

DARK ADAM

Team Murder

1.0 OVERVIEW

Set in a dystopian city, the game will follow the character Adam as he searches for the truth of what happened when he left 5 years ago. As the player and Adam explores what happened in the past, Adam must confront and justify the events to those he fought beside (this will also serve as the way for the player to find out what happened as Adam knows it). The story will be linear with some exploration and combat elements. Exploration will be in the form of examining items in the rooms the player is in, which will give more background information on the people and places. Combat will take the form of JRPG style turn based combat, in which stats differ for each character as well as armor and equipment.

2.0 SYSTEM OVERVIEWS

2.1 CONVERSATION

Conversations will be stored in an array and pulled as needed, with an ordering based on conversation ID. The user will advance through with the press of a button and be given options on what to talk about in some situations. This will give the player control and let them choose how much of the story to be exposed too.

2.2 MOVEMENT

The player be in rooms/areas, and can use the doors command to get a list of the doors in the area the player is in. One of these doors will be labeled with (EXIT), and if chosen will give the player a list of options to the different areas he can go to. When in the room, the player can interact with objects, and talk to characters by selecting the wanted option, followed by the object or character to interact with.

2.3 EQUIPMENT

Each character will have multiple equipment slots (head, chest, legs, gloves, feet, weapons) which the player will get opportunities to upgrade throughout the game. These equipment pieces will increase the combat stats or change how a character plays slightly. Some of these items may be given as drops from unique enemies, while others can be acquired from vendors.

2.4 COMBAT

Combat will be done between 2 groups, the player and the npc group. Combat will be turn based, with a rolling initiative, with the starting positions decided at the beginning with the characters

speed modified by a random value, and environmental effects. From this point positions can change through the use of abilities (trip slows the opponent hit).

3.0 INTERFACE

3.1 CONVERSATION

```
Adam : It's been a while...  
Mike : Yes it has, back from the dead I see.  
[1] As you can see I'm not dead.  
[2] We'll see how long that lasts.  
[3] Ready to put some other people there instead.
```

Conversations will be shown line by line noting which character is saying the line. Choices will show for some Dialogue sections, while having little effect most times, gives the player more apparent interactions. Some sections this will chose which section of conversation to go through, this would allow the player to get the info they want, or get every drop of information. Allowing the player to control how much information they are exposed grants the player the ability to saturate themselves in the story or just hit the high points, and every gradient in between.

Another aspect of this section, is when exploring areas objects of interest can be found that will give more background to the world and characters. These can be skipped completely if the player does not wish to go and look for these, again allowing the player to control the amount of story they are exposed to, it also makes getting this information a reward for going out of there way, maybe in another room, just for this tidbit of information.

3.2 MOVEMENT

The player will navigate the world through areas and rooms, by the means of doors. The following is an example of an Area, there are 3 Rooms, 1.Bar room, 2.Store room, 3. Washroom. All the rooms are connected by doors, as well as another door that leads to a sort of world map. In the world map the player will get to choose a new area to move to from a list of areas he has available.

```
You are leaving the bar, where would you like to go.  
[1] Bad guy's hideout.  
[2] My flat.  
[C] Never mind, I'll stay here a little longer.
```

These options will be restricted by flags that may be set from various things, such as conversations, objects of interest, or enemies that need to be dealt with.

3.3 EQUIPMENT

The player will be able to switch and equip items that will affect how they character plays. At any time when the player is not in a conversation or in another menu, the player will be able to navigate an inventory screen to switch out equipment.

```
> i
What would you like to see?
[1] Leather Jacket
[2] Business Card
[C] Cancel
> 1
What would you like to do with it.
[1] Inspect
[2] Equip
[3] Drop
[C] Cancel
> 2
Who would you like to equip it to
[1] Adam (Black Trench coat)
[2] Mike (Muscle Shirt)
[C] Cancel
> 2
Mike is now wearing Leather Jacket.
```

There are 2 types of equipment, weapons and armor, weapons effect your damage amount and type. Armor gives you defense, that reduces damage taken, as well as stats to improve that characters abilities. Items that are equipped are not in the inventory but can be viewed by going to [e]quipment then selecting the character to inspect, they will also unequip whatever is there currently, this is also where you would unequip items.

3.4 COMBAT

Combat will be done with a rolling initiative in a turn based style. Order will be picked at the beginning, mostly from the stat of the characters, and slightly influenced by chance. This way the only time things could change is if the values are already quite close. Combat would cycle through and when the player is up, it will say what character is up, and then display options

```
Adam is up, what would you like to do.  
[A]ttack  
[S]kills  
[I]tem  
[C]haracter  
> A  
Who would you like to attack?  
[1] Gang Member (14/20)  
[2] Gang Leader (30/45)  
> 1  
You attack Gang Member for 12 damage from your fists.
```

The player will first check to see if he hits, then enemy will reduce incoming damage by the amount from his armor. For skills the effect will be applied on hit, and any damage, if present, will be dealt the same as attacks. Items such as consumables can be used after it is selected and then a target is picked. The last option for combat main screen is Character which allows the player to see stats and health of his party.

