

GDI2112 – GAME DESIGN
ASSIGNMENT 2 PART 1
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GAME DESIGN DOCUMENT

ARCHIVE WEST

FRANK GAMES

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GAME CONCEPT

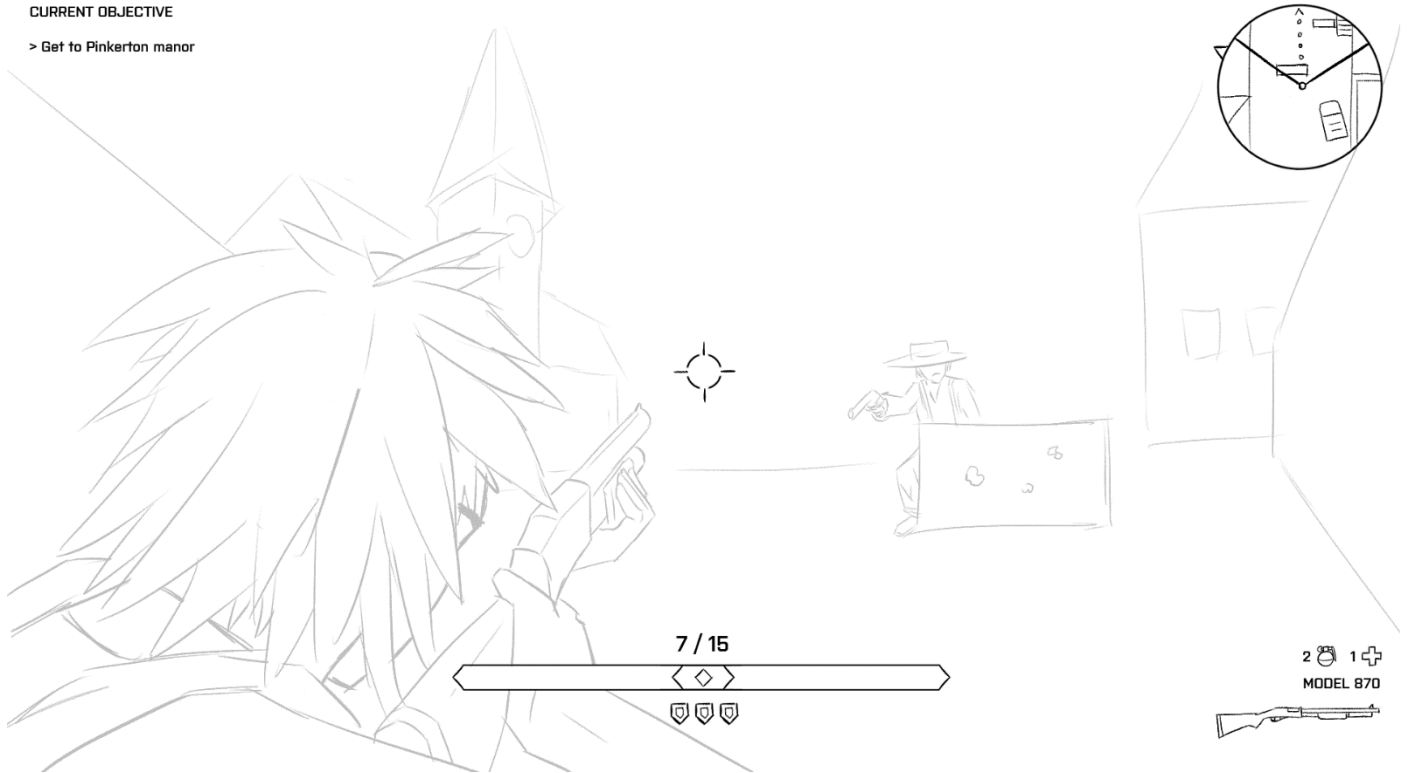
Archive West will be a story-driven open-world third-person view cover shooter set in the 23rd century in a fictional state in North America. The aesthetic will be near-future post-apocalyptic combined with a *Red Dead Redemption* inspired Old West. Archive West's gameplay is to be grounded, methodical, and challenging, with an emphasis on stealth, proper planning, and inventory and resource management, combining mechanics inspired by many games. The background story and political lore is inspired by *Fire Emblem: Three Houses* and historical civil upheavals such as the Zhanguo Shidai and Sengoku Jidai. The game will feature three main factions with multiple endings depending on choices the player makes throughout the game, and will involve themes of connection, the morality of nuclear power, freedom of information, censorship, and propaganda. The player will be a cowboy inspired deliveryman named Frankie, tasked with making deliveries for clients who need your services in the wasteland or under the oppression of government, inspired by *Death Stranding*. Route terrain, human enemies, and resource scarcity will be the most common obstacles the player must face, requiring planning and adaptation to overcome.

GAMEPLAY

HEADS-UP DISPLAY (HUD)

CURRENT OBJECTIVE

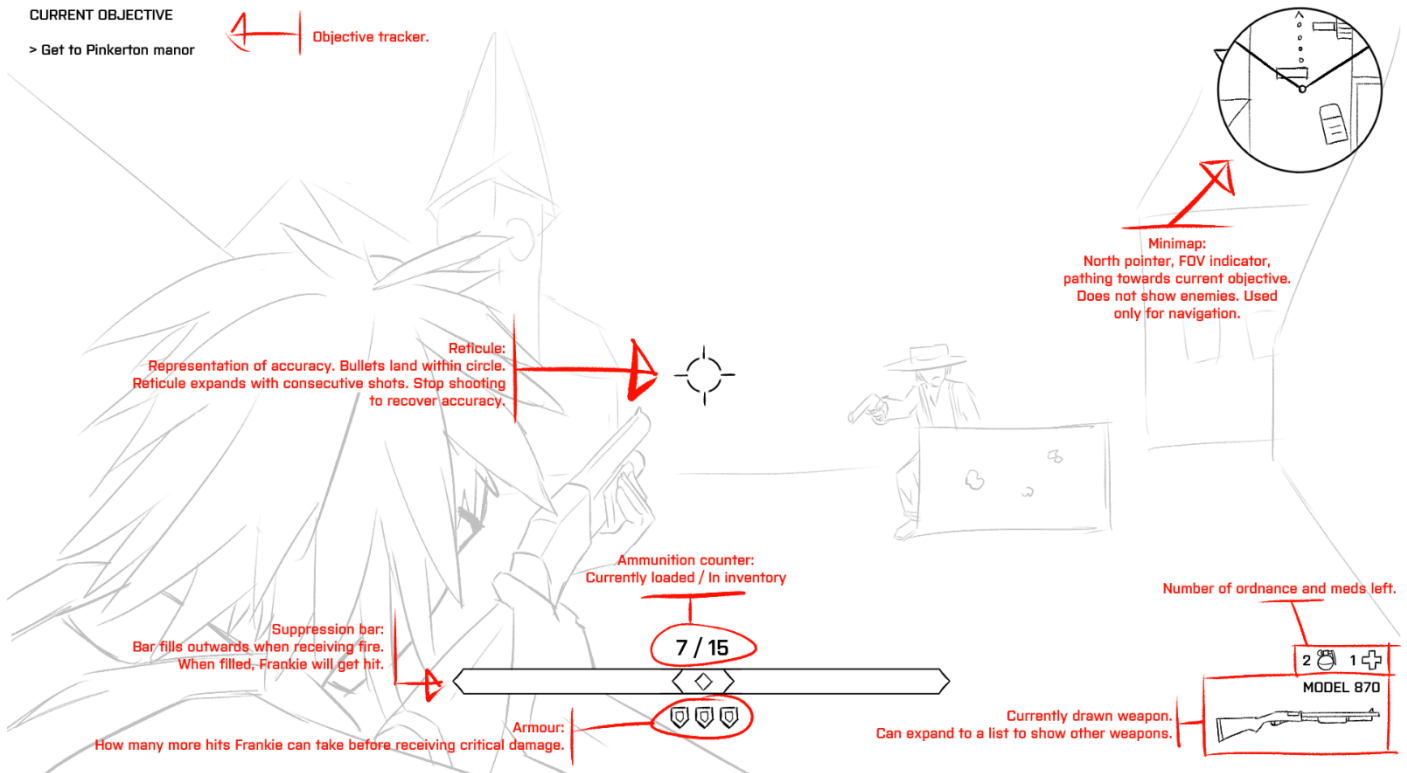
> Get to Pinkerton manor



CURRENT OBJECTIVE

> Get to Pinkerton manor

Objective tracker.





