S.S. DAUNTL-E.S.S.

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[Survivors Guilt]

# The Concept:

## Commands:

* Go
* Open
* Pickup
* Use
* Inspect
* Duck

## Themes:

* Save/Escape the Ship
* Survivor/Rescuer
* Ghost Ship

## Ideas:

* Hallway Horror
  + Quicktime events
  + Popups
  + Sound(s)
* Spaceship location divided in rooms
* Timer based choices (?)
* Escape the ship?
* NPC’s?
  + Monster
  + No actual Ai but certain rooms of inputs cause encounters
  + Scenarios
  + Quarantine

## Technical:

* ambience audio
* use json for script

## Rooms:

1) Door room

Here you enter, here you shall leave. Well.. once you get the door activated.   
**Interactables:** [Door]

2) boiler room

Water at users feet. Warm n stuffy. (find weapon. Touch exposed wire to get electrocuted. < use wire for puzzle? Correct use charges battery for numpad) Items: [Wrench, crowbar], **Interactables:** [Toolbox, Wire, Ladder], Flavor interactables: [boiler]

3) engine room.   
You can’t get in here until the sliding door is unlocked by pressing the button on the bridge. items: [**Sorting USB**], flavor interactables: [Engine.]

4) Captains cabin.   
(unlock door with captains key found on corpse. Room contains a safe with a usb, maybe note for silly lore "gonna lock the ship down to keep the virus from spreading. By spreading keys for ais.")   
**items:** [**Navigator USB**]   
**Interactables:** [Safe, note, navigator usb] (safe must be opened with numpad, requires batteries. Find batteries in storage room, recharge batteries in boiler room. Numpad code found on note on captains desk

5) The bridge.   
There’s a dead man in the captains chair. You try to ignore him.   
**Items:** [Captains key, button key],   
**Interactables:** [navigator, captains corpse, doormat, big red button],   
**Flavor interactables:** [Window] (find a button key under the doormat to unlock button case. Press button to unlock engine room

6) kitchen.   
It smells rotten here.   
**Items:** [Spoiled meat,],   
**Interactables:** [Spoiled meat, ENCOUNTER: chef, corpse, Kitchen AI],   
**Flavor interactables:** [Old Stew]

(use spoiled meat as alternative to distract infected during encounter. Chef eating corpse, defeat chef to inspect corpse and find a key in pocket.)

7) Crew Cabin.   
**Items:** [**Server USB**]   
**Interactables:** [one guy] (find him a medkit and he gives you a USB).

8) storage room.   
It’s like a dark warehouse.   
**Items:** [batteries, key, **Kitchen USB**]   
**Interactables:** [Sorting system AI, High shelf with usb, box] (empty rechargeable batteries for numpad found in box here, bolt can be found here with the use of the ladder from the boiler room.

9) long hallway Items: [**medkit**]   
**Interactables:** [ENCOUNTER: cabin crew, medkit] (defeat encounter to get medkit at the end of the hallway.

10) Server room.   
All AI’s run from here.   
**items:** [],   
**interactables:** [USB port] (use all USB’s here, to reboot AIs. talk to them in their respective rooms for them to then open their part of the door..)

## Concept In More Details:

Repairing systems:

Item: wrench

Find various bolts, once fixed leads to keys? 5 keys to open final door.

AI’s are fixed to electricity in each room. Fix the power box affixed to the wall with a bolt to regenerate the power. AI’s speak brokenly before fixing them, once fixed the power box pops open to reveal a key

Key items:

4 bolts > 4 keys

1 medkit > 1 key

Encounters:

People are infected (USE for fight system. Find crowbar or pipe. If using wrong item, game over. User may run back where they came from to escape encounter, but encounters block certain doors that can only be unlocked once infected are defeated )

Upper floors are all cabins. Encounter stairs, don’t let user go up. You think it’s best not to go there. (on account of the fucking zombies)

NPCs:

mainly systems?

