

Game Design Document

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Tutorial: 2

Link to the game repository: <https://github.com/bitflip-source/Omega>

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1 Overview

1.1 Game abstract

An RPG game set on the Earth of the future. Most people have cyberware in and on their bodies. Unfortunately, not everyone can tolerate this technology. Due to a gene variant, some people cannot tolerate cyberware. They are therefore at a great disadvantage. They cannot find work because simple jobs are now done by robots. Without cyberware to increase their intelligence, physical strength or dexterity, they are not suitable for higher quality work. As a result, they cannot participate in normal society. They are called Simples or, less kindly, Useless. The Simples live in a reservation and are provided by the state with the basic necessities for survival.

Currently, they are threatened by a secret government plan that involves their extermination through forced sterilisation.

Fortunately, there is resistance. The group called Omega finds out about the plan and decides to save the Simples. A spaceship built for the colonisation of another planet is to be captured for this purpose. Instead of the planned settlers, the Simples are to use it to set off for this planet.

The player joins this group at the beginning and carries out various missions to realise this plan.

The game is played in the first-person perspective. The controls are the mouse to interact and the keyboard (wasd) to move the character.

Battles are turn-based. The opponents face each other and choose an action as soon as it is their turn. For this, the character can choose from the options displayed at the bottom of the screen. The inventory is at the bottom left. In a round, the character can select an item from the inventory and use it. To the right of this are the triggers for the cyberware the character possesses. A mouse click triggers the corresponding effect. On the far right is the choice of talk or attack. If attack is selected, the character attacks with the weapon he currently has equipped. This is shown symbolically in the attack field. The inventory is divided for this purpose. On the left side you see the items that are equipped and on the right side the items that the character only carries.

The character develops further by getting new cyberware. He can choose one mod at the start, and receives others as a reward or for completing missions in the main quest.

In addition, the character can train strength and dexterity by visiting a fitness studio.

The character can receive money, items and micromods during smaller individual missions. These are optional and are offered by other resisters and commoners.

There are shops in the populated areas and Omega has a merchant who offers various goods.

Any mission that fails can be repeated. If dead or failed, the character starts again at the beginning of the quest.

If all the missions of the main quest have been successfully completed, the final battle will take place, on which the fate of Omega and the Simples depends.

1.2 Objectives to be achieved by the game

Main quest

The individual quests are:

- Protect the reservation from encroachment
The Simples' reservation is attacked by a group of Millitan citizens. The character's task is to prevent this attack. To do this, he fights together with other Omega members against the enemies. The NPCs act independently.
- Eavesdrop on politically active opponents
The player is given the task of eavesdropping on an important politician after a session of parliament. The politician is known to consider the supply of the Simples and their survival a waste of resources. The player can overhear a conversation about the destruction of the Simples and learns that this plan will soon be carried out. Unfortunately, he does not learn what kind of plan it is.
- Steal secret government documents
To find out what diabolical plan the government has up its sleeve, the player is sent to find and steal the secret plans in the office of the eavesdropping politician.
The plans reveal that the Simples are to be forcibly sterilised and face extinction.

The news reports that a spaceship is about to set off for the colonisation of a new planet. The spaceship is ready for take-off. The settlers are supposed to take off in a few days. The planet is

only accessible in a short time window. Omega makes a plan to take over this spaceship and send the Simples to the planet instead of the intended settlers. They could then live here unmolested. This plan is now to be put into action.

➤ Find the culprit

When the player comes back to Omega's headquarters, there is great excitement here. Several members have been attacked while on missions. One member was killed. They have obviously been betrayed. But who is the culprit? That is what the player must find out in this mission.

➤ Assassination of Igor

The traitor was found and interrogated. It turned out that he worked for a well-known multi-billionaire. Igor Massig, a slimy person who likes to appear as a benefactor in public. In private, however, he hates the simple to the core. He now seems to try everything to prevent the rescue of the Simples.

Before more members of Omega die, the group decides to assassinate Igor. A public appearance the next day is the opportunity.

So the player sneaks into a suitable place in a high-rise building opposite the stage and shoots Igor. He hits.

➤ Escape the pursuers

After the assassination, the player must leave the scene as quickly as possible and thus escape the security forces. The originally planned escape route is blocked by guards. Felis is helped here by Omega's cat, which appears out of nowhere. She leads the player across the roofs of the city to safety. The player must now run and jump across the roofs quickly and skilfully.

