

## Assignment #1: Interactive Terminal Project Process Work & Flowcharts

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**\*NOTE: Since much of the planned content was cut from the game, only Flowcharts 4.a, 4.b, 3.a, and 3.c.2 are valid.\***

### Assignment #1 Process Work/BraINSTORMING Game Ideas (0)

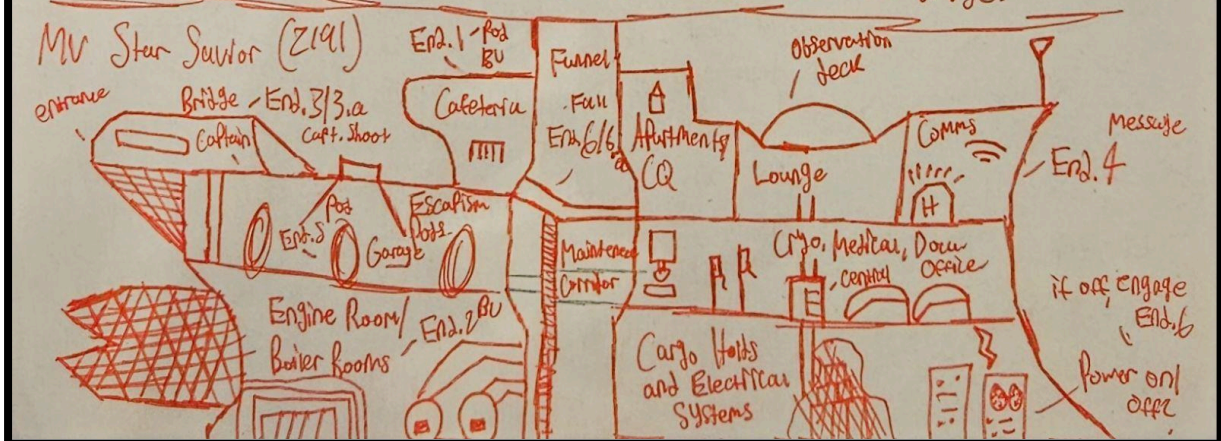
- Survival horror with branching Storylines, weapon/enemy systems (ammo, weapon types, enemy types), inventory with limited spaces and scarce resources. Sci-fi horror against Robots/Ship Systems and Rouge Captain.
- Choose your own adventure game with currency system and a shop. Items can be used to Progress down different Parts of the story. Puzzles will be put in the way of the Player in order to Progress. Setting is dark fantasy world. and the goal is to retrieve various family heirlooms in different Parts of the world.
- Cyberpunk RPG/Platformer where you can create your own Character by upgrading certain stats. By having certain stats, you will be able to gain access to more areas throughout the city. Character interactions are how you gain stats. Certain dialogue options give you different stat outcomes. The goal is to reach either the highest or lowest Points of the City depending on your actions.
- Choose your own adventure game where you converse with an AI as it tries to determine the most optimal life path for you, based on what you tell it. Could include financial goals, Relationship goals, educational goals, work goals, etc.
- Exploration game - hard sci-fi traveling to different Planets. You can briefly explore each Planet, but the main gameplay would be roaming around your ship and managing navigational and life systems as certain things must be maintained and/or problems arise. If the player cannot fix/save their ship, they will get a game over. The goal of the game is to explore all Planets and return to Earth.



## Assignment #1 Process Work (Brainstorming (1))

- Text adventure - branching paths/narrative - Maybe multiple endings? Keep simple
- Survival horror, Sci-fi, Set on a small starship. Open-ended level design (Player can free roam levels of the ship/decks. Can more closely examine environment - game rewards observant players. Multiple weapons, ammo system, health patches, maybe other items like stamina or strength boosters? Scarce resources - keep player on edge!

- Piece together the story through interacting w/ terminals throughout the ship. Read emails/text logs. **Basic Premise:** Year 2192 You're on a small starship enroute to Jupiter. After a large-scale war broke out on Earth, a large passenger ship called the Lunar Shield was built to shuttle only the most wealthy off of the resource-starved, war-ravaged Earth, and to a colony on Jupiter, being built by remotely operated robots. A group of insurgents thought it was unfair that the wealthy were leaving everyone on Earth behind, so they sneaked aboard the LS and destroyed it. Your starship is the only escape vessel that made it. However, the attack was swift, so you and your crew could not grab many resources. Only a month after the attack, you ran out of food and people started resorting to homicidal cannibalism. Now, the only people who remain are you and the "captain". You sealed yourself in a cryo tube to escape the chaos, but the captain forces your tube open (which can only be done remotely from the ship's bridge) to get more food. The forced opening combined with a broken computer system results in failed memory restoration. The captain is now trying to kill you by any means, using the ship's systems and whatever from the bridge.





