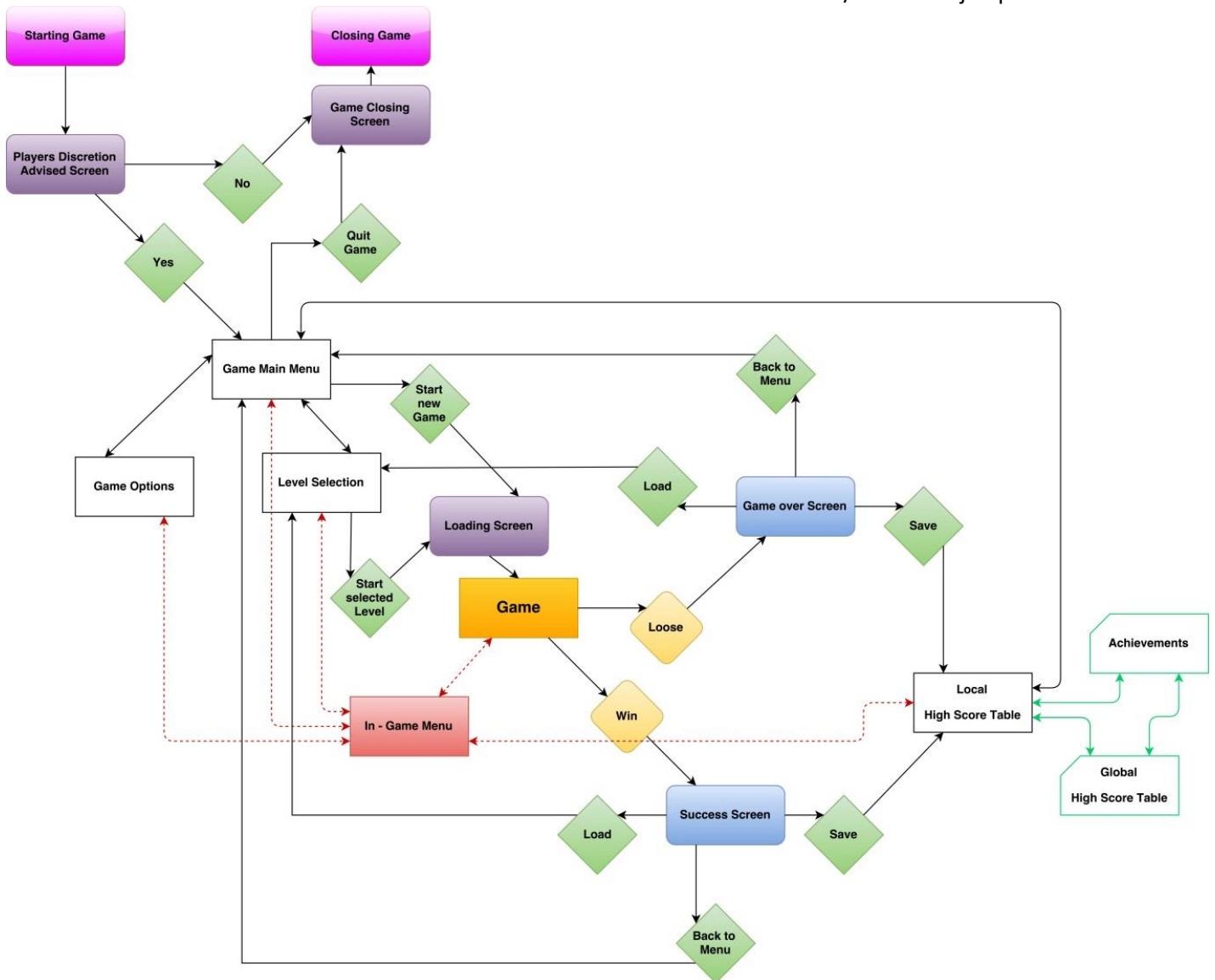
Another identical clock will show when the defensives missiles will hit the space ship.

A mini map in the bottom left corner shows where the captain is, along with key elements in the level, like the transition point to the next level. Directly next to the map is a counter stating how far it still is to the escape pod.

A jerk icon, with a numeral on top indicating how many charges are left. The current loading progress is indicated by a transparent grey loading bar on top of it.

Game Menus

The game menus along with the different screens mimic a windows command prompt.



Game Main Menu

↔ [Game Options] ↔ [Level Selection] ↔ [Local High Score] /

→ (Start new Game) → (Quit Game)

Level Selection

↔ [Main Menu] / → (Start selected Level)

Local High Score / Global High Score / Achievements

↔ [Main Menu] / → [Level Selection]

Game Options

↔ [Main Menu]

Game-Over Screen

→ [Save] → [Load] → [Main Menu]

Success Screen

→ [Save] → [Load] → [Main Menu]

Players Discretion Advised Screen

When starting the game, the first screen a player will see is a warning sign reading: "Players discretion is advised" in big capital letters. Underneath it asks the player, if he wants to escape this political correctness. Two dialog option underneath, one reads "Yes" and will start the game after a pig grunting sound has finished playing. The other bottom reads "No" and will switch to the game closing screen. At the bottom of the screen a row of symbols warn the player of explicit content: sex & nudity, violence & gore, profanity, alcohol/drugs/smoking, frightening/intense scenes and political incorrectness.

