Design requirements

Target Audience

Our target audience are people who worried about the discrimination and dangers that would arise with introduction of cyber genetics into modern day society. They are scared that they are not even safe in their own country because illegal weapons getting easier to smuggle in. This is why our game is a great fit for these people, because they would see what the protocol is for certain augmentations and how they prevent danger from happening.

Worldbuilding

This main part of this scene is the booth the player works at. This would be filled with all the things that the player would need to play the game. The player would be able to go to every part of this room, which is needed to do certain tasks. The front will be the desk, where the player can check the information about the NPC’s that want to get through. On the right there would be a x-ray machine connected to the booth with glass panels as the wall and a screen next to that. So the player can see what augmentation the NPC’s would have inside their bodies. The alarm system is in the back making the player walk up to the sensor to activate it. On the left are the counter measures like the breaker box and fan for the sabotages the player can get. The player cannot get out of this booth during any part of the gameplay.

There other part of the scene is the waiting or receiving area. Where NPC’s will stand in a que in order to get checked before boarding the flight. This is just used to make the world seem bigger then it is.

Asset list

 Interactable assets

Activation panels: An biometric sensor that would be used to activate certain systems. The player can put there in-game hand on it and that will activate certain actions. These actions are the alarm system and the x-ray scanner.

Tablet: an item used to see the players tasks and the rules they have to oblige to. The rules can vary in different stages of the game, this keeps the player on their toes.

Fan: This item is used as a counter to certain sabotages that the player can experience. The player can activate this by tapping the top of the fan and it will fan out any dangerous gasses out of the room so the player can activate the alarm.

Breaker box: This item is used as a counter to certain sabotages that the player can experience. The player can fix stops in the breaker box if the enemy somehow interferes with electrical circuits inside the booth. The player needs to fix the breaker box first before they can use the alarm.

Animated Assets

Alarm lights: These lights would be used to indicate that the alarm system has been activated, flashing bright red colors in the whole booth and surrounding area.

Phone: The playable character is so bored has such a low attention span that he is watching the news while working. This is done on his phone. The news are mostly random visuals, with the occasional breaking news story which will add or delete certain rules from the clipboard.

Holographic painting: This would be used as an decoration piece to fill up the space inside of the booth or waiting room. It will always play a little loop animation of something random.

Filler assets:

Modified houseplant

Cup

Chair

Wires

Signs

Cabinet

Trash bin

Work desk

Energy can

Character model:

A basic model without much detail, the player is only able to see their arms and legs, so this character wouldn’t have many interesting features. The skin color and gender can of this character can be picked by the player so they have more diversity between playthroughs.

Ground:

 A dark blueish gray colored floor with a fuzzy texture to emulate a carpet.