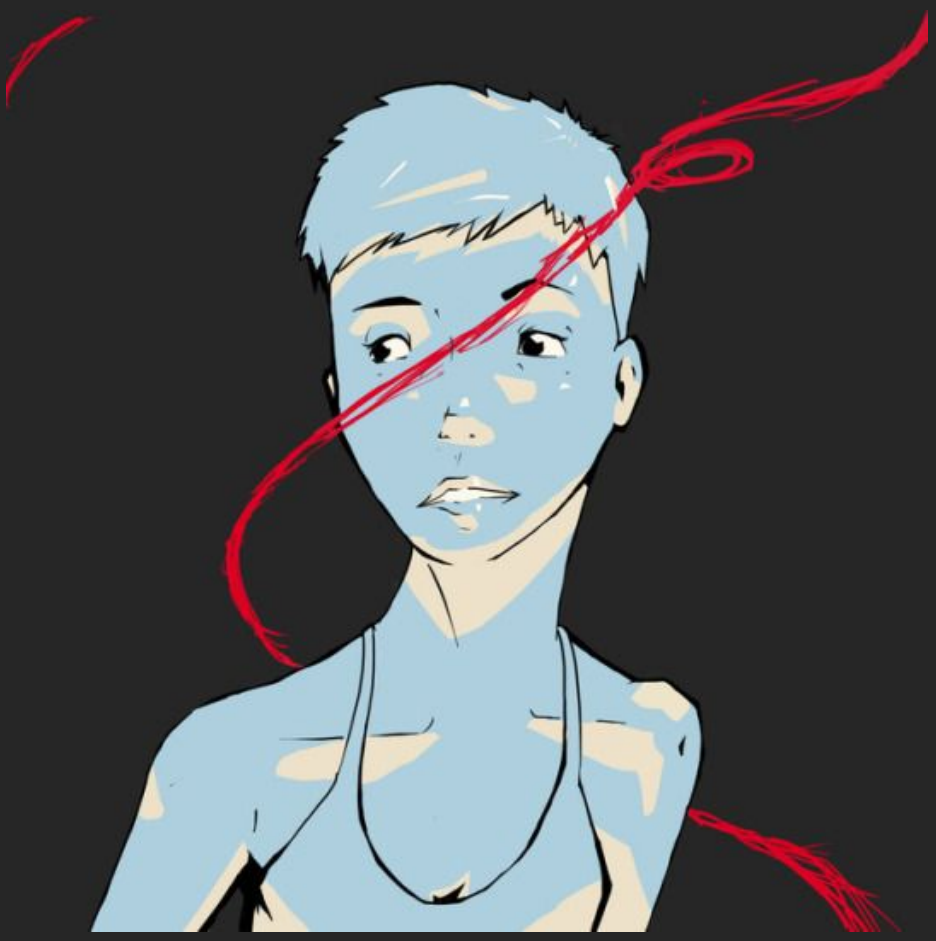
ADA



Created by Jessica and Luiz

For PC

Ship Date: When Lula gets arrested (tomorrow)

Target audience: Male/Female 15+

Single player strategy

Contact info maybe

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Glossary

DOMAIN

A domain is a critical portion of the grid that can belong to either the player or the opponent. The player and the opponent can only deploy a process within their respective domain.

FUNCTION

A function is set of subroutines. Functions can call other functions to be executed in their row of subroutines.

GRID

A grid is made up of cells. Free cells can withhold a single process. Blocked cells can either block a process's path or destroy it, depending on its type (see traps). A cell can be part of a domain or not.

LEVEL

A level is a sequence of runs that converge to a unique, major goal.

MODE

A game mode determines the style the player must employ to achieve the goal of the current run. Modes are divided in Annihilation, King of the Hill, Capture the Flag and Domain Drop.

PROCESS

A process is the a program deployed onto the grid and executing its subroutines.

PROGRAM

A program is a set of sequential functions and subroutines organized by the player to be deployed onto the grid as a process.

RUN

Each run contains a goal to be achieved by the player. The goal can be achieved by assembling programs and deploying them as processes onto the grid. The goal is determined according to the game mode.

SUBROUTINE

A subroutine is an action to be included in a program and then be performed by its process. Subroutines are divided into movement, attack, defense, flow and multiplication.

TRAP

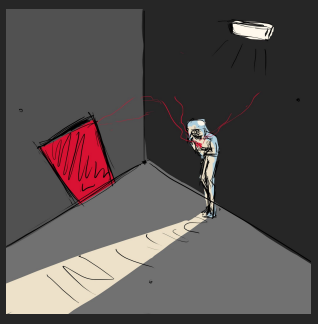
A trap is an object to be deployed by a process on a free cell of the grid to cause damage to the opponent's processes or block their path.

