G5038: Final Year Project Game Design Document

Game Title: Glorious Deliverance Agency 1

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Creative Statement: All characters, events, and religious metaphors in this game are purely fictional and intended for satirical purposes. There is no intention to allude to any real-life individuals, groups, or beliefs.

1. Game Overview

1.1. Pitch

An AI native 2D role playing game where you are a reluctant hero in a dysfunctional team, whose attempts to save the world with "positive energy" only accelerate its destruction in a dark, toxic positivity.

1.2. Format/Platforms

Primary Platform: PC with Godot 4.5 Engine

1.3. Genre/Theme

Genre: RPG, Narrative driven, Dark Comedy, Satire.

Theme: The central theme critiques toxic positivity and "hustle culture," exploring the consequences of good intentions gone awry in a world being destroyed. It delves into concepts of entropy, determinism, and the psychological toll of forced optimism, all wrapped in a layer of black humour.

1.4. Graphical Perspective

The game is presented from a 2D, scene-based perspective, similar to a visual novel or stage play. The primary game screen features a large central view displaying character sprites, dynamic backgrounds, and objects. The narrative, driven by an LLM, is delivered through dialogue boxes and descriptive text, creating a visually rich experience where the AI directs both the story and the on screen visuals.

1.5. Target Audience

Primary: University students and young adults who can relate to the themes of academic pressure, project frustrations, and the often absurd clash between idealism and reality.

Secondary: Players interested in experimental and AI driven narratives, fans of dark humour and satirical storytelling, and those intrigued by the technical implementation of LLMs in games.

1.6. Game Influences

Technical: Google's "Genie" AI world model, which inspired the core concept of an AI generated game world. The project also aims to be a critical reflection on such technology.

Literary: The story draws on satirical and absurdist traditions, with a narrative that subverts classic "hero's

journey" tropes.

1.7. Player Objectives

The primary objective is not to "win" in the traditional sense, but to navigate the endless, looping tragedy of the "Glorious Deliverance Agency 1." The players' goals are to:

Experience and influence the unfolding, AI generated narrative.

Manage the core stats of "Reality" and "Positive Energy" and witness their impact on the world.

Survive the social and psychological challenges posed by the dysfunctional team.

Uncover the dark, ironic truth behind the "Positive Energy Curse."

1.8. Distinctive Features

AI Native Narrative: The core story, NPC dialogue, and player choices are dynamically generated by an LLM (Google Gemini/OpenRouter/Ollama) in real time, creating a unique, emergent experience in each playthrough.

AI Driven Visual Scene & Asset System: A curated library of 2D assets (backgrounds, character expressions, objects, NPCs) is controlled by the AI. The LLM selects and combines these visual elements in its output to construct a unique, contextually relevant scene for every narrative beat.

"Reality vs. Positive Energy" Mechanic: A unique stat system where "positive" actions directly contribute to the world's decay, making the player complicit in the disaster.

Ironic Prayer System: A player facing prompt engineering tool where inputting positive prayers ironically generates disastrous in game outcomes.

Thematic Depth: The game is a playable allegory, using its mechanics and narrative to offer a satirical critique of real world social phenomena.

2. Characters

2.1. Player Character (The Protagonist)

A pragmatist and realist at heart, the protagonist reflects anyone who has been worn down by disappointment and betrayal. At the story's outset, they harbour a deep, rational mistrust of any form of divine intervention or blind faith. Their life is upended by Saint Gloria, who, through masterful psychological manipulation, convinces the protagonist that their "negativity" is the root of all their personal and interpersonal failures. On the verge of a mental breakdown, the protagonist reluctantly accepts Gloria's "salvation," adopting her simplistic "positive energy" creed as a desperate last resort to avoid causing further harm to others. This sets the stage for their tragic journey as forced believers.

2.2. Non-Player Characters (The "Allies")

The player's teammates are not allies in the traditional sense; they are the game's primary antagonists and walking, talking obstacles, each driven by their own flawed ideologies.