The ammunition counter, suppression bar, and armour points are displayed together as these are the three most important elements a player will pay attention to during a fight.

DIRECT COMBAT

SUPPRESSION BAR

A take on the posture gauge mechanic created by *Sekiro: Shadows Die Twice* but applied in the context of a cover-based shooter. The 'suppression bar' represents Frankie's luck, filling outwards as it runs out, turning from yellow to red.

- Suppression bar fills when taking fire. Bullets stray closer to Frankie as it fills. Psychomotor challenge.
- Suppression reduces when not taking fire, faster while behind cover.
- Hiding behind cover while taking fire stops suppression gain, but suppression reduction is also slowed.
- Player incentivised to relocate to reduce suppression, encourages mobile gameplay instead of 'turtling' in one spot.
- Frankie gets hit at max suppression, wiping off a hit point.
- Less suppression gain with lighter loadout, representing a more mobile target being harder to hit.

HIT POINTS

Discrete hit points convey the feeling that bullets, no matter how large or small, are dangerous, and that the player character can only take about as much damage as anyone else.

- Player character can only take 2 hits before death without armour, i.e., 2 *health* points. This cannot be upgraded.
- Health points are not shown on HUD but conveyed through visuals and gameplay.
- When 1 health point remains, the screen will have a red vignette overlay, Frankie will limp, and movement and suppression reduction is slowed. This is called *critical damage*.
- Frankie can use a med kit to recover from critical damage.
- Wearing armour grants *armour* points, which protects from health damage. Heavier armour grants more.

GUNPLAY

Gunplay pacing intended to be similar to other 3rd person view shooters such as *Gears of War* and *Last of Us*.

- Attack, aim, reload, and throw grenade.
- Accuracy represented by reticule, which expands or contracts. Suppression slows accuracy recovery.
- Aiming increases accuracy, zooms player camera, and if behind cover, Frankie will peek. Zoom level depends on equipped gunsight.
- Attacking without aiming bypasses aiming delay, and Frankie can spray bullets behind cover without being exposed.
- Shot recoil kicks player camera upwards. Recoil will pull in certain directions depending on weapon. Player must compensate for recoil. Encourages well-placed shots and familiarity with weapon over volume of fire. Dexterity and memory challenge.
- Enemies have weak spots susceptible to more damage. Usually head but can also be parts of body unprotected by armour. Logic challenge.

MELEE

Given the scarcity of resources in New Cothern, not every enemy has a gun, and many weaker enemies will rush Frankie with melee weapons. Core melee mechanics are similar to *Sekiro: Shadows Die Twice* and *Sifu*. Suppression bar is combined with melee as a representation of posture/structure.

- Attack, dodge, block, and parry.
- Getting hit or maxing out suppression will wipe off a hit point.
- Block stops damage but fills suppression.
- Perfectly time a block input before an attack lands to parry. Psychomotor and inference challenges.
- Parry stops damage, doesn't fill suppression, and consecutive parries opens up an enemy to finishers.
- Dodge prevents damage and reduces suppression.
- Attack deals damage, but enemies can block and may counterattack. Consecutive attacks opens up an enemy to finishers.
- Enemy counterattacks and certain moves or weapons are uninterruptible by Frankie's attacks. Therefore, player cannot spam attack to win. Encourages methodical timing-based melee gameplay. Memory and pattern recognition challenges.
- Use both attacks and parries to open up tough enemies to finishers.
- Finishers immediately defeat an opponent regardless of armour.
- If Frankie is in stealth, Frankie can perform finishers on unsuspecting enemies.
- Dedicated melee weapons - spiked bat, knife, bayonet fitted to gun, etc.

STEALTH

STEALTH BAR

When not in combat, the suppression bar acts as the stealth bar. It turns from white to yellow as Frankie is noticed by enemies, then resets and becomes the suppression bar if combat starts.

- Stealth bar fills slowly with an unsuspecting loadout, and quickly with a suspicious loadout.
- When filled, enemies will start approaching Frankie.
- Enemies may ignore Frankie with an unsuspecting loadout if they don't perform suspicious actions (being seen entering restricted areas, getting too close, drawing a weapon, etc.).
- Enemies may immediately start conflict instead of approaching with a suspicious loadout.
- Non-combat characters may alert guards.



DIALOGUE

Dialogue choices play a role in stealth. When approached, the player can choose to wordworm their way out, intimidate them, bribe/trade with them, etc.

NOISE

- Guns are very loud. Noise attracts attention. Discourages using guns in busy urban areas.
- Suppressors reduce noise level, but generally still loud.
- Suppressors become less effective the more they are used.
- Melee attacks make limited noise.
- Radius shown on minimap to indicate noise level.

LOADOUT / INVENTORY

MECHANICS

Tetris-style inventory system inspired by *Escape From Tarkov* to serve the *Death Stranding* inspired delivery gameplay loop. Players can rotate and fit items to optimise storage space. Delivery items, weapons, and equipment all take up space, so the player must consider what they need with their concealment. Bigger bags or vehicles give additional storage space, but of course, make Frankie more suspicious.

ITEM TYPES

- Delivery items – denoted by an exclamation mark icon.
- Weapons and armour – small weapons such as knives and handguns or light armour can be equipped while being concealed. Larger weapons and heavy armour can be hidden in bags but must be taken out of the inventory and equipped to use.
- Ammunition – different weapons use different ammunition. Encourages proper preparation.
- Throwables – grenades, throwing knives, etc. each take up at least one square.

SCREEN

Shown below are balanced, suspicious, and concealed loadouts.

EQUIPPED GEAR

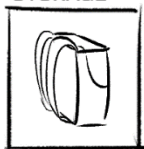
TOTAL LOAD: 24 KG
SUPPRESSION MODIFIER: +11%

ARMOUR



KEVLAR VEST
+2 HIT
CONCEALED

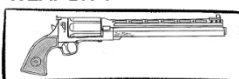
STORAGE



BACKPACK
+12 STORAGE

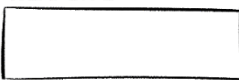


WEAPON 1



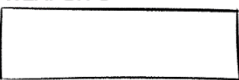
IRON PYTHON [6 / 21]
.454 LONG MAGNUM
CONCEALED

WEAPON 2



NO WEAPON

WEAPON 3



NO WEAPON

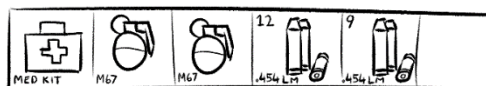
CONCEALED



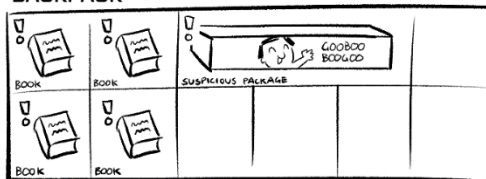
SUSPICIOUS

INVENTORY

ON BODY



BACKPACK



EQUIPPED GEAR

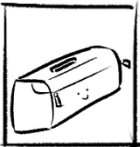
TOTAL LOAD: 58 KG
SUPPRESSION MODIFIER: -35%