Fundamentals

1. Two processes cannot occupy the same cell.
2. If two processes are to occupy the same cell, a collision happens and both processes are immediately killed.
3. Whenever a process tries to escape the grid, it is killed.
4. A player can only deploy her processes inside her domain.
5. A player can kill one of her own processes at any time
6. A player loses the run if her domain is lost.

Game Overview

GAME STORY



The year is 2077 and freelance hacker Ada Turim has just closed up a bank syphoning raid with her small team - HEAD - when a strange signal arrives at her terminal. The source is unknown, but the message is clear: “저좀도와주세요”. Ada meets Joon-ki (종기), a Korean political prisoner who’s being held in a top-security cybernetic prison and needs her help to escape.

Ada has to travel through cybernetic gateways, infiltrate private and governmental systems and fight powerful AI to uncover the mystery behind Joon-ki’s imprisonment and find a way to release him.

Ada suspects something is off with Joon-ki’s story, but only in the end it is revealed to her that Joon-ki is

. Ada discovers that she

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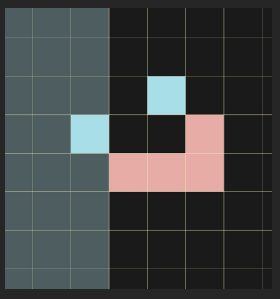
GAME PLAY

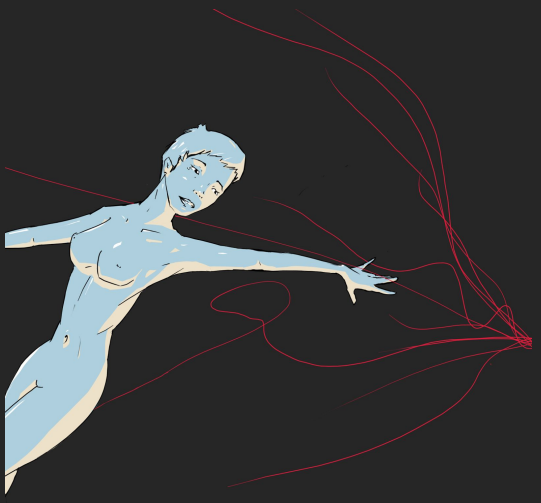


In **ADA**, the player takes the role of Ada Turim trying to get Joon-ki out of the prison complex by invading a multitude of systems each level - i.e. hacking automated cameras, unlocking doors, hacking bank accounts etc. Each run corresponds to a security system to be cracked and by solving a multitasking movement-programming puzzle.

Game play is separated into the assembly of programs, composed of subroutines, which will then be deployed in a 2D grid, then becoming a process occupying one cell of the grid. A process cannot be altered after being deployed and can move across the grid and perform its subroutines sequentially in a fixed clock frequency - each clock tick represents an atomic time unit in which all subroutines in the grid are executed simultaneously. After each run, the player will then be exposed to a cutscene which shows the consequences of the run in Ada’s perspective moving the plot forward.

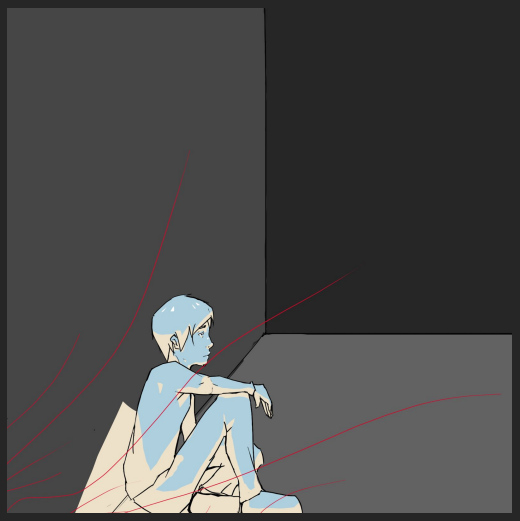
Characters

Ada Turim



The player character taking the role of a seemingly unattached hacker tied to many important operations that made her reputation rise considerably. As one of the four members of HEAD, Ada performs brilliantly, proving her potential of toying with strong political forces with sleight of hand. However, the game story begins with a failed mission along with HEAD being aggressively dismantled. It is the first considerable blow to Ada's confidence as she urges to retrieve the reputation she lost at almost any cost. Ada's inquisitiveness brings her to find Joon-ki in the struggle to unveil the mystery behind this newly discovered conspiracy by herself. While a part of her wants to remain detached of the situation, she actually ends up caring about Joon-ki's fate. And sees herself gradually losing grasp of her own feelings along with what happens throughout the story as it develops.

