

CMPUT 250 Design Document

“I’m Not Afraid”

The Team

Hands In

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Synopsis

Prologue

A young girl named Abigail, with a lucid imagination, is taught by her mother how to play hide-and-seek. Here, the mother recites a mantra to Abigail, “I’m not afraid”.

Summary

An institution, has been experimenting on children for research purposes. Abigail is one of the unfortunate children subjected to the doctor’s experiments. She wakes up with a deep wound in her stomach, the smell of fire burning, and a woman by the side of her bed. This woman calls herself Gwen and urges Abigail to escape, explaining the situation as the two run together from the facility. They rush to the head office to find a key to escape the institution, but as they arrive, the Director stops them. Gwen is forced to kill him, and be separated from Abigail. Abigail reads the Director’s journal, takes the key and runs into the surrounding forest. Here, she is confronted with memories from her past, memories of being in the facility, and also battles with her inner fears as monsters start to materialize around her. She recites the mantra to make the monsters disappear, and several quests will force the player to survive in this setting. Abigail finally comes across a boathouse/town on a lake.

Setting

Though our story does not take place at a particular time, it is a contemporary setting.

Area 1 (Prologue)

Dreamlike cut scene sequence that takes place in Abigail's home (more specifically, the Living Room). We will try to evoke a mood of comfort, happiness, and peacefulness with pastel colors. The cut scene will be presented in a comic strip format with voiceover synced to the text.

Area 2

This act is frantic, hurried, and stressful, with fire and smoke burning the environment. We could have blood splattered on the white walls, beds with restraints, and bedside tables with medical instruments like scalpels, scissors, and razors. This area needs to make the player feel a desperate urge to escape.

This Area Consists of Abigail's Room, The Facility, and The Director's Office.

Area 3

This area is The Forest. At first it should evoke a dark, hopeless feeling, but as the player progresses it should shift to become brighter and more vibrant. This is where Abigail should start feeling hopeful. The forest itself is completely surrounded by nature and overgrown trees, but there is stream throughout. The color scheme for the forest should be earthy colors, with bushes, trees of different varieties, and animals around the area.

This Area consists of The Forest, and the Gated Area

Area 4

This is the final area, and is connected to the forest that Abigail escapes from. It includes the boathouse, stationed on a clear, bright lake. It should feel like an oasis, and should give a feeling of hope to the player. The color scheme should be bright greens, for the grass, clear blue water, and a more optimistic feeling than the forest.

Characters

(The portraits will be done by Jessica, concepts by LeeAnne)



Abigail

Abigail has been subjected to experiments by an underground corrupt lab with means to test drugs on children. She is an 8-year-old girl, with a powerful imagination that controls and frightens her. However, she is incredibly determined, even when thrown into a situation, which forces her to deal with her inner fear. She has red braided hair, and wears a hospital gown.



Gwen

A mysterious woman who rescues Abigail from her room in the institution. She doesn't explain her cause to Abigail, only that she cares very deeply for her and wants to return her to safety no matter what the cost. She is Dr. Moreau's assistant. In her late 20s, dark hair, wearing a white top and black bottoms.

Dr. James Moreau (The Director)

The man who controls and operates the institution. He makes a brief appearance attempting to stop Gwen and Abigail from escaping, but dies shortly after. In his 50s, graying hair and facial hair, wears a lab coat over black medical scrubs.

Facility Attendants

Facility Attendants will use the same portrait in our game and will have little role other than trying to find Abigail as she escapes. Men and women, ranging in ages between 30-50, dressed in black medical scrubs.

Abigail's Mother

Though Abigail's mother is heard, she is never really seen in gameplay, and only as a shadow in Cut Scenes. She Act's to provide players a tutorial, as well as give the game back-story.

Shelbie

A dog that Abigail finds in the woods.

Plot & Gameplay

Theme

Our theme is focused on overcoming ones fears amidst adversity.

Quests will be in green.

Characters are in blue.

Cut Scenes will be in purple.

