

# Pieces

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for PC and Mac

Rating: Teen

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**\*BE WHOEVER YOU WANT TO BE\***

**\*FULLY CUSTOMIZABLE CHARACTER\***

**\*CYBERPUNK PHILOSOPHICAL SCI-FI UNIVERSE\***

**\*COMPLEX STORY WITH HIGH REPLAY VALUE\***

**\*UNIQUE CHARACTERS AND INTERACTIONS\***

**\*COMPATIBLE WITH XBOX CONTROLLER\***

## **GAME START:**

At the start of the game, the first two story line paths take you to two different places to customize yourself with very basic body types. One path you are given more choices, the other path you are given a female body. Your character is essentially genderless, but the fact you are without the choice initially is a commentary on gender identity.

## **CHARACTER CUSTOMIZATION:**

As you play through the game different ways of completing each quest rewards you with a customizable item that reflects that choice. You can also purchase items. Each item that makes up your character is what makes up your stats. You also have skill points, things that are based in your brain/intelligence. Your character stats based off build can affect skill points. Game aesthetics encompass both cyber and steam punk. Your character's customization choices can affect each quest, sometimes it is useful to rebuild your character for certain quests.

Be careful customizing your intelligence! If it is too high you may get hacked. It's useful to have high intelligence but all the factions are watching you, you are their key player.

## **GAME WORLD AREAS AND TRAVEL**

The city is made up of shops, large buildings, underground structures, offices, restaurants, many things are connected in unexpected ways. There is the metro, there are roadways but can only be accessed by self driving cars, there are hover bike ways that run next to the roadways where you can bike. Tunnels and multi level paths connect many buildings for traversing by foot.

Out in the world it's very bare, 99.9% of people live within the city. Many guild members live outside the city and have formed a small town. There are also ruins of other cities. People don't travel between other mega cities in the game.

## CHARACTER STATS:

You have money, health which is the condition of your body, and power which is something you must upkeep, it slowly drains and certain moves drain more power. If you power down fully you must be taken to a robot battery facility. Sometimes if a quest is time sensitive this will mean you fail the quest.

## CHARACTER GROWTH:

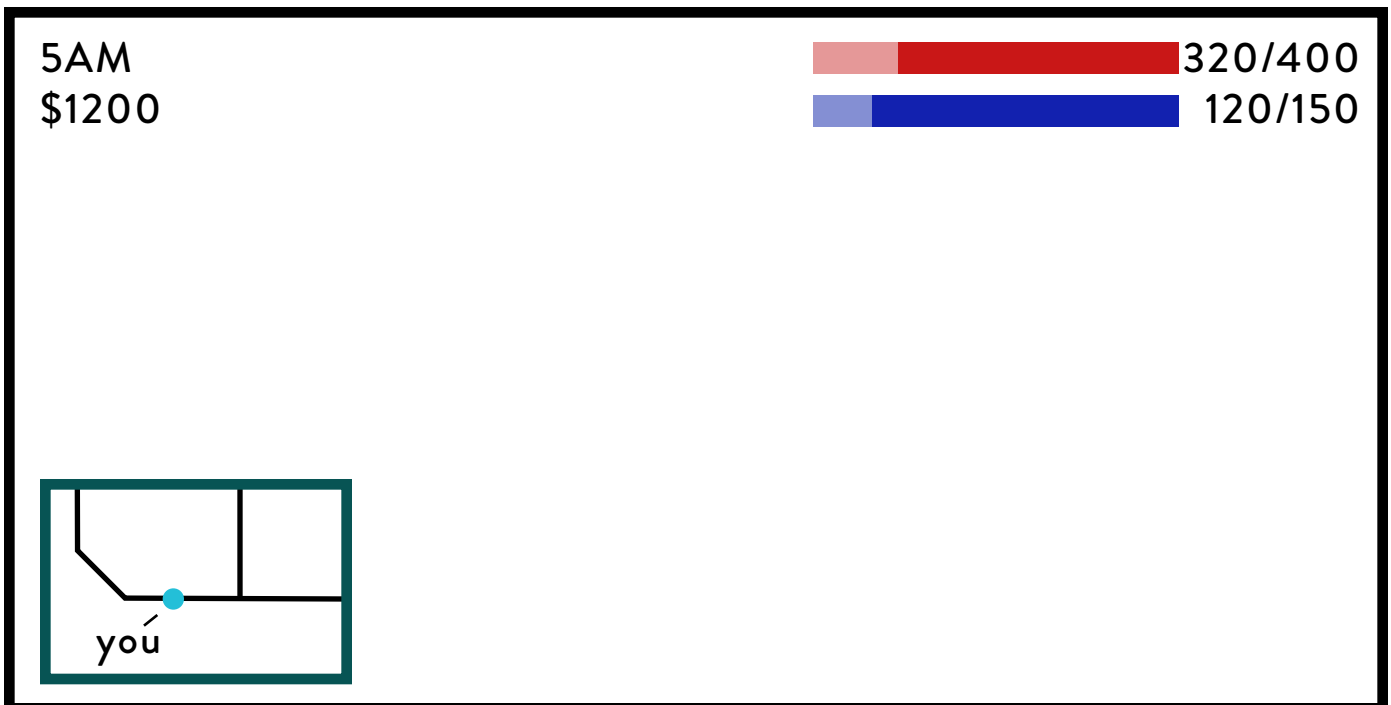
You gain experience from quests, not every quest is faction based. There are stand alone quests and mini tasks you can do for smaller money or experience. You level up via experience points and then get to assign skill points. There is a long list of skills, and many ways to construct your ideal character. There are many ways to complete each quest, sometimes your speaking ability or ability to intimidate will help you, sometimes your quickness or strength will help you get the result you want. Some things are only for brainy people, and some for brawn. You cannot encompass everything, and have to decide.