1. Saint Gloria (The Guardian of the Greenhouse / The Weaponised Innocent)

Core Concept: Gloria has constructed a sterile greenhouse of "love and tolerance" for herself, defining any dose of reality that might shatter it as "negative energy" in need of purification.

Backstory: While she perceives her life as blessed and smooth, she has actually faced numerous personal tragedies. Instead of processing this chaos, she chose to "believe." The "Positive Energy Law" and her faith in the "Flying Spaghetti Monster" became her cure all, a defence mechanism she fanatically evangelises as the world's only truth. Her god is not real; it is a personification of her own denial.

Behaviour Patterns:

Moral Blackmail: Never attacks directly, instead using phrases like "Your actions have hurt me" to induce guilt and control others.

Issue Substitution: When confronted with a concrete problem, she pivots to criticising the other person's "negative emotional reaction," derailing the original issue.

Selective Tolerance: She "tolerates" the weak who don't challenge her worldview, but cannot abide the "strong" who use logic to question it.

Symbolism: Represents a refined selfishness that prioritises personal peace over confronting complex realities.

2. Sir Donkey (The Self Proclaimed Hero / The Bankrupt Concept)

Core Concept: A cosplayer living in an archaic epic, convinced that striking a heroic pose is all that's required for the world to reward him with glory and a princess. He lacks all the skills required for genuine heroism.

Backstory: His entire understanding of the world is derived from the most clichéd, gender stereotyped fantasy novels and web fiction. He is profoundly "positive."

Behaviour Patterns:

Performative Chivalry: Eager to flatter female characters and boast of his prowess, but utterly passive and responsibility avoidant in practice.

Patriarchal Narrative: His "creative" solutions invariably revolve around a "hero saves the damsel" trope, objectifying women. When challenged, Gloria will insist the protagonist "tolerate" his views.

Master of Blame: When his plans fail, he immediately shifts responsibility, framing himself as a misunderstood hero held back by incompetent allies.

Symbolism: Represents an infantile mentality, steeped in outdated fantasies and incapable of facing real world challenges.

3. ARK (The Diligent Destroyer / The Architect of the Black Box)

Core Concept: A zealot of "order" and "planning." However, the order he creates is merely chaos wrapped in complex rules, leading to a more spectacular and thorough collapse.

Backstory: Hailing from a chaotic background, he developed a pathological craving for control and certainty. He never questions his own plans, only the people who refuse to obey them.

Behaviour Patterns:

Sham Democracy: Issues commands online and calls "meetings" solely for others to rubber stamp his pre made decisions.

Black Box Operation: Works in isolation, never syncing progress or explaining his methods, thereby destroying team trust.

Tactically Diligent, Strategically Lazy: Pours immense energy into minor execution details while being utterly careless with crucial strategic planning and communication.

Symbolism: Represents bureaucratic thinking that worships procedure and authority but has lost the capacity for communication and adaptation.

4. One (The Silent Witness / The Unwitting Accomplice)

Core Concept: The only truly competent and principled person on the team. His kindness and conflict avoidant nature, however, lead him to remain silent in a toxic environment, making him a witness to injustice and a source of moral torment for the protagonist.

Backstory: An old friend of the protagonist, they built a bond of trust through early trials. He is loyal and reliable, but is subtly ostracised by the other teammates due to his background or language.

Behaviour Patterns:

Passive Goodness: He will never actively harm anyone, but he will also not intervene when others are harmed, fearing he will disrupt the "harmony." Gloria's "love and tolerance" never extends to him.

Dual Track Communication: Publicly, he maintains peace with "I'm okay." Privately, he expresses his true pain and frustration to the protagonist.

Symbolism: Represents how, in a toxic system, the silence of good people can objectively become a form of complicity.

5. Teacher Chan (The Soul Soothing Singer / The Harbinger of Doom)

Core Concept: The high priestess of the "God of Blinding Light," a national level idol singer whose image is one of pure, white robed compassion. Her gentle songs, filled with lyrics of "letting go," "forgiveness," and

"growth," are not a balm but a curse.