ARMOUR

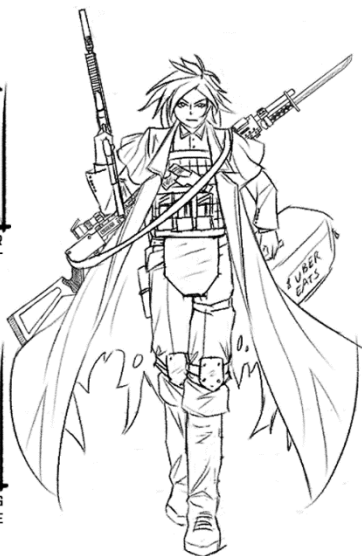


PLATE CARRIER
+5 HIT

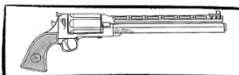
STORAGE



DUFFEL BAG
+24 STORAGE



WEAPON 1



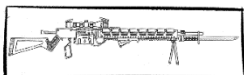
IRON PYTHON [6 / 21]
.454 LONG MAGNUM

WEAPON 2



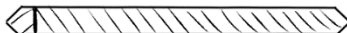
R-32 STRIKELINE [30+1 / 54]
.33 FEDERAL

WEAPON 3



SR-20 SYLVIA [1 / 9] [100%]
.408 ELECTRO

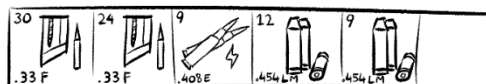
CONCEALED



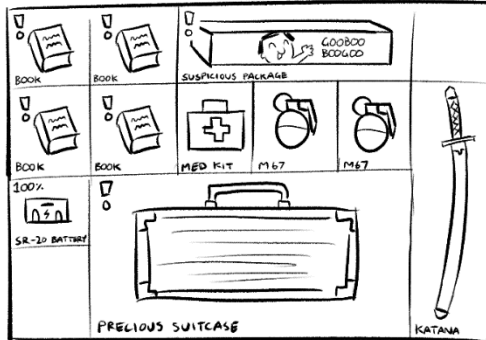
SUSPICIOUS

INVENTORY

ON BODY



DUFFEL BAG



EQUIPPED GEAR

TOTAL LOAD: 12 KG
SUPPRESSION MODIFIER: +20%

ARMOUR

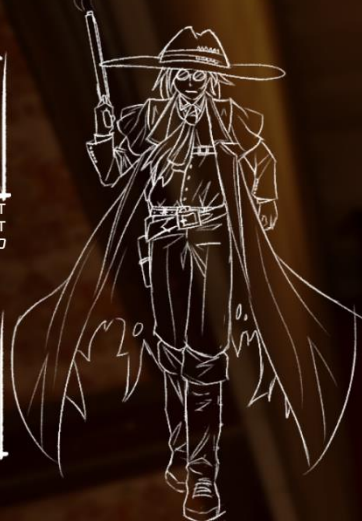


KEVLAR VEST
+3 HIT
CONCEALED

STORAGE



BELT BAG
+6 STORAGE



WEAPON 1



IRON PYTHON [6 / 15]
.454 LONG MAGNUM
CONCEALED

WEAPON 2



NO WEAPON

WEAPON 3



NO WEAPON

CONCEALED



SUSPICIOUS

INVENTORY

ON BODY



BELT BAG



Notice the concealment balance bar and suppression modifier changing depending on how much Frankie is carrying.

ACTIVITIES

MISSION TYPES

- Delivery / smuggling – bulk of gameplay loop. Accept delivery requests, set Frankie up for anticipated conditions of delivery. Larger cargo loads introduce greater inventory management challenges.
- Item retrieval / information gathering – sneak or blast your way through an area to obtain a key mission item and escape.
- Assassination / capture – sneak or blast your way through an area to kill or capture a VIP target. If going loud, the target will try to escape.
- Open conflict – special story-related missions where the player can go all-out guns blazing. Abundant / unlimited ammunition, temporary use of powerful weapons.

OTHER ACTIVITIES

- Trading – player can interact with Trade Federation and others to trade for equipment they need. No formal currency.
- Exploration – freely explore the open world.
- Sub-quests – perform missions outside of mainline story.

GAMEPLAY PROGRESSION / SKILLS

SCALING

Archive West is to avoid RPG-like levels. The player gains power through acquiring innately powerful gear (crusty scrap guns to high tech guns). Enemy toughness is not linked to levels, and is dependent on their weapons, armour, and combat finesse. Boundary is created with certain areas being patrolled by tougher enemies, but technically, nothing is stopping a scruffy Frankie from taking on the final boss with a scrap pistol.

SKILL TREES

Limited skill trees to represent Frankie becoming more proficient. They focus on creating new gameplay opportunities instead of incremental stat increases.

- Ninja – stealth abilities such as disguises, hiding more equipment on body, lockpicking, etc.
- Wordwizard – dialogue options such as deceit, persuasion, intimidation, etc.
- Operator – weapon abilities such as performing fast specialised reloads, using certain weapons, improvised explosives crafting, etc.
- Fighter – melee abilities such as side-switching attacks, trip attacks, disarming counterattacks, etc.
- Courier – delivery related abilities such as learning to drive cargo trucks, faster horse carriage speed, using larger wagons, etc.

MARKET APPEAL

GENRE MARKET BREAKDOWN

Archive West falls under a few genres/tags:

- Adventure
- Shooter
- Role-playing
- Open world
- Post-Apocalyptic

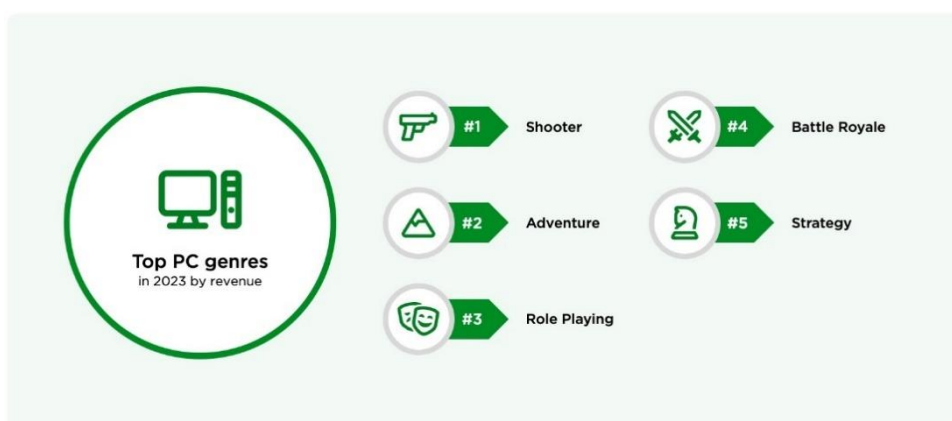
Each of these genres dominate the market with shooters on PC occupying 14.1% and adventure 17.1% on consoles as shown in the diagrams below.

Top console game genres in 2023



Source: ©Newzoo | Games Market Reports & Forecasts | July 2023
newzoo.com/games-market-reports-forecasts

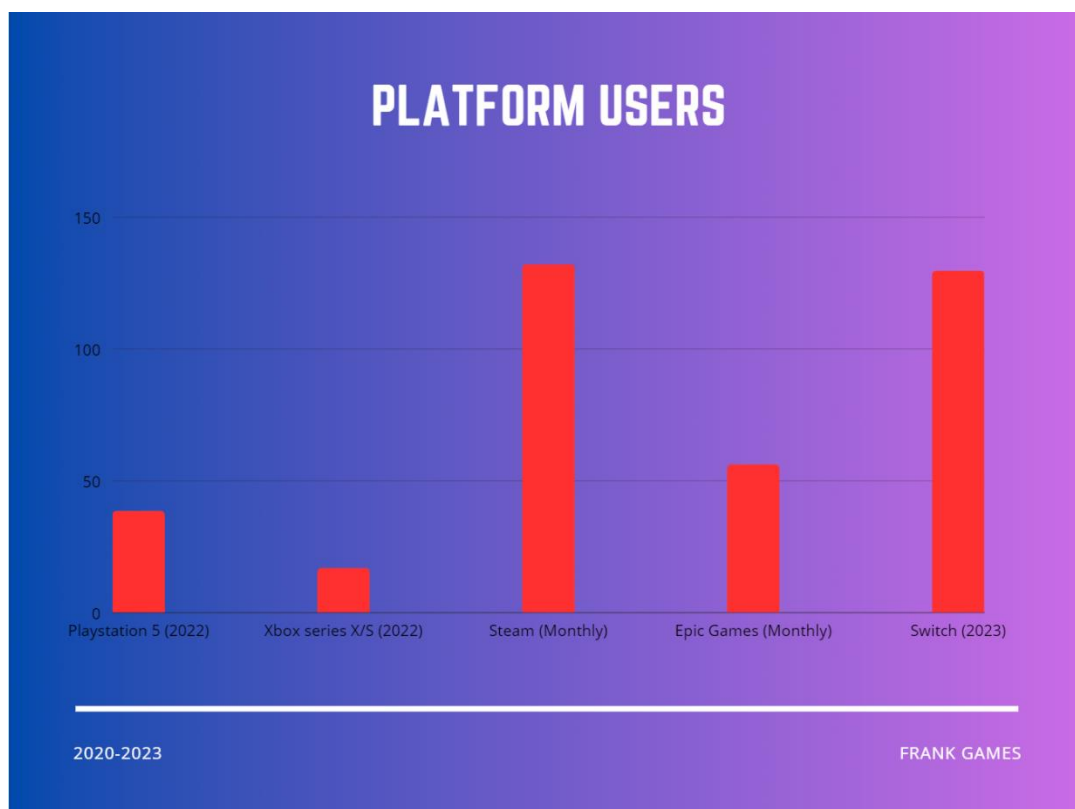
Top PC game genres in 2023



Source: ©Newzoo | Games Market Reports & Forecasts | July 2023
newzoo.com/games-market-reports-forecasts

