PROJECT Celestial Freezing

Celestial Freezing Outline

**Genre** – Choose Your Own Adventure

**Synopsis** – The player is responsible for nuclear devastation on the Earth and is captured by a peacekeeping organization conducting interventions to fix their wrongdoing by restarting nuclear power plants across the nation.

**Gameplay**- In this completely text-based, story-driven, game, the player will investigate multiple towns with a team of four members to learn as much as they can before infiltrating the nuclear power plant to restart it. With the buddy system, the player has to pick a partner to explore the towns with who can positively or negatively influence conversations based on their personality. Depending on the player’s choices of certain dialogue options, it can influence and unlock conversation routes, trigger new events, dictate the flow of the infiltration mission, and change the game's ending. Each partner has a respect meter consisting of five levels with the player. Depending on how the player interacts with their partners, they can raise or lower the level which can influence events in the game. The more information gathered prior to an infiltration mission, the higher the chance of success there will be meaning team members have a lower chance of getting hurt or dying. If a team member dies during a mission, the story continues without them meaning the player loses out on that branch of the story and ending. The player’s input matters greatly as it guides them through the multiple branching stories that exist.

**Developer Goal** – To make an all-text-based, story-driven, choose-your-own-adventure-style game with multiple endings that utilize an inventory system, and a shop system, and can remember the choices that the player makes to distinguish what route and ending to follow.

**Story**

**Background**

In order to protect the nation from nuclear war and complete devastation, the player made the decision to counter act multiple nuclear missiles by redirecting their flight path into space to explode. However, the intense radioactive explosions destroyed the large parts of the Earth’s ozone layer around the world which created a radioactive barrier that prevented the sun’s heat from getting through causing the planet to reach unnaturally cold temperatures. As the earth’s temperature continued to drop, so did some of the radiation replacing the ozone layer in the form of beautiful illuminating lights that flowed throughout Earth. These miraculous lights were referred to as ‘The Wings of Icarus’ and inspired hope for survivors around the world. Unfortunately, the radioactive ice age got worse, devastating the lands killing millions of people and those lucky enough to survive suffered various kinds of mutations from the Wings of Icarus and were referred to as ‘The Altered’. Although not enough research has been done to understand what caused the Wings of Icarus or its’ effects, there are rumors that feathers consisting of pure cosmic energy also fell during the incident as shooting stars and if obtained by the right person, they’ll be able to evolve to the next stage of human evolution, a Sovereigntist, and have the Universe listen to their greatest desire.

**Organizations**

There are three main organizations that exist: Gaia’s Advocates, The Military, H.U.N.T.R – Humanity’s Union for its Next Return.

Gaia’s Advocates is a peace keeping organization with the goal of restoring the Earth to its previous state by enacting Plan PHENOIX: by connecting radioactive filtration systems to nuclear power plants near areas where the explosions initially happened allowing the plants to siphon the loose radiation in as energy to heat the surrounding area and release pure oxygen and the necessary components needed to repair the ozone layer. The advocates of Gaia believe that the Wings of Icarus incident was a sign from the Earth, Gaia, that it wanted to save the human life that remained by blessing its inhabitants one last time before going into hibernation, so it’s the responsibility of those who are still alive to restore the planet as thanks and be rewarded with the continuous of humanity. Those with and without Altered abilities are part of the organization and work together around the world to achieve the goal of global restoration and peace on Earth. However, being met with violent resistance by other organizations, to defend themselves they use their Altered abilities and what very little weapons and resources they have to complete their mission.

The Military acts as a protective detail around areas of interest: certain towns, nuclear power plants. Realistically, it’s the national guard. Their primary goal is to maintain the situation, more so, ensure it doesn’t get any worse by unauthorized outside influences such as Gaia’s Advocates and H.U.N.T.R. The military consist of primarily humans and very few Altered who are either hiding their abilities or are part of a secret combat unit.

H.U.N.T.R, also known as Humanity’s Union for its Next Return, is a violent extremist group claiming to be protecting the remaining humans from the Altered who are using their mutations to suppress the remaining humans in order to take over. In order to survive, they attacked normal humans, the Altered, and the military for their resources and only share to perpetuate the idea that what the do is for the continuance of humanity. They filter their attacks by prefacing a question as a test to see if whoever they’re talking to is a potential target: “Are you a part of the hunt?” If they don’t respond with “The prey is, but what the Hunter does is art.”, then they know they can attack them.