# Pseudocode and Objectives + Mechanics + Gameplay (2)

Random Idea: Explain certain things to Player through digital cyber interface UI.?

Mechanics  
#Note: When writing room desc, put interactables in all caps. <sup>+ interactables</sup> only allowed in ref frame  
#Player must look to interactable to examine it! Vision for extra \$4,000

Combine Ctrl instructions w/ flavour text? <sup>broken on cyber interface!</sup>

- Walk (N, S, E, W). Rooms will have objects listed in them in these directions.

- Examine. Quite simply gives a description of the thing you're looking at. Depending on if it is interactable, another prompt will appear (ie. Do you want to access terminal? Do you want to add gun to inventory?)

Small items take up 2 slots, large items up 2 slots!

- Inventory. This will display your inventory - only ~~9~~ slots available. Use wisely!

- Use Weapons. The Player has a variety of weapons - melee, guns, grenades. } Player can use tools/weapons to influence environment

- Use Tools. The Player will pick up tools and quest items to help them complete objectives.

- Ammo Count. As you use ammo, your counter will go down.

- Free (N, S, E, W). Similar to walking, but specific to combat encounters. The Player with player can Random! hastily flee (useful if low on health) in a preset direction (the Player only use this 3 times! cannot decide which way they go, unlike walking.)

- Heal/Enhance. The Player can heal or use certain power-ups/boosters to give them an

~~Scan Room. Simply gives you a description advantage.~~

Gameplay  
- Save Stations. By uploading their "cyber-consciousness" to a specific type of terminal, the Player can create a checkpoint. Will revert to the checkpoint upon death.

- Enemy encounters. When the Player enters a room, or goes to a specific part of a room, they may get caught in an enemy encounter. This will be turn-based. Observant Players will be rewarded. Those who can deduce what weapon type/ammo the enemy is vulnerable to will inflict more damage. Deduction can be done through critical thinking - consider the physical description of each weapon/ammo, and the desc. of the enemy. ~~If the Player thoughtfully~~. If the Player is low on ammo or does not have an effective weapon, they can use boosters or even the environment to their advantage. This creates emergent gameplay. Ex. Explosive ammo cargo. Player must examine the box to find this out - can be used in combat!

- Environment Examination. By thoroughly examining/engaging with the environment, the Player can discover things within it and/or advance the plot. Whether it is finding a specific item or reading a terminal or solving a small puzzle to get to an objective.



(2) Continued.

<sup>at end of combat, all doors unlock. Or new path forward is made.</sup> **NOTE!** You have to make it so the only way players can escape a combat encounter is through free mechanic! Player cannot walk out of room normally. Maybe if they unlock a specific door that is otherwise locked?

**Exploration.** The MV Star Survivor is fully explorable and it is up to the player where they want to go. Although there is a main objective, the player can still do as they please - depending on their actions and/or where they decide to go on the ship, they will get different outcomes/endings to the game.

**Enemy Types** - 4s, 1s, 1s

\* You can find a list/desc. of areas on a terminal at beginning of game. Also, list of objectives. Digetic - read through thoughts/ideas of crew member!

\* There will be times when a keycode is needed to enter certain rooms/spaces.

**3 Main types:** Robots, Ship Systems (ie. turrets), environmental hazards (can be influenced by bridge control)

- **Reanimated Robot.** <sup>3hp</sup> Using special robotic nodes (very small), the captain has reanimated some of the eaten corpses of the ship - some flesh still remains, but they're mostly skeletons. Found mainly in medical and apartments. Will attack you with a sharpened bone blade.
- **Service Robots.** <sup>4hp</sup> Found in lounge, they will attack using their <sup>and apartments</sup> cooking mode (sharp knives, flames). They have exposed loose wires hanging out of them. High-tech, slim, sleek, chrome.
- **Electric Angels.** <sup>10hp</sup> Found in electrical, these floating drones are mainly holographic faces w/ wings. They hover around and fly quickly - they also flee quickly. A lot of tiny objects are needed to dissolve their holograms. <sup>Threat or Speed.</sup> <sup>quick</sup>
- **Wireframes.** <sup>15hp</sup> Large, bulky wireframe robots with eyes that bulge out using retractable pipes. They are surprisingly swift for their size. Without their eyes though, they are vulnerable. Their bulky frames mean a lot of damage is needed for them. Found in Engine Room.
- **Cranes.** <sup>15hp</sup> Large mechanical systems used for cargo - they will try to crush you with <sup>Pack a punch.</sup> cargo boxes. They have a slim tower to their top making them weak to explosives.
- **Turrets.** <sup>20hp</sup> Swift shooting turrets can be destroyed safely w/ grenades (2), but by using <sup>Speed booster</sup> the player can stride through its bullets. Turrets still take a lot of <sup>Pipe Power</sup> to destroy though. Found on bridge.
- **Steam Pipes.** <sup>1hp</sup> Will hurt due to extreme heat! Pipe leakages are everywhere in the engine room, 1hp.
- **Acidic Coolant.** Found in the garage - will spray and spew!