Joon-ki (중기)



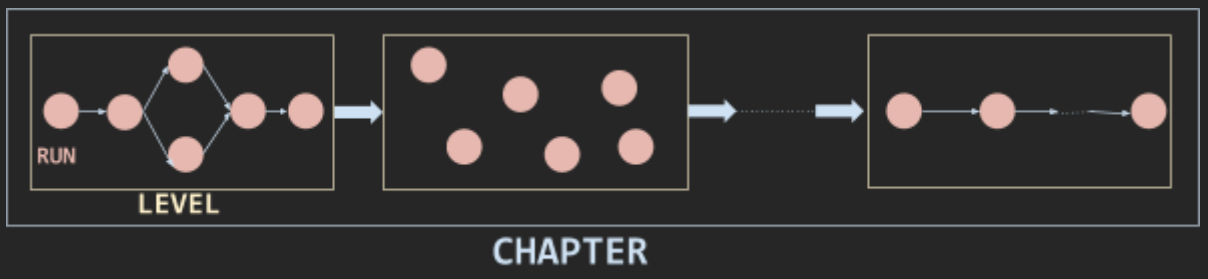
Who is Joon-ki? This is the question that plagues Ada from the start. A mysterious and intriguing character, whose personality swings between an introspective and melancholic nihilist and a grounded and objective materialist. Ada cannot know which façade of Joon-ki is the real one: the naïve and scared prisoner, the cultured philosopher or the impatient realist.

It is not only Joon-ki's knowledge that fascinates and intrigues Ada. The more she learns about Joon-ki, the further away she gets from truly understanding this complicated and multi-layered character.

Game play

STORY FLOW

The game is divided into chapters, oriented by the plot. Each chapter is divided into levels, which represent minor plot progression points. Each level is then divided into runs. A level can contain a single or multiple runs. Runs can be executed sequentially or randomly, according to the player's wishes. This choice, however, depends on how the plot for the level is structured.



Static comic-book style art will be inserted between levels and chapters to expose the plot. Between runs only a briefing will be given. There will be no cutscenes or motion pictures.

The gameplay is story-driven, following a linear plot that engages the player to discover more about Ada and Joon-ki, as well as develop their relationship. The plot also seeks to explore philosophical themes surrounding humanity, machinery and artificial intelligence.

RUNS

Each run is composed of a fixed-size grid, divided into two domains, Ada's and the opponent's, as well as free cells that don't belong to either domain.

The player can pause the run at any time and enter the program assembly overlay screen, where she can drag and drop subroutines and functions into a new program to be executed sequentially. The player can then deploy the program as a process on a cell inside her domain on the grid. A deployed process will execute.

A run is defined by a mode and has its particular goal. Once the goal is reached, the run is closed successfully and the player can access more runs, levels or chapters.

World

THE DYSTOPIAN 2077

The information about the world given to the player will be deliberately limited. The world has become a dystopian society where technology and information have reached levels never seen before, especially in the fields of robotics, artificial intelligence and communications. The player's point of view is Ada's room and her view of the place where Joon-ki is in. Other places within the world will be mentioned with only the necessary information for the player at the moment. The player will know that hackers are criminals that can be very dangerous and zealous over their reputation as they are activists against some kind of political force that rules the world. This is a strong motivation for Ada to try freeing Joon-ki on her own.

JOON-KI'S PREDICAMENT

Ada finds out this secret political prison where Joon-ki is being held. Not much information is given over that, but she sees the potential positive impact that discovery could have over her reputation. What kind of political prisoners are there is not relevant to Ada, the idea is that hacktivists are usually against this kind of practice and she takes action in respect to that - and her reputation, mainly.

HEAD

In the dystopian 2077, hackers are considered an elite class. Ada's group known as HEAD, although small, spreads its influence all around the globe. It is hard to pinpoint exactly, however, where HEAD's hand is present. Did they really topple a foreign authoritarian government? Did they really expose the corruption scandal of the world's strongest political leader? Were they involved in the failed missile launch that was supposed to wipe out an entire country? Reality and fantasy walk together in HEAD's history, creating the image of a strong, fearful and secretive society of hackers capable of tipping the scales anywhere, at any time, at any cost.