4.0 DETAILS

4.1 CHARACTERS

4.1.1 ADAM

Adam is the main protagonist and the leader of the party in a story context, his goal is to “get the gang back together” in the hopes of finding out what happened 5 years ago. This event spawned the need for Adam to fake his own death and leave town, which most of his old comrades aren't too happy about. Adam's main fighting style revolves around his use of a length of chain, which he ether swings at the target, or punches with it wrapped around his hand.

4.1.2 JACK (JACKIE)

Jack is the first party member the player picks up after a short bar fight, which happens in the bar Jack runs. Jack is willing to help under the catch he is in no way interested in making amends with Sibyl. Jack mainly fights with kicks, more of a street fighting style as opposed to a form of martial art.

4.1.3 SYBIL

Sybil is the antagonist of sorts, most of the team believe she betrayed them in the event 5 years ago, while Adam is trying to prove her innocent or at least justified.

4.2 SCENES

4.2.1 PROLOGUE

Short explanation of what happened and some back ground information on what the status of the world is.

4.2.2 BAR

The second scene, split up a bit in a few main parts, the entrance, the main body, and the exit, introduce some more nuances about the world and who the player is about to meet.

It begins as the player is dropped off by the cab driver in front of the bar, telling him he'll be disappointed with what he'll find there. The player is given the chance to look around, explaining the inspect command, which will show the player the state of this area of town, as well as point out the door to the bar. After knocking on the door the player finds himself with a gruff door man, and is given a few options on how to convince the man to open the door, which he will do in any event.

– Bar is detailed in the area section

Once the player enters the bar, he is given the chance to explore some of the items around the bar, and interact with a few patrons, none of whom are interested in a chat with a stranger. The exception to this being Jack, the owner, who is very upset that Adam is here, but not in an angry way. Jack knows that this was unavoidable, never really believing Adam was dead and knew he would be back to cause problems. After a short argument and some drinking they start to come to a conclusion, and a bar fight breaks out.

– Fight detailed in the combat section

After this fight is concluded, the conversation ends and the player is given another chance to look around, with the door now an option to use. When the player uses the door, Adam leaves, which a short conversation between Jack and the barkeep, it goes back to Adam outside, as Jack comes out to join him.

After a short conversation detailing Jacks expectations (or lack thereof) of this little adventure. Jack then tells Adam that he wants to deal with some stuff before they charge off, to make sure this area of town doesn't fall to the wolves. The player is shown the main map screen allowing him to go to the gang hideout, tipping the player off on what Jack is asking.

4.2.3 GANG HIDEOUT

– Hideout is detailed in the area section

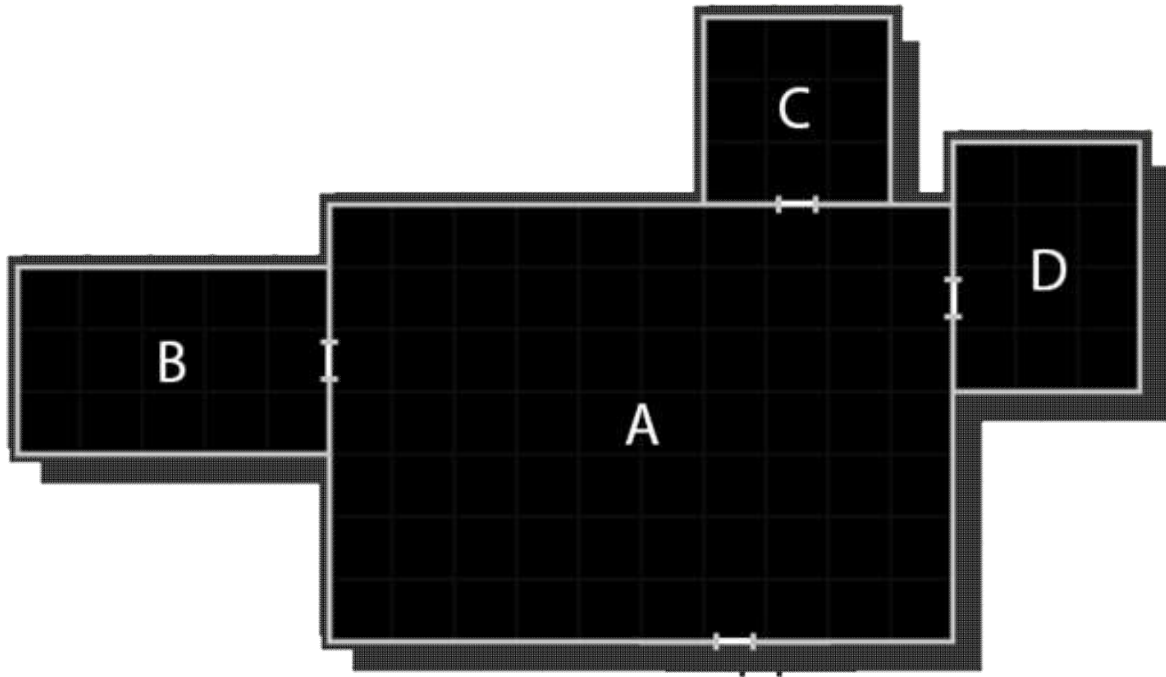
This area will be mostly a combat exercise for the player as well as exploring a new area. There will be a few combat sections, 3 “trash” fights and 2 boss fights in the form of Gang Leaders.

