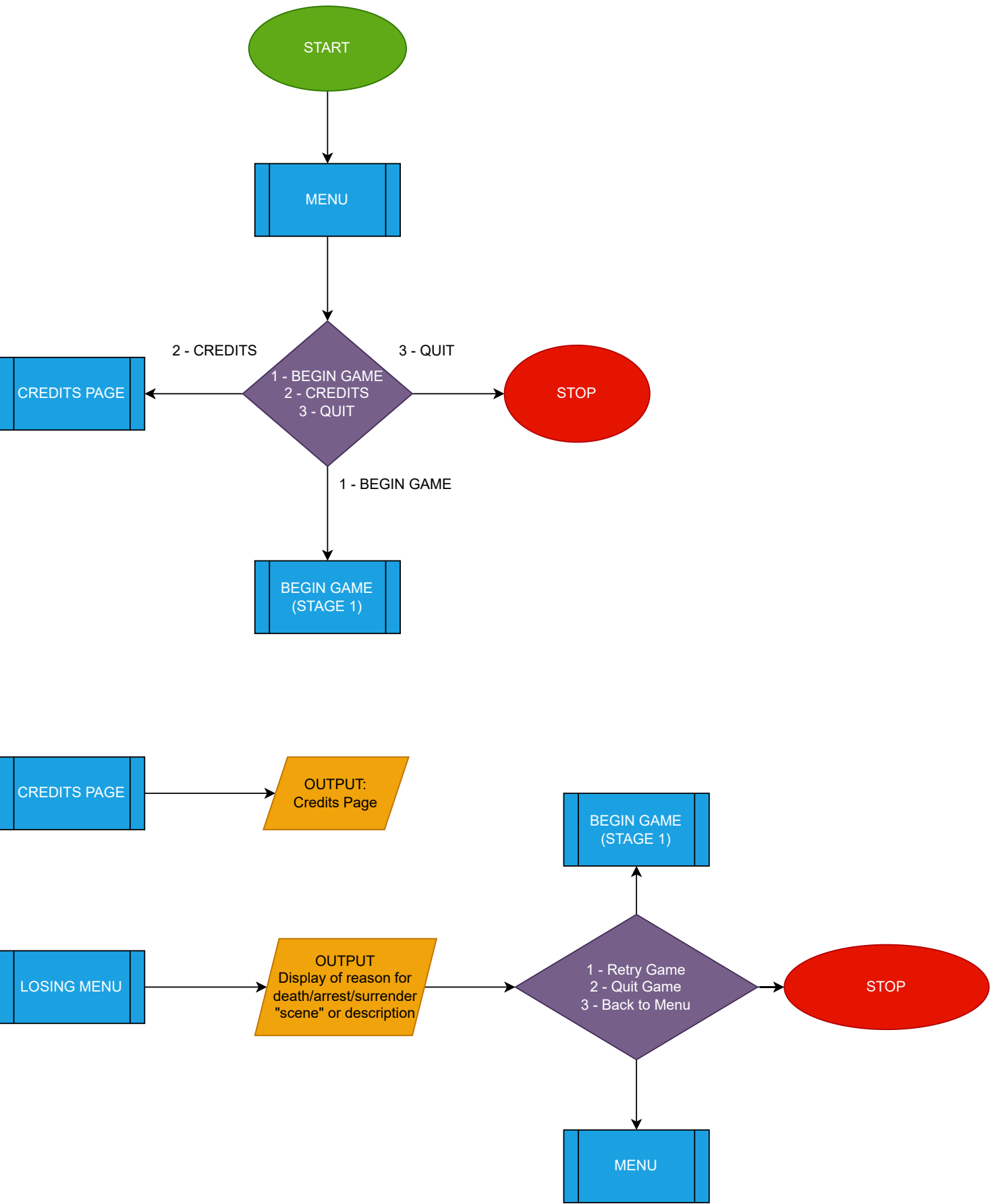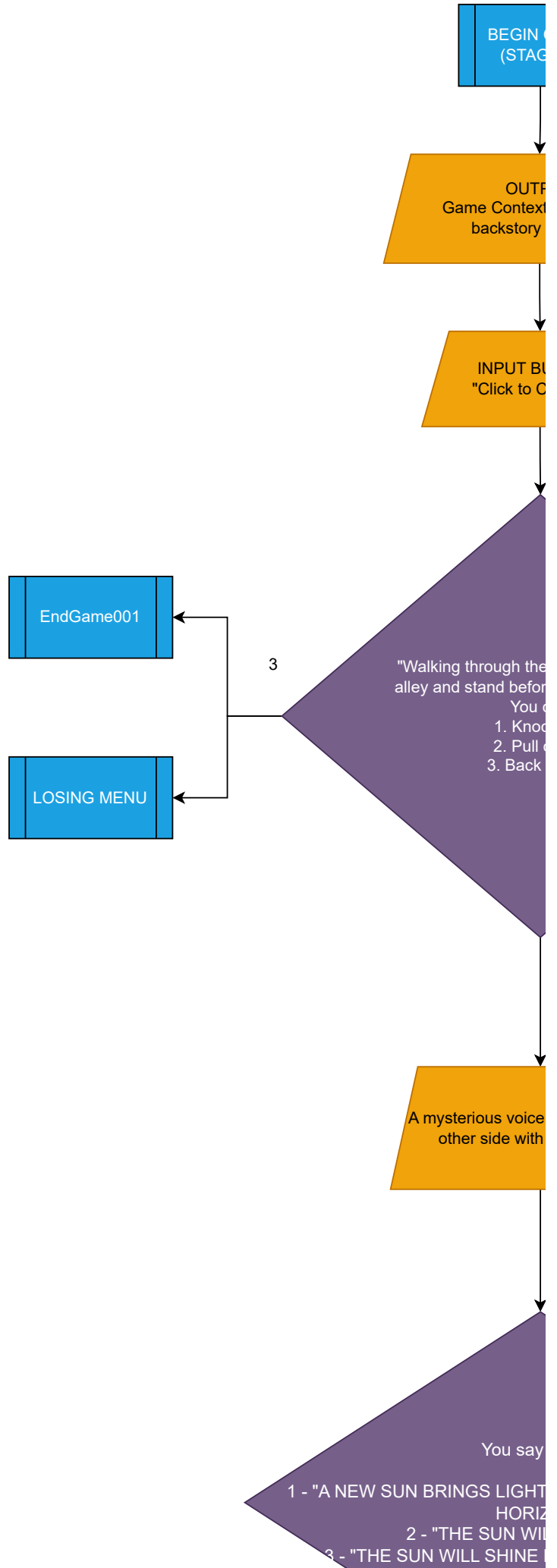# Game Brief:

As you look into this flowchart, I recommend you also take a look into the brief documentation which gives a better backstory and overall specifications about the game and it's story

StrikeThrough text symbolises that the desired feature was not fully acomplished and was either removed or given up on I decided to leave it in to not change much of the original flowchart but also make sure that the flowchart is fully accurate to the fully finalised game.

START

MENU

2 - CREDITS

3 - QUIT

CREDITS PAGE

1 - BEGIN GAME
2 - CREDITS
3 - QUIT

STOP

1 - BEGIN GAME

BEGIN GAME
(STAGE 1)

CREDITS PAGE

OUTPUT:
Credits Page

BEGIN GAME
(STAGE 1)

LOSING MENU

OUTPUT
Display of reason for
death/arrest/surrender
"scene" or description

1 - Retry Game
2 - Quit Game
3 - Back to Menu

STOP

MENU

BEGIN (
(STAG

OUTF
Game Context
backstory

INPUT BU
"Click to C

EndGame001

3

"Walking through the
alley and stand befor
You
1. Knoc
2. Pull
3. Back

LOSING MENU

A mysterious voice
other side with

You say

1 - "A NEW SUN BRINGS LIGHT
HORIZ
2 - "THE SUN WIL
3 - "THE SUN WILL SHINE

PUT
t with a brief
for Riko.

UTTON:
Continue"

e market, You reach a back
re a metal heavy door shut.
choose to:"
ck at the door
out passcode
away and quit

1

2

OUTPUT
"You forget so easily, password is:
'The Sun will rise again' "

1. Immediately destroy chip
2. Throw the chip away

2

"A by
you th
you

1

OUTPUT/INPUT
Knock at the door

e echoes from the
"Passcode?"

y either:

1 and 3

T AND WARMTH BEYOND THE
ZON"
LL RISE AGAIN"
BRIGHTER TOMORROW"

OUTPUT
The door creaks open slowly, before you can react, a sharp
pierces through your chest—a silenced gunshot. As your limp
ground, darkness creeping in, the figure's voice pierces throug
traitors, scum!" Those final words echo in your fading consci
your last breath.