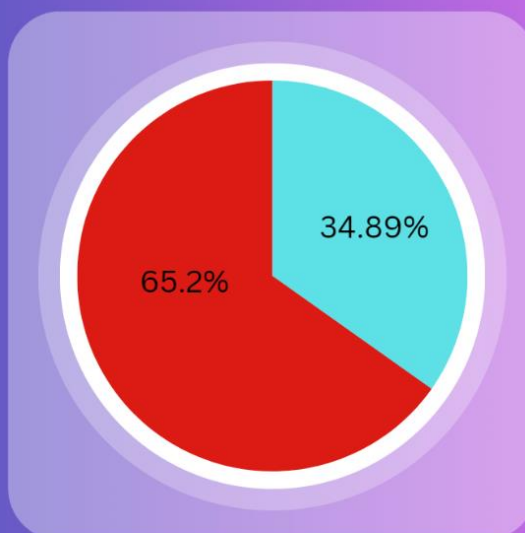
RELEASE PLATFORM

With highly successful games like *Read Dead Redemption*, *Starfield*, and *Grand Theft Auto 5*, the action-adventure genre has been dominating for several years. By targeting a release on current-generation consoles and PC, there is confidence in Archive West's potential to reach a large market audience. Despite the Switch's large userbase, a Switch release will be tough, however may still possible as graphically intensive games such as *The Witcher 3: Wild Hunt* were ported to Switch. In the graph we see the number of sales and users on different platforms in the millions.



Potential Buyers

- Targeted Audience**
242.6 million users shared across the PC, Xbox Series & PS5 platforms. With a large pool development is recommended.
- Nintendo Switch**
Nintendo has sold over 129.5 million units of the switch since 2017. This chunk being 34.89% of users discussed. The Switch being underpowered handheld console development for this is deemed unviable.



BACKGROUND STORY

In the year 2023, a planet-wide war broke out. Known as the Seven Minute War, hypersonic nuclear weapons decimated modern civilisation in seven minutes. An estimated 72% of humans were killed almost immediately, with a further 14% dying later from radiation poisoning. Once the dust cleared, those who remained were forced to revert to a hunter/gatherer lifestyle to survive. Most Old World technology and knowledge has been lost, and electricity is a rare commodity for only the wealthiest in the big cities.

200 years later, with no central government, the power vacuum leaves warlords vying to take over Washington in what is known as the State Wars of North America. The Sons of Light defeated the Free Frontier and now control the state of New Cothern. Free Frontier rebels continue to fight, bandits dominate the barren wasteland, and the Librarians crawl in the shadows, spreading Old World knowledge deemed forbidden by the Sons of Light.

CHARACTERS

FRANKIE

Born an orphan left to die in the barren wastelands of New Cothern, Frankie was a scoundrel who got by stealing. Eventually, Frankie bit off more than they could chew by targeting a lone inconspicuous deliveryman. Swiftly beaten and apprehended, Frankie learnt that this was no ordinary peddler of wares – this was a Courier from the Librarians. Inspired, Frankie wished to be taken into the Librarians. Alexandria, the head of the Librarians, accepted Frankie in. With a stolen revolver, Frankie trained at the range and eventually proved they were worth something more than a bandit with some of the fastest gunslinging New Cothern has borne witness to.

Owing to the plethora of Old World information Frankie could access, they learnt of wars past, nuclear power, and the history of New Cothern, among other things. Frankie's cold, uncaring brashness starts to change, and they question whether mankind has a greater duty for someone with their skills, moving on from the family that raised them...

FRANKIE

BODY TYPE 1 VERSION

AFFILIATION: THE LIBRARIANS

SIGNATURE WEAPON: IRON PYTHON .454 AUTO



ALEXANDRIA

The head of the Librarian cult. Her kind and gentle motherly demeanour is not to be mistaken with weakness – Alexandria is ambitious and can even stand her own in a fight. She spends most of her days locked in the Great Library of Scriptum, keeping her hands full managing the archives and her trade network. Alexandria believes that mankind can only recover through the spread of knowledge, thus, she seeks to spread the history of the Old World to the New World, and warning of the dangers of nuclear weapons – something that is bound to re-emerge during the State Wars of North America.

ALEXANDRIA

AFFILIATION: THE LIBRARIANS
WEAPON: R-32 STRIKELINE



CHANCELLOR JULIEN MONROE

Julien Monroe is the Chancellor of New Cothorn, the leader of the Sons of Light. He came into power through dedication, hard work, and a few stabs in select backs. As soon as he got the chance, killed his superior, the previous Chancellor Harold Redding, and quickly assumed power.

Monroe is a paranoid, power hungry man. He deeply fears being backstabbed himself and is hellbent on using all means necessary – including nukes – to seize control of North America for himself. Despite this, he can put on a very charming persona, and is worshipped like a God by the people in the City of Light for bringing back a sliver of the light, warmth, and comfort of the Old World.

WORLD DESIGN

PLACES

NEW COTHERN

North American state especially ravaged by the Seven Minute War. Much of New Cothorn is barren wasteland crawling with bandits, with small towns scattered around often controlled by one of the three factions. These towns consist mainly of buildings made from ruined Old World buildings and wood. New Cothorn operates on a trade economy. People trade goods with one another and with shops.

CITY OF LIGHT

The largest city in New Cothorn, the Sons of Light's capital, and the only place in the state that has access to electricity, hence the name.

SCRIPTUM

A small town in the heart of New Cothorn, main camp for the Librarians. The Librarians' great archives and Alexandria reside here.

