

# Lost Self: An Indie Video Game by Simon Lee

**Synopsis:** Our main character is lost and has no recollection of his identity or purpose. He wakes up in darkness and has to find himself. After leaving the darkness, he is immediately met by a rival who can be seen as a character that reflects our main character's old self. This rival tests his wit and intuition by dragging him into puzzles. The rival is a character who wants everything immediately and is panicked by time. Your role will help him understand that there is no reason to rush through everything in life and that everything should be done with intent and care. The main character will also encounter many bosses and enemies throughout his journey, which he can kill or spare and have them join his team. Each new member added to the party will contribute something to the user, not necessarily always being a net positive gain. The main character must level up in the meantime (or not) and reach the end of the game, where he is confronted by the final enemy: himself. If all these team members join him, he will remember his identity and what he needs to do to overcome himself, who is slowing him down. Otherwise, he does not know why he is battling with himself. On the contrary, if he decides to have no one join his team, he takes this opportunity to wipe out his past self entirely, which is a dark ending.

**Game Concept:** A mixture of my favorite games growing up. The game will be like Undertale, an open world, and the player can level up to a maximum level of 20. He can purchase weapons and armor to increase his attributes. The three main attributes of this game are

- Health Points (HP)
- Attack (ATK)
- Defense (DEF)

Weapons will work governed by the following equation:

$$attack = ATK\ Attribute * (weapon) + [rand(0, 200) = 0] * 1.5$$

Where the random constant is to add a critical hit occurring every 1/200 times. Armor, on the other hand, will work more linearly simply by adding a specific amount of hit points to the max HP of the player relative to the level.:

$$HP\ of\ player = HP + armor$$

Armor will also reduce the damage received by the enemy probably by some fraction

(e.g.  $1 - \frac{1}{4} = \frac{3}{4}$  damage). Some concepts are also taken from Pokemon, where there will be healing stations (save stations), and random encounters with enemies occur at random probabilities. There will be hidden items that the user can find scattered around the map (both visible and invisible). Other game mechanics will also be involved, which will be explained later in the script.

### Game Completion

Like Undertale, there will be two versions. A genocide run, where players can kill everything in their way and have no one join the team, or a peaceful run, where they spare the enemy in all cases. Players can choose between these two modes where nothing abstract will occur.

## Plot:

### Chapter I - Darkness

The game begins with the player in a dark room. In your inventory, you have 1 juice box, which restores full health, and 3 chicken nuggets which each restore 5 HP. In this chapter, you can do nothing. You will run into occasional “invisible enemies” and learn how to battle enemies. However, in these fights, you cannot hit anything but the enemies can hit you. The way to complete this level is to run out of HP to advance to the next room. Inside the room is a sign that reads something cryptic on how to advance to the next room, along with a large locked door.

### Chapter II - Rival

After escaping the dark realm, you are approached by your rival. He will randomly accompany you during the whole journey. Inspired by Gary from the original pokemon, he is here to test your skills and compete against you. He first challenges you to a race to the forgotten city, and this is the first competition you face. Before the race, you are interrupted by police officers who are searching for your rival. The rival is a con artist. You are asked by the police officers if you have seen your rival. The answer does not matter, and you are forced to do a duel against the officers (2x). This is the first set of mini-bosses. You are joined by your rival, and it is a 2v2 duel. After defeating the officers, you resume your race to the city.

**Boss Fight:** Two police skeleton officers (Justice).

- **Offense:** You can take iterative turns pressing the attack button and inflicting damage with your base attack.
- **Defense:** They will have two boxes. You must keep your cursor within the two boxes. The cursor is controlled with the player's keyboard. If the cursor is out of the box for more than 2 seconds, you will lose 25% of your HP regardless of level.
- **Reward:** 150 EXP points, Police Uniform

After defeating the bosses, your rival challenges you to that race. This is yet again another mini-game where you will be presented with random keys, and you have to be able to press the correct keys on the keyboard within a second duration. If the user completes this, 7 out of 10 times, you will beat your rival. Otherwise, you will lose. The prize for winning the mini-game is

50 EXP points. Once this minigame concludes, you will be cut off by a cut scene that projects the title screen.

## Chapter III - Forgotten City

The city will look large, but there will not be much to do. For the first time, our heroes are introduced to the save points and the item shop. Your rival will storm off, saying he has things to do, and disappears. In the city, a crowd of people circled a mysterious person. He asks the crowd if anyone is brave enough to take on a timed challenge for a grand prize. You see your rival in the middle of the crowd, who looks defeated if you interact with him. However, he believes you are capable of this challenge and encourages you to take it on.

### **Boss Fight 2:** 3 Minutes to solve a randomly generated maze (Pressure)

- A random maze is generated, and you need to solve it within 3 minutes.
- The game will reset if the 3 minutes pass and respawn you at the start.
- If cleared, you win the grand prize.