, excruciating pain
body collapses to the
: "We do not deal with
ousness as you draw

EndGame001 → OUTPUT
"You have given up on the heist"

EndGame002 → OUTPUT
"You have been kicked out of the store, Heist is no longer!"
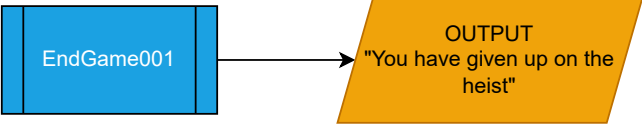
OUTP
The figure opens the door slo
disappearing into another door.
with many different aisles, ea
perfectly lined up cybernetic g
weaponry, The ve

You cho
1 - Greet
2 - Ignore vendor

OUTP
You and the vendor do some
old days as partners and yo
suppl
Gearset 1: NanoGrips, Ar
Wrec
Gearset 2: RedX Jammer, So

You cho
1 - Gea
2 - Gea

2
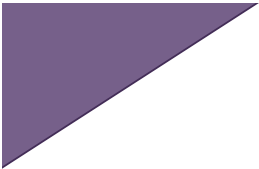
OUTPUT
...owly and steps away before
... As you enter, you are striken
...ach lined up with dozens of
...gadgets, hacking tools, and
...endor greets you.

...oose to:
...t vendor
... and look around

1

OUTPUT
As you ignore the vendor, he turns to you and
asks what you are doing thinking it was a joke

...Still choose to Ignore the vendor a...
reach the supplies a...
2 - Ask for his forgiveness and explai...
then ask for suppli...
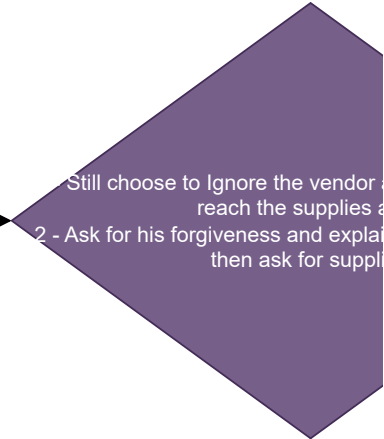
OUTPUT
...e small talk about your good
...ou ask to go check out the
...lies:
...nti-Gravity Boots, Drone
...cker.
...onic Scanner, EMP Grenade

...oose:
...arset 1
...arset 2

and walk past him
aisle
in you had a bad day.
ies

OUTPUT
The vendor gets fed up of your attitude in his store and kicks you out, rendering you unable to complete the heist

EndGame002

LOSING MENU

Numpad

OUTPUT
Numpad pass wrong

wrong

Gearset 1

CHECKPOINT

Start by gate:
1- Gate 1
2 - Gate 2

Numpad

Able to open g

HEIST START
(STAGE 2)

From this stage forward, the entirety of
the game will depend solely on the
gearset you have selected

ate?

No

OUTPUT
"You were

Arrested End
Game

Confirm?

No

Yes

OUTF...
You go home and start...
physically prepared f...
wish to reflect on how t...
(You have little to no i...

1 - Go to...
2 - Reflect...

HEIST S...
(STAG...

Gearset 1

This gearset is unable to make Riko survive the heist meaning whatever gate and whatever option you select in either will get Riko Killed

Death End Game

No

Yes

Confirm?

...PUT
...ts to get mentally and
...for the heist, do you
...to go about the heist?
...intel about the Vault)

...o Heist
...t on Heist

2

"Tomorrow I must be at the top of my game in all aspects of it! I will make it!"

1 - Go to heist
2 - Reflect further on heist

2

"My Agility, Inteligence, Skills a... experience will help, Am I really re...

1

...START
...GE 2)

1

HEIST START
(STAGE 2)

nd
eady?

1 - Hell Yeah! (GO TO HEIST)
2 - Maybe this whole thing is a bad idea?
(GIVE UP ON HEIST)

2

1

EndGame001

DEATH MENU

HEIST START
(STAGE 2)

Death End Game

OUTPUT
"You died"
and how the beast killed you
depending on choices

Mistake when killing beast

many chambers
has a beast

Arrested End
Game

OUTPUT
"You were
apprehended!"

No

Numpad right

rs, chamber 1 and 2 are fillers while chamber
ast with one of needed components inside

Success killing beast

OUTPUT
Move onto next gate

Able to open gate?

Yes

OUTPOUT
Gate is open, enter and look for
microchip to end the game

Good End Game

Yes

OUTPO
Gate is open, ente
microchip to go

Numpa

Numpad right

many chambers, chamber 1 and
has a beast with one of nee

Good End

apprehended!"

Game

OUTPUT
er and look for
o next gate

ad

Numpad wrong

OUTPUT
Numpad pass wrong

Mistake when killing beast

2 are fillers while chamber
ded components inside

OUTPUT
"You died"
and how the beast killed you
depending on choices

Death End Game

Success killing beast

Game