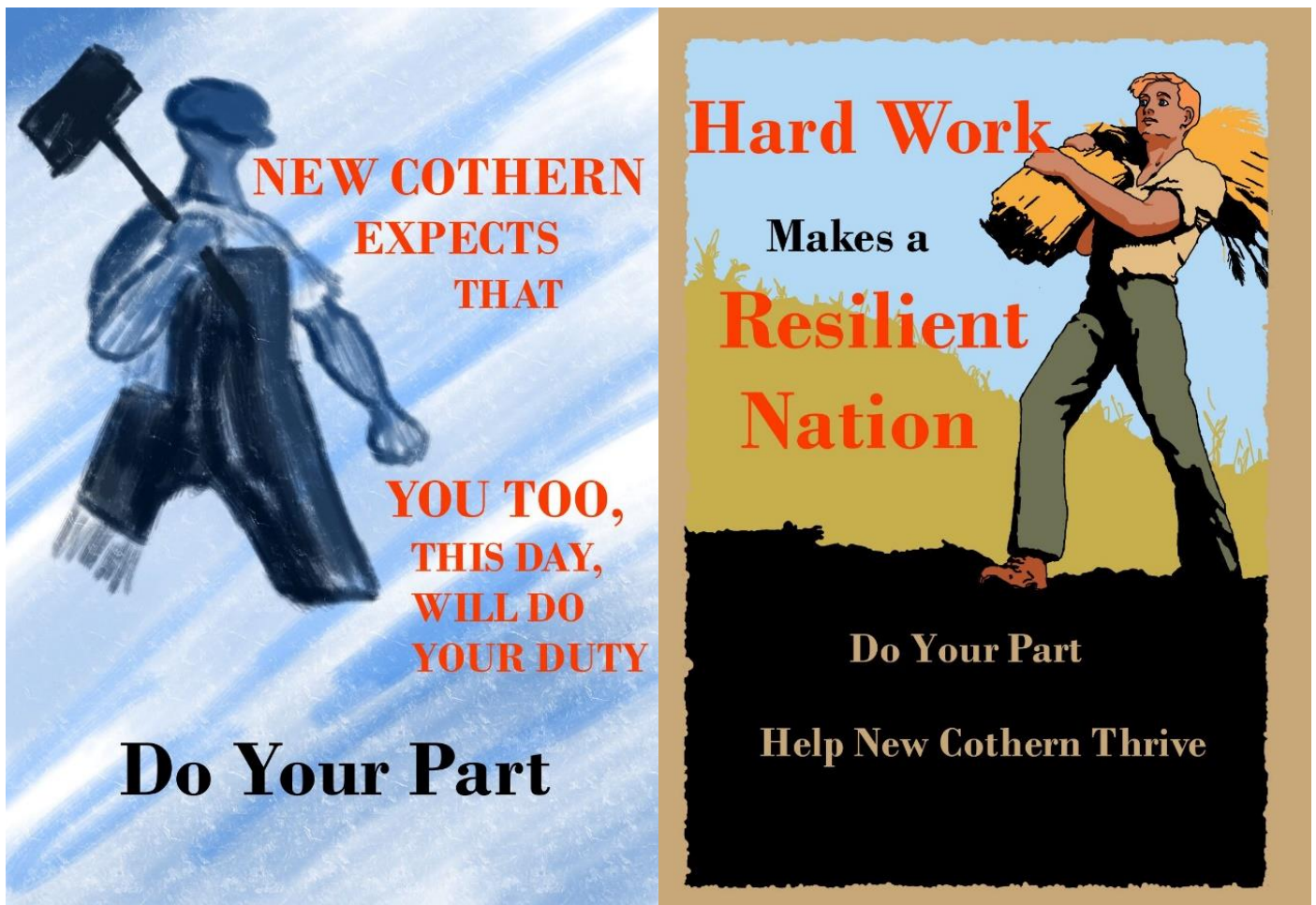
FACTIONS

SONS OF LIGHT

The government currently in control of New Cothern. The Sons of Light were able to harness nuclear energy, providing the City of Light with electricity. However, in Julien Monroe's quest for power, the Sons of Light have also resorted to developing nukes. Fearing an uprising if their citizens learnt of the thing that destroyed their ancestors, the Sons of Light are very inclined to keeping Old World history out of the population's minds, thus are at odds with the Librarians.

It can't be denied that the Sons of Light are spearheading great technological recovery, but are their actions justified for the greater good? The player may choose to do jobs for the government, delivering goods to and from the city which will increase the player's reputation with the government.

Below are some example propaganda posters that the government would have plastered all over the state.

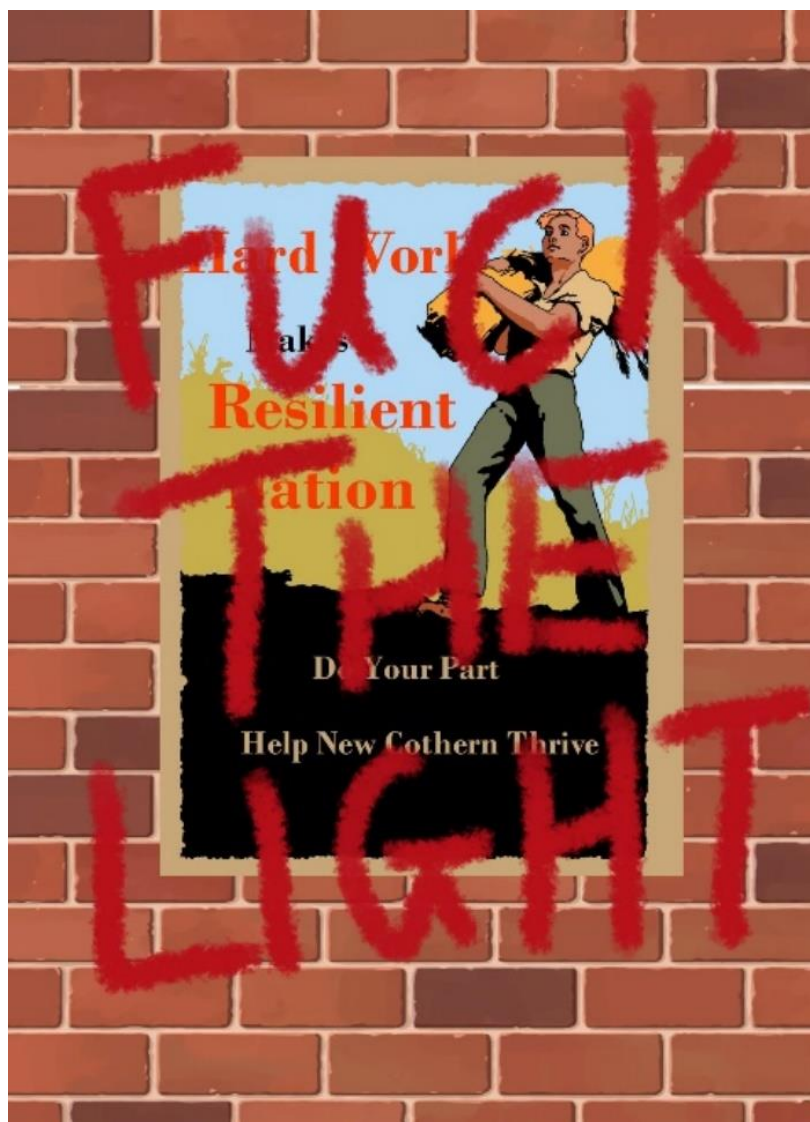


FREE FRONTIER

The Free Frontier were the former rulers of New Cothern, defeated by the Sons of Light many years ago, now reduced to rebel militia remnants. Despite their small force, Free Frontier members are veterans, with many elites in their ranks, and plot to overthrow the Sons of Light. They brand themselves as the 'resistance' fighting for a better tomorrow, free from government control.

Are the Sons of Light undeserving to be rulers of the lands of New Cothern, or are the Free Frontier just another group of tyrants better left dead? The player may choose to do jobs for the Free Frontier, smuggling unorthodox goods and fugitives, which will increase their reputation with the Free Frontier.

The presence of Free Frontier rebels can be found with the defacing of government posters.



THE LIBRARIANS

A peaceful cult formed on the notion of free trade and knowledge. They have many outposts scattered across New Cothern and live a socialist lifestyle. They maintain a neutral position from the Sons of Light and Free Frontier, however, there are individuals within the group that quietly have opinions either way. The cult grows through connecting marginalized or isolated communities via trade.

Although the Librarians are a peaceful faction, their Couriers are not to be trifled with. They excel in combat and subterfuge as they must contend with many threats throughout their delivery journeys. Couriers travel alone and usually choose to remain inconspicuous to avoid unwanted attention. Frankie, the protagonist, is a Courier.

A person can either choose to join the Librarians, or they are born into it. But once you are a Librarian, you cannot leave that life. Will Frankie be content with the Librarian life and staying loyal to their family until death, or can they make a bigger difference in the world by putting up their skills for a greater cause?

TRADE FEDERATION

The Librarians' most regular clients. The Trade Federation is a government branch with shops in many towns across New Cothern. They trade for goods that their town needs.

Players can find trade shops in many towns and get goods they need. They will also deliver goods to different shops for missions.

BANDITS

Bandits are cast-aways with nothing to lose, driven insane with the will to survive with no thought given to anyone else's suffering. If not for Alexandria's kindness, Frankie may very well have ended up a bandit.

COMMON BANDIT



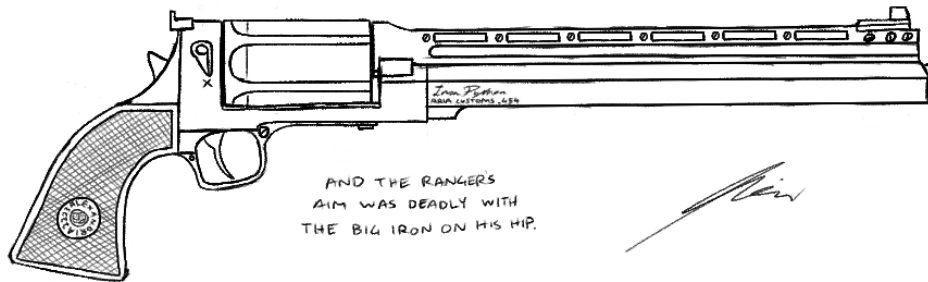
WEAPONS

Much of the equipment in the New World is cheap and cobbled together. However, powerful and well-maintained weapons can be found either as those that survived from the Old World, or created in the New World due to the wars taking place all over North America. Below are original weapon concept sketches created for Archive West.