After completing the challenge, you get an ovation from the crowd and 75 EXP points. The mysterious man congratulates you and hands over the grand prize as promised. He introduces himself as Shae-D, and the tickets he gave you are for the grand casino a few cities over. He says he will cover for the train ride and hopes to see you at the grand gambling event tomorrow night. After clearing the games, you are also stopped by the police department. You and your rival are in trouble for beating up the two cops outside the city. Your rival runs away, and you are escorted to the police station. In the police station, your punishment is completing community service by rounding about 10 kittens. The reason why you need these kittens are undisclosed.

### **Boss Fight 3:** Rounding about 10 kittens. (Persistence)

- A shady police officer in the city will sell you 1 kitten per 1500 gold. Else you will need to go to the route above the city and capture 9 cats. It will be a random chance that you encounter these cats. Like the enemy, the user will have the option to pet the cat, and once it is touched, it will join your inventory. and once you've gathered 9 cats, you will be presented with the final cat capture through another game. The final cat is a boss fight where you cannot attack the cat, or it will die. If the user tries to attack the cat, the user will be restricted with a message saying this probably is not a good idea. Therefore this battle is an elongation game, where you have to avoid being hit while not being able to attack the cat. You will be presented with three lanes where the cats can release an attack on any lane. You will need to avoid his attacks for 5 waves while trying to combat through your words and actions.
  - \*pets cat
  - "Here, kitty, kitty!"

- “It would be purrrr-fect if you joined my team”
  - “Meow?”
  - “Mow?” (Will win you the game)
- After these 5 waves, the cat will remove his angry face, smile, and join your party. Though you are confused, you take the 10 cats to the police department, where you will be presented with your prize. You get to keep a cat! The cat will provide 1 point (either positive or negative) that will be applied to your ATK, HP, and DEF for the rest of the game. Congrats. Once you have completed this side mission, the train station should not be blocked anymore, and you can take the train to the Casino.

## Chapter IV - The Train

## Chapter V - The Casino

## Chapter VI - Back into the Void

## Chapter VII - The Climb Back to the Surface

## Chapter VIII - The Chase

## Chapter IX - Castle

You are met by King E. He is believed to be the final boss who has ordered you to rot in the dark realm. He also is the one that manipulated the Casino and is the reason you lost and were sent to the dark realm. He is the mastermind behind controlling Mr. Shae-D, who gave you the ticket to the casino and ran his wager at the casino. He is your biggest enemy. After walking into his grand castle, you are first challenged by Mr. Shae-D. This time you will fight Shae-D in a duel.

## Castle Boss Fight I: Shae-D

- This game will test your typing speed. Shae-D will release a sentence at you, and you need to type the sentence as fast as possible. His initial sentences will be propaganda about how great the King is and how you don't stand a chance. To clear the boss, you must be able to type out all of his sentences, or the game will continue forever. The sentences he sends will get weaker and weaker as the fight goes on. The propaganda will slowly shift into doubting the king, and eventually, he is defeated. You must survive 7 sentence waves to beat Shae-D. Each attack will inflict 15% of your HP regardless of level:
  - "Muahahaha, You, out of all people, really think you can beat the Keeng. You do not even know who you are or why you are here. If I were you, I would turn back as soon as possible"
  - "Come to think of it, you are not even a match for me, Shae-D. I will destroy you with the art of DECEPTION"
  - "There lived a certain man in Russia long ago. He was big and strong, in his eyes, a flaming glow"
  - "You are On tUrkish grounds. ARE you Even listeNing? Of coUrse! touch Grass. you are not Him " (You are enough)
  - "pharmoKonicEtics, ElliPsoids, Giraffes, Ominous, Igloo, Nice Guy" (Keep Going)
  - "suShi, TruncAtion, yo-Yo, spacer, upSeT, faRther, Obfuscating, quarrelsomeNess, zeitGebers" (stay strong)
  - "E..."

Once you have defeated Shae-D, He runs out of the castle in embarrassment. Before he leaves, he tells you, "don't tell me that I did not warn you," and rushes out. The Keeng awaits you. You are allowed to heal in between. There will also be a save button.

## Castle Boss Fight I: Keeng

- Rhythm game. Tap tap revenge style. The song of choice is Rush E + Rush E 2. You will need to complete 60% of this between three keys.
- Two-part battle with Rush E and Rush E 2. In Rush E 2, another key will be added to manage.

## Chapter X - Self

After beating the king, a room is opened. It is a room full of mirrors. After entering this room, you can interact with the mirror, and the game's final boss will appear. It is yourself. As alluded to in the synopsis, this fight can have several meanings.

1. If you have allowed all enemies to be your companions:
  - a. Fight is to overcome yourself as a barrier. With the help of all the companions you have made on your journey, you have unlocked a special attack that takes 3 turns to generate. It does 3.5x the damage that a normal attack would do to incentivize this attack.
2. If you have denied all enemies as your companions:
  - a. Trying to destroy your old self: A challenging fight due to the lack of perks, but if you beat yourself. You have become unrecognizable, and you win.
3. In between:
  - a. Reason to fight unknown: In the fight, you cannot attack for the first three turns. You question your reasoning for hitting yourself, then you have to survive the next 10 rounds of attacks while fighting yourself.

After defeating yourself, the room full of mirrors breaks. You leave the castle, and you head back to the forgotten city.