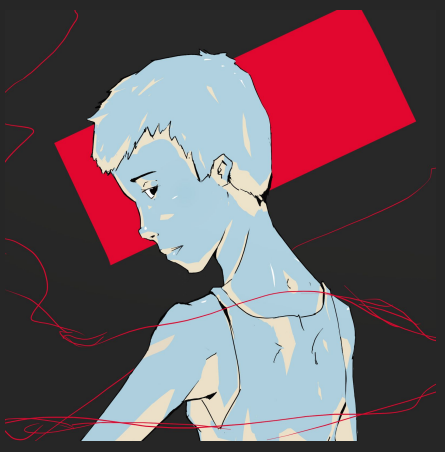
Experience

THEME AND MOOD

The main focus of the plot is around the two characters and their relationship with each other. Information about the world is gradually given to the player, but not all questions are answered by following a quasi-lovecraftian theme over the impossibility of attaining ultimate knowledge. Inside the thriller, the goal is to develop an ambiguous relation between the characters and their environment where suspicions are continuously present but trust is in fact necessary for both of them to thrive in their goals. Their bond starts strengthening in a fast pace.

In the process of unveiling of the mystery over Joon-ki's prison, Ada grasps some conflicting intel and starts to suspect none of that is actually real. Feeling some kind of compassion for Ada, Joon-ki discloses what is actually being done turning the table over Ada's convictions of the view she has on her life and on her own job.

AESTHETICS



In regard to the harmony between gameplay, image and sound, we propose the usage of a limited color palette and a minimalist soundtrack that immerse the player in the experience of the game. Sound should convey a soft digital ambiance with some dissonance while the imagery is slightly resembling modern comic-book art. The characters should be in light-blue color and their shadows in light-yellow with a greater value to accentuate the surreal ambiance the game has. While Ada interacts with Joon-Ki, we propose a red string-like immaterial object connecting them.

Mechanics

STARTING A RUN

Once the player has loaded a “stage” (aka a run), after being given the necessary information about the goal, the game mode and the obstacles, the player can go into the ASSEMBLY screen. The assembly screen can be accessed at any time by the player.

PROGRAM ASSEMBLY

The player can assemble programs to be used on a run by stacking functions and subroutines on top of each other. The player can also assemble functions in a similar manner. The amount of functions and subroutines to be stacked is unlimited. The player can also control the flow of the program by using flow-type subroutines (loops, if-statements and so on).

PROCESS DEPLOYMENT

Once the player has assembled a program, she can deploy it as a process onto the grid inside her domain. Once the process has been deployed, it will sequentially execute the subroutines defined in the ASSEMBLY overlay by the player.

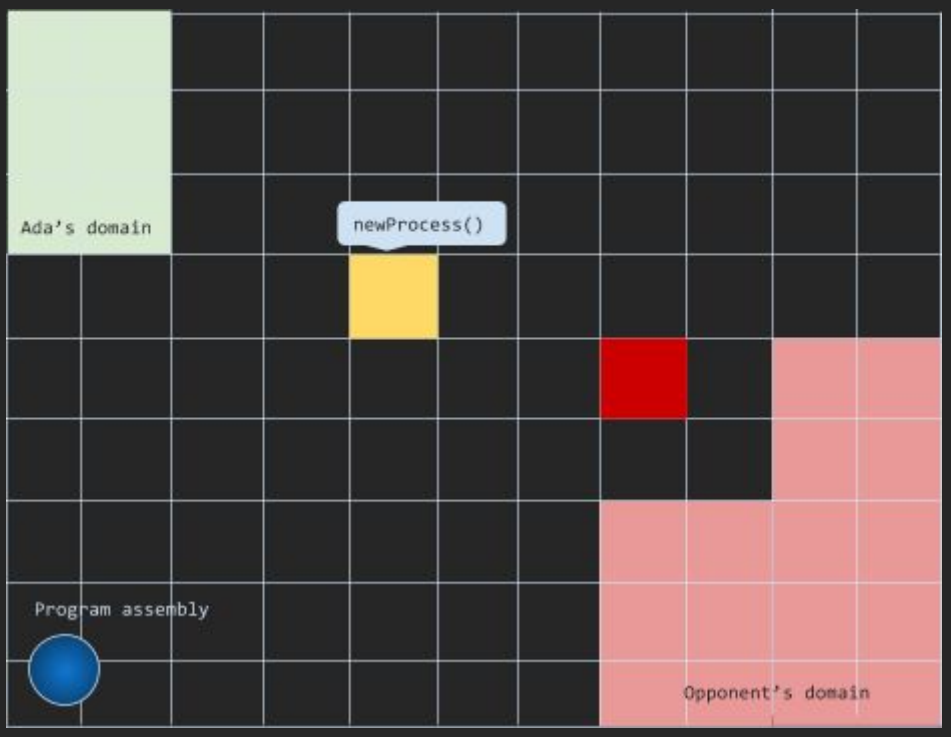
MANAGING A RUN

The player can choose to pause the game and assemble more programs and deploy more processes whenever she would like. The game has three different speeds. The player can also choose to kill one of her processes from the grid whenever she wishes.