Interactive Objects will be in pink.

Areas/Locations will be in orange.

Dialogue will be in red

Ambient Dialogue will be in dark red

Cutscene One (Intro) –

(Insert Dialogue)

Abigail stands in the kitchen with Abigail's Mother.

Abigail's Mother teaches her how to play hide and go seek.

Cut Scene #1 (Introduction)

A woman stands at a window; she is looking in the opposite direction. "Come on Abby its time to play."

Abigail is standing in the Kitchen, "I'm ready mommy."

"Okay, do you remember the rules?" her mother asks. (Whenever the mother has lines it should be shots of over-the-shoulder like views)

"Hide where you can't find me, and if you do, I run to the kitchen, its home free," Abigail replies. "Exactly."

Abigail goes and hides behind a couch, as her mother counts. "10... 9... 8... 7..."

"6... 5... 4..." Her mother continues to count. Abigail is afraid in the dark, she hears a sound and a shadow in the room looks like a monster. "Mommy, there's a monster!" She yells.

"There is no such thing as monsters, say it out loud, tell it that you're not afraid, tell it to go away."

"There's no such thing as monsters, I'm not afraid, go away," Abby says. (echoing the mantras in the game)

The monster disappears.

"I've got you," a voice is heard.

Abigail wakes up in a bed, strapped to the table a woman is standing over her holding her down while clutching a knife.

Abigail is unable to move, the woman cuts her free. "It's okay, Abby, just calm down, I'm here to help you. My name is Gwen and we need to get out of here very fast." She says.

"Where am I, where is my mom?" Abigail asks.

"We are in a experimental facility, its dangerous here, we can't stay; you aren't safe anymore. I need you to get up slowly, your stitches are still fresh."

Abigail looks down at her stomach her gown is stained with blood. "What happened?" She asks.

"They've begun to experiment on you. Now get up there isn't much time."

Part Two (Escape the Facility) –

Enter Facility

- Gwen explains what's going on. (Insert Dialogue)

- Quest Prompt: Get out of Facility

Abigail's Room –

Dialogue:

G: "Be careful, you don't want to tear those stitches out."

A: "Why am I stitched up?"

G: "There is a very bad man who runs this place, Dr. Moreau, he experiments on children. He experimented on you. He thinks he's doing the right thing, but I've been trying to stop him."

A: "I don't think I like him very much."

G: "Neither do I Abby. Let's go, stay close to me."

Ambient Dialogue:

G: "Hurry Abby."

G: "Let's get out of here."

G: "There isn't time to look around."

Abigail and Gwen rush to find their way out of the burning facility. Abigail and Gwen must find a key in the director's office in order to leave the facility,

Main Facility –

Journals will be in the side rooms, giving more information about the goings on of the facility.

Journal #1:

Research has shown that we are able to heighten the children's sense of hearing and smell by removing their sight. It is not likely to be permanent; we administer an eye drop that is placed in their eyes on a regular basis. The side effects are minimal: complaints of constant burning and irritation, and a murkiness that develops in the eye overtime are common.

Journal #2:

Removal of the children's organs has proved that our transplantation method is all but failing, in most instances the children's bodies reject of swine organs. The medicine we have used to help make this process go more smoothly is believed to oppose its intended purpose, instead causing internal hemorrhaging, blood poisoning, and in some instances even death.

Journal #3:

Invasive sleep therapy has been ineffective; implanting false memories while the children sleep has caused insomnia, intense fear, night terrors, and convulsions.

Journal #4:

We have been quite successful in altering the moods and emotions of the children though the use of multiple drugs. It is remarkable to see the almost instant effects the drugs have on increasing aggression, fear, and sadness. The drugs designed to aid in happiness seem to only lead to a senseless euphoric state, so we have stopped administering them.

Journal #5:

So far we have not lost to many of our subjects, the children we have received are surprisingly resilient. Most were skeptical when experimenting on children was suggested, but I was certain that the merits of doing so were sound. Children are often more resilient than their adult counterparts, due to the fact that their optimism sustains itself for much longer periods of abuse.

