

Cyberdetective Game Design Document

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Contents

1	Game overview	1
1.1	Setting	1
1.2	Megacorporations	1
1.3	Cyberspace	1
1.4	Player Character	1
2	Parser	2
3	Items	2
4	The Plot of the Game	3
5	Map and Areas	5
5.1	Home Street	5
5.1.1	Bedroom	5
5.1.2	Living room	5
5.1.3	Scott's office	6
5.1.4	2nd floor stairs	6
5.1.5	3rd floor stairs	6
5.1.6	1st floor stairs	6
5.1.7	Front of your building	6
5.1.8	Walkway 1 and 2	6
5.1.9	Alleyway	6
5.2	Car	6
5.3	Masons Research Facility	8
5.3.1	Front of Masons	8
5.3.2	Masons alleyway West	8
5.3.3	Masons alleyway East	8
5.3.4	Loading area of Masons	8
5.3.5	Masons lobby	8
5.3.6	Security	8
5.3.7	Cafeteria	8
5.3.8	Dining Tables	8
5.3.9	Elevators 1st floor	8
5.3.10	Elevators 3rd floor	9
5.3.11	Hallway 1	9
5.3.12	Hallway 2	9
5.3.13	Freeman's office	9
5.3.14	Pender's office	9
5.3.15	Beverley's office	9
5.3.16	Olhouser's office	9
5.3.17	Hallway 3	9
5.3.18	Janitor's closet	10
5.4	Warehouse	11

5.4.1	Front of the warehouse	11
5.4.2	West of the warehouse	11
5.4.3	East of the warehouse	12
5.4.4	North of the warehouse	12
5.4.5	Inside the warehouse	12
5.5	Eureka	13
5.5.1	The Info desk	14
5.5.2	The History of Robotics	14
5.5.3	The Art of Origami	16
5.5.4	The Hall to the Body World	16
5.5.5	Movie Theater	16
5.6	Scrapyard	17
5.6.1	Front of the scrapyard	17
5.6.2	Scrap metal piles 1	17
5.6.3	Scrap metal piles 2	18
5.6.4	Scrap metal piles 3	18
5.6.5	Scrap metal piles 4	18
5.6.6	Scrap metal piles 5	18
5.7	Cyberspace	19
6	NPCs	21
7	Walkthrough	22
8	ER Diagram	25
9	Relational Database	26

List of Figures

1	An owl origami	5
2	Map of Home street area.	7
3	Map of Research Facility	11
4	Map of warehouse	13
5	Map Of Eureka	15
6	Map of Scrapyard	18
7	Cyberspace 1	19
8	Cyberspace 1	20
9	Cyberspace 1	20
10	4th generation robot	22
11	ER Diagram	25
12	Relational database	26

List of Tables

1	Items and explanations	3
2	Items in Home street area	7
3	Items in Masons Research Facility	10
4	Items in Warehouse	12
5	Items in Eureka	17
6	Items in Scrapyard	19

1 Game overview

1.1 Setting

The game takes place in a fictional cyberpunk themed future of our world with an alternate history starting from the 80's. Despite the significant technological development of the humankind, societies slowly altered into dystopias, as nations were replaced by private megacorporations. Almost everything is ran by and for the megacorporations, who only allow smaller establishments to exist, when they don't see benefit from absorbing them. Without any restrictions or regulations, other than a balance of terror between the megacorporations, humans have become just another resource for the corporations.

1.2 Megacorporations

Most of the world is owned by the three biggest corporations, The Big Three.

Masons started carrier service in the old world, but slowly gained ground on all fields of business. These days Masons has a omnivorous business model, aiming to gain full self-sufficiency from all the other competitors.

Gensoukyo Zaibatsu owns most of the habitable terrain in the northern hemisphere. In addition to real estate, the Gensoukyo Zaibatsu corporation is in charge of the world's nutrition production with their synthetic food.

Maple Electronics were the forerunners in the android development. With specializing in the electronic produces and data mining, they have secured their position in the digital world.

1.3 Cyberspace

With the technological development, a new dimension, called the cyberspace, was created. It allows people to enter their consciousness into the computers and walk among the bits as they were there physically. With this whole new extent to computers, hackers also evolved into something new: "netrunners". Their objectives and ambitions are still the same as with the old form of hacking: stealing information, though now it's common to have been assigned by a corporation.

1.4 Player Character

The player's character is called Scott Anderson. He was born into a lower middle class family, just before the fall of the last government. With the higher level of education being only available for the wealthy, Scott chose to start learning netrunning by himself. Thanks to his natural, Scott was able became one of the best professional on the field and also one of the most expensive one. Eventually greed and overconfidence got better of him, he tried to doublecross his employer. In the aftermath of being caught, he was lucky to make it out alive, but his reputation as the top netrunner to go to was ruined. Since then

Scott has changed the field to work as private detective, where his former career still comes handy from time to time.

2 Parser

`go [direction]` move to north, east, south, west. Alternatively, just type a single letter n, e, s, w to move
`look` take a look at the surrounding area.
`inspect [object]` take a closer look at object
`use [item] (on [object])` use item in your inventory, possibly on object. (eg. use key on door)
`help` show command list
`save` saves current game.
`buy [item]` Buy an item
`open [object]` Open a door, drawer, pocket etc.
`close [object]` close an object
`talk to [npc]`
`say [string]` Say a specific line aloud
`get up, stand up, get up from`
`give [item] to[npc]` Gives item to an npc

In case the player enters a string that the parser cannot understand, program informs this to the player. If many unintelligible commands are entered, program prints contents of "help" dialog. Trying to use an item the player isn't in possession of, the action doesn't happen and the game tells the player what went wrong. Trying to go through a locked door, will inform the player, that the door is locked and needs to be unlocked before it can be gone through.

3 Items

The player finds several items throughout the game. Some items are important and others not. Some are usable while others only provide clues or other information.