**Game Mechanics & Systems**

**The Buddy System** – Since the player can’t be trusted, they are required to have a member of the team they are on with them at all times when exploring a level. Depending on the member accompanying the player dialogue with the townspeople will be influenced in a positive or negative manner. The player can return to the Town square/ Hub area to speak with other members and switch partners to change dialogue options with the townspeople. The player will have their choice from the following:

\*Key: (+) = Positive Attribute, (-) = Negative Attribute, (+/-) = Neutral Attribute/ At Player’s Discretion

* Camille
  + (Neutral) – Due to her stoic demeanor she does not add to the conversation often.
  + Focused on completing the mission. Personally afflicted by the ozone explosion. Lost her family and has a minor mutation. Doesn’t give too much personal information or talks much unless it pertains to their mission. Functions in accordance with the mission rather than her own desires. (+/-)
  + Will be discriminated against based on appearance.
    - \*Because of minor mutation or appearance alluding to their destroyed home of origin. (+/-)
  + Not focused on generating the plan or its details. Tell her what to do and she’ll do it. (+/-)
  + Doesn’t like passivity when it comes to serving their purpose. (+/-)
* Leo
  + (Positive) – Having a much more open personality and being an empathetic person, he is much more suited to conversing with most people. He will often suggest you aid townspeople by giving them items that could help them to gain their trust.
  + Laid back, slightly passive/ care free when it comes to completing the mission.
    - Understands the importance of their actions and how it effects the world, very caring and altruistic. (+)
  + Is focused on everyone’s survival and has a conservative approach to plans. (+)
  + Willing to open up about past, give insight to other members of Gaia’s Advocates, and give supportive non-aggressive hints/ suggestions when interacting with people. (+)
  + Doesn’t like completely aggressive plans or combative/ aggressive people. (+/-)
* Julian
  + (Mixed) - His split personality and fascination with technology can make it difficult for him to relate well with others. Speaking with other technicians benefits the players, but not often with most regular townspeople
  + Split personality, an aggressive side can be activated based on dialogue options or certain locations they are brought to. (+/-)
  + Quirky? Very jittery. (+/-)
  + Focused on the technical aspect of the mission. (+)
    - \*Whether the player actually needs the items/ tools is up to the player.
  + Doesn’t like being pressured. If constant aggressive options are picked in conversation with him or around him it could cause Julian to become unstable bringing out his other personality which can pose a risk to the mission during an infiltration and player by starting a battle. (-)
* Alistair
  + (Negative) – Reeking of condescension and superiority, his loathing of humanity makes it difficult to extract information from others, but if the conversation can be focused on everyone agreeing the planet needs to be saved useful information can be obtained.
  + Prideful, can be seen as overconfident in their position on the team as the tactician, and over values themselves a lot. Very condescending and doesn’t believe humanity deserves the second chance they are providing through their actions. Something about them gives off the impression they aren’t human, but something greater outside of their boisterous self-claims. (-)
  + Their personality makes it difficult to get information out of villagers. (-)
  + Focused on completing the mission according to their plan regardless of the cost. If someone is expected to die in their forecast it doesn’t bother them. (+/-)

The player will be given a brief synopsis of the character, will have a chance to get to know each character in the first level, and will have to determine who will best suit what situation when traversing the towns and its inhabitants to get more information, complete side quest, and progress the story in the best way possible. \*More information on character specifics can be found in their individual character profile sheets.

**Respect System (Character Affinity to the Player)** – Throughout the game the player will have one-chance conversations or situations to make a choice where they can either gain or lose the respect of the team member or members involved in the scene. There are a total of five levels or respect that can be gained from the characters and depending on the level of respect each character has for you at the end of the game will influence it’s ending. Some instances of gaining a character’s respect maybe through a simple conversation and choosing the correct option while others will be meeting a certain criterion through multiple choices. As a character’s respect for you increases, so will their particular skill and dialogue options. A skill enhancement will occur at level three for all characters and can be better understood when discussed with the character at the next town. Enhanced dialogue options from character will allow the player to learn more personal information about the character and their background. If this information is utilized wisely, then the character’s respect for the player can grow. If not, then the character’s respect will fall restricting dialogue options from the lost level. If the latter occurs, it is possible to regain levels of respect if future opportunities still exist, however it will be impossible to reach a respect level of five and that character’s true ending. Throughout the game the player will be put in one-chance-only situations to possibly gain or lose the respect of the other members of the team. There are 5 levels of respect for each member of the team. The higher the respect level is more unique dialogue options will appear providing more chances to gain respect from those characters and increase their proficiency with their unique skills. The level of respect the player has with each surviving character will influence the end of the story.