## HUD DISPLAY:

Top left corner: Money

Top right: Health, Energy

Bottom left: Mini Map



## GAME STORY:

You are an android , and your body has been totally mangled. A copy of your brain was copied before your body gave up. The technology to copy a brain fully had just been developed and you are one of the first. It's up to you to rebuild the rest of yourself. You must complete jobs, bounty hunt, find treasure, loot, and trade for upgrades. You will need to navigate the giant city of Zenith, a cyberpunk metropolis, and choose your path. Will you uncover government conspiracies, help the eccentric genius billionaire, or rise the ranks of the military?

## GAME PLAY:

You must build your character, each piece that makes up your body has a stat that adds to your character. Those stats help you progress through the story in unique ways. You need to rebuild your life and choose your story.

## PITCH:

Fallout 4 aesthetic + Witcher 3 story line weaving +  
Spore character customization/piecing



## **GAME STORY THEMES:**

-Person-hood; What makes someone a person? With robots that used to be humans, and every range of human/machine combinations, what constitutes person-hood and rights? You are an android, up until recently everyone was cyborgs, they always had at least some biological component, you are one of the first purely mechanical beings.

-Freedom vs Safety; Can having certain individuals with highly advanced intelligence be dangerous to the general population? Who gets to decide what levels of intelligence modifiers people are allowed? Everything is connected, and having individuals with too much power over the digital system that everyone relies on, is dangerous. Check points in the city have been set up to make sure certain individuals don't modify themselves past certain limitations. Things like strength in city zones and intelligence across all zones are limited.

## **QUESTS:**

You can take on quests from different factions, each faction you choose furthers their agenda. Eventually after learning about each faction you choose which one to align yourself with. Their stories intertwine, nothing is black and white. As humans meld with technology, safety and freedom are at odds. The lines of humanity and robots blur, and it's not clear anymore what makes someone a "person".

## **USING CHARISMA**

Charisma is very powerful, and making many friends and taking the time to create a support network can help you in your quests. Not everything needs to be done with brute force.

## **TECH %**

People in the world have a tech %, the amount of human to tech ratio, certain attacks effect bio parts more and some tech parts more.

# FACTIONS

## Government - Military

They control the population. No one is allowed to modify themselves past certain limitations for the

## Guerrilla Hackers

The Guerrilla Hackers feel that technology is a unavoidable evolution of humans and that androids are the next step. They don't like that the government limits people from reaching their full growth potential. They feel the eventual outcome is everyone will be connected and be one being. They were initially different sub groups funded from both the Billionaire Genius and the Government, and fractured off once they learned of each groups ultimate goals. They formed a hacker group that wants to put code into the government's system that would shield people from being scanned or watched by the government. it would take down all the check points and allow people to self modify freely.

## Guild Humanists

The Guild of humanists feels that cyborg-ism is against the law of nature, and the the new androids are the last straw. The feel that everything that makes you human is about being natural, that the beauty in being alive is the limits you have and briefness of life. With Androids there are no biological components, they can live forever. It opens up certain cans of worms and they are worried about the vulnerability of technology and relying too heavily on it.

## Genius Billionaire (evil or great?)

Wants to use the governments network that is meant to control population for his own purposes. He sees himself as no different than the government, they are deciding what is good for everybody. He feels that he truly knows how to help humans. He wants to put code into the government network to be able to put imperatives into people who have brain augmentations. He can hack them, he can create a group with a single efficient purpose, each person a module of computing power. He would love to see everyone become an android and work together for common goals.

## **HEALTH**

You consume food and health drinks to replenish your health.