IRON PYTHON

AUTOMATIC REVOLVER
.454 LONG MAGNUM [11.23x41mmSR]

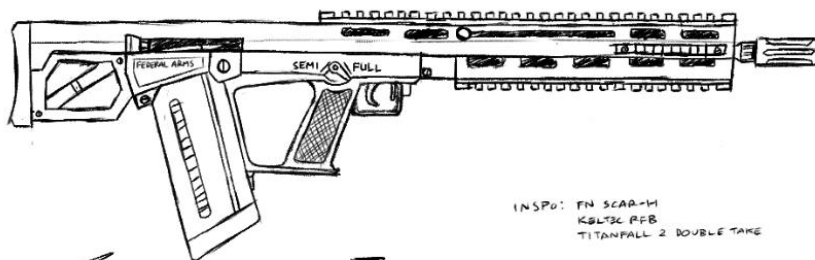
INSPO: MATERA MODEL 6 UNICA
SMITH & WESSON MODEL 500
COLT SINGLE ACTION ARMY
HELLSING ALUCARD'S .454 CASULL



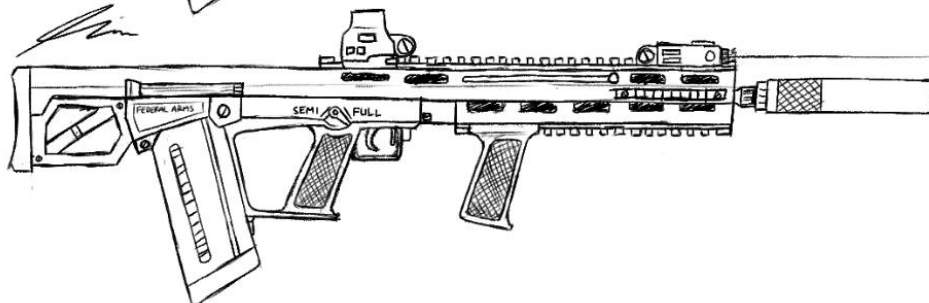
Frankie's signature revolver. Custom made for officers of the Sons of Light, the Iron Python mostly exists as a status symbol, although Frankie makes it practical.

R-32 STRIKELINE

BATTLE RIFLE
.33 FEDERAL [8x72mm]



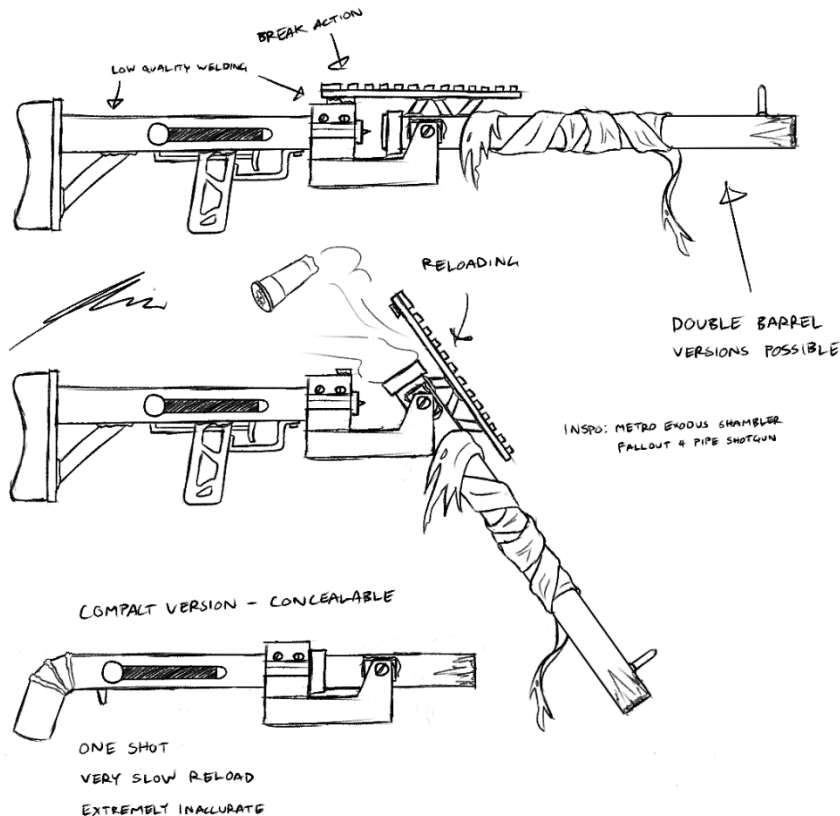
INSPO: FN SCAR-H
K&L3C RFB
TITANFALL 2 DOUBLE TAKE



The R-32 was a modern weapon of the Old World and remains modern 200 years later. Highly capable but rare, this rifle is typically reserved for elite Librarian Couriers, and heavy infantry of the Sons of Light and Free Frontier.

LAYIN' DOWN PIPE

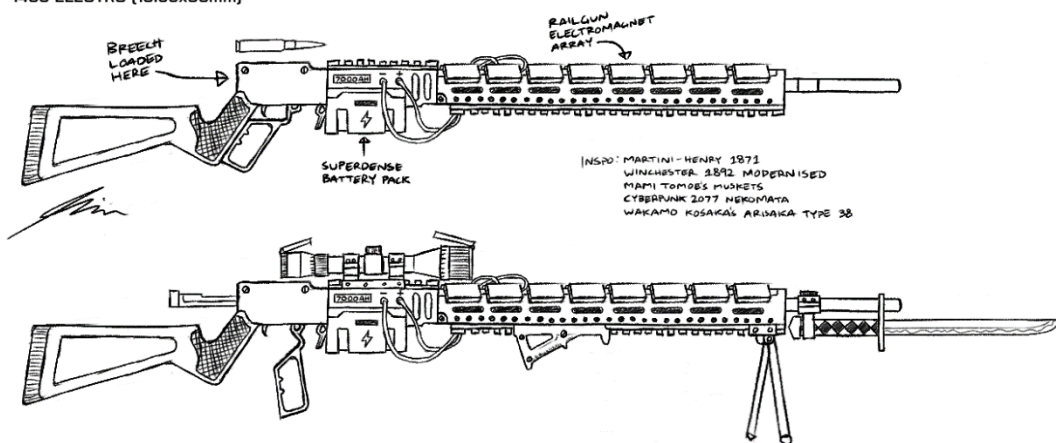
SINGLE / DOUBLE BARREL PIPE SHOTGUN
12 GAUGE



A quintessential weapon of the poor; shotgun shells are common, and pipes are plentiful. Typically used by bandits and faction grunts. Can also be fashioned in a tiny size, making it concealable with the downside of being very slow to reload and extremely inaccurate.

SR-20 SYLVIA

HYBRID RAILGUN
.408 ELECTRO (10.36x80mm)



An experimental Sons of Light creation to be introduced as one of the rarest weapons. Harkening back to the Old West, the SR-20 is lever-action. The need for a railgun to be charged means this weapon uses battery packs as well as rare, specialised ammunition. In a world where electrical power barely exists, Frankie must reserve use of this powerful weapon.

EXAMPLE SCRIPT & WALKTHROUGH

SCRIPT

EXT. SOUTH COTHERN TOWN - DAY

WYATT COLT (30s, dirty, ragged clothing) looks up as FRANKIE approaches and cowers on the ground.

WYATT

Leave me be! I've nothing left for
your masters to take, you've claimed
it all already.

FRANKIE

Think you've got the wrong idea,
fella. Just taking a shortcut.

WYATT

(taking a closer look)
Oh, my apologies. I've had a few
too many debt collectors the last
few days. Bad enough they robbed
my family blind, now they've come
for the scraps.

FRANKIE

Who's robbed you blind?

WYATT

(standing)
Those damned Thwaites! Years ago, they
robbed my grandfather of our family
heirloom, our blessed pendant. Ever
since then they've made it their lives'
work to sink us lower while they raise
themselves higher in their manor.