## (2) Continued.

- Depressurization. The garage hangar door has been opened to the depths of space. There is only one chance to get this right. The only way to close the hangar is the airtlock override console.

### Weapons/Tools

- Precision Rifle - <sup>single fire</sup> 1hp, a capacity 7.
- AR - <sup>auto</sup> 1hp, a capacity 15.
- Melee Bone - 1hp
- Shotgun - <sup>SF</sup> 7hp, a capacity 10.
- Grenade - instant kill, capacity 9.
- Plasma Tape - Used to seal holes.
- Airtlock Override Key - Activates airtlock in emergencies.
- Steel Boots - Protection from acid/corrosive material.
- Keycode Encoder - Deciphers encrypted keycodes.
- Med Patch - Heals 5hp (30hp total)
- Strength Booster - Increases damage by 3hp.
- Speed Booster - Situational, but greatly ups speed.
- Night Goggles - Allows vision in the dark.
- Escape Pod Access Card - Ignites the engine for the escape pods in the garage.



## (2) Continued

### Objectives/Endings

1. Arrive at Cafeteria, get ambushed - die.
2. Destroy the Ship using 9 Grenades. (Get take from Comms)
3. Confront Captain (Get Steel boots from Boiler, Encoder from Electrical, Airlock from Apartment).  
+ original code from Loc. Office!  
Either talk to Captain or try to Shoot. Both result in death, 3rd Option is using a Speed boost, which results in killing the Captain.  
Crgo, Lounge, Comms, Apartment, Electrical Cargo, Airman Bridge.
- 4. Regain all your memories (Go to your room in Apartment, access all terminals in there, go to Comms and send a message to your family).
- 5. Leave in Pod (Get airlock, get access card).
- 6. Blackout (Get night goggles from bridge, destroy electrical systems using 5 grenades go to maint. Corridor). If you did Not destroy remaining goggles, Captain kills you. If you did, you push captain down the funnel of the ship, killing him.

# FlowChart (3)

\*Remember coding style!

\*remember to define String (ie. String Gun1 = Precision Rifle)

\*remember to define values/numbers (ie. int. Inv = 0)

1. Navigation, Examination, Inventory

\*Will have to do this for each item during programming so it is visible/removed from Inv.

1.a. Picking up items

(ie. int Gun1Inv = 2)

(ie. int Gun1Damage = 1)