Journal pages will be strewn about the halls leading the player to the exit.

Page #1:

- 'From the desk of G. M.,
I have discovered much about the experiments over the last few months. They are not as noble as he once had me believe. I was young, naïve, and foolish, these experiments are immoral. I cannot believe that he would ever condone such actions. This is not the man I once knew...'

Page #2:

- 'From the desk of G. M.,
I questioned him about the morality of his experiments. He told me they were for the betterment of mankind, he said it would help more people than it would hurt.'

Page #3:

- 'From the desk of G. M.,
The more I question the value of this place, the more upset he gets. He has grown cold and withdrawn, I hate what this place has done to him.'

Page #4:

- 'From the desk of G. M.,
I have begun to implant memories, hopeful memories, into the dreams of one of the girls. Her name is Abigail, and she reminds me of myself at her age. She is at the whim of a man obsessed with his work, though she will never have to face a father's disappointment.'

Page #5:

- 'From the desk of G. M.,
I have been released from my position; he says that I am only getting in the way of his work. I am to return home in a few days time, while he will stay here without me and continue his horrible work, without me I fear the experiments we only get worse. What more can I do, but accept my fate. What will I tell my mother? She will be distraught'

Page #6:

- 'From the desk of G. M.,
I must act against him, there is nothing left to do. He will not stop, no matter what I ask of him. There was a time where he would do anything I asked, but now he is lost to me.'

Page #7:

- 'From the desk of G. M.,
"A greedy father has thieves for children" – Serbian proverb'

Dialogue:

G: "We have to get to Dr. Moreau's office, he has the key to the outer gate, it's the only way out of here. Follow me."

Ambient Dialogue:

G: "Abby stay with me." A: "I'm coming."

G: "We have to keep going."

G: "Hide Abby."

G: "Quick, get out of sight."

A: "I have to hurry."

A: "Wait for me Gwen."

A: "My tummy hurts." G: "You'll be okay."

A: "I'm scared Gwen." G: "Don't worry you're safe with me."

Enter Director's Office

(Insert Dialogue)

- **Quest Prompt:** Find the **key** in the Director's Office
- **Quest Prompt:** Search objects to find the combination to the **safe**
 - Safe requires code found in the **Director's journal**,
- **Quest Prompt:** Escape from the facility

Director's Office –

Dialogue:

G: "We have to look for the key to the gate, we can't leave without it."

A: "How do I find it?"

G: "Look around the room, maybe it's on the desk or a shelf or something?"

G: "Maybe it's in that safe?"

A: "The safe is locked for sure."

G: "Maybe there's something on his desk?" / "Is there anything in that book you found?" / "Check the book again."

Ambient Dialogue:

G: "Hurry Abby, we don't have much time."

G: "Have you found anything?"

Book entries:

-Entry 4. Genetics:

The subjects are providing a great insight for our genetic research, we have found that many of our subjects can be modified with little to no effect. In some situations modification results in an increase of fear when presented with troubling stimuli, in

very rare situations death has occurred from paralyzing fear, which stops the subject's heart. My assistant has concerns over the significance of our testing.

-Entry 3. Drugs:

In most situations the effects of the drugs used on the subjects have been quite mild, an increase in temper, inability to remember facts, temporary confusion, and in severe cases hallucinations, accompanied by delusions of inanimate objects taking on other forms. My assistant has been administering the drugs in regular intervals.

-Entry 2. Behavior:

Behavioral modifications prove ineffective; subjects are unable to recall the false memories that are placed in their heads during experimentation. Each subject is a veritable blank slate, without memories, as all of the subjects have been here since birth. In the dream each subject is placed in an open field of flowers, overlooking the ocean. When questioned, subjects are unable to recall any memory of water or flowers. I have spoken to my assistant and she assures me that the program is operational.

Ambient Dialogue:

A: "The numbers are out of order."

G: "Maybe that's the code for the safe?"