WYATT gestures down the street. FRANKIE can see a two-story manor in the distance,
outside the borders of the small town.

WYATT

Not for nothing, but... we've got very
little left, but I'd give it all for
that necklace back. Restore our family
luck and give a kick in the pants to
those bastards... if you have the time,
that is.

FRANKIE
(shaking their head)
Sorry, bud, I'm on my own schedule here.

FRANKIE turns and starts to walk away.

WYATT
(desperately)
They've got books in there!

FRANKIE pauses but does not turn back.

WYATT
I, I knew that'd get your attention.
You're one of them Librarian folks,
right? Well, they got books in there.
Secret books. All that hidden knowledge,
kept for themselves. If somebody were to
go in for that, and happened to find my
pendant along the way... well, that'd put
those Thwaites in their place.

PLAYER DECISION

FRANKIE (MISSION DENY)
Sorry, bud. You've got the wrong idea.

WYATT
(disappointed)
Oh... oh, I'm... I'm sorry.

FRANKIE walks away as WYATT sinks back to the ground.

END CUTSCENE

OR
FRANKIE (MISSION ACCEPT)
(glancing back)
Alright, I'll see what I can do.

WYATT
Oh, thank you, my friend!

WYATT bounces around excitedly. FRANKIE chuckles and shakes their head before walking away.

END CUTSCENE

THE GOOD, THE BAD, THE OVERDUE - QUEST WALKTHROUGH

This quest is available from the first time you enter South Cothorn Town. Head towards the bar entrance and you'll be pulled into a cutscene with local vagabond Wyatt Colt, explaining his family troubles. Agree to search for his family heirloom and you'll gain access to the Thwaites Manor, along with a few different options for how to complete the objectives.

OPTION 1: FOX IN THE HENHOUSE

Towards the back of the property on the left side you will be able to find a damaged panel in the wall surrounding the manor. Climb over and use the foliage in the yard to sneak up to the house. Towards the Kitchen at the back left-hand side of the house you'll hear the servants' conversation:

"Something odd's been happening with Master Roy."

"What do you mean?"

"You know that party last month? I spent near on an hour looking for him for Lady Del. When he finally turned up, he said he'd just been upstairs in his master bedroom."

"What's so odd about that?"

"Because I'd checked his room three times, there was nobody in there."

"You're probably just imagining things."

Enter through the back doors and up the main staircase. Use the overlook banisters to sneak around and through the far doorway. From there you have access to the Master Bedroom, Bathroom, and Private Study. Pick the lock to enter the Bedroom. Investigating the side table inside will reveal various documents, including a floor plan of the Manor revealing two empty spaces where hidden rooms are. Check over the wall beside the bed and you'll be able to access the hidden room, which contains the Colt Amulet, a stack of three rare books, and a Government-Issued Duster which will reduce your notoriety in allied territories.

Sneak back out and either vault through a window or stealth back down the staircase. Escape over the wall and return to Wyatt. He'll be overjoyed that you located his amulet and offer to fence stolen goods for you, including anything from the Manor. You'll also receive the Silenced Colt Revolver.

Optional: It is also possible to loot the second hidden room. Sneak around the ground floor to find the Drawing Room, and then through to the Study, which you will also need to lockpick. Interact with the bookshelves again to open the second hidden room, which contains five books of a lesser rarity, and valuables to fence.

OPTION 2: WOLF IN SHEEP'S CLOTHING

Return to Wyatt before heading to the Manor and you'll be able to press him for more information.

Wyatt: "I don't know a lot about the place, t'be honest, but I knows some of the servants from drinking in the bar. You'd wanna be drunk too, dealing with the Thwaites all day."

Enter the Bar and locate the servant, Lenny. You'll be able to buy him drinks and choose whether to have your own. After his third drink, lead Lenny out to the alleyway, where he'll pass out. Interact with him to steal his outfit for a disguise.

Head to the Thwaites Manor. So long as you keep your distance between the two guards at the front gates, you'll be able to walk straight through the front door and take the right hallway to the Servant's Quarters. The Butler will speak with you as soon as you enter.

Butler: "You're late! This will not do, now we're behind schedule. Upstairs, quickly, the upper landing is an absolute disgrace. Wait... where are your keys? You fool, this will certainly come out of your food allowance. Take mine, but mark my words, if they are not returned you won't be able to find a job as a living mop in this town!"

You will receive the Thwaites Manor Key and, so long as you keep a distance from guards and avoid the Butler as he roams the manor, have essentially free reign of the home. Make your way upstairs through the Servant's Quarters and through to the hallway to the Master Bedroom. You'll be able to find the hidden room as before and have easier access to the additional bedrooms for valuables.

Exit the Manor and return to Wyatt. He'll again believe you've been sent by the Thwaites with your disguise but will calm quickly. He'll be overjoyed that you retrieved his heirloom so effectively and again offer to Fence for you. You'll also receive the Concealable Colt Revolver.

Optional: Return the keys to the Butler before you leave. There are no personal benefits to this – however, if you choose instead to keep the keys you may later see him drunk in an alleyway.

OPTION 3: HUNTIN' SEASON

If you haven't yet upgraded your Improvised Explosives skill, purchase some dynamite from the general store before progressing.

For this pathway walk right up to the house from the front entrance and take out the two guards. From there, move quickly – more guards, and eventually law enforcement will start appearing around the house. Enter through the front doors and head straight to the staircase, killing the guards as quickly as you can. Head around the hall overlook to the far doorway and enter. You can shoot the lock off the door to the Private Study to open it, but cannot interact with the shelves when detected, so throw an explosive beside the bed to open the secret room. Collect the Colt Amulet, Duster, and the books, and either hightail it out or repeat the breaking-and-entering method on the second hidden room downstairs. Once you've collected everything exit the house quickly, as an extended fight can quickly deplete your ammunition reserves. Take refuge outside of the town until all enemies stop searching for you.

Head back to Wyatt to enter a new cutscene – horrified, he'll accept the Amulet as you both watch the Manor burn in the distance. Despite this, he will still agree to Fence for you, and you will receive the Heavy Colt Revolver.

SECRET OPTION: LOYALIST

Instead of following the quest, you can turn Wyatt in. Head to the Sherriff's Station in town and interact with the Sheriff.

Frankie: "I'd like to report a crime."

Sherriff: "Oh? Turning yourself in?"

Frankie: "Not me. The old vagabond in the alley's harassing folk, asking them to rob the Thwaites for some old necklace."

