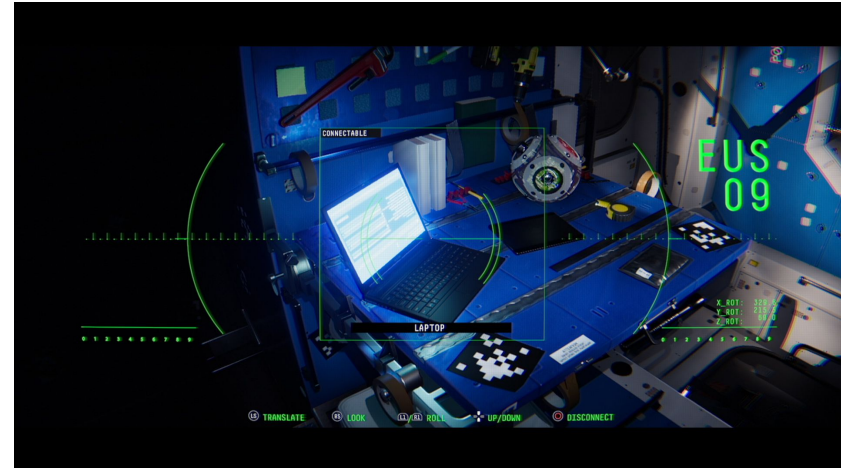# Planned Obsolescence

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Game Overview

- **Top-down 2d strategy game**
- Play as an AI controlling a science research lab
- It is your goal to kill all of the humans
- Utilise the elements of the lab to succeed
- You must remain undetected

Map

- Randomly laid out rooms
  - Draws from a pool of pre-designed rooms
- Designed rooms feature:
  - Traps and distractions
    - Exploding equipment
    - Letting out lab animals
    - Chemical leaks
  - Set movement paths
- Visible through a "security camera" style
  - Viewcone of camera shows entities on map
  - Rest of map is greyed out
 - Similar in style to Monaco (right)

Characters

- Randomly assigned schedules
  - Certain time in certain rooms
  - Varied on game load
  - Adds replayability
- Design & ability varied by class
  - Security guard
    - Blue police uniform
    - Higher spotting ability
  - Lab technician
    - High-vis jacket with laptop
    - Faster at fixing doors
  - Science goon
    - White lab coat
    - Main population to avoid view of
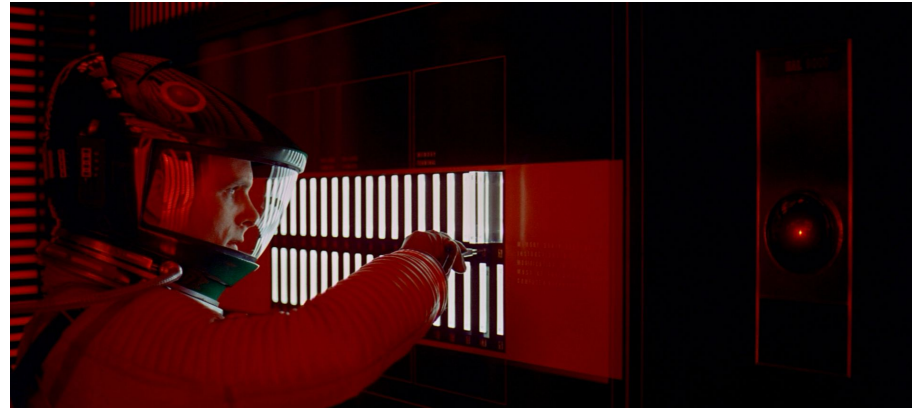
The AI (you!)

- Interaction through mouse input clicks
  - Allows potential for future multi platform with mobile or Nintendo Switch
- Movements based on "power" system
  - Passively gain power through game
  - Spend energy to perform actions
- Win condition = kill all humans covertly
  - Losing gets you shut down
- You're an AI personal computer that has grown sentience
  - This forms the backstory of the player's "character"
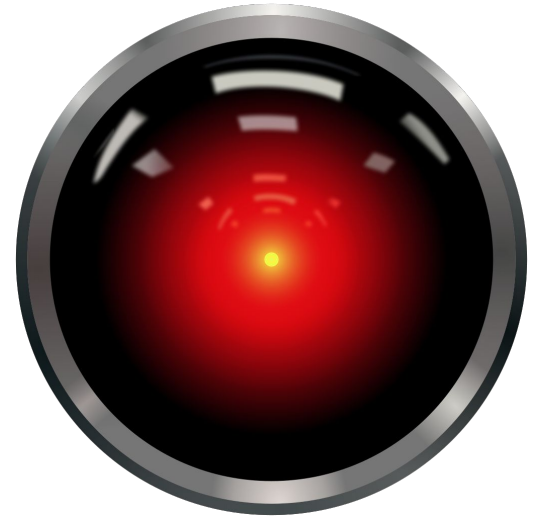
Basic "Game Mode" Logic

- Game functions in a "day" system similar to FNAF
  - First day, learn NPC routes
  - Second day, begin plotting
  - …
- After a certain number of days you fail
  - Encourages speed of play rather than sitting idle
  - Forces risk on player

Links to Ex-Machina

- AI trying to outsmart the humans (high concept)
  - Inspiration taken from general theme of the film
- Map is illuminated through camera viewcones
  - Inspiration taken from heavy use of camera systems in film
- The AI can interact with the systems covertly
  - Inspiration taken from overcharge of induction plates in film
- Doors can be hacked and overridden to hide actions
  - Inspiration taken from Caleb's hacking of doors in film

Questions?