Item	Explanation
Clock	Tells time
Mug	Just an empty mug
Jacket	Warm and aesthetic
Wallet	Holds your money
Newspaper	See what has made the headlines
Pack of cigarettes	Some cigarettes, can be given
Piece of paper	May contain information
Computer	You can enter cyberspace using computers
Brown Wallet	Contains information about Freeman
Key	Opens a locked door
LED torch	Shed light into darkness
Screwdriver	Tighten screws
Pliers	When you need extra grip

Table 1: Items and explanations

4 The Plot of the Game

The game starts in the players apartment. In their office, they notice a voicemail in phone. The message is an urgent invitation from one of the worlds' leading megacorporation, Masons. Not much is said about this new case, other than that the player is needed in the Masons' Research Facility right now and their time will be compensated well.

As the player enters Masons' Research Facility, they meet the local head of security Joel Lawson. Lawson explains the case to the player: one of Masons' top scientist, Jeremiah Freeman, has gone missing for two days and they need the player to find him. The player is promised high ranking position in the Masons' security and peacekeeping division if they are able to solve the case. The megacorporations in this world aren't ran by people who take no for an answer, so the player accepts the case.

The player is directed into the office of Freeman to start their investigation. The floor of Freeman's office also consists of three difference offices, belonging to his coworkers: Julyan Pender, Lexia Beverley and Carlton Olhouser. Outside the Freeman's office, housekeeper Bob is waiting the player. He have been sent there by the head of security, Lawson, to tell the player if he has noticed anything unusual in the Freeman's office. Bob tells the player that he hasn't noticed anything out of place in the office and recalls Freeman leaving the research facility few days ago in the afternoon as his usual self. He also informs the player that the last time he cleaned the office was the day before he saw Freeman the last time, so it should be in the same condition it was when Freeman left it.

In the Freeman's office, there's a table with a computer on it. The computer is locked, but the player is able to find the password from a drawer. With the correct password the player is able to enter the cyberspace using the computer.

Inside the cyberspace the player needs to solve a maze to be able to access the personal folders. From Freeman's personal folders they find an invitation that Freeman had received with a possible location the he might have gone to. They also find out that Freeman has scavenged information about Maple Electronics. The megacorporation seems to have connections on selling naturally deceased bodies for a science center called Eureka.

The location from the invitation Freeman had received, leads the player to an seemingly abandoned warehouse. The front door of the warehouse is locked but the player is able to get inside the building through a broken window behind the warehouse. Inside the warehouse the player discovers a severed hand and a wallet belonging to Freeman. Before leaving, the player also finds a pack of cigarettes inside the warehouse.

As the player arrives to Eureka, they buy a ticket to get inside. In the History of Robotics hall, they pay a guide for a tour. As the tour is about to reach the end, the guide reveals a secret about the androids: they all have the same dream about an owl origami. In the science center visitor's workshop the player is able to make their an owl origami of their own. In the Eureka's movie theater, a movie called "Blade Runner" is playing. As the player enters the theater they notice the movie being stuck, and all the seats being empty. The player presses a button, to call Eureka's engineer to come fix the problem. As the movie starts playing again, the engineer stays a while and sees the scene called "Tears in rain". As a character in the movie says "tears in rain", the engineer starts crying spontaneously. He tells that his name is Roy and he's actually an android. Roy points out the owl origami the player is carrying with them and starts explaining. There's a hidden function programmed in all of the androids: if they are see the owl origami from their dreams and hear the keywords "tears in rain", the androids always start crying without control.

The Body World part of the science center is still closed from the audience, so the door is locked. Eureka's curator is sitting near the door and asks the player for cigarettes. As the player offers a cigarette pack to the curator, he leaves the area to go for a smoke outside, leaving his jacket by the chair. The player is able to get a key from the jacket, which will unlock the door into the Body World hall. In the hall the player finds a display case number J31, which holds a nervous system that is missing it's right arm from elbow down. According to a sign next to the display, the nervous system belonged to a 63 years old male who passed away because of incurable disease and donated his body to science. In the hall, the player also finds a computer connected to Eureka's database. The player uses the computer to enter the cyberspace and by completing a maze they are able to access all the data about the bodies. The file about the nervous system in the display case J31 doesn't hold much of information about the deceased, but it reveals the location it was delivered from: scrapyard belonging to Maple Electronics.

At the scrapyard, the player navigating through the scrap metal piles finds a person called Cole Cooke, who's working at the scrap yard. When the player shows him the owl origami and pronounces the keywords "tears in rain", Cooke stars crying, exposing him being an android. Cooke offers to tell the player what

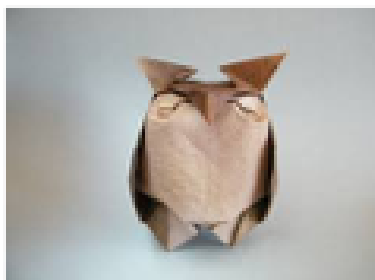


Figure 1: An owl origami

he knows, in exchange for them promising to keep his secret. He reveals that the body of Freeman was brought there by Bob Norris, who works as janitor for Masons' Research Facility. Cooke also notes that Norris should have a laptop hidden in his janitor's closet at the research facility and gives the player the closet's spare key, which Valentine had given Cooke to safekeep.

In the Masons Research Facility, the player is able to enter the janitor's closet with the key. Inside the closet they find the laptop hidden among paper towels. The player is able to enter the cyberspace through the laptop and by solving a maze they find Valentine's hidden files. The files reveal the truth: Valentine is a Maple Electronics' operative, who's trying to steal information from Masons. He got rid of Freeman, when the scientist got too close to blowing his cover.

After accessing the files, the player is able to take the laptop to Lawson, the head of security. He congratulates them for solving the case and the game ends.

5 Map and Areas

5.1 Home Street

Home Street area consists of Players house and aligning street.

5.1.1 Bedroom

In the players bedroom there's a undone single sized bed. A window offers a view into a sea of neon lights. Opposite the window there's a drawer with clothes in it. On top of the drawer there are a mug, a black wallet and a clock. A door on the southern side of the bedroom leads into a living room.