Behaviour: She genuinely believes in her own message, which is what makes her so terrifying. Her concerts are massive rituals that dramatically amplify the "Void Entropy," accelerating the world's end. She is not a spiritual guide; she is a world destroyer in the guise of one.

3. Narrative/Story

3.1. Backstory/Premise

The universe is governed by a fundamental law: The Void Entropy. All things naturally and slowly decay towards chaos and eventual oblivion. This is a peaceful, albeit melancholic, fate. However, when scientists discovered this truth, humanity couldn't accept it. A global spiritual movement, the "Flying Spaghetti Monster Gospel," was born, preaching a lie: that the universe's decay could be reversed by broadcasting "pure positive energy" via the "Law of Attraction."

The terrible truth is that this forced, manufactured positivity—born from suppressing all negative emotion is the ultimate catalyst for Void Entropy. Every prayer for a miracle, every act of blind faith, every instance of tolerating injustice for the sake of "love," accelerates the world's natural demise by a factor of ten thousand. The world is not dying; it is being actively poisoned by hope.

3.2. In game Narrative & Game Loop

The game operates on a cyclical, endlessly darkening loop, driven by the AI. There is no "winning."

The Mission: The "Glorious Deliverance Agency 1" receives a hopeful, world saving quest generated by the AI.

The Prayer (Curse): The player is forced to use the Prayer System, inputting positive words that act as a prompt for the AI to engineer a disastrous scenario.

The Farce: The player attempts the mission, but their teammates, with their unique brands of incompetence, systematically sabotage every step. The AI generates its specific actions and dialogue.

The Disastrous "Success": The mission fails in spirit but "succeeds" on the surface, with the net result being a massive increase in the world's Entropy.

The Apocalypse Concert: The "successful" outcome triggers a mandatory event where Teacher Chan appears in a holographic concert, singing a soothing song that brainwashes the team into believing they did a good thing. The player receives a "Cognitive Dissonance" debuff.

The Honeymoon: A brief, AI triggered phase where teammates act unusually cooperative and kind, giving the player a false sense of hope.

Repeat: A new mission begins, and the cycle repeats, plunging the world into an even deeper state of despair.

The story has no end. The protagonist and their team grow stronger in stats, but their fate only becomes darker. They will meet new people only to lose them to the team's folly, forever trapped with the GDA1 as they personally escort the world to its doom.

4. Gameplay & Mechanics

4.1. Core AI Narrative & Gameplay Framework

The game's core is a flexible framework where the AI doesn't just generate text, but populates a "mission scene" with unique parameters, objectives, and constraints.

AI Generated Scenarios: The AI sets up a scenario, e.g., "You must convince the guard captain you are not spies."

Dynamic, Skill Based Choices: The AI generates choices based on the player's skills (Logic, Perception, Composure, Empathy).

Systemic Sabotage: A successful skill check by the player often triggers a catastrophic interruption from a teammate, generated by the AI based on that teammate's persona. For example, a successful [Logic] check to calm the guard is immediately undone when Donkey loudly proclaims you are there to "rescue the princess from the evil dragon," getting the party arrested.

4.2. Resource Management: "Reality" vs. "Positive Energy"

This system replaces traditional HP/MP and is the central mechanic influencing the AI.

Reality Score: Increase: Making rational, logical, or even pessimistic choices; succeeding on [Logic] or [Perception] checks.

Effect: A high Reality score unlocks dialogue options that see through the team's delusions and helps resist Gloria's mental attacks. However, it also causes teammates to brand you as "negative" and target you more frequently.

Positive Energy Score: Increase: Agreeing with teammates' foolish plans; using positive words in the Prayer System; choosing "love and tolerance" options.

Effect: Increases teammate "friendliness" (though their help is useless) and makes [Empathy] checks easier.

Negative Impact: Every point of Positive Energy directly increases the world's "Entropy Value," accelerating its destruction. Your positivity is a weapon against the world.

4.3. The Prayer System (The Curse Generator)

This is a direct interface for the player to prompt engineer their own doom.