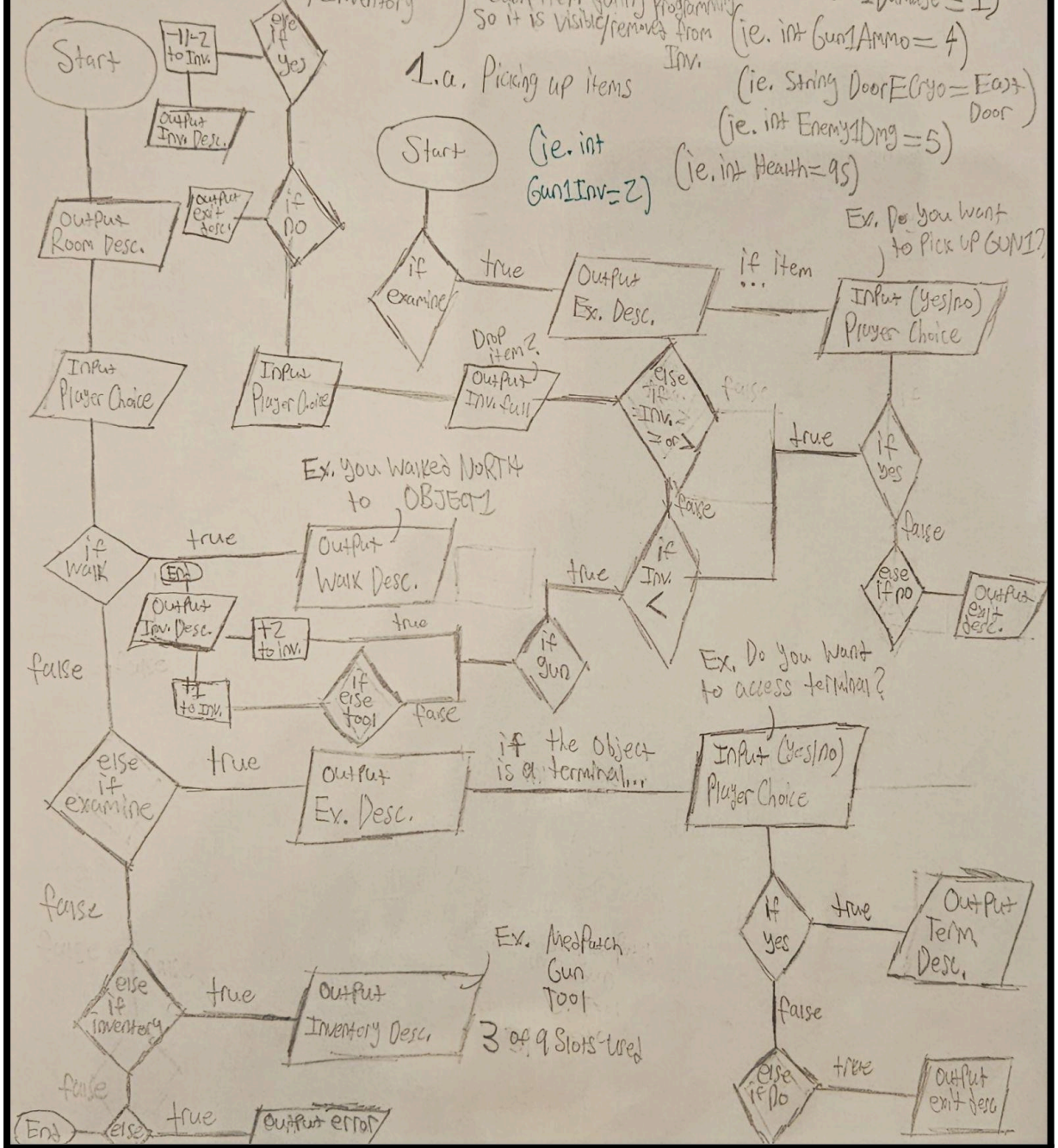
(ie. int Gun1Ammo = 4)

(ie. String DoorECryo = East Door)

(ie. int Enemy1Dmg = 5)

(ie. int Health = 95)

Ex. Do you want to Pick up Gun1?





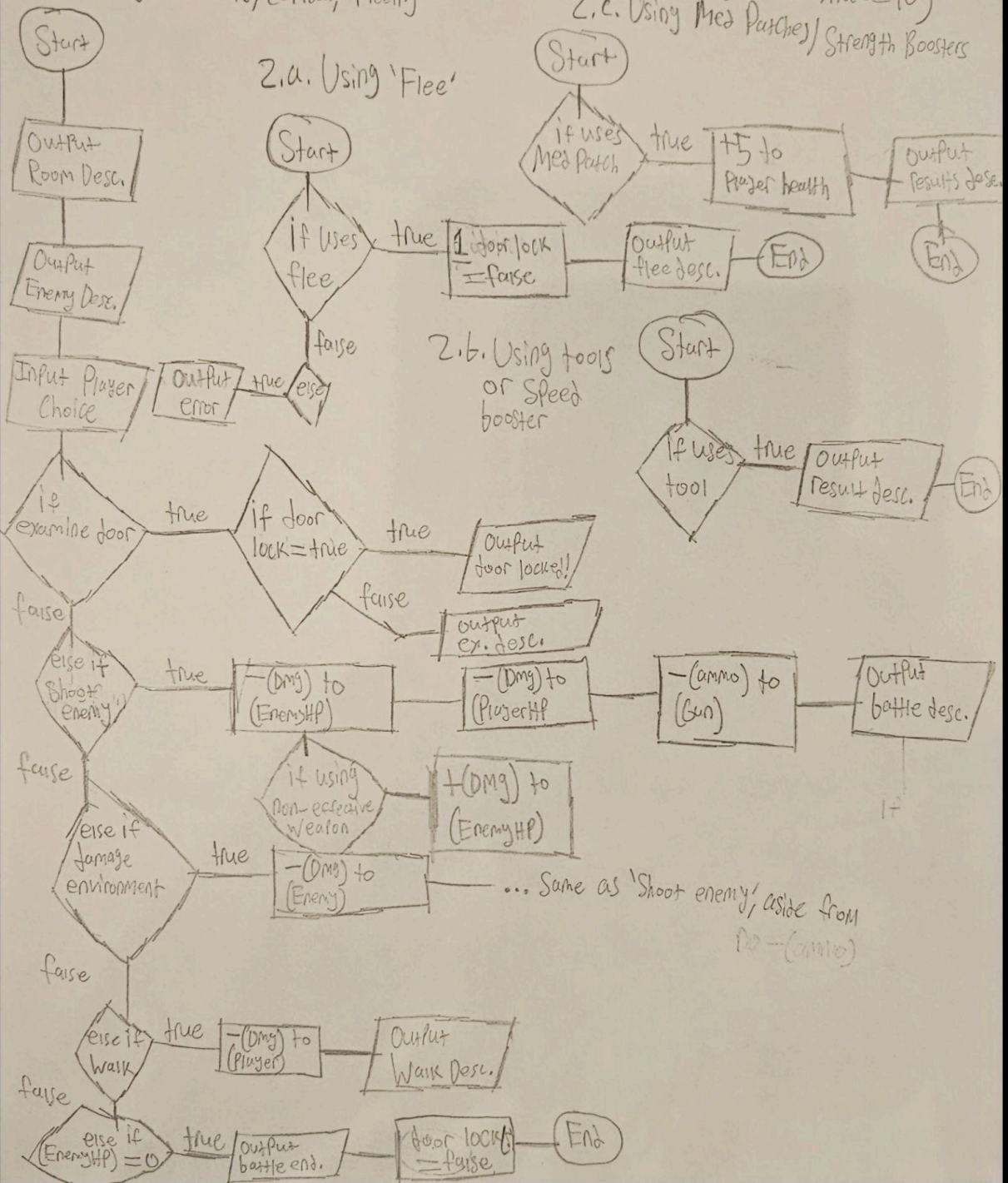
# Flowchart (3) Continued.