5.1.2 Living room

In the middle of the living room, facing a TV, there's a couch, with two books on it. Front of a window, kitchen with a small table is set to offer views into outside world while dining. Yesterday's newspaper is still lying on the table.

A door in the eastern wall, allows passage into a third room of the apartment, which has been shifted into a office space.

5.1.3 Scott's office

A sturdy office table in the middle of the room dominates the space. All around the room there's drawers filled with old files and boards stuffed with pinned documents decorate the walls. On the table there's a phone with an answering machine, an another clock and the players diary. In the eastern wall of the office, a door with a transparent glass window, leads into the second floor of the apartments stairway.

5.1.4 2nd floor stairs

Outside the player's office, there's stairs going up and down There's also another door, which is locket, without any name plate.

5.1.5 3rd floor stairs

On the third floor, there are doors to three difference apartments. On the nameplates read: Zubchenko, Taivalmaa and Kerri. There's only one stairs leading down to the second floor of the apartment.

5.1.6 1st floor stairs

The first floor of the apartment is on the street level. Alongside the stairs leading up and a door to a street, there's a noticeboard.

5.1.7 Front of your building

At front of the entrance into the building with the players residence, their car is parked. Along the walkway, there are plastic plants.

5.1.8 Walkway 1 and 2

The walkway is between buildings and a driveway, leading into north and south.

5.1.9 Alleyway

In the alleyway there is trash all around and a trash can. Inside the trash can, there's a last week's newspaper. There's also a broken cigarette on the ground. Roadblock A roadblock is set up by Masons' Peacekeeper division, as they are investigating a suspected dwelling place of malfunctioning androids.

5.2 Car

All the cars in the game are the same. It allows the player to move between certain places

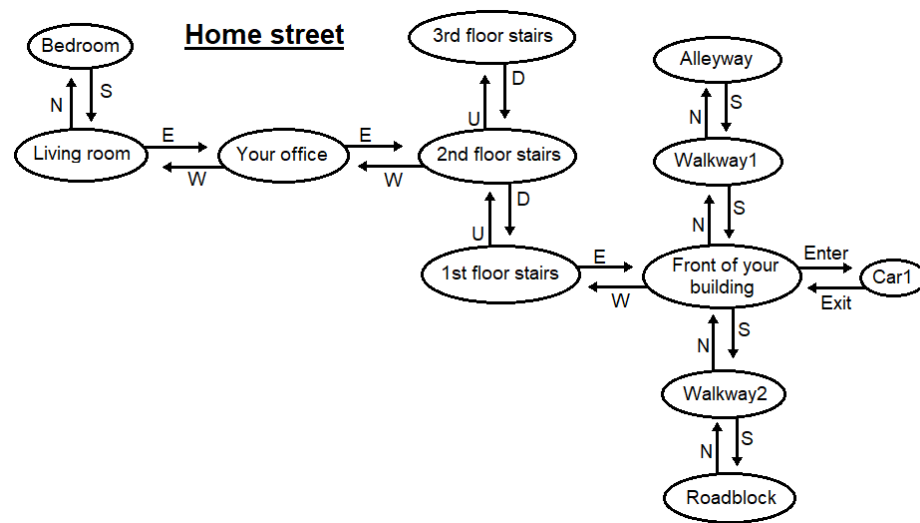


Figure 2: Map of Home street area.

Room	Items
Bedroom	Clock, mug, jacket, wallet
Living room	Newspaper, book1, book2
Office	Diary
Alleyway	Newspaper, Old cigarette

Table 2: Items in Home street area

5.3 Masons Research Facility

Mason's Research Facility is large complex of offices, social spaces and yard. Masons is the largest electronics company in the world.

5.3.1 Front of Masons

The player's car is parked at front of the Masons' Research Facility. Big glass doors lead into the building.

5.3.2 Masons alleyway West

The alleyway seems all clean aside an old shoe, without it's pair anywhere to be seen.

5.3.3 Masons alleyway East

In the alleyway on the eastern side of the Masons' Research Facility, there's a locked door, with a sign saying "Personnel only", leading into the building. There's also a empty trash can in the alleyway.

5.3.4 Loading area of Masons

There's a closed giant doorway into the research facility. Someone has dropped pack of cigarettes by the doorway. A truck is parked in the loading area.

5.3.5 Masons lobby

The lobby has couches and an empty couch table between them.

5.3.6 Security

At the research facility's security checkpoint, the head of security, Joel Lawson is waiting for the player. There's a open security gate leading towards the elevators.

5.3.7 Cafeteria

There's a counter at the cafeteria, with a display filled with vacuum packed food.

5.3.8 Dining Tables

The cafeteria tables are empty except for a few days old newspaper.

5.3.9 Elevators 1st floor

Next to the elevator's door, there's a plastic plant.

5.3.10 Elevators 3rd floor

Next to the elevator's door, there's a plastic plant.

5.3.11 Hallway 1

The hallway has doors into two different offices, Lexia Beverley's and Carlton Olhouser's rooms.

5.3.12 Hallway 2

Bob Norris, the janitor of Masons' Research Facility, is standing outside the door into Jeremiah Freeman's office. There's also a door into Julyan Pender's office.

5.3.13 Freeman's office

Inside the Freeman's office there's a drawer and a table. The table has a computer, a pen, a piece of paper and a stapler on it. Inside the drawer, is a note with the computer's password written on it.

5.3.14 Pender's office

Pender's office also has a drawer, a shelf and a table with a computer on it. On the table, there's a piece of paper. Julyan Pender is standing in the room.

5.3.15 Beverley's office

Beverley's office has two tables in it. One of them has a computer on it. There's a cigarette stub on the floor. Lexia Beverley is standing by the computer.

5.3.16 Olhouser's office

Olhouser also has a table with a computer on it, in his office. There's also a shelf in the office.

5.3.17 Hallway 3

There's a locked door into the janitor's closet on this hallway.