For energy replenishing you consume power blocks, batteries, or plug into power stations. If your health runs out, you die, game over, load the last the save. If you run out of power your quest may have been failed, you wake up in a robot reenergizing facility. Certain limbs and moves require more power.

## **POWERUPS**

There are potions, and special battery packs that give you extra boosts. They are temporary, using them too much can damage your body parts.

## **REPAIR AND UPGRADES**

Body parts get damaged, it's good to repair them or upgrade them at body shops.

## **CONTROLS:**

Xbox controller recommended,  
computer controls work also, f1 keys for assigning quick keys

talk/activate

jump

attack left arm

attack right arm

attack right leg

attack left leg

options

pause

move

rotate camera

## **CONTROLS VEHICLES:**

Vehicle control:

Similar to player control,  
no fighting is done in vehicles



## **VIEW**

Can play as first person or third person

## **MENU**

save/load, quests, journal,

## **JOURNAL**

Journal has notes of all completed quests and extra info, not every quest is obvious and some clues need to be investigated. Notes can also be written, and saving map points.

## **INTERACTIVITY:**

Different body parts also change stats like charisma, sometimes it's beneficial to change out body parts for different tasks.

## **FIGHTING:**

Each limb you select for your character has its own attack, there are different strategies for having different limb combinations.

## **WEAPONS:**

You can attach weapons to your limbs for certain combat but that limb needs to be able to be outfitted. Some limbs let you attach swords, some limbs let you attach guns. Some weapons are very draining on your energy.

## **STORAGE**

You can purchase apartments around the city. Item storage compartments are in each unit. You can store things in a certain box if you want it to be able to be transported between units by a drone.

## **PHYSICS:**

Seem very normal but can get seemingly cartoony as stats become very strong in some areas. Things shatter, characters become hypnotized by your voice and are drawn to you, you can jump incredibly high, all of these are things that happen when stats become extreme.

## **ENHANCEMENTS :**

Certain items can be added to your limbs, mods .They are much like power ups, giving that left arm extra strength, or your eyes night vision. Some are ones that break after a limited amount of time, some are things like clothes that change the way people view you.

## **MONEY:**

You get money from quests, from selling items, and eventually you can stock your own vending machine and buy and sell items.

## **SHOPS:**

There are shops throughout the city of Zenith, each one caters to a different style of dress or character stats

## **TREASURE**

You can loot, many things can be stolen off persons and places, but you must be very sneaky. You can go treasure hunting out in the wilderness in the ruins of past cities. Lockers and safes have some of the best loot, often you will find dead cyborgs and take some of their pieces.

## **MINI GAMES**

Like many cities, Zenith has arcades. You can buy prizes with tickets. All arcades are owned by the same company.

## **IDLE:**

Your character's limbs have different idle habits. Some of them zap a little bit of electricity between fingers, some snap, some fist clench, some feet tap, some combos of limbs like matched pairs do special idles.

## **VEHICLES:**

### **SPIDER CAR**

Can travel across any terrain, can help you through caves.

No fighting is done in the spider car.

### **HOVER BIKE**

Good in hover bike road ways, can race or travel in city and country.

## **ENEMIES**

Enemies range from human, cyborgs, androids, to machines that are not humanoid at all. They all have different stats. Out in the wilderness some areas are desert and some are overgrown, there are some individuals that often will randomly attack you for your body parts.

## **FINAL BOSS**

The last thing you have to fight, is a copy of yourself. Whichever faction you choose, there is a different version of you they were working with. That version of you had chosen a different path. They had made two copies of your brain onto chips.

## **CHEATS**

can be modded, people can make skins.

## **CUT SCENES**

There are cut scenes but due to the customization factor they use the graphics in place and system, but certain other NPCs get graphic enhancements.

## **MUSIC • SFX**

digital, minimal, very electronic, when certain places are more natural like outdoor the music reflects this in instruments.

## ITEMS - EXAMPLES (THERE WILL BE HUNDREDS OF ITEMS)

### Left Cannon Arm

Stats: Strength 5, Intimidation 4

Moves and energy consumption: Cannon fire (5 energy), Megablast (15 energy, cool down 15s), Block (2)

Idle: strobe light

cost: 350

### Right Shock Arm

Stats: strength 3, Agility 6

Moves and energy consumption: Shock (5 energy), Volt Takedown (10 energy, more damage per tech %, cool down 15s)

Idle: Spark between fingers

cost: 740

### Rainbow Eyes

Stats: Charisma 5, Perception 4

cost: 350

### Left Ninja Leg

Stats: Agility 8, Speed 6

Moves: Kick (6)

cost: 1k

### Small Torso

Stats: Speed 5

Aarmor: 10

Stoage: 150 pounds