## 2. Enemy Encounters, Combat, Fleeing

\* Use booleans to lock doors (ie. DoorEncryLock = True)

\* Define environment damage (ie. CargoExplose = 10)

2.c. Using Med Patches / Strength Boosters

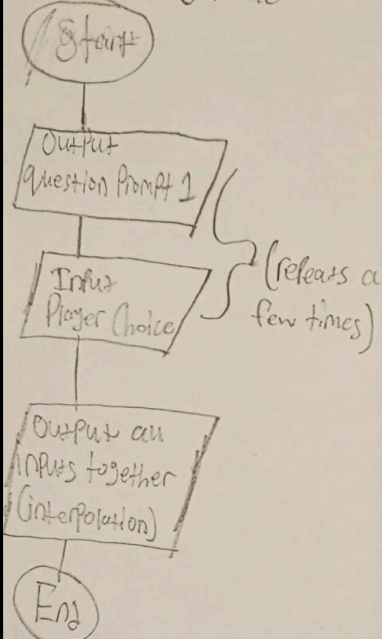




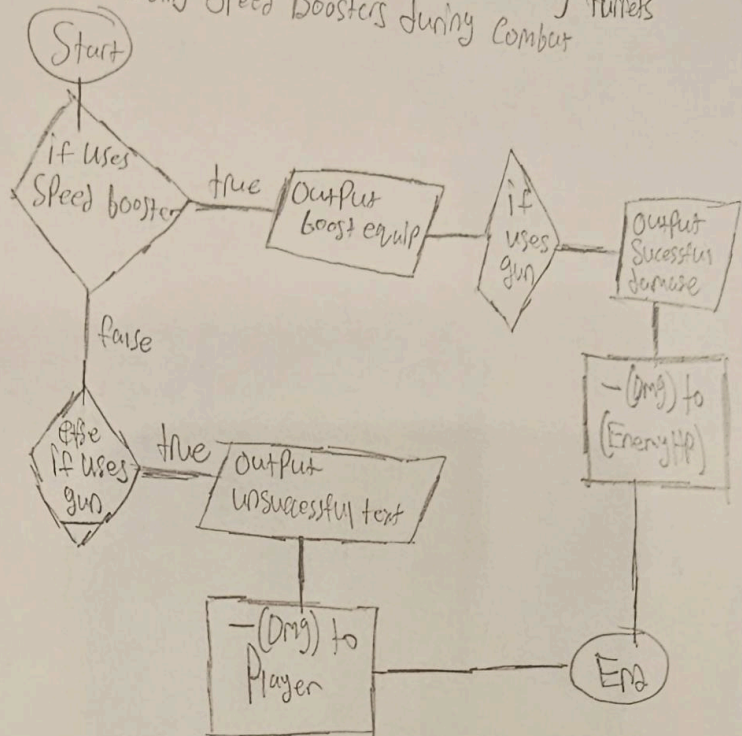
### 3 FlowChart (3) (continued)

