







Chaos Theory

Goal of Project

The primary objective of Chaos Theory as a game is to provide a surreal and other worldly experience that players can become immersed in and explore

Final Deliverable

The final product will be a text adventure which will provide the player with:

- Branching Dialogue
- Opportunities to explore the world (in a text format)
- Surreal story telling and dialogue to immerse play-

Target Audience

The target audience will be focused less on a age/ gender group, it will instead be intended for appreciators of paranormal mystery and independent and or experimental gaming. This audience also is attracted to games like: Undertale, Fez, Hyper Light Drifter, Abzu, and many other style focused projects of all mediums.

Time-line

The project is intended to start on October 3rd and will be playable by October 8th

Description

The world of chaos theory the story is centered around the small mysterious town of Skeksil. The protagonist is tasked with delivering a package to there only to find out that both the package and the town are steeped in some kind of paranormal crisis. At the center of the crisis there is the great polyhedron, a powerful creature made of pure energy, whose very existence is damaging the space time continuity around Skeksil. It is up to the player to navigate the crisis and try to escape with their life intact and, if the player chooses, end the paranormal crisis to protect the surrounding cities.

Gameplay

As with most text adventures, Chaos theory is entirely controlled by choosing the protagonist's dialogue and actions through a simple button interface. For example, if character X asks you to pick something up, you can choose to say "Yes", "No", or possibly an action such as "You choose to pick up the object, only to throw it in X's face". In addition to that base interface, there will be points where the player's choice will result in a new branch to the narrative, optional content such as new dialogue or additional exposition, a death state, and even different completion states.

Visual Style

If time allows, there will be panels of art to accompany key moments or characters. The style will be more rough and abstract, to emphasize the destabilization of physics within Skeksil.

Characters

Alec

Alec (the protagonist) is fairly average city planner who is called upon to visit the town of Skeksil

X=V-E+F

Alec's mysterious friend who initially sends him out to Skeksil to deliver a package to one of her clients

Mr. Morgan

x=V-E+F's Client who is to receive the package from Alec, but at some point lost his humanity and transformed into a strange being

The Townspeople

Mr. Morgan is not the only person effected by the paranormal activity, in fact, most of the population has undergone some kind of ethereal transformation

Johnathan, 27



Profile

Johnathan is a creative and outgoing person. Though he is devoted to his work as a audio engineer, his free time is filled with playing video games, watching movies, and listening to non work related music. Many of which are developed independent or are relatively unknown, since his time is limited, he would rather have new experiences in media, rather than mainstream sameness.

Visual Style

Johnathan is a consumer of extremes; he either wants something with an intensely saturated color pallet and very graphic detailing, such as a Sunset overdrive or Cuphead, or something dark and twisted like Demon Blade or Shadow of the Colossus.

What he likes in games

His favorite games are those that provide enough mystery and detail to become immersed, but also allow him the option to forgo long unnecessary exposition. In fact, he would rather discover details about a game's story an world through exploration and dialogue.

What he doesn't

Painpoints are generic genre type games, self serious and bland FPSs about giant bald guys with guns or limp overly monetized mobile puzzle games are just a couple of his long list of offenders. Narratively he hates being fed information and would rather just figure it out himself.

Gender:
Male

Type of gamer:
Explorationist

Devices Used:
Desktop PX
Laptop
Game Console