How it Works: Before a mission, a UI appears where the player must type a prayer to the "Flying Spaghetti Monster." The more positive and hopeful the text ("May we cooperate," "Let the mission be a success"), the more heavily the AI is instructed to generate an ironic, disastrous outcome that subverts that prayer. The player actively writes the script for their own failure.

4.4. Teacher Chan's Apocalypse Concert

A mandatory cutscene event triggered after a mission's "success."

Mechanic: A pre rendered video of Teacher Chan plays, but with AI generated lyrics appearing as subtitles on screen. The lyrics are always generic, feel good platitudes that reframe the preceding disaster as a triumph of spirit.

Effect: After the concert, the player is afflicted with the "Cognitive Dissonance" debuff, which temporarily lowers their Logic and critical thinking skills, and may force "positive" keywords into their next prayer, ensuring the downward spiral continues.

4.5. Gloria's Intervention Event

A special, triggered event occurs when the player's complaints or "negative" choices reach a certain threshold.

How it Works: The game transitions to a dedicated UI screen featuring Gloria's portrait. She delivers a PUA monologue, starting with the line: "You are too negative. Your powerful negative energy is dragging me into the first emotional low of my life." The AI generates the rest of the text, personally attacking the player's recent choices.

Effect: This event inflicts massive emotional/stat damage. To exit, the player must click "Continue," after which their only available action is to "Pray," forcing them back into the cycle of toxic positivity.

4.6. The Diary System (The Resistance Mechanism)

This is the player's only true outlet and a key feature for mitigating frustration.

How it Works: After each mission, the player can open a journal. The AI provides several options for how to record the events.

Example Entries:

(Factual) "Today, Donkey once again mistook a diplomatic mission for a damsel rescuing fantasy. We were all arrested."

(Emotional) "I want to stuff Gloria's spaghetti into her own ears."

(Sarcastic) "The Glorious Deliverance Agency operated as normal today."

Effect: The diary does not affect the main plot's outcome. Its purpose is to be a "spiritual exit" for the player. The entries influence the protagonist's internal monologue and can unlock special, fantasy only "resistance" scenes (e.g., a dream sequence where you get to beat up your teammates), providing crucial emotional catharsis.

4.7. AI Driven Visual Scene & Asset System

This system is the technical backbone for the game's new visual presentation, bridging infinite AI creativity with a finite set of art assets.

How it Works: The game maintains a pre defined library of visual assets, each with a unique identifier. The LLM is provided with a list of these available assets as part of its system prompt. The AI's role is to select the appropriate assets and arrange them to create a coherent scene that matches its generated narrative.

Formatted AI Output: The AI's response will be a structured format (e.g., JSON or custom tagged text) that the game engine can parse. This output will contain:

Scene Directives: Tags specifying which background, environmental objects, and NPCs to display. Example: [BACKGROUND: village_square], [OBJECT: fountain_center], [NPC_SLOT_1: old_merchant].

Character Directives: Tags specifying the expression for each of the five main characters. Example: [CHARACTER: ARK, EXPRESSION: angry], [CHARACTER: One, EXPRESSION: worried].

Narrative & Dialogue Text: The story text and dialogue, which will be displayed in designated UI elements like dialogue boxes.

Asset Libraries:

Backgrounds: A set of 4+ common environmental backgrounds (e.g., forest, village, GDA1 headquarters, indoor ruins).

Character Sprites: Multiple sprites for each of the 5 main characters, depicting different emotions (neutral, happy, angry, sad, etc.).

NPC Sprites: A library of 3 4 generic NPC sprites that can be dynamically cast by the AI into different roles (e.g., a guard, a villager, a monster). Empty slots will be hidden.

Object Sprites: A collection of key objects and buildings (e.g., the team's headquarters, a specific plot device) that the AI can place in the scene.

5. Graphical User Interface

5.1. Core Philosophy

The UI has been redesigned to serve as a dynamic "stage" for the AI driven narrative. It moves away from a text centric layout to a visual, scene based presentation that immerses the player in the world. The goal is to make the player feel like they are watching and participating in a tragic, absurd cartoon or stage play.

