**Dreams of an Absolution Notes**

**Objects**

* 64 x 64 pixel art (piskellapp.com)
* Player (male teenager)
* People
* Floor
* Store
* Corruption Meter/Gauge
* Weapons
* Keys
* Walls
* Environmental Decorations (ideally 3 an area)
* Currency
* Video Cameras
* Lighting
* Light Switches
* Enemy field of view
* Quests

**Actions**

* Movement (Stealth mode, walking and running)
* Run
* Interact
* Inventory
* Stealth/Sneak
* Takedowns
* Fast movements
* Use of inventory objects
* Trade at the store

**Areas**

* Dream (Tutorial sequence)
* Uncle’s house
* City area
* City central area
* Downtown
* Subway/tube
* Safehouses
* Jail
* Offices
* Hallways
* Alleys
* Sewers
* Hospital

**U.I.**

* Inventory: Weapons, Consumables, Limited, Quests
* Menu screen
* Corruption gauge
* Currency
* Quick bind
* Sneak bar
* Sound effect bar for stealth
* Pop ups
* Fog of war
* Achievements

**Story**

* Dream
* Missing dad
* Captured uncle
* Multiple/branching ending

**Characters**

* Player
* Dad
* Uncle

**Proposed controller mapping**

* D-pad: Switch between items
* L-stick: Player Movement
* R-stick: Map Movement
* Triangle: Quick Use
* Circle: Interact
* Cross: Stealth mode toggle
* Square: Takedown/Trigger

**Tutorial Design Specification**

This specification outlines the details for the beginning of the game where the player is placed within a ‘dream’ sequence. The player will awake in this eerie world and follow a path towards the sounds of a familiar voice (his father who seemingly disappeared)

**Scene**

Area is of an empty, eerie greyscale foggy forest with no sound aside from the chill gusts of wind

Greyscale, may have clouds of mist flowing across the screen obscuring view which flow from one side of the screen to another

World is empty aside from the trees and a straight linear ‘road’ which leads the player to their objective

Trees are black in colour, detail is minimal

Other assets include grass small bushes, texture for the ‘road’ which the player walks and the fog itself

The out-of-bounds areas of the map will be covered by dense fog to prevent the camera from seeing unused game space

**Gameplay**

The player will spawn in the scene in a large circle surrounded by trees. They will be asleep and then they will wake up. They look around and comment on their surroundings, questioning the situation. Some type of message will appear which tells the player how to move. After moving a short set distance regardless of direction (if the player moves left and then down, this distance should stack towards the distance required to trigger the following sequence), the scene will flash white (a possible transition) and the player will be transported to a new scene to that described in the scene section where they will appear on a road.

A voice (??? text box/his father) should beckon the player, prompting the player to follow the path. The voice may have additional dialogue as the player moves closer towards the objective. Upon reaching the objective the scene may flash (possibly to another new scene where everything is white) and the father (though his identify is still ambiguous to the player) should appear. Some sort dialog occurs between the two and the scene ends with the player waking up.

Do note that during this sequence only the player’s WALK movement and INTERACT function should be active. All other functions of the full control scheme should be either locked or rendered useless in the sense that they do not impact gameplay.

**URGENT**

We need to sort out our menu design. Currently have an idea with photos atop some type of desk. Requires further discussion for elaboration and clarification.