➤ Make a speech

Back at headquarters, it turns out that only a double of Igor was killed in the assassination attempt and the threat has now multiplied. Some don't want to risk any more and abandon the plan. Charlie, the head of Omega, is himself divided and can no longer keep the group together. The player must now make a heroic speech to change the minds of the doubters.

➤ Find a hiding place for the Simples near the departure base.

Now it is becoming concrete. The Simples must be hidden near the spaceship until they can enter the ship. The player's task is now to search the area for a suitable place. He must not be caught by the guards. He finds what he is looking for and camouflaged shelters are set up in a clearing not far away. Here the Simples will later wait for the player to lead them to the spaceship.

➤ Eliminate the guards around the departure base.

Now the guards around the base must be eliminated. If possible without triggering an alarm.

➤ Eliminate the guards at the entrance

The same now applies to the guards guarding the entrance to the control centre.

➤ Open the gate to the base

Once the guards have been eliminated, the gate to the base must be opened. A key card and a code are needed for this. The card can be found with the previously disabled guards. If the player continues to search, he will find the code scribbled on a guard's hand. Fortunately, not everyone has a good memory.

- Find a way into the control centre
Now that the way is clear, the control centre in the complex must be found. Civilians must not be seriously harmed. However, they usually comply when threatened with violence.
- Start the countdown
To start the spaceship, the countdown must now be started. As soon as the countdown starts, the player has 30 minutes to complete the remaining tasks.
-> From here a timer is running which is displayed on the screen. In this time the remaining quests have to be completed.
- Bring the civilians into the camp
Now it has to happen quickly. The civilians who have surrendered must be led to the camp in the clearing where they will be held by other members of Omega so that they do not disturb the rest of the process.
- Take the Simples to the departure base
From the camp, the player now accompanies the Simples to the base. Where they are to board the spaceship.
- The final battle
No sooner have the player and the Simples entered the base than they are surrounded by Igor and his robots. In the course of the ensuing battle, Igor and the player are isolated by collapsing ground. The final battle, man against player, takes place in an underground shaft. The outcome of the fight also determines the end of the game.

1.3 Core gameplay

The game is made up of combat scenarios, exploration and guesswork missions and also a little jump and run. Many missions cannot be solved directly. The player can move freely on the playing field and act within the framework of the menu options. The maps and the quest log provide orientation.

1.4 Game features

1.4.1 Genre

Role playing game

1.4.2 Number of players

Single player

1.4.3 Game theme

Science Fiction

1.4.4 Story summary

The story unfolds little by little. At first, it is only about protecting the so-called Simples (people who cannot tolerate cyberware) from attacks. Then it turns out that the government wants to eradicate the Simples through forced sterilisation. At the same time, a solution presents itself. With a spaceship built by the government for the settlement of another planet,

the resistance wants to evacuate the Simples from Earth. To do this, this spaceship must be taken over and the Simples brought on board in good time. During the execution of the plan, there is repeated sabotage and attacks. Obviously there is a culprit among the Resistance. This must be found. Once this is done, the interrogation reveals that the real enemy is the multi-billionaire Igor Massik. This man hates the Simples to the core and wants to prevent a rescue at all costs. After a failed attempt on Igor's life, the group becomes disgruntled. With a flaming speech, the character can almost restore unity. Individuals, however, leave the group.

Now the final preparations are made for the escape of the Simples. After the departure base has been occupied and the countdown has started, the showdown takes place. Igor with a group of combat robots surround the character and the Simples he was about to lead to the spaceship. During the fight the ground collapses and a merciless fight between the character and Igor begins. This fight determines the end of the game.

If the hero/heroine wins, he/she is rescued by his/her allies by means of a rope and the Simples board the spaceship and take off on their way to their new home.

The police have meanwhile arrived at the scene and arrest the members of the resistance group. However, the media have also learned about the events and are reporting euphorically about Omega's heroic deeds. The trial ends smoothly. The heroes are celebrated and awarded the Nobel Peace Prize. The uncovered conspiracy against the Simples lands some high-ranking politicians in prison. Igor, who survived against all odds, is charged with multiple murder and incitement of the people and will probably spend the rest of his life behind bars.

If he/she loses the fight, Igor rises from the hole with rocket propulsion and ends all resistance. The Simples are slaughtered.

If the countdown runs out before the Simples have been brought on board, the spaceship takes off unmanned. The plan has failed and the situation of the Simples deteriorates even more because of what happened. The resistance is uncovered and arrested.

2 Mechanics

2.1 Game elements categories

2.2 Rules

2.2.1 Interaction rules

2.2.2 Artificial Intelligence

2.3 Game world elements

2.4 Game log elements

2.5 Other elements

2.6 Assets list