5.2. Main Game Screen Layout

The screen is divided into distinct, functional areas:

Top Bar (HUD):

A clean, minimal bar at the top of the screen.

Displays the core stats: "Reality Score" and "Positive Energy Score".

Contains essential menu buttons: Journal, Settings, Save/Load, Exit.

Central Scene View ("The Stage"):

This is the largest part of the screen, acting as the game's main window.

Dynamic Background: Displays the current scene's background image (e.g., forest, village) as selected by the AI.

Character Sprites: The five main characters are displayed side by side. Their emotional state is reflected through different expression sprites, updated dynamically by the AI's commands.

NPC & Object Slots: The scene includes 1 4 slots for NPCs and key environmental objects. The AI populates these slots with sprites from the asset library as needed. If a scene requires only one NPC, the other slots remain empty and hidden.

Narrative & Dialogue UI:

Dialogue Boxes: When a character speaks, a dialogue box appears near their sprite, containing the AI generated text.

Narrator Box: A discreet box, likely at the bottom of the Central Scene View, displays descriptive or narrative text that isn't dialogue. This replaces the previous large, central text block.

Player Interaction Area (Bottom):

Initially, this area displays a single button: "Show Options".

When the player is required to make a choice, clicking "Show Options" will reveal the 3 4 choice buttons generated by the AI. This two step process prevents accidental clicks and focuses the player's attention.

The Toolbox (Right Side):

The "Symbolic Assets" are housed in a Toolbox icon, located on the right side of the screen (e.g., near the characters' legs).

Clicking the Toolbox icon opens a small pop up menu or panel displaying the currently held assets/items.

Clicking anywhere else on the screen will close the Toolbox panel, ensuring it doesn't permanently clutter the view.

5.3. Specialised UI Screens

The Prayer System: This will be a full screen overlay with a text input field, stylistically themed around the "Flying Spaghetti Monster" gospel.

The Diary System: A journal interface that allows the player to review past events and record their thoughts, providing emotional catharsis.

Gloria's Intervention: A dedicated screen featuring Gloria's portrait and a large text box for her AI generated monologue.

6. Required Assets

6.1. Art (2D)

Character Portraits/Sprites: Multiple expression sprites (neutral, happy, angry, sad, determined, etc.) for the Protagonist, Gloria, Donkey, ARK, One, and Teacher Chan.

NPC Sprites: A set of 3 4 generic but distinct NPC character sprites.

Backgrounds: A library of at least 4 high quality scene backgrounds (GDA1 Headquarters, Forest, Village Square, Ruined Building).

Objects & Buildings: A small library of key environmental sprites (e.g., specific buildings, magical items, furniture).

UI Elements: A consistent, stylised set of buttons, frames, dialogue boxes, sliders, and icons for the new layout.

6.2. Animations

Limited to UI transitions, feedback effects, and simple VFX to add atmosphere.

6.3. Code

The game's architecture will be built using a modular node based system, with core logic separated into dedicated manager systems for handling key functionalities. This includes a centralised audio system for comprehensive sound management, a text rendering system for consistent font handling, and a main orchestration script to manage initial scene setup and player instantiation. Player interaction will be controlled through a dedicated character controller script. The narrative and visual scene management will be directed by an AI driven system that dynamically interprets and executes commands to update game elements based on language model outputs.

6.4. Dialogue

All dialogue and narrative content will be generated dynamically through integration with a large language model. The system will construct prompts that incorporate a comprehensive world context, including character personalities, game premises, and ongoing state. Player actions and choices will be fed into the model to produce unique story elements, character responses, descriptive passages, and available options. This approach ensures emergent, replayable narratives that adapt to player decisions within the game's satirical framework.

6.5. Sound Effects

The audio system will implement a robust sound effect management approach using resource pooling for audio playback nodes, enabling simultaneous sound playback without performance degradation or thread blocking. The design will support a variety of contextual audio cues, including interface interactions and game events. Sound effect volumes will be independently adjustable from music and master audio levels, with comprehensive settings persistence and real time application.