#### 3. Misc Processes (Intro, Speed, Story Items)

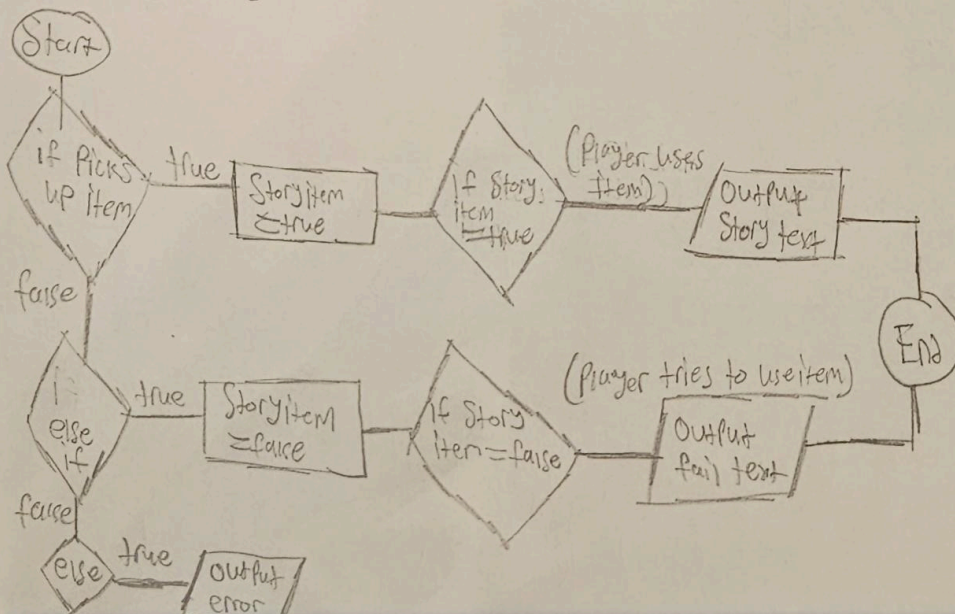
##### 3.a. Intro Sequence



##### 3.c. Using Speed Boosters during Combat <sup>against 1 turners</sup>



##### 3.b. Story Items

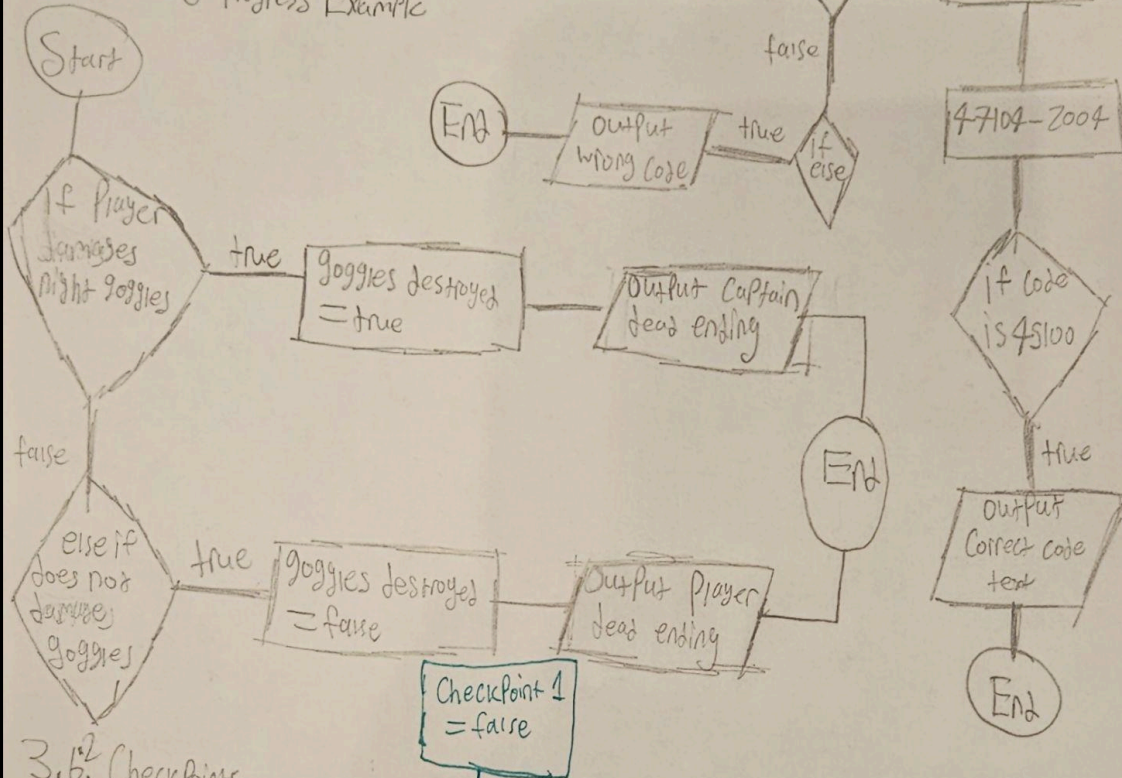




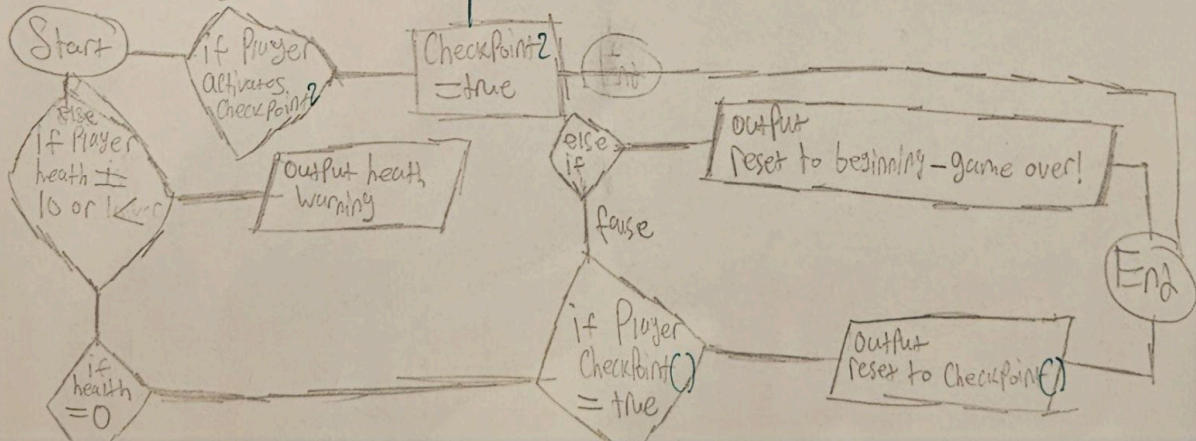
