# Title Page

## Game Name

Project Stability

# Game Overview

## Game Concept

Player takes control of an advanced robot designed for warfare that gains some semblance of sentience. Breaking out of the facility the player will go through procedurally generated levels and ascend as far as possible - gaining weapons and upgrades along the way, fighting enemies, and learning what it means to be human in the body of a machine.

## Genre

FPS, Roguelite, Arena Shooter, Action,

## Target Audience

Niche, veteran gamers, people who enjoy games similar to Doom

## Pedagogical objective(s)

What it means to be human, what defines humanity? Are you human even if you are not made of flesh and blood?

## Game Flow Summary - How does the player move through the game. Both through the framing interface and the game itself.

Players will start in the same testing chamber with no weapons or equipment, they will be forced to melee targets and take weapons from them (if any are available). The game is timed based on the player's health which deteriorates with time outside of “safe” areas. This timer can be restored or reset with abilities, equipment, and through kills on enemies similar to Doom’s glory kills. The key is to pressure the player to be aggressive in their approach, but give them options to alter the framework to allow them to take their time.

The interface will be minimal with the pause screen only having options to resume, quit the game, and the options menu. The pause screen will also display current run statistics such as run time, kills, distance ran, etc. This information can also be seen from the main menu showing the stats of each run in recent history, the best run by a given stat, and overall stats - similar to Risk of Rain 2.

## Look and Feel - What is the basic look and feel of the game? What is the visual style?

I am no artist - most likely low poly / voxel art style - it has to be 3D to fulfill the image of the game. For the UI it will be simple vector art, clean and stylish - futuristic.

## How does the game insert itself in a pedagogical scenario?

Makes us question during a time when AI is becoming more and more powerful and more and more like humans if we as a society should accept the AI to be human or a separate entity in of itself. Similarities can be drawn between this idea and Detroit Become Human.

# Gameplay and Mechanics

## Gameplay

Fast paced first person shooter with equipment and abilities (perhaps perks?) to facilitate the fast pace gameplay but alterable to be slower paced and more methodical (might remove slow paced gameplay if it does not mesh with overall gameplay).

Players lose health outside of “safe” areas and must regain it through kills or equipment / abilities.

## Mechanics - What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

* Enemies are marked with red highlights (glow), such as eyes, lasers from guns, etc. This insinuates that there should be neutral targets. Thinking of having non combatants in the facility gives the player extra health now but with the drawback of having harder enemies appear more quickly - toying with the idea that the player just took an innocent life to sustain themselves and now the facility guard is upping the ante because the players threat level has increased.
* Weapons have limited ammo - questioning if the weapons should only have what ammo is in them when found and the weapon is discarded when used up, or if it should be like Doom where the player has a pool of ammo shared between a few weapons.
* “Safe” areas prevent health drop off from occurring. These areas may contain useful items or equipment? Should be at the end of each level / stage.
* Difficulty increases with time and decisions.
* Player restarts with each run (roguelike).
* Threat level will be tied to player based on the amount of kills and the type of kills.
  + Noncombatants spike this threat level.
  + Combatants bump the threat level.
  + Destruction of key resources in the facility bumps the threat level.

## Game Options - What are the options and how do they affect gameplay and mechanics?

Basic options revolving around keybinds,.mouse sensitivity, FOV, and volume.

## Constraints due to the pedagogical objective. What are the behaviors to avoid or encourage?

Player needs to kill to survive, but there will be noncombatants that can heal for more when killed. This will increase the difficulty for an immediate benefit. Because the player needs to kill the majority of the tools given will facilitate that, however some tools will allow for nonlethal kills or the avoidance of targets altogether, trading immediate benefit for an easier combat experience later (less difficulty spike).

# Story, Setting and Character

## Story and Narrative

Player controls an advanced prototype combat AI that gains some amount of human sentience and thinking. Guided by an outside helper the AI attempts to flee the facility in order to gain its freedom.

## Game World

Testing facility deep underground, containing a vast variety of robotics and AI tools. Takes place in the not so distant future where war ravages the planet and humanity has been pushed to the brink.

## Characters

* Player
* The Guide (Polaris?)
* Facility Staff - Noncombatants
* Facility Guard - Combatants
* AI Staff - Noncombatants (traders / vendors?)

# Levels

## Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

* Training Level - facility room where staff are testing basic functions of the AI such as the ability to take basic commands, look at, walk to, pick up, use objects, etc.
* Containment - First level - heavily fortified with security gates and bulletproof glass alongside a lot of facility equipment to rejuvenate the players health.
* Testing facility - similar to the training level in terms of aesthetic. Sparser equipment but a bump up in the number of AI and noncombatants.
* Manufacturing - Where the majority of the equipment is held. Lots of fun toys to play with, moving platforms and puzzle like situations to take advantage of.
* Residential - Very little equipment and facility gear to stay alive with the most number of noncombatants present. Will you take the plunge to survive?
* Outer Shield - The higher levels of the facility where the military presence will be at its greatest.

## Training Level

Repeatable at any time from the main menu. Has the player undergo an examination by facility personnel to test its functions such as:

* the ability to follow a light across the screen (check mouse controls)
* walk to a dot on the floor (check movement controls)
* pick up an object (check interaction controls)
* use the object (check use controls)

Any discovered or previously purchased equipment can be tested here outside of a run through the facility.

## Assessment. How are the knowledge/ competencies developed in the game tested?

New equipment will be introduced in safe areas to allow the player to test them before entering combat situations. Enemies are introduced per stage and slowly with time, with the first enemy being the basic Guard that does short bursts of fire while standing or walking backward slowly. The facility generation algorithm will adapt to what equipment the player has, focusing more on allowing the player to use the tools they have acquired. Some sections of the map will be blocked off until a specific prerequisite is met but it will not hinder progress. Any equipment found during a run will appear in the training area for additional testing and practice.

# Interface

## Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

HUD will display the players health as it is the most important aspect of gameplay. A status meter will be visible if the player is affected by any status effects (burning, stunned, slowed, etc). If equipment or abilities are active then a widget will be visible to show when they can be used. A threat level indicator showing the players “bounty” will be on the HUD along with the time spent playing during that run.

Camera is designed for FPS and will handle as such.

## Control System - How does the game player control the game? What are the specific commands?

Design for M&K but can be played with a gamepad (added at a later date).

Some basic control ideas:

* WASD - movement
* Mouse - Look
* Left Mouse - Shoot
* Right Mouse - Ability
* Middle Mouse / Q - Equipment
* Space - Jump

## Audio, music, sound effects

Can not say for certain what kind of music or sounds but with the futuristic setting having more metallic and or digital sounds would theoretically work better. The facility is underground so perhaps when it is quiet there can be the stagnant air sound (don’t really know how to describe it). Other than that having the equipment in the facility having a low hum like a refrigerator and some beeping and booping.

Cleaner droids like Star Wars?

## Help System

*No.*

The player will learn basic controls in the training level, the rest is learned through trial and error.