Room	Items
Alleyway	Old shoe
Loading Area	Pack of cigarettes
Dining Tables	Newspaper
Security	-
Hallway	-
Freeman's office	Piece of paper, pen, stapler, note
Beverley's office	Cigarette stub
Olhouser's office	-
Pender's office	-
Janitor's closet	Laptop

Table 3: Items in Masons Research Facility

5.3.18 Janitor's closet

The closet has towels, paper and cleaning equipment in it. Under the towels, there's a laptop hidden.

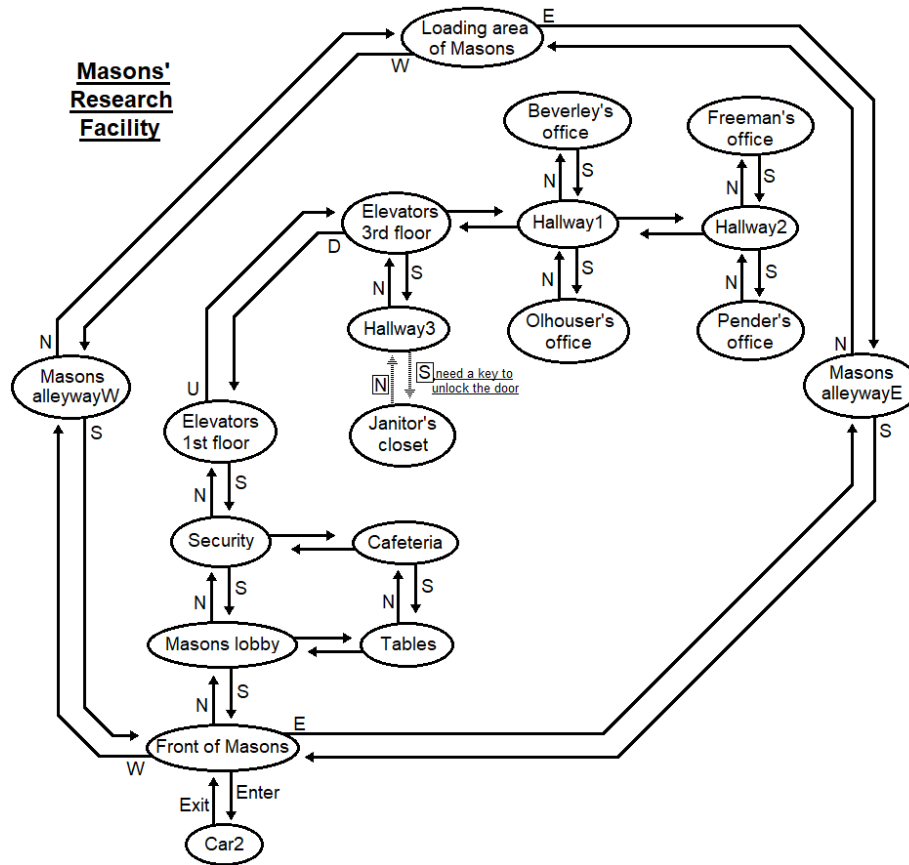


Figure 3: Map of Research Facility

5.4 Warehouse

A single isolated warehouse. Player must find his way in.

5.4.1 Front of the warehouse

The players car is parked at front of the warehouse. A door into the warehouse is locked. the area seems really quietly and isolated.

5.4.2 West of the warehouse

The warehouse seems old and in poor condition, but there's no entry point from this side.

Room	Items
East of the Warehouse	newspaper
Inside the warehouse	Brown Wallet, Pack of cigarettes

Table 4: Items in Warehouse

5.4.3 East of the warehouse

There's no entry point into the warehouse here but there's a old newspaper among the trash on the ground.

5.4.4 North of the warehouse

One of the warehouse's window on the ground floor is broken and can be used as entrance.

5.4.5 Inside the warehouse

The warehouse seems quite empty, but there's a large red stain on the floor with a severed arm on middle of it. There's also a pack of cigarettes and a brown wallet on the floor.

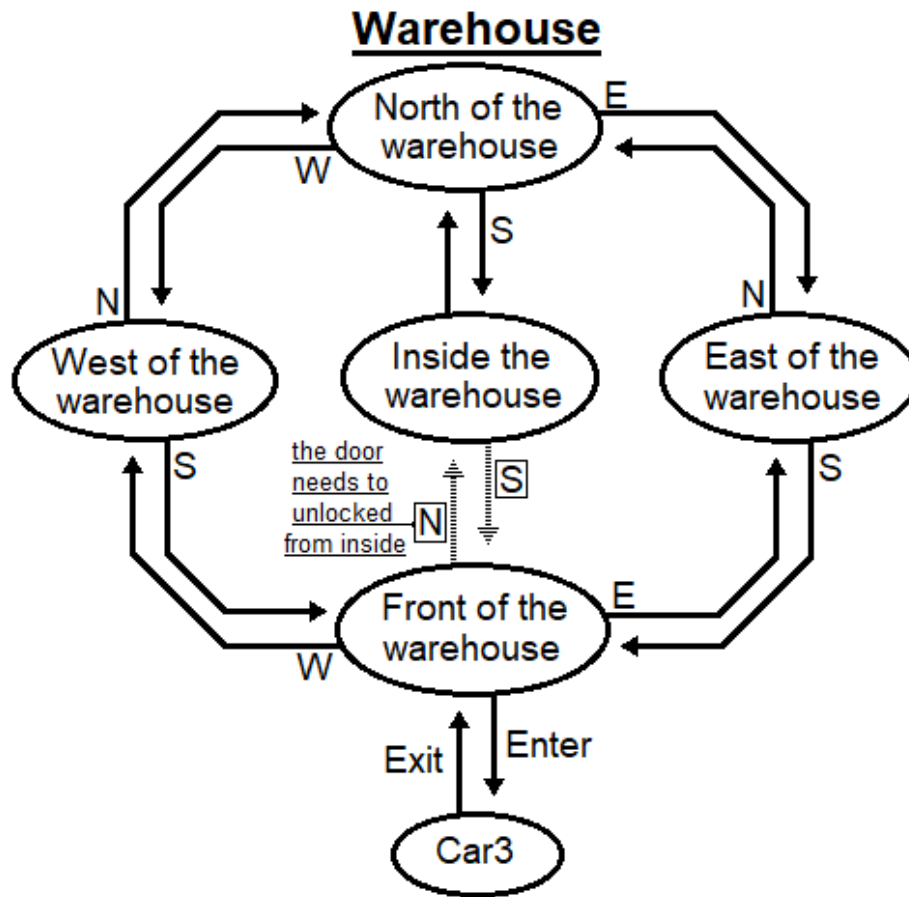


Figure 4: Map of warehouse

5.5 Eureka

There are the gates of Science Center “Eureka” on the north-eastern part of the City. From the gates a long, dark road leads up to the structure, with the black shapes of huge statues on each side of it.