## FlowChart (3) Continued

### 3. Misc Processes Cont. (Story Progress, Keycode, Checkpoints)

#### 3.c. Story Progress Example



#### 3.b. Checkpoints



## 3.c. Keycodes and Encoder (code=45100)



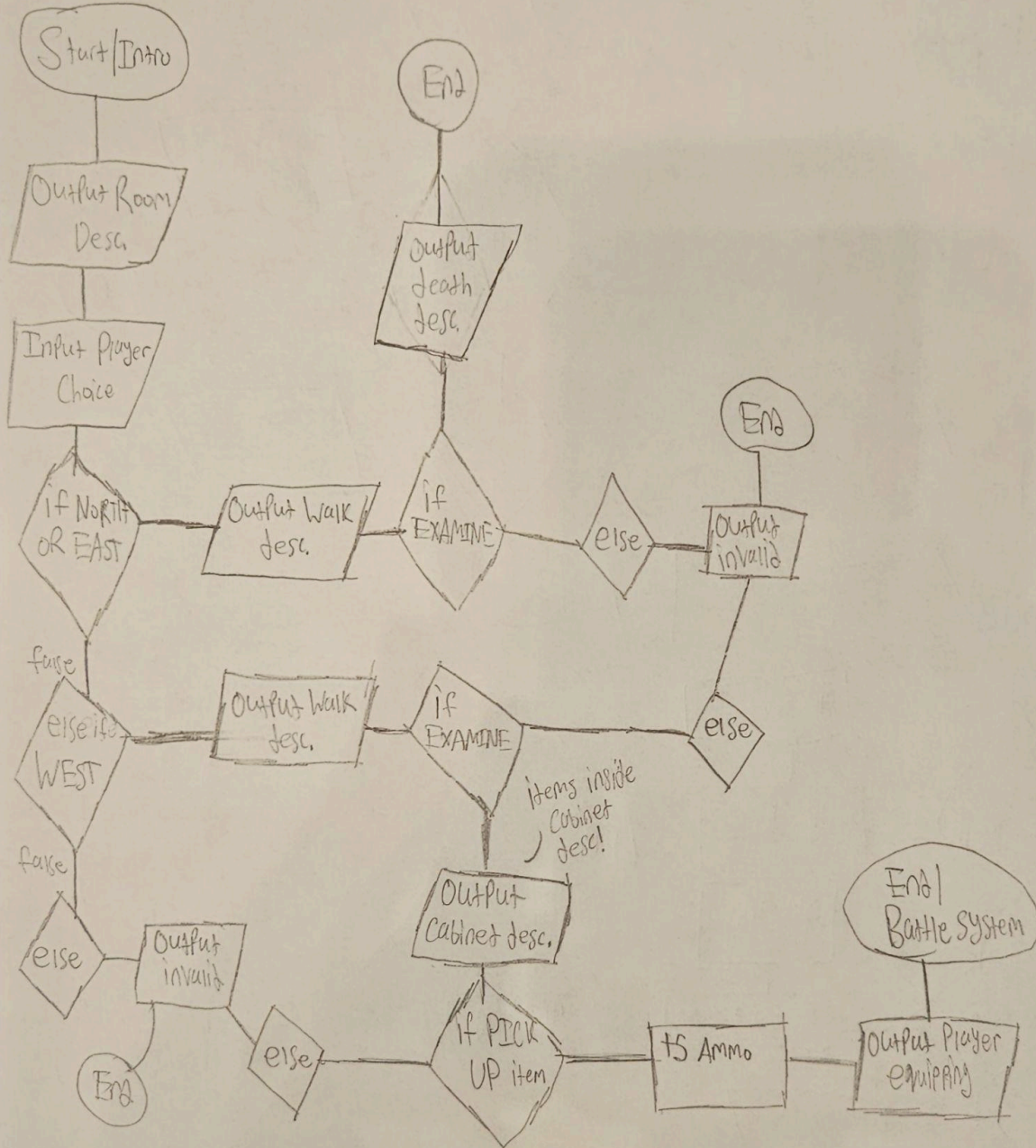
Flowchart (3) Continued.