– Combat is detailed in the combat section

The 3 trash fights will help get the player become more used to the combat, he will have to fight 2 before fighting ether boss. Each boss will give a weapon for one of the characters while the player will be able to find a few pieces of armor, which lets the player decide who gets what, as well as a few consumables. After defeating the 2 Gang Leaders the Players party is free to roam and find anything they missed. When the player goes to leave, at this point it cuts to a conversation as the 2 characters walk away from the building. Jack mentions that they must now find the rest of the group and ends on a cliff hanger.

4.3 AREAS

4.3.1 BAR



The bar will consist of 4 rooms, Main area, Bathroom, Storage, and Back Office.

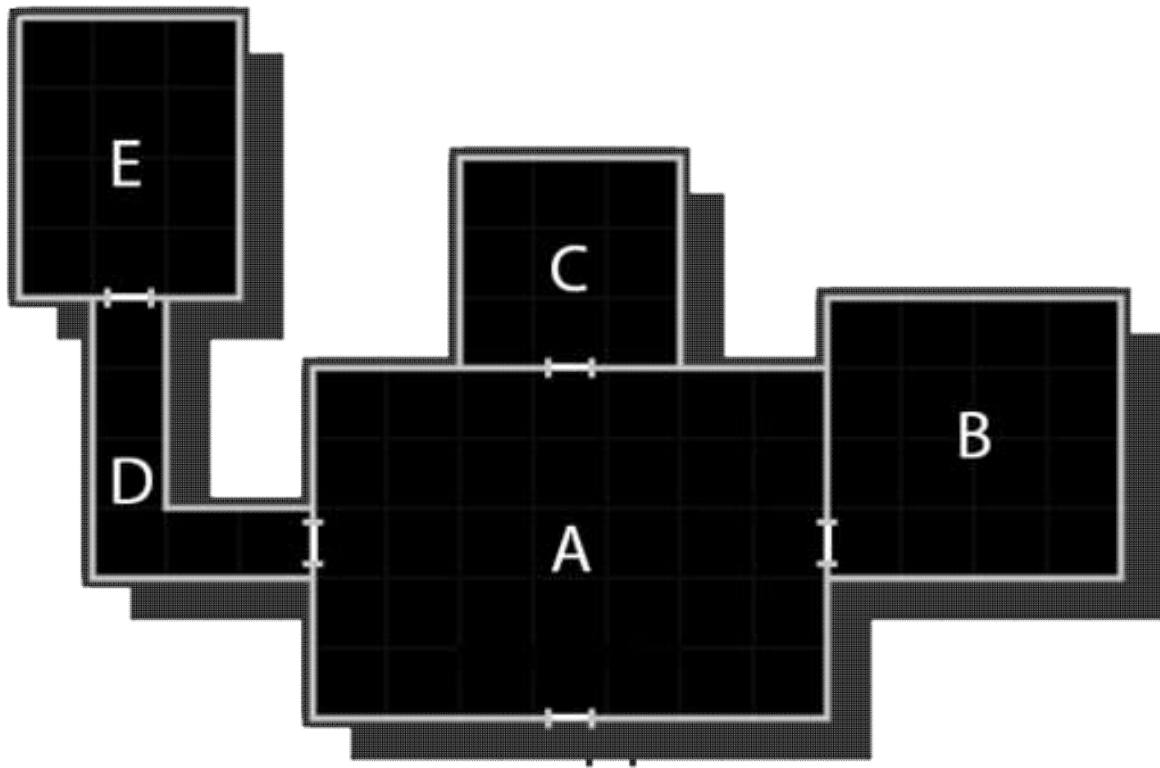
Main area [A]: The main room is where all the patrons are, it's also where the player enters this area at. The player is given the option to talk to some of the patrons, to no avail. Jack is also someone to talk too and he's actually willing to talk, after which a bar fight starts and the plot moves forward. After this point the player can return to this point to get consumables.