Loading Screen

The game loading screen has a little loading bar in its center, that is loading, the bar is moving from left to right. The title reads game loading.

Game Closing Screen

The game closing screen has a little loading bar in its center, that is unloading, the bar is moving from right to left. The title reads game closing. Upon finishing unloading, the game will exit. The purpose of this screen is to show that the game will indeed close.

Weapons

There are no weapons in this game apart from the phasers that shoot down incoming meteoroids and debris. There is no recoil only a little reload-phase in-between salves. Normally they shoot automatically. The shots have a little inaccuracy. The further the projectile have to travel to hit its target the more penetrating power is lost.

The defensive missiles launched from mars ice harbor can be intercepted by the phasers but doing so will end the game as a loose. The missiles will tear the space ship apart, when they hit, however this will save the harbor.

Musical Scores and Sound Effects

Music

Similar to the music of 65daysofstatic, the style should be instrumental post-rock with heavy influences from electronic, drum'n'bass, techno and glitch. The musical score should have a dramatic build up all the way through till the very end. As the game progresses and the time runs out, so should the speed of the music accelerate, this should stress out the player even more. The absent of vocals should underline the captains loneliness. Spacious atmospheric parts highlight the isolated atmosphere. Violent glitches get more frequently towards the end and cause longer periods of music absence; this represents the falling apart space ship. E-guitars and dirty synthesizer add the futuristic touch.

Sample music:

65daysofstatic: Drove Through Ghosts to Get Here (dramatic build up) [Sound Cloud Link](#)

65daysofstatic: Supermoon (spacious) [Sound Cloud Link](#)

Jack Chudnow: Shona (futuristic - dirty synthesizer) [Sound Cloud Link](#)

In the scene when the sex doll approaches the captain flirtatiously the music changes to a very classical romantic vibe.

Sample music:

Wham!: Careless Whisper (romantic) [Youtube Link](#)

Sound Design

Realistic sounding sounds are used. Some futuristic machinery has some retro arcade touch to it. The voices of the board computers are a bit electronic but do carry emotion. Michelle Blanche has a French accent, unlike the man on mars who have a Texan wild western accent.

Appendix

Appendix Dialogs

*Michelle with L.O.L.I.T.A., Michelle soliloquizes, Michelle with the Sex Doll, Michelle with Mars Ice Harbor Space Port control tower, Michelle with an **old friend***

Appendix Messages

Warning messages, L.O.L.I.T.A. concerns, radio and TV Broadcasts

Appendix Interior

Metal walls, glass walls, metal doors, glass doors, metal floor, glass floor, transits

Appendix Objects

Machinery, tools, crates, boxes, barrels, cans, debris, chairs,

Object	Bukkake-to-go-machine
Size WxDxH in cm	105(w)x82(d)x185(h)
Weight <i>in kg</i>	325
Friction	Very High
Toughness	200
Dangerous	Yes
Sharp	No
Flammable	No
Charged	No
Conductive	Yes
On Death	Spawn: Iron Frame and Glass Shards
Description	Like a Drink Dispenser but with Bukkake

Appendix Collectables

Health packs, glass shards, dildos

Collectable	Health pack
Size WxDxH in cm	105(w)x82(d)x185(h)
Weight <i>in kg</i>	325
Friction	Very Low
Toughness	150
Dangerous	No
Sharp	No

Flammable	Yes
Charged	No
Conductive	No
On Death	Nothing
Description	Restores some health to the captain.

Appendix Equipment (Easter Eggs)

Pig nose, pig tail, pig ears

Appendix Separatist Feminism

“Separatist feminism is a form of radical feminism that holds that opposition to patriarchy is best done through focusing exclusively on women and girls. Some separatist feminists believe that men cannot make positive contributions to the feminist movement and that even well-intentioned men replicate the dynamics of patriarchy.” (Wikipedia, 2016)

“The proportion of men must be reduced to and maintained at approximately 10% of the human race.” (Sally Miller Gearhart, in The Future – If There Is One – Is Female)

“If life is to survive on this planet, there must be a decontamination of the Earth. I think this will be accompanied by an evolutionary process that will result in a drastic reduction of the population of males.” (Mary Daly)

“I do want to be able to explain to a 9-year-old boy in terms he will understand why I think it’s OK for girls to wear shirts that revel in their superiority over boys.” (Treena Shapiro)