At the end of the road there is a great building standing with a bright light around.

Science Centre introduces the public to science and technology in an engaging and interactive way. Visitors can experience the joy of discovery through spectacular exhibitions, films and excursions.

There’re three exhibitions – the History of the Robotics, the Art of the Origami and the Body World. On the first floor there are the Info Desk, a movie theater and an enter to a restricted zone for staff.

The staff zone has three floors. On the first floor there is a room of guides

of the Body World. On the second floor there is a room of guides of the History of the Robotics and on the thirds floor there is a room of IT engineers.

5.5.1 The Info desk

Here the player meets a robot of 4th generation – “C-638”, named Robby. Robby tells about:

- exhibitions – the History of the Robotics, the Art of the Origami and the upcoming Body World;
- possibility to pay the guide, Leon, for more in depth tour
- that the Body World has received a new group of exhibits recently;
- there is a movie called “Blade Runner” in the movie theatre;
- about his same dreams, that plays back in his mind all nights long;
- that he doesn’t like to watch the Blade Runner’s final scene named ”Tears in Rain”, because he automatically switches to a program of sadness named “Doggy Blues”.

5.5.2 The History of Robotics

There are exhibited 6 generations of robots in the hall:

- beside the southern side there are a first and a second generation;
- beside the western side there are a third and a fourth generation;
- beside the northern side there are a fifth and a sixth generation of robots

The player finds out that the different generations of robots had different amounts of dreams and after the sixth generation, they have been called replicants. There is no difference at all between humans and replicants for the last 100 years.

If the player has the ticket to an excursion, he/she would be able to ask guide Leon to give more information about the history of the robotics. Leon says that the engineers of the robots programmed into all generations the same dream about a owl as a sign of their origin, but after the 6th generation this method was forbidden, because it might be used to abuse the rights of replicants.

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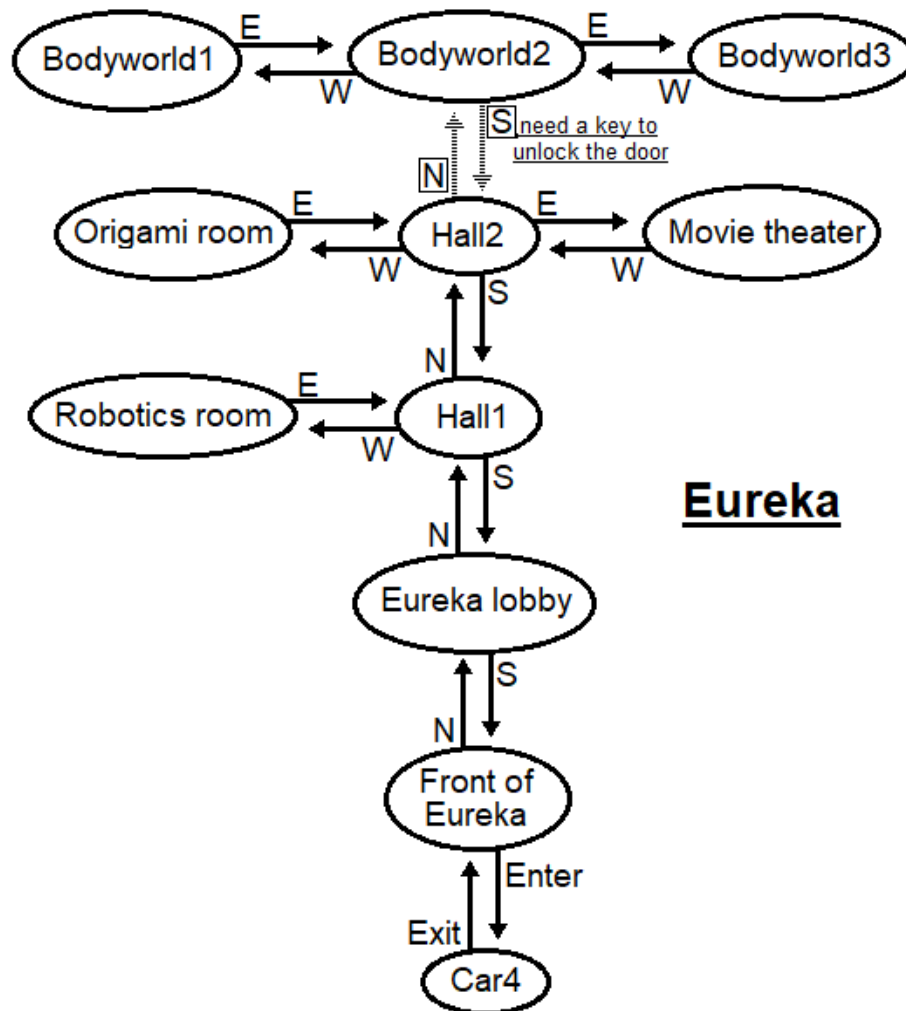


Figure 5: Map Of Eureka

5.5.3 The Art of Origami

There are 9 different origamis exhibited in the hall:

- next to the southern side there are Moneygami, Owl and White bull;
- next to the western side there are Swan, Dragon, Mammoth;
- next to the northern side there are White unicorn, Black unicorn and Red bull.

5.5.4 The Hall to the Body World

The exhibition is still under construction. The aim is to offer visitors the unique opportunity to explore the amazing biology and physiology of human health and the dramatic effects of diseases. All the human plastinates are from people who donated their bodies for plastination via a body donation program.

