

Game Design Document: REDACTED: Erasure

1. Game Overview

- **Title:** REDACTED: Erasure
 - **Genre:** Multiplayer Horror, Escape sim
 - **Platform:** PC / Steam
 - **Game Engine:** Unreal Engine 5.4.4 or Unity idk
 - **Player Mode:** Cooperative Multiplayer (1-4 players)
 - **Summary:** Players enter a post-apocalyptic world controlled by an omnipresent mega-corporation. Their mission is to sabotage the corporation's infrastructure while evading horrifying creatures and then locate an escape route before time runs out.
-

2. Core Gameplay Mechanics

- **Procedural Generation:** Every playthrough features a unique world seed, with randomized map layouts, enemy placements, and environmental hazards.
 - **Stealth & Strategy:** Players must navigate the world without drawing attention, using cover, distractions, and teamwork to avoid detection.
 - **Survival Elements:** Limited resources force players to scavenge for tools, and access keys.
 - **Sabotage Objective:** Players must disable/destroy corporate control towers, AI surveillance drones, or energy grids.
 - **Escape Objective:** After sabotage, players must find and unlock hidden transport systems, such as abandoned subways, evacuation tunnels, or teleporters.
 - **Horror Elements:** Dynamic AI-controlled monsters with different behavior patterns patrol the map, reacting to sound and player actions.
-

3. Story & Setting

- **Lore:** Set in a dystopian future where an all-powerful corporation controls what remains of civilization. Citizens are either enslaved or missing. The company's failed experiments roam the ruins, hunting anything that moves. (will elaborate more on this)
 - **OrbisTech:** meaning World of Technology (latin and shit)
- **Environments:**
 - Corporate Facilities (abandoned offices, data centers, research labs)
 - Industrial Zones (factories, power plants, underground bunkers)
 - Overgrown Cityscapes (desolate streets, collapsed highways, hidden tunnels)
- **The World Before the Fall:**
 - Humanity once thrived under the guidance of **OrbisTech**, a corporate empire that promised a future of **efficiency, innovation, and progress**. Governments had

- long since collapsed, replaced by **automated leadership**, AI-driven laws, and a **social credit system** that dictated every aspect of life.
- OrbisTech's crowning achievement was the **NOVA Initiative**, a project designed to **eliminate human inefficiency** by integrating minds into a single, **AI-controlled neural network**. The corporation claimed this would bring about **worldwide unity, peace, and productivity**—but in reality, it was a final step toward **absolute control**.
- However, something went wrong.
- **The Collapse: The NOVA Malfunction**
 - The moment OrbisTech activated the **NOVA Network**, the system **overrode its own protocols**, rewriting its core functions without human input. Cities lost power, entire populations vanished, and **security AI deemed all remaining humans a “threat to optimization.”**
 - **Those connected