Dialogue:

G: "Did the code work?"

A: "Yeah, I have the key."

G: "Good, let's get out of here."

Cut Scene is prompted by conversation with [Dr. Moreau](#)

[Cut Scene Two \(The Way Out\)](#) –

[Abigail](#) and [Gwen](#) attempt to leave the facility when [Dr. Moreau](#) stops them. In order to escape his grasp [Gwen](#) stabs him, and is pulled to the ground. [Abigail](#) rushes out the door, after [Gwen](#) directs [Abigail](#) to do so.

Cut Scene #2 (The Way Out)

Abigail and Gwen move towards the exit door.

"Let's get out of here!" Gwen Shouts, as they attempt to leave.

Dr. Moreau steps into frame, and reaches out and grabs Gwen, "Gwen, what do you think you're doing! That girl isn't leaving this facility."

Gwen's knife is tucked into her pants.

"Let go of her!" Abigail yells, still standing by the door.

Gwen struggles to get away from Dr. Moreau. "Do you know the damage you have caused, the years of work that you destroyed with your little stunt, and for what? For this little lab rat? You're going to pay for what you did."

"Stop! Don't hurt her!" Abigail shouts, still standing by the door.

Gwen reaches down and grabs her knife.

"Let me go! You son-of-a..." Gwen shouts as she plunges her knife into Dr. Moreau's stomach. She is interrupted by Dr. Moreau's scream of pain.

Dr. Moreau's grip tightens on Gwen's arm, and a look of anger and pain comes over his face. Gwen has a look of fear on her face.

"You're not leaving here, Gwen" Dr. Moreau struggles to speak the words as he slumps to the floor, still grasping Gwen's arm.

Dr. Moreau pulls Gwen to the floor.

"Gwen!" Abigail Shouts.

"Run Abby, get out of here, run home, run as fast as you can, don't look back, if you look back they'll catch you!" Gwen shouts.

Abigail looks at Gwen unable to move.

"Don't worry I'll find you, now go!" Gwen shouts.

Abigail runs out the door.

Part Three (Into the Woods) –

- Enter **Inner Gate**
- Escape through the **Inner Gate** using the **key**
- Enter **Shelbie**

Inner Gate –

Abigail approaches the gate.

Dialogue:

Before gate -

A: "I have to use the key and get out of here. I hope Gwen is okay."

After gate -

S

A: "I have to get through this Forest. I'll be fine, it's only dark... a dark creepy forest. I just have to remember that I'm not afraid. Gwen will find me, I just have to keep going."

Ambient Dialogue:

A: "There's the gate!"

Dialogue:

Shelbie stands in the distance. It barks once.

Shelbie moves closer growling. "It's okay, I'm nice."

Shelbie's barks happily and rubs against Abigail's leg.

A: "Hi Shelbie, what are you doing out here? Do you think you help me out get out of here?" Shelbie barks again.

Part Four (Deeper Into the Forest) –

Abigail runs headlong into the dark woods. As Abigail navigates the woods she begins to see monsters lurking around, in order to make them disappear Abigail must recite mantras (i.e. not afraid).

- **Quest Prompt:** Follow Shelbie through the woods.

- Avoid monsters.

- Use the ability (or type in) "not afraid" "goaway" or "notreal" to disperse monsters.

Forest –

Dialogue:

(first monster encounter)

A: "What is that? Oh no, it's a monster. It can't be real, it just can't. I'm not afraid, I'm just imagining it." (in a very concerned tone)

Ambient dialogue (to be placed throughout Forest)

(Add some barks)

A: "That's a strange place for a camp." (beside camp)

A: "I sure hope Gwen finds me."

A: "I hope Gwen's okay."

A: "It's so dark in here."

A: "I'm not afraid, not afraid."

A: "Don't be afraid, everything is fine, it's just a forest."

A: "There is no such thing as monsters."

A: "I'm going to be okay, there is nothing out here."

A: "Stay close to me Shelbie".

