**Project: H.A.L.F.**

H.A.L.F. – Humanoid Artificial Life Form

1. **Story**

The story begins with the main character waking up in the abandoned laboratory. He doesn’t know where he is, he doesn’t know who he is and why he cannot say a word. He wakes up in the tank with the inscription “H.A.L.F.” on it. After that, he tries to find a living soul which could answer at least one of his many questions. There is no one around him. The lab seems to be in good condition. He finds some notes about project H.A.L.F. but nothing about this project is explained there. After checking out the lab, he finds an elevator and tries to use it, but it seems like he can access only one floor. This is where his journey to freedom begins.

The character is investigating each floor he can access finding out that in this complex, people tried to make artificial life forms by mixing animal DNA with some kind of virus. On the upper floors, he finds trails of blood and encounters mutants that attack him. According to the notes he finds, the experiments were quite successful, and the scientists decided to go a step further and planned to make an artificial human. He finds out that the project H.A.L.F. stands for Humanoid Artificial Life Form and that makes him frightened about what he might be. He knows that he can’t stay at the complex with the mutants escaped so he must try to get to the highest floor where the exit should be.

* 1. **World**

The environment in the game will be laboratory-like. Each level will be slightly different, with new elements to keep the feeling that it is still the same complex, but each floor is designed for different research/experiments, for example, one floor may look like an office where all the paperwork takes place and the other one is terrestrial-like where the mutants were tested in the natural habitat.

* 1. **Communication**

In addition to scientists’ notes found in the game, the player will learn about the game world from text boxes being thoughts of the main character. It will be explained as he did not develop a mouth before he left the tank.

1. **Target platforms**

The game is a single player 3D first person shooter with an element of puzzles directed towards PC platform.

1. **Gameplay**

**3.1. Core mechanics**

Shooting – Main mechanic of FPS. Ammunition in the guns will be limited but player will be able to carry unlimited amount of additional ammunition.

Looting – The player will be able to loot dead human bodies to collect ammunition, guns, meds and items that will let him enter the upper floors.

Puzzles/repairs – On some floors the player will find out that his way is blocked because some elements were destroyed by the mutants. To move further he will have repair them or find keys/codes and unlock the way up.