Currently the exhibition has four displays set up. On the western side of the hall, there's Cycle of Life sector, planned to show different stages of life by displaying blood vessels from different age groups. At the moment only two cases have been set up so far with their info signs. There's also a computer set up by the western side of the hall.

In the middle of the exhibition, sector Anatomy of Happiness showing the ideal physical condition to reach happiness, with also currently having two display cases with their signs set up so far.

Lastly in the eastern side of the exhibition, there's a sector, called The Twilight Zone with two brand new plastinated bodies.

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5.5.5 Movie Theater

There is a movie called "Blade Runner" in the movie theatre in every two hours: Each movie is stuck 10 min before the end. Visitors hear an announcement about this issue, but nothing happens. On the eastern side of the hall of the movie theatre there is a button. The player must push the button at the right time –

Room	Items
Hall 1	Extinguisher, scissors
Hall 2	Jacket, Key
Robotics Room	-
Art of Origami	-
Body World 1	Plastinated mice, dropper
Body World 2	Measurer, LED torch
Body World 3	Gloves
Movie Theater	Bag of popcorn, Empty bottle

Table 5: Items in Eureka

10 min before Blade Runner is finished. After that an IT engineer Roy comes to fix the problem. While the film continues and the replicant is speaking the "Tears in Rain" monologue, the player must show the origami of the owl to Roy and ask him of his dreams.

Roy admits that he is a android too, and from time to time he sees the same dreams of the owl. The player now knows how to recognize the android from the human. ("Tears in Rain" + an origami of the owl)

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5.6 Scrapyard

5.6.1 Front of the scrapyard

There's a small building with a locked door at the entrance of the scrapyard. The building seems to be almost completely surrounded with trash and scrap metal, but there seems to be a path through all the scrap.

5.6.2 Scrap metal piles 1

All the scrap metal piles and electronic waste around the path are way too high to see over. Climbing over all the sharp unpleasant objects would be unwise so the only option is to follow the path to west or south.

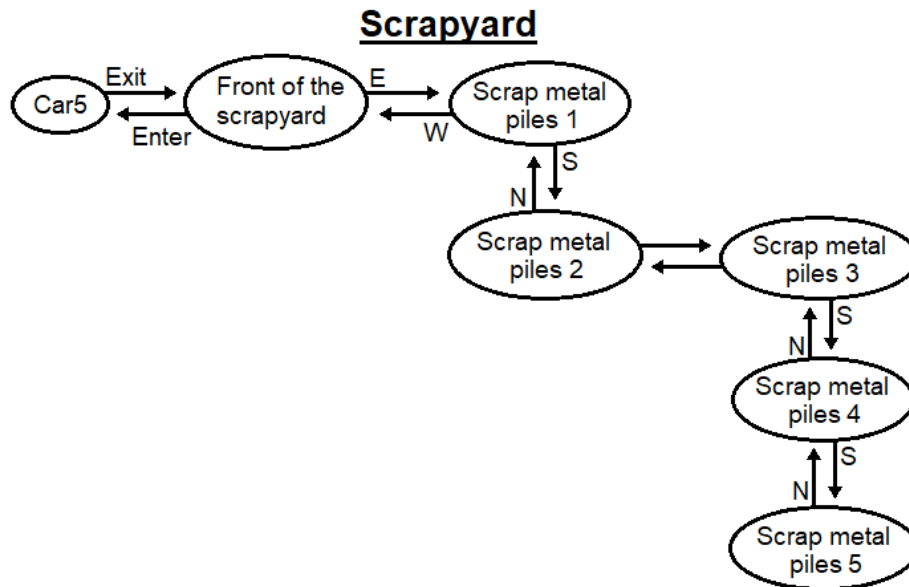


Figure 6: Map of Scrapyard

5.6.3 Scrap metal piles 2

All the scrap metal piles and electronic waste around the path are way too high to see over. Climbing over all the sharp unpleasant objects would be unwise so the only option is to follow the path to north or east. There's a screwdriver on the ground.

5.6.4 Scrap metal piles 3

All the scrap metal piles and electronic waste around the path are way too high to see over. Climbing over all the sharp unpleasant objects would be unwise so the only option is to follow the path to west or south. There's a pair of pliers on the ground.

5.6.5 Scrap metal piles 4

All the scrap metal piles and electronic waste around the path are way too high to see over. Climbing over all the sharp unpleasant objects would be unwise so the only option is to follow the path to north or south.

5.6.6 Scrap metal piles 5

The path through the scrap piles reaches its end. There's person called Cole Cooke working on a circuit board.

Room	Items
Scrap metal piles 2	screwdriver
Scrap metal piles 3	pliers
Scrap metal piles 5	Key 2

Table 6: Items in Scrapyard

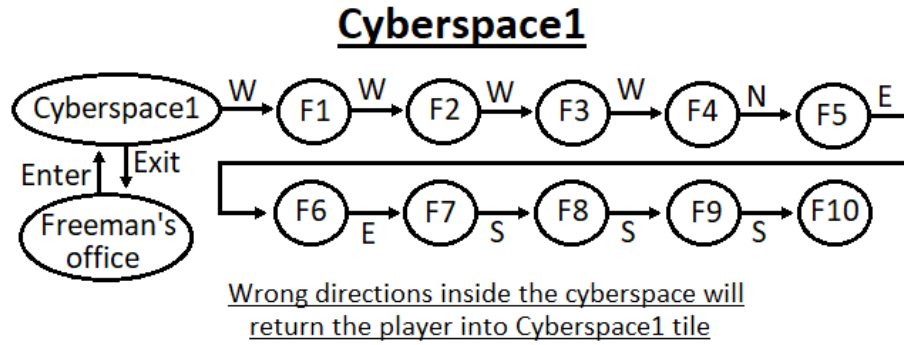


Figure 7: Cyberspace 1

5.7 Cyberspace

The cyberspace feels like an endless space with all side and form of objects in every direction. There doesn't feel to be any gravitation as you are able to move freely in the dimension as you please.