A: "Gwen!" (When Abigail sees Gwen at the camp)

Dialogue:

G: "Hey Abby, I told you I'd find you."

A: "Gwen, what happened, are you okay?"

G: "I managed to get out of the facility, but I took a bullet on the way through the gate. I'll be fine; it's just one little bullet. Where did you get the dog?"

A: "I found her, well she found me."

Cut Scene Four (Surgery) –

Gwen returns to Abigail having been shot. Gwen tells Abigail that she must find something in order to stop the bleeding.

Cut Scene #4 (Surgery)

Gwen is standing at the camp; her shirt is covered in blood. "Hey Abby, I told you I'd find you."

"Gwen, what happened, are you okay?" Abigail replies.

"I managed to get out of the facility, but I took a bullet on the way through the gate. I'll be fine; it's just one little bullet. Where did you get the dog?" (Show dog)

"I found her, well she found me."

Gwen lowers herself to the ground. "Gwen are you okay?" Abigail asks. "You have to fix me up," Gwen replies.

"How do I do that?" Abigail replies.

"You have to get the bullet out, with that," Gwen points to the knife in Abigail's hand.

Abigail puts down all the supplies but the knife.

"I don't know if I can."

"You have to, I can't do it myself."

Abigail holds the knife up, she looks afraid.

Gwen lifts her shirt, exposing the bullet wound.

Abigail places the knife against the hole, and pushes slowly.

The knife goes deeper into Gwen's stomach, blood oozes out.

Gwen's face shows her pain. Abigail look terrified. "Almost there Abby. Keep going."

The knife goes in deeper, more blood gushes out. "Good, let's get this done so we can go. We have to follow the water to the boathouse; we can get out that way. Now reach inside and pull the bullet out."

Abigail removes the knife and puts her fingers on the wound.

Abigail's fingers go inside Gwen's stomach, and her hand disappears.

"I think I found it Gwen!" Abigail says, with an excited look on her face.

Abigail's hand emerges from Gwen's stomach; a small bullet sits in her palm. "I got it Gwen, look!"

Abigail's face drops. "Gwen?"

Gwen's eyes are closed and she doesn't respond to Abigail, she is dead.

Tears fill Abigail's eyes.

She stands up and walks away from Gwen.

Abigail looks back one last time before leaving through a hole in the fence.

Part Five (Follow the River/Boathouse) –

-Quest Prompt: follow the **River**

- The river finally flows into a lake, on the lake sits a boathouse

Abigail follows a river to a boathouse and dock, there is boat chained to the dock. **Abigail** must search for an **Axe** in order to cut the chain in order for **Abigail** to make her escape.

Boat House –

Ambient Dialogue:

A: "I have to follow the river. Gwen told me... poor Gwen"

A: "The boathouse!"

Dialogue:

A: "Come on Shelbie, we have to take this boat."

S: Barks.

A: "Oh no, the boat is tied up, we need to find something to cut the rope, or else we can't leave."

Ambient Dialogue:

A: "There has to be something I can use to cut the rope."

A: "Look an axe, that will cut the rope for sure."

-Quest Prompt: Find **Axe** and then escape

- **Abigail** finds the **Axe** and returns to the boat house.

- **Abigail** sees **Dr. Moreau**, has conversation

Dialogue:

A: "Let's get back to the boat."

S: Barks.

When Abigail returns, Dr. Moreau is at the boathouse.

M: "Hello, Abigail, don't be afraid everything is going to be okay. I need you to come back with me."

A: "NO!" S: Barks.

M: "I know what Gwen told you, and she was lying. You are a very sick girl, and we are trying to make you better."

A: "You're lying!" S: Barks.

M: "Why would I lie to you, Gwen was the liar, she wanted you to believe I'm the bad guy. But she's the one who started a fire; she tried to hurt people. It was Gwen who attacked me."

A: "I don't believe you."

M: "Abigail, if I was lying why would I come out here by myself, unarmed. Why would I ask you come back, why wouldn't I just take you."