\*3.1, \*3.1.2 (Intro and Keycode flowcharts)

Still Valid. Rest of Content altered or cut.

#### 4. Refined Flowchart

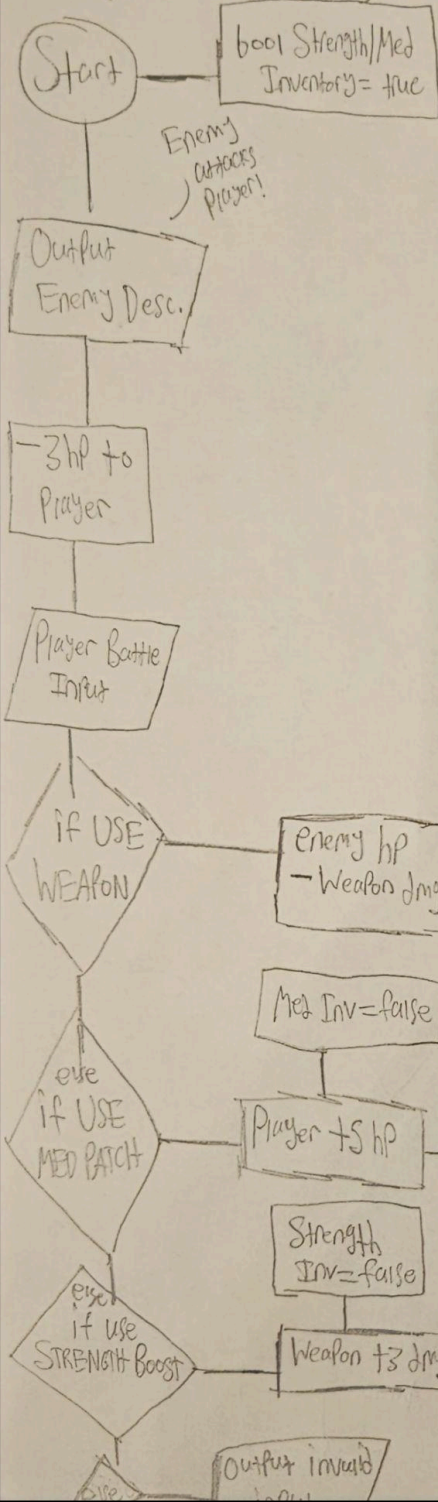
##### 4.a. Exploration





#### 4.b. Combat System

the Player will have these items going into battle



#### 4.c Combat Ending