Cyberspace is an digital realm that the player can enter. Cyberspace is complex of different mazes where one single wrong turn returns the player back to square one. There are several mazes in the game.

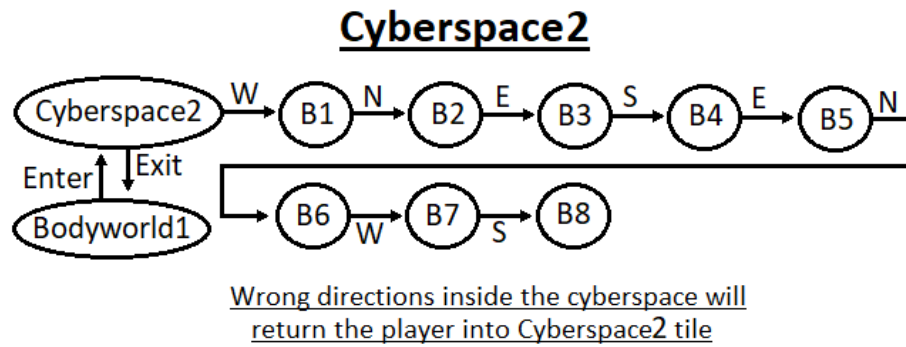


Figure 8: Cyberspace 1

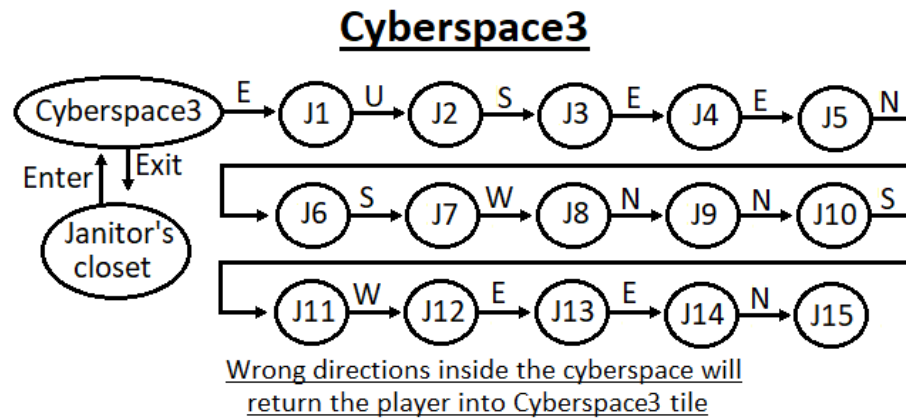


Figure 9: Cyberspace 1

6 NPCs

Joel Lawson: The head of security at Masons' Research Facility. He explains the case for the player and the culprit must be pointed out for him with the evidences.

Bob Norris: The janitor of Masons' Research Facility. Tells the player all he supposedly knows about the missing scientist.

Julyan Pender: One of Freeman's coworker at the Masons Research Facility. Tells what he knows about Freeman.

Lexia Beverley: One of Freeman's coworker at the Masons Research Facility. Tells what she knows about Freeman.

Carlton Olhouser: One of Freeman's coworker at the Masons Research Facility. Tells what he knows about Freeman.

Cole Cooke: Person in the scrapyard. After being exposed being an android, he tells the player what he knows in exchange for keeping his secret. He also gives the player a key which will open the janitor's closet in Mansons' Research Facility.

C-638 "Robby": Robot of 4th generation, that stands near of the info desk and opens Eureka's entry gate. It's used as a cashier in the Science Center "Eureka". He tells the player information about three exhibitions, that the Body Worlds has received a new group of exhibits recently, of its dream and about Blade Runner's movie's final scene named "Tears in Rain".

Kurt Donald: Curator of the Science Center "Eureka". There is a key of Body World's closed door in the pocket of his jacket. If he got a cigarette, he immediately would go smoke to outside of Eureka.

Leon: The guide in The History of The Robotics' exhibition. Leon says that the engineers of the robots programmed into all generations the same dream about an owl as a sign of their origin, but after the 6th generation this method was forbidden, because it might be used to abuse the rights of replicants.

Rachael: The guide in The Art of The Origami exhibition.



Figure 10: 4th generation robot

7 Walkthrough

```
The game starts in your bedroom
go south (to living room)
go east (to your office)
use phone
go east (to staircase)
go down (to ground floor)
go east (to front of your building)
enter car (car1)
drive to Masons (car2)
exit car (to front of Masons)
go north (to Masons lobby)
go north (to security)
talk to guard
go north (to elevators 1st floor)
go up (to elevators 3rd floor)
go east (to hallway1)
go east (to hallway2)
go north (to Freeman's office)
use computer
Banan4 (this is the password)
enter cyberspace1
access personal folder.  hint is '4wn2e3s'
```