* Navigator
* 1 dude having the worst time of his life
* Kitchen AI
* storage room AI

# 

# The Prototype:

The prototype exists out of a few components and is meant to be made in 1-2 days. The prototype will then be improved upon. When there are enough improvements and there don’t seem to be any issues it is considered the end product.

The components:

* Command system
  + Inventory
  + Item use
* 3 rooms + 1 T-split hallway
  + Moving between rooms
* 1 dialogue
  + Between user and NPC
* 1 game over

# 

# The Product:

## Location:

Abandoned cruise space ship, alien style. Alarm light, metal clanks. Once you entered the ship to loot it, the door closed behind you.

~~> Maybe try to implement ambiance music?~~ We had to strip music because of the lack of time

## NPCS:

~~mainly systems?~~

* ~~Navigator~~
* ~~1 dude having the worst time of his life~~
* ~~Kitchen AI~~
* ~~storage room AI~~
* ~~Talk to systems for hints after fixing them?~~

We stripped NPC-based dialog because we didn’t have time to properly integrate it into our end product.

## Commands:

* Go
* Use
* Inspect
  + Map
  + Inventory (or inv)
* Duck

We ended up merging ‘open’, ‘pickup’ and ‘inspect’ under the name ‘inspect’.

We also introduced some special arguments for inspect so you can look at your inventory and map when you want to do so.  
The talk command is technically still in the game but is not recommended to be used as it is not optimized for the current code.

## 

## Rooms:

1) Door room

Here you enter, here you shall leave. Well.. once you get the door activated.   
**Interactables:** [Door, corridor]

2) boiler room

Warm and stuffy. (find weapon. Touch exposed wire to get electrocuted. < use wire for puzzle? Correct use charges battery for numpad)

**Items:** [Gun, Ladder]

**Interactables:** [Toolbox, Wire, Object]

**Flavor interactables:** [Cabinet, Corner]

3) engine room.   
You can’t get in here until the sliding door is unlocked by pressing the button on the bridge. **Items**: [**USB**]

**Interactables:** [Motor, note, 4 switches] USB wedged in motor, switch puzzle to obtain usb

4) Captains cabin.   
(unlock door with captains keycard found on corpse. Room contains a safe with a usb, note for silly lore)   
**Items:** [**USB**]   
**Interactables:** [Safe, note, navigator usb, desk, numpad, documents] (safe must be opened with numpad, requires batteries. Find batteries in storage room, recharge batteries in boiler room. Numpad code found on note on captains desk. code order hinted at by painting and by lights in server room

5) The bridge.   
There’s a dead man in the captains chair. You try to ignore him.   
**Items:** [Captains key],   
**Interactables:** [captains corpse, big red button],   
**Flavor interactables:** [Window, doormat]

6) kitchen.   
It smells rotten here.   
**Items:** [Spoiled meat, engine key],   
**Interactables:** [Fridge, Countertops, Stove, Pot, Noise, Corpse ENCOUNTER: chef.],

(use spoiled meat as alternative to distract infected during encounter. Chef eating corpse, defeat chef to inspect corpse and find a key in pocket.)

7) Crew Cabin.   
**Items:** [**Server USB**]   
**Interactables:** [BOB, infection, bunkbed, lockbox, junk] (find bob a medkit and he gives you a USB).

8) storage room.   
It’s like a dark warehouse.   
**Items:** [batteries, **USB**]   
**Interactables:** [High shelf with usb, tags, batteries, piss, glint, window] (empty rechargeable batteries for numpad found in device here, USB can be found here with the use of the ladder from the boiler room.

9) long hallway > hallway b   
**Interactables:** [ENCOUNTER: cabin crew,] (defeat encounter to get to server room at the end of the hallway.

10) Server room.   
All AI’s run from here.   
**Items:** [medkit],   
**Interactables:** [USB ports, lights, lever, screen, medkit] (use all USB’s here, to unlock door.)

11. nav room

room for player hints if lost

displays a map with usbs

**Interactables:** [Map]

12. hallway a

connects entrance room, boiler, and engine room

13. hallway b

connects nav room, bridge and captains cabin