**Character Skills** – Each team member has unique skills that can aid the player during the two phases of the game: the investigation phase and the infiltration phase.

* Camille: A physically enhanced Altered Human that has heightened strength, reflexes, speed, and instinct on dangerous situations. She excels in combative situations.
  + (Investigation) – Although she does not normally add to conversations, if a dangerous situation arises, she’ll quickly disarm them, incapacitate the opposition, or defend the player during the investigation stage.
  + (Infiltration) - Will desperately act to ensure the earth’s revival. Whenever a team member is in danger of being harmed during an infiltration mission, she will desperately intervene in order to protect the other members. 3 total acts will result in her death in a play through. This occurs due to the player failing to obtain enough key pieces of information during the investigation phase of the game.
* Leo: An outgoing and comforting personality whose empathy and conversational skills are useful when interacting with NPCs most of the time. He excels in communication and conflict resolution. No Altered abilities.
  + (Investigation) – He’s personality carries conversations allowing the player to get more information from people than they normally would with other team members. At the end of some conversations, he will give supportive non-aggressive hints/ suggestions when interacting with people. Although his suggestions maybe passive taking a more aggressive stance will be necessary to obtain information. He will push the dialogue or suggest dialogue options to be more sympathetic in hopes to gain the trust of others.
  + (Infiltration) – He has a sniper rifle that starts with three rounds and has a capacity of five. He can use his rifle to target enemies from long distance, but once he’s fired it will alert other enemies. If enemies exist and he no longer has ammo, they will target him in order to eliminate the biggest threat.
* Julian: A mentally enhanced Altered with a dangerous split personality that has an affinity towards technology as an engineer. In high stress situations, his combative split personality can appear causing complications during the investigation and infiltration stages if poorly managed.
  + (Investigation) - The engineer/ technician of the team. Based on the items in a shop he can tell you what single use tools he can make and how it can help during infiltration. Due to his off-putting personality, he can cause apprehension with villagers if he is with you and could prevent them from focusing on the conversation preventing you from properly progressing in the story. If the player is speaking to a mechanic or some kind of technician having Julian with them will benefit the conversation.
  + (Infiltration) – If he was given the necessary parts to create tools during the investigation stage, then he will use those tools during the mission to make things easier. Julian is necessary for completing the infiltration mission since he is the only one who can install the Radioactive Atmospheric Filtration System, R.A.F systems, at the nuclear power plants in order to complete plan phoenix. When his life is in immediate danger his split personality will intervene to preserve himself, but will attack any nearby enemies and team members.
  + (Split Personality Meter) – Julian has a split personality mechanic where the player can purposely provoke his other personality. If done correctly, the player will have the opportunity to communicate with Julian’s other personality: Silas. \*More information can be found in Julian’s character profile sheet.
* Alistair: A physically and mentally enhanced Altered who has transcended the typical human form that uses his heightened mental abilities to provide the player with an infiltration forecast, the ability to sense life and vaguely it’s intent, and in extreme circumstances provide lifesaving first aid.
  + (Investigation) – His personality makes it difficult to get information out of villagers, but when conversed with one on one, informing him of the information the player has obtained, they can suggest a plan of infiltration. The more information obtained through the village the better the possible plan. Although he isn’t the best team member to have during conversations with NPCs, he has the ability to sense their intent. Depending on what the senses can hint the player as to what can be done to speak to the NPC or which another team member would better suit the situation.
  + (Infiltration) – He has the ability to sense the number of people within the facility and their approximate locations. This can only be done once per infiltration mission. In the case where a team member is attacked and killed during the infiltration, if he is close by to them and if the mission is successful, then he will use his abilities to provide lifesaving first aid. However, he will not be usable in the next level in any capacity outside of basic conversation in order to heal.

\*Enhanced versions of each character’s skills will be in their respective character profile sheets

**Shops, Inventory, Key Items** – Each level will have a shop selling various key items necessary to complete side quest in the town, parts for Julian to make tools for infiltration, and supplies that can be used for the team. Inside of the player’s inventory is where all supplies, purchased items, key items, and money will be stored. Key items are necessary for completing side quest with villagers or gaining respect with team members. Whether they are purchased at the store or given to the player from other NPCs, the player will not be able to use these items unless it’s given to the corresponding NPC or team member. The player will have the option to sell most items in shops for various amounts. \*If possible, each item will have a basic item description which can hint the player to its usage.