A: "I won't let you!" S: Barks.

M: "I know you're tired there isn't anywhere for you to go, there isn't anywhere else around for miles. What are you going to do, take this boat?"

A: "Gwen told me to."

M: "Gwen was lying to get you here. She wanted to hurt you. She wasn't well."

A: "She said you were doing experiments, my stomach was cut."

M: "We do experimental medicine, that just means it hasn't been done before. And like I said, you were sick, we had to remove your appendix."

A: "But Gwen wouldn't lie to me, she was my friend."

M: "No, she wasn't. Just come back with me, and everything will be okay. I have some medicine for you to take, it will make you feel better."

Cut Scene is prompted by [Abigail](#) talking to [Dr. Moreau](#).

Cut Scene Five (Conclusion)

Cut Scene #5 (Conclusion)

Dr. Moreau reaches into his jacket, and removes a syringe.

“No, I don’t want any medicine!” Abigail yells.

Shelbie begins to bark at Dr. Moreau.

“It’s okay, you don’t have to have any right now. Just tell the dog to calm down.” Dr. Moreau says, putting the syringe back in his pocket.

Shelbie barks louder.

“It’s okay Shelbie, stop barking.” Abigail says.

Dr. Moreau reaches behind him, and grabs a gun.

Shelbie attacks.

Dr. Moreau points his gun, and fires at Shelbie multiple times.

Shelbie takes Dr. Moreau to the ground and tears at his throat.

Shelbie steps away from Moreau, he walks over to Gwen who is lying on the ground.

Shelbie nudges Abigails hand.

Abigail’s face is shown, there is a bullet hole in the middle of her forehead; blood is running down her face.

Shelbie stands over the two bodies and whimpers. (fade to black).

Production Details

Milestones & Timeline for Milestones

Milestone 4 (14 October - 20 October) - Walkthrough with EP

→ All technology finished and polished in at least one area of the game

Milestone 5 (21 October - 27 October) - Walkthrough with the Head Instructor

→ Demonstrate prototype to head instructor

Milestone 6 (4 November - 10 November) - Beta Release

→ Complete and polished release of the game

Milestone 7 (11 Nov - 17 Nov) - Peer Evaluation of Betas

→ Peer evaluation of the projects

Milestone 8 (25 Nov - 1 Dec) - Game Trailer

→ Produce a short game trailer

Milestone 9 (2 Dec - 8 Dec) - Gold Release

- 1. Instructions for installing and playing your module.
- 2. A written walkthrough of the game (with spoilers) detailing how to play through your module.
- 3. A brief description of any interesting custom scripts, models, textures, or music that appear in the game (and where).
- 4. The updated design document.

Milestone 10 (2 Dec - 8 Dec) - Team and Course Evaluation

- Fill out a survey

Challenges to Anticipate

The time limit, along with communication, will be a big factor we have to overcome. We have a lot of detailed, unique elements to our game (such as stealth, combat and a meaningful story) that may be hard to incorporate due to our given time. I'm not sure how our team will handle coping with many different versions of the game, while communicating efficiently.

Cutting filler details while maintaining relevant interesting aspects of our game. We have so many parts and so many ideas. Many of the ideas are excellent, but we will need to make some tough calls as to what to keep and what to cut, in order to have a clear, focused game.

Integration of media. We have cut scenes planned, portraits for characters, sound effects, dialogue voiceover, music, and more. We will need to have a plan of what needs to be done and when, otherwise we will not be able to integrate all of these aspects properly into our game in time.

Flexing between roles. There will be times that roles will have to be flexed in order to achieve the best possible product in time.

Budget For Tiles (we have up to 100 tiles, eg 4 areas of 5x5 each) to use

Abandon - Prologue Area

CUT - (Living Room) - $2 \times 2 = 4$

First Act Areas:

-(Facility) - 40

-(Inner Gated Area) - 10

Second Act Areas:

-(Forest) - 30

Third Act Area:

-(Boathouse) - 20