Bathroom [B]: This room is there mainly to make this area feel more real, nothing really to do here.

Storage [C]: If the player comes in here, they will find no alcohol, but if they look at all things here, a new option will come up, and the player will notice a hidden crate with a few bottles of whiskey.

Back Office [D]: After the player talks to Jack, he will be allowed to go in here where the player will find some trinkets of days past, including a photo of the old gang.

4.3.2 GANG HIDEOUT



The hideout consists of 5 rooms, the main room, 3 small rooms, and a hallway which connects one of the small rooms to the main room.

Main Room [A]: When the player enters this room it starts with a fight, where at the end one of the gang members mentions “Is that Adam? Aw shit”, implying that he is known as a problem for them. After this first fight concludes, there are 4 doors, one which leads back out, and the rest that go deeper into the complex.

Training Room [B]: This room houses one of the gang leaders who drops a weapon for Adam. This room seems to be used as some form of a training room, with a few weights and heavy bags. After the fight the player can explore the room, and if he checks the equipment rack, he will find some leather gloves that can be given to either player.

Store room [C]: A simple store room that the player can find some bandages and 1 use of smelling salts.

Hallway [D]: Left door leads down a hallway which has 2 locked doors that won’t budge and the last door at the end which leads to the last room.

Leader’s room [E]: this room has the second fight which is the leader of this group, once concluded, the room looks like something of an office, but also a bit like almost a throne room. This shows that this gang is more interested in being top dogs than actually running anything, if the player explores he will find a leather jacket on the coat rack.

4.4 COMBAT

4.4.1 BAR FIGHT

This fight is between Adam and Jack, against 2 pretty drunk patrons. The reason for the fight isn't clear, showing that this cities citizens are on edge, and that violence is the easiest option.

Name	Health	Attack	Defense	Notes
Patron 1	20	5	5	Drunk Guy
Patron 2	20	5	5	Drunk Guy

4.4.2 HIDEOUT ENTRANCE

The fight starts as soon as the player enters the main room of the hideout, one thug has a bat, while the other has a motorcycle helmet.

Name	Health	Attack	Defense	Notes
Thug 1	30	10	5	Has a bat
Thug 2	30	5	10	Has armor

4.4.3 TRAINING ROOM FIGHT

This fight happens in the training room and starts when they enter the room, the trainer, keeps using the punching bag "Pumping up" which increases his attack by 1. When his thugs are down he joins the fight, until then, trying to attack him just gets you hit by the thugs.

Name	Health	Attack	Defense	Notes
Trainer	40	5	8	Pump up increases attack by 1 each round.
Thug 1	30	7	6	Trainee
Thug 2	30	7	6	Trainee

4.4.4 MAIN EVENT

When the player enters this room the leader notices who it is, and seems unsurprised that "Adam is back in town to fuck everything up". After the leader talks down to Adam a bit, Jack steps in to defend him and the fight begins. All 3 enemies go right in for the attack.

Name	Health	Attack	Defense	Notes
Leader	50	10	5	Has a bat, and a lot of health, but low armor
Thug 1	20	5	8	Body Guard
Thug 2	20	5	8	Body Guard

5.0 STATS

5.1 ITEMS

5.1.1 EQUIPMENT

<i>Name</i>	<i>Effect type</i>	<i>Effect Amount</i>	<i>Notes</i>
<i>Motorcycle Helmet</i>	Defense	5	Dropped by the thug that wears it
<i>Sparing Gloves</i>	Defense	3	Found in the equipment rack in training room
<i>Leather Jacket</i>	Defense	5	Found on the coat rack in the leaders room

5.1.2 WEAPONS

<i>Name</i>	<i>Effect type</i>	<i>Effect Amount</i>	<i>Notes</i>
<i>Bat</i>	Attack	5	Dropped by the first thug that uses it
<i>Chain</i>	Attack	8	Dropped by the trainer in the training room

5.1.3 CONSUMABLES

<i>Name</i>	<i>Effect type</i>	<i>Effect Amount</i>	<i>Notes</i>
<i>Bandage</i>	Heal	15	Dropped from many locations
<i>Smelling Salt</i>	Revive	20	Dropped from many locations

5.2 CHARACTERS

5.2.1 ADAM

Adam is a slower speed character with a high attack value and average health

5.2.2 JACK

Jack is a faster character with average attack and slightly lower health