

S1. Group members

Andy Li
Annie Zhang
Usman Iftikhar

S2. Main Idea

An exploration/puzzled based game where the player explores the ruins of a futuristic city in search of a target item. Along the way, the player is able to pick up a number of supplemental items that can be brought to specific locations in order to learn more about the story. But the main objective of the game is to navigate the puzzles built into the environment in order to reach the ultimate treasure. Though it is worth noting that certain puzzles may also involve finding specific items, such as keys, to progress. Which further adds to the “treasure hunt” theme.

S3. Setting

The setting of the game will be a futuristic cyberpunk/sci-fi cityscape. The city will have a broken, run-down feel due to being in the aftermath of a destruction event. Initially assumed to be a natural disaster, but later revealed to be a more artificial cause. The city still has some electricity, and so will contain a lot of flickering lights, fading neon signs, and sparking wires. It will also contain many broken buildings, abandoned vehicles.





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S4. Scenery and Objects

The exact objects that could be scattered in the game will be likely subject to change depending on how we end up structuring the puzzle elements. And there will also likely be a lot of clutter and stage dressing to be added closer to the end, time allowing. But the following is a list of

items that will likely be interactable and immediately useful, as well as recurring elements of the scenery.

- Buildings (Ideally a large variety)
- Cars/Vehicles (A few different models)
- Robot (The one potential “NPC” in an otherwise abandoned city)
- Display Terminals (Possible interaction points to unlock story points)
- LED Displays/Signs (Some variety)
- Broken machinery (Some variety)
- Rocks/Rubble
- Trees/Bushes (There could be a small park in the city)
- Electrical Poles + Power Lines (Helpful for constructing wiring based puzzles)
- Buttons/Switches (Many of the puzzles will involve these)
- Doors/Gates (Another useful puzzle element)
- Key cards/Disks (Collectables that can be used to unlock story points)

We will also include a model, of course, for the main object the player is trying to find. But the exact nature of the object will likely not be decided until the story is a bit more fleshed out.

S5. Obstacles

The main obstacle will be the maze element of the gameplay, including puzzle-like aspects. Such as having to complete quests in a specific order, having to navigate around environmental hazards, etc.

Some examples of these would be:

- Doors that require finding keys to open
- Hazards such as fallen electrical wire, or broken floors that must be navigated in a way that isn't obvious at first - or can be removed at a later point in the game
- Lever/Button puzzles
- Finding paths around obstructions that aren't immediately obvious - possibly through a discrete tunnel, for example

S6. Story

The player character has been sent by some organization to explore the ruins of a city and bring back An Object™ (Some sort of Macguffin, to be determined later). The city was abandoned after a natural disaster (either an earthquake, or perhaps a sinkhole) destroyed it. The PC has limited contact with the organization that sent them, and does not know the full reason they are being sent to retrieve this object. The assumption is that it is for a good reason, but if the player collects enough of the optional story objects, they will discover a sinister secret. The organization that sent them was actually responsible for the city's destruction in the first place. And the object they are now retrieving will be used to continue the evil research that was once conducted there.

S7. Gameplay

Text boxes: Describe the environment as player character thoughts or communication through NPCs.

Inventory: Keeps track of items retrieved. Although for simplicity, the game may simply prompt the player to use the correct item as needed, assuming they are currently carrying the item in question. The main goal of the inventory is just to remind the player of what they do and don't have

Puzzle Solving: Once again, object interaction will likely be limited to a simple "Interact" or "Use" key, but activating the correct buttons/levers, potentially in specific orders, will allow the player to progress through the environment

S8. Additional Goals

The goals we are setting to exceed the minimum are mainly with respect to the puzzle RPG elements. Both with designing the puzzles themselves, and for building a world and story for the more RPG side of things.

S9. Preliminary Map

Note that this map does not include puzzles, and that it is meant to serve as inspiration for how the environment layout is supposed to look from a general perspective (The map's theme and layout, as well as positioning of scenery, objects and obstacles are subject to change due to being in the early stages of development)