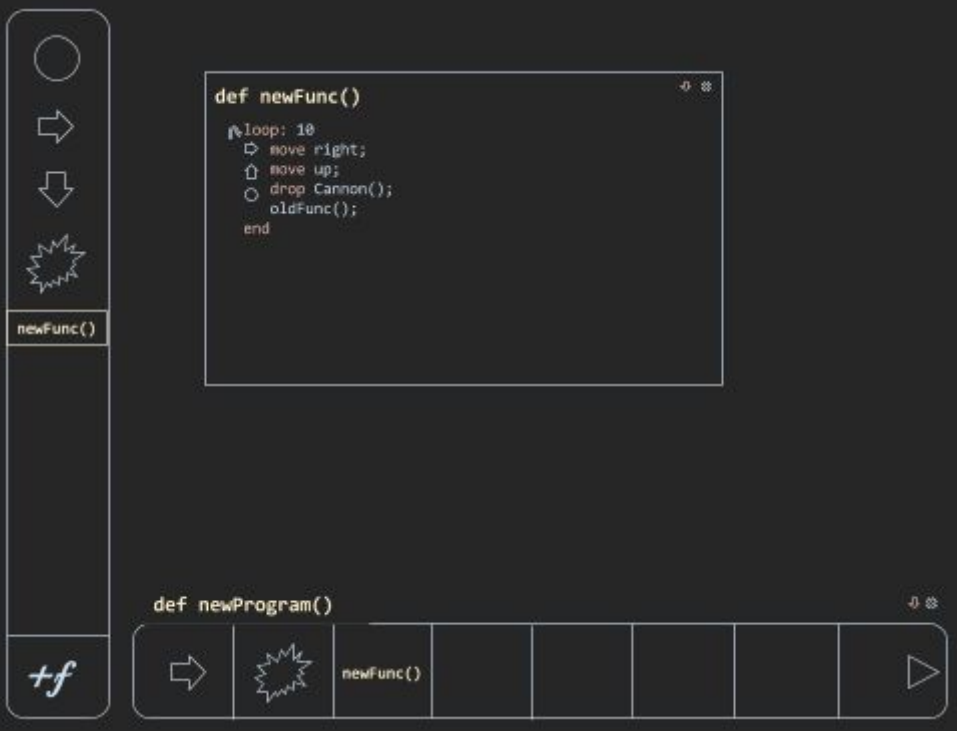
WINNING A RUN

To win a run, the player must accomplish the goal of the run. The goal is set at the beginning and it depends on the game mode. If the run succeeds, the player moves forward in the plot. If the run fails, the player has the option to retry it or to choose another run should she have this option.

Interface



Basic grid layout. The interface the player sees during a run.



Program assembly overlay. The grid is still visible behind it.

Adversities

> There are no enemies in ADA. The adversities in the game are represented by the obstacles Ada must overcome to reach her goal in each run.

> Since each run represents a system to be accessed, cracked, explored, controlled or destroyed, the obstacles in each run are represented by that particular system's defenses.

> A system's defenses are sequential programs deployed onto the grid as processes - just like Ada's own processes. They can contain the same subroutines available to Ada throughout the game.

> Stronger and more complex systems toward the end of the game can have more sophisticated defense mechanisms outside of Ada's available subroutines, demanding the player to rethink her strategy.

> The complexity of a system's defense strategy ranges from simple, pre-programmed deployment of processes to play style-based approaches, in which the system analyzes the player's strategy during a run and adapts its own play style to defeat the player.

Bonus Materials

Throughout the game the player has the opportunity to unlock expanded lore by executing specific actions during a run. These actions are not always known to the player, requiring a certain level of creativity and skill on the player's part to find these items. Ways to unlock optional lore items range from accessing specific, secret or heavily-secured access points in the opponent's domain, accessing a system under a given time limit or using a specific strategy during a run.

The rewards claimed by the player who finds these optional items during a run include documents, photographs, memory fragments or optional dialogue between the characters, expanding upon the known lore and plot of the main game.