

CCT311 Game Design Document

<THE SHRINE CORE>

<Maria Zhao(1006820371), Beverly Fu(1007423156), Zishuo Liu (1007673796) ,
Riddle Zheng(1007273415), Charles Luo (1008025343)>

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Part One: Game Concept & Overview

➤ Concept, Engine, and Core Gameplay Mechanics

Based on the cyberpunk worldview created by Mike Pondsmith and inspired by Cyberpunk 2077 produced by CDPR, “The Shrine Core” is a text adventure game created with NVL Maker and RPG Maker. Players will become the anonymous of the Night City, trying to find out the truth behind the Braindance murder case, and discover the core of the shrine buried behind the cyber black wall. The core mechanics of the game include text interactions and multiple choices. In this visual novel, players will meet different characters as the story progresses, and their important choices will change their ultimate fate in this journey.

➤ Game Objective

The main objective of the game is to have the player find out the truth behind the Braindance murder case through dialogue and choices, and gradually discover the desperate reality of the cyberpunk world. Depending on the choices made by the player during the process, the ending of the game's characters and even the players themselves will take different paths.

➤ Engagement with Broader Issues

The dystopian setting in the cyberpunk worldview is also a prophecy of today's social development. When electronic devices and capital are involved in every aspect of life, even above human rights, can so-called high technology really create a high quality of life? And can the choices we make at every critical moment really fully meet the needs of everyone? The Shrine Core will make players think critically when playing this game.

Part Two: Scope and Accountability

➤ Project Scope

<Game Time Scale>

- The game will take about 15 minutes to advance from the beginning to the important choice section, 10 minutes to advance to the end after making the choice, and a total of 20-25 minutes to complete one single ending. The game will have a total of 4 endings, players can save the current progress at any time, which allows players to quickly return to the save point and experience different endings, which is estimated to take 60 mins.
- The overall production of the game is expected to take 35-40 days, 15 days to write the full script and complete the final proofreading, 15 days to complete the game content production and post-production, and 10 days to complete the beta testing and final modifications.

➤ Accountability

- Charles Luo (Game Producer and Narrative Developer): Responsible for game concept design, world view construction, main character setting, music soundtrack, and story outline writing. Ensure that game narrative development is closely aligned with the game concept, and also responsible for writing the main storyline from the beginning of the game to the important choices.
- Beverly Fu (Art Assistant and Narrative Assistant): Responsible for assisting with some of the art design work in the game. This includes but is not limited to the design of static and dynamic characters, the design of props, and the art effects of buttons. In addition, assist in the narrative design of the main storyline of the game, especially the narrative advancement of important branch plots, to ensure the diversity and depth of the story. Ensure that the text dialogue is closely connected with the player's choice, affecting the direction of the game's plot and the final outcome. Also responsible for the production and design of some images.

- Sylvia Liu (Art Director and Narrative Developer): Responsible for the overall sound effects of the game. This includes, but is not limited to, ambient sounds, character movements, and mechanical sounds. Ensure that these sounds cater to the plot and make the plot more coherent and immersive. Also responsible for some of the game's image design, such as character design, scene design, prop selection, and the overall game style.
- Maria Zhao (Narrative Developer and Playtester): Responsible for the testing of the game and the design of the side lines in the game. This includes, but is not limited to, the idea and design of the scene for the in-game side story, as well as the story and communication between the characters. In addition, it helps the main story of the game to connect smoothly with the feeder and the final ending, so that the game is consistent as a whole. At the same time, I was responsible for the trial play and detection of the game after the completion of the game to ensure the smooth story of the game without bugs and other problems.
- Riddle Zheng (Narrative Developer and Game Recording): Responsible for one of the game endings. Also, responsible for game tests. Need to find bugs and errors then report it. When the game runs smoothly, I am responsible for recording a complete game by OBS.

Discord will be an important communication tool in our development process. The team will use the calendar function to place members' weekly to-do lists and use multiple channels to categorize and aggregate development resources. The team will hold weekly development meetings in the Discord channel to ensure that each member's development ideas and direction are correct during the development process, and to jointly resolve questions and disagreements in the team. A two-day buffer period is set for the completion date of each task. If any member misses the deadline, the responsibility will be redistributed and an additional work meeting will be arranged to achieve the goal within the limited time.

Part Three: Gameplay and Story

➤ Detailed Story Description

Under the neon lights of the city at night, the daily lives of both the powerful and the powerless are still unable to escape the deep cyberspace. You happened to obtain a second-hand Braindance device, and with a sense of adventure, you unhesitatingly started this extremely risky Braindance experience. Sure enough, this inexplicable Braindance gave you the creeps. You started a merciless pursuit from a first-person perspective, and the terrified look in the eyes of the innocent victim left an indelible impression on you.

The huge shock made you take off your Braindance device. And the announcement of a sudden death case on reality TV instantly made your hair stand on end. The victim on TV had the same face as the person you just met in Braindance...

You can no longer sit still. The conspiracy that has been lurking beneath the surface is about to come to the surface. The source of the second-hand Braindance, the alley where the victim died, the towering corporate buildings, the streets lit up by flashing neon lights. All in the hope of discovering the truth about the core of the shrine in the Night City...

➤ Key Gameplay Mechanics and Story Integration

- Branching Choice System: During the dialogue, the player will encounter multiple options, each of which will have a minor or major impact on the plot. This mechanism allows players to experience different plot branches each time they play.

-Affection System: Influences the direction of relationships between characters.

-Event Triggering System: Certain conditions will trigger hidden plots.

-Text Dialogue: Players mainly advance the plot by reading text dialogues.

As previously described, the core mechanism of text adventure games is dialogue and choice. During the game, the player must make choices at important moments. Without exception, these choices will be moral and human dilemmas, and they will

permanently affect the ending of the characters in the story. The player will also feel the importance of their choices.

Part Four: Assets and Schedule

➤ 2D

- Textures / Sprites:
 - Static Sprite: fixed images of characters, props, buttons, etc.
 - Dynamic Sprite: shows the movements of some characters.

➤ Sound

- Sound List (Ambient)
 - Outside
 - Level 1 : Ambient sound: Sounds from nature. For example, the sound of the wind.
 - Level 2: Mechanical sound: the sound of a button being pressed by a player, or the sound of some option being activated.
 - Level 3: prompt tone
 - etc.
 - Inside
 - Level 1: Sounds made by characters: sounds made by characters for specific dialogue and expressions, e.g. laughing, crying, being surprised
 - Level 2: Background music
 - etc.

Schedule

➤ <Object #1> Narrative Development

- Oct 21st - Oct 28th: Main Storyline Written
- Oct 28th - Nov 4th: Multiple Endings Wriiten, Narrative Development Accomplish

➤ <Object #2> Gameplay Development

- Nov 11th - Nov 18th: Artistic resources design (characters, scenes, etc.), sound effects, music
- Nov 18th - Nov 25th: Use the engine to complete game production and content integration

➤ <Object #3> Playtesting

- Nov 26th - Nov 30th: Playtesting, improve for the final production
- Dec 1st - Dec 2nd: Gameplay Recording