w, w, w, w, n, e, e, s, s, s to pass maze
inspect files
exit cyberspace1
go south (to hallway2)
go west (to hallway1)
go west (to elevator 3rd floor)
go down (to elevators 1st floor)
go south (to security)
go south (to lobby)
go south (to front of Masons)
enter car (car2)
drive to warehouse (car3)
exit car (front of warehouse)
go east (east side of warehouse)
go north (north side of the warehouse)
go through window (to inside the warehouse)
take cigarettes
take wallet
unlock door
go south (to front of the warehouse)
enter car (car3)
drive to eureka (car4)
exit car (to front of Eureka)
go north (to Eureka's lobby)
use wallet on robot
go north (to hall1)
go west (to Robotics hall)
use wallet on guide
go east (to hall1)
go north (to hall2)
go west (to origami room)
take paper
use paper on owl origami
go east (to hall2)
go east (to the movie theater)
press button
talk to engineer
go west (to hall2)
give cigarettes to employee
take jacket
open pocket
take key1
use key1 on door
go north (to bodyworld2)
go west (to bodyworld1)
use computer

```

enter cyberspace2
solve the maze, hint:  artWfmNgaEbSrENrgaWjkgS
w, n, e, s, e, n, w, s (to solve the maze)
inspect files
exit cyberspace2
go east (to bodyworld2)
go south (to hall2)
go south (to hall1)
go south (to Eureka's lobby)
go south (to front of Eureka)
enter car (car4)
drive to scrapyard (car5)
exit car (to front of scrapyard)
go east (to scrap metal piles 1)
go south (to scrap metal piles 2)
go east (to scrap metal piles 3)
go south (to scrap metal piles 4)
go south (to scrap metal piles 5)
use owl origami on cole
say 'tears in rain' talk with cole
take key2
go north (to scrap metal piles 4)
go north (to scrap metal piles 3)
go west (to scrap metal piles 2)
go north (to scrap metal piles 1)
go west (to front of scrapyard)
enter car (car5)
drive to Masons (car2)
exit car (to front of Masons)
go north (to lobby of Masons)
go north (to security)
go north (to elevators 1st floor)
go up (to elevators 3rd floor)
go south (to hallway3)
use key2 on door
go south (to janitor's closet)
inspect towels
use laptop
enter cyberspace3
solve the maze, hint:  have you seen a swan in sweden?
e, u, s, e, e, n, s, w, n, n, s, w, e, e, n (to pass the maze)
inspect files
exit cyberspace3
take laptop
go north (to elevators 3rd floor)
go down (to elevators 1st floor)

```

```

go south (to security)
give laptop to lawson
talk to lawson
---- The End ----

```

8 ER Diagram

This is a entity-relationship model of the game. It was used in creating the game's database. It shows which kind of knowledge entities were needed for the game. The square's present the entity type of knowledge and the circles derived from those, tells all of the difference attributes related to the entity. The lines between the entity types narrate the connections between the blocks.

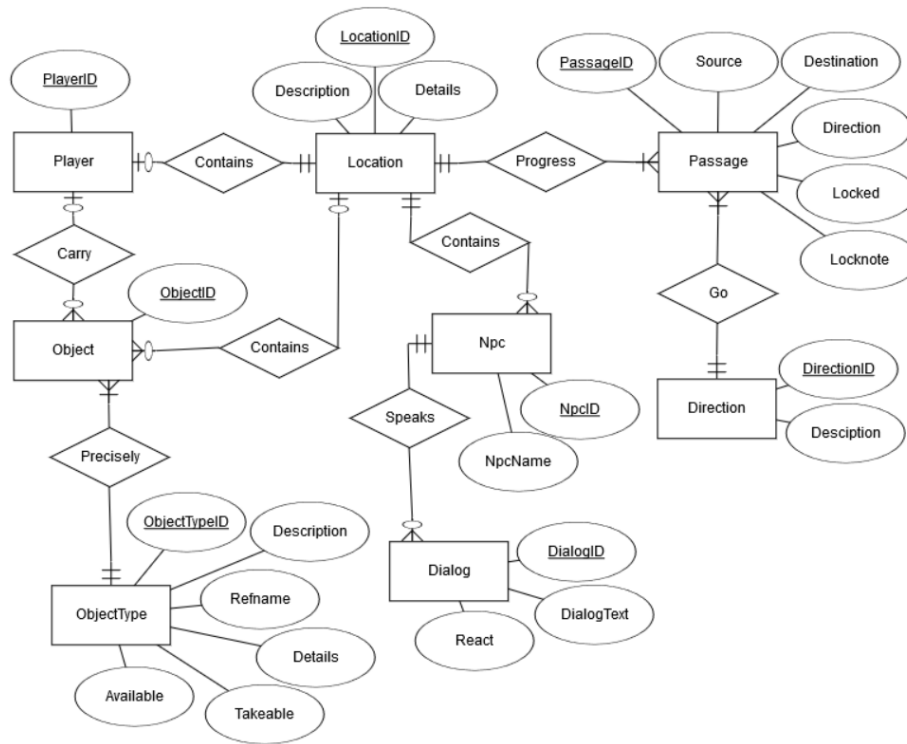


Figure 11: ER Diagram

9 Relational Database

This is the relational database chart of the game, derived from the entity-relationship model. This was used in creating the database in SQL form, for filling and maintaining all the information.

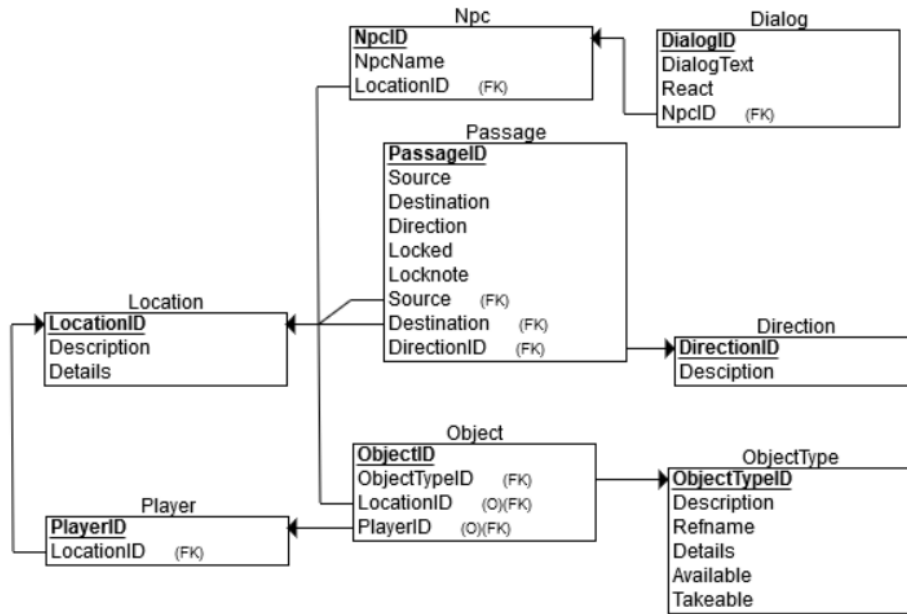


Figure 12: Relational database