**Level Design & Overview**

**Level Design**

* 5 Areas to explore per level:
  + Shop: Buy and sell items for your team and talk to the shopkeeper for information
  + Residential Area: Speak to various townspeople in their homes
  + Town square/ Common Area: Hub of town, location of introduction event, and other team members
  + Special/ Unique Area: Level Dependent
  + Outside of Nuclear Plant: Outside recon of the facility can be done, the player initiates infiltration mission here
* As option select game with no graphics, the player will select from the presented options to move from the locations in the same way they would pick dialogue options.
* The goal of the player is to gain as much information about the nuclear power plant from the town and its people prior to infiltrating. The more pieces of key information that the player obtains, the higher chance of success the team has to safely set up the R.A.F system and leave the location.
  + Side Quest: In order to obtain some pieces of key information, the player will have to interact with the townspeople in various ways by completing their side quests. This may include giving a certain item to an NPC, completing a challenge or task for an NPC, choosing the correct dialogue options to incite an event, etc. Completing side quest will not be a requirement for the player, but can make their experience more difficult or lackluster.
* 3 Main levels and 2 Transitionary levels:
  + Each main level with contain the 5 areas of exploration, but the two transitionary levels will be periods of time where the player and his team are traveling to their next location for their mission.
  + During the transitionary level, the player has the opportunity to talk with the other team members to get to know them better, reflect on a previous mission and events, and gain/loss respect with their team members.
* Layout of the levels: Level 1, Transitionary Level 1, Level 2, Transitionary Level 2, Level 3, Game Ending
  + Depending on which team members are still alive levels can be skipped straight to the game ending. This is not a good thing. \*If this happens, then the player has gotten the worst ending.

**Level Overview**

These descriptions are summaries of what to expect in each level, their specific key moments and information, side quests, and opportunities to gain/lose respect with team members.

**Level Zero – Prologue**: Introducing the player to the setting of the game while showing briefly how the game works.

* Area(s): Vehicle Crash site
  + Gaia’s advocates stand before the player forcing them to choose between joining their cause and being killed.
* Side Quest(s): 0
* Key Item(s): 0
* Respect Gain/Loss Chances: 0
* Death(s) during Investigation Period: 1
  + If the player refuses to join Gaia’s Advocates, they will be killed by one of the team members.

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**Level One – Revival of Limerick**: This is the first level in the game that acts as a tutorial to demonstrate the basic mechanics of the game to the player as well as provide more context to the story if the player utilizes the systems correctly.

* Real Life Location: Montgomery County, Pennsylvania/ Town name: Chester’s Peak
* Area(s): Residential Area, Abandoned Building, Shop, Town Square, Nuclear Power Plant
* Side Quest(s): (2) - Koda’s Quest, Helping the Hooded Figure, Julian’s Power Saw
* Key Item(s): (5) -Candy, Food Item (Bread/Ham/Cheese), Parts (Circular Saw, Copper Wires, Battery)
* Respect Gain/Loss Chances: (2) Character Introductions for Camille and Julian
* Death(s) during Investigation Period: (2) - Shopkeeper kills Player w/ Alistair if instigated, Silas, Julian’s violent personality, kills Player when approaching the Abandoned Building if provoked

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**Transitionary Period I**: Campsite I

* Area(s): 1
* Side Quest(s): 0
* Key Item(s): 0
* Respect Gain/Loss Chances: 2
* Death(s) during Investigation Period: 0

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**Level Two – Malice at McGuire**:The player arrives at a town where it’s divided by those who support the government’s military and those who support H.U.N.T.R, Humanity’s Union for its Next Return. A Tavern is located at the center of town that is considered a location of neutrality for everyone in the town as it’s enforced by its owner. Inside of Tavern is an Arm-Wrestling mini game for the player to gamble funds. The goal of the player is to get both sides of the town to come together and overthrow the military and H.U.N.T.R pushing them out of their town and reclaiming their own peace. This will provide Gaia’s Advocates the opportunity to infiltrate the Nuclear Plant while both sides are distracted.