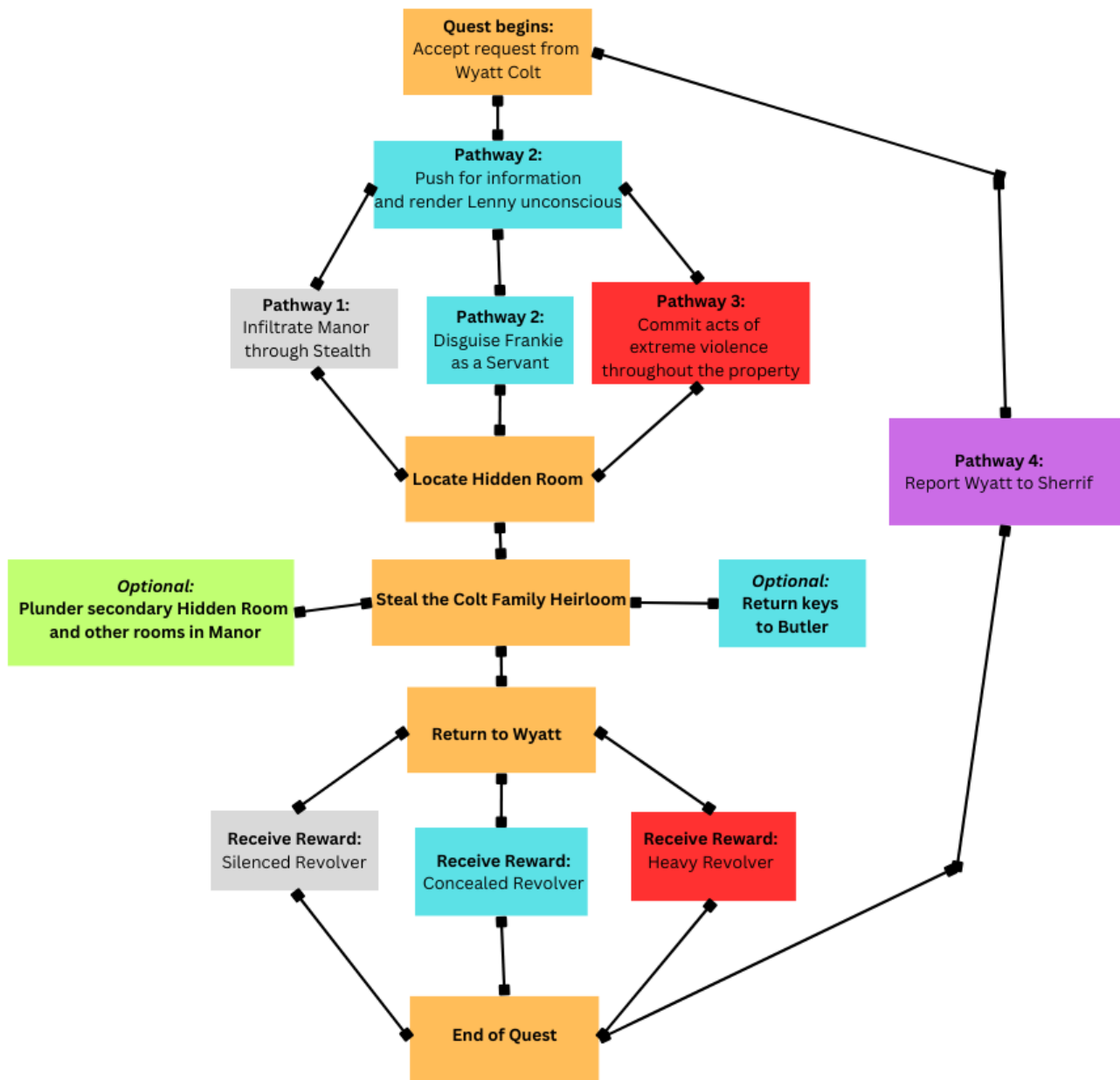
Sherriff: "Alright, well, that'll be easy enough. Wait here a minute."

The Sheriff will exit the building. A moment later, you will hear a gunshot, and the Sheriff will return.

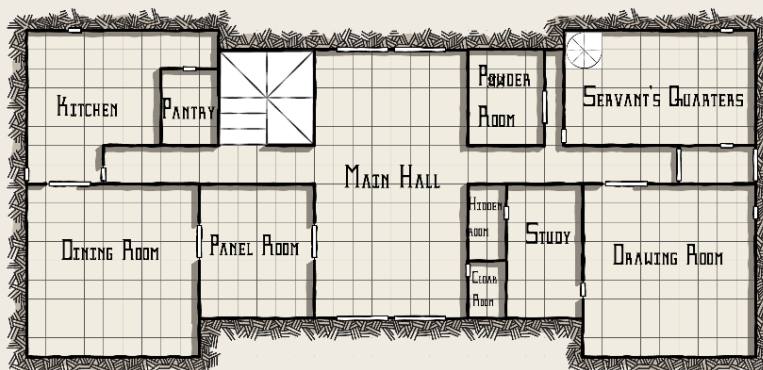
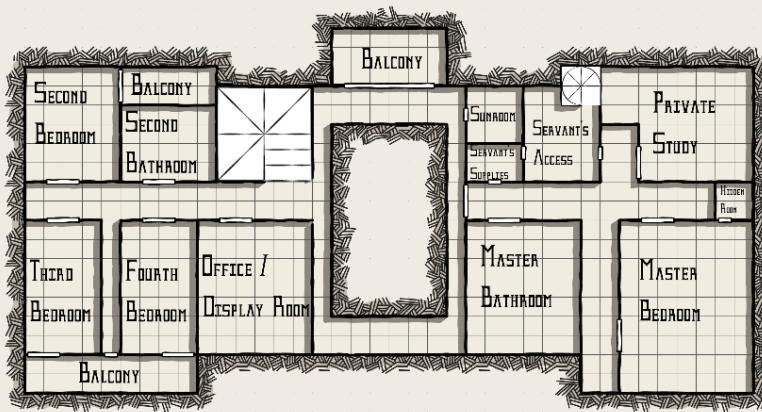
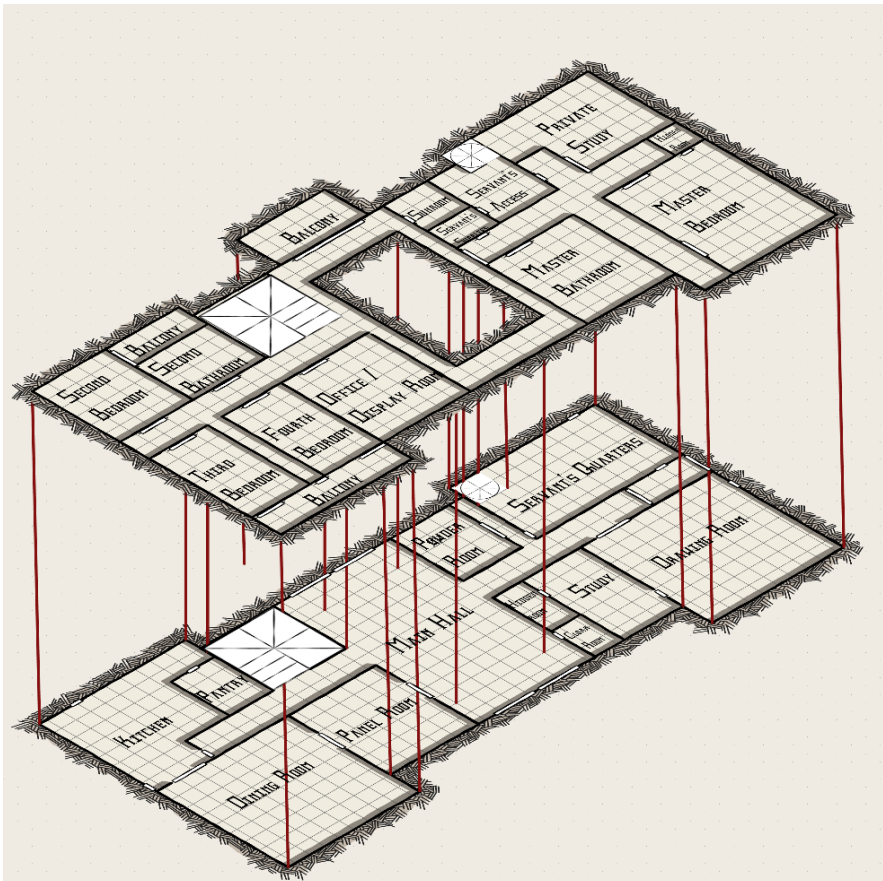
Sherriff: "Alright, you have a nice day now."

With that, the quest ends early. Your reputation with the Government will increase and you'll later be able to call on the Thwaites for a favour.

THE GOOD, THE BAD, AND THE OVERDUE



MAP LAYOUT



COMMENTARY

DESIGN HISTORY

As a group, we decided to all pitch our ideas, describing the basic story and gameplay. Then we all voted on an idea that was not our own. Archive West has taken inspiration from many games and pop culture media, such as *Red Dead Redemption*, *Death Stranding* and *Star Wars* to name a few. We organised all our thoughts and parts of the document on a Discord server.

As we expanded on the lore, many parts of the game fell together. How electricity functions, how the government controls the population, what kinds of weapons would be available and how the actual gameplay would work.

Early on we discussed where the game would be set. We thought about not outright stating a place, or even just setting it on a fictional planet. Neither of these would work because we needed a name for the place and setting it on another planet would take away from the Old West style we were going for. So, we decided on setting it in a fictional version of the United States.

REFLECTION

This experience was a tedious/time consuming one, but it was very laid back for the most part. Everyone worked well together and listened to each other's ideas. It was fun to keep adding to the game while also keeping in mind the gameplay elements that would keep players interested (rules, goals, challenges, boundaries, and feedback).

In designing this document, we did not consider accessibility in games, that is something we will need to think about in future games.