* Real Life Location: Huntersville, North Carolina/ Town Name: Torrance
* Area(s): Tavern (Shop & Bar), Hunter’s Pointe (H.U.N.T.R), Birkdale Village (Military), Nuclear Power Plant, Outside of Tavern (Town Square)
* Side Quest(s): (4) - Townsman Head of Hunter’s Pointe Quest, Townswoman Head of Birkdale Village’s Quest, Julian’s Tool, Tavern Owner’s Quest
* Key Item(s): To be Determined
* Respect Gain/Loss Chances: (3) - Player chooses to support/oppose Camille for winning at arm wrestling and throughout the mission, Julian’s tool, calming/instigating a fight w/ Alistair for the plan or opposing/supporting Alistair’s comments about the team and their usefulness
* Death(s) during Investigation Period: (3) - Answering the H.U.N.T.R password wrong and instigating a fight, instigating a fight with the military, instigating a fight with the townspeople at the Tavern

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**Transitionary Period II**:

* Area(s):
* Side Quest(s):
* Key Item(s):
* Respect Gain/Loss Chances:
* Death(s) during Investigation Period:

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**Level Three – Solace of St. Lucie**: The team arrives early to their next mission and has some downtime before they receive the R.A.F for their mission, so they have a brief vacation. The player explores the still vibrant but frozen parts of Jensen beach with the other team members except Leo who is oddly missing. If navigated correctly, the player can discover that Leo is a member of the H.U.N.T.R faction. When addressed to Alistair, the player and Alistair investigate Leo, his other H.U.N.T.R members and learn the truth as to Leo being part of Gaia’s Advocates. Depending on the total respect meter the player has accrued at this time will determine the ending of the game.

* Real Life Location: Jensen Beach, Florida
* Area(s): Hotel (Hub Area), The Beach, The Carnival, The Park, The Hillside
* Side Quest(s): None?
* Key Item(s): None?
* Respect Gain/Loss Chances: When teaching Camille how to ice skate she’ll crash into the player, if the player reacts positively/negatively to the situation, react positively/ negatively to Julian winning a carnival game, listen to Alistair at the park and respond supportively & aggressive/ indifferent & passive
* Death(s) during Investigation Period: None

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**Endings & Alternate Timelines**

There will be 3 main endings based on two factors: the total level respect the player has with team members and whether or not trigger the investigation event for Leo.

\*To investigate Leo, the player needs only to talk to Camille and Julian, return to the Hotel and discover Leo lied and isn’t in his room, and report this information to Alistair. If this occurs, Alistair will reveal that the team has been followed this whole time by two individuals he’s been sensing ill intent from and suggest that he and the player locate them at night. Basically, they figure out Leo is a spy and maybe get caught when having the conversation with the H.U.N.T.R members. That's a perspective. Leo is supposed to make Alistair fall in love with him in order to make the universe accept his will on her behalf. They are under the impression that Alistair's a woman. The running joke of the game.

The three endings will be distinguished as follows:

Low respect & no investigation

Mid respect & with/without investigation

high respect & investigation

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**Low Respect & No investigation** **(Bad Ending)**: If Leo isn't investigated and there is low respect amongst the team members, the H.U.N.T.R members are impatient and force Leo to kill the others and take Alistair captive. Alistair will blame and curse the player’s existence for what’s happening. The player will have the choice of joining H.U.N.T.R or dying similar to the beginning of the game. Regardless of choice, the player is killed, because they were never needed.

**Mid Respect & with/ without Investigation (Common Ending)**: Camille will sacrifice herself to save either Leo or Alistair, but will regret her choice as she dies. Leo and the H.U.N.T.R members escape critically wounding Julian and shooting Alistair, killing his fused child within himself returning him to a normal human. Alistair, Julian, and the player swear to track down Leo for revenge. To be continued. \*High respect and no investigation defaults to the common ending

**High Respect & With Investigation (Choose Your Ending/ Good Ending)**: High respect & investigation triggers the shooting feather timeline where a feather of Icarus falls, the player gets it and has the chance to decide who’s wish they want to grant between themselves (going back in time), Alistair (giving his son/daughter another body), Julian (Finding inner peace), and Camille (gaining the strength to protect those she cares for).

\*More details on the endings can be found in the Level 3 – Solace at St. Lucie Sheet

Since the player can only gain the respect of 3 members, the total scale of respect will be 1-15. So, a total of 1-7 gets the bad endings, 8-13 gets the common ending, and 14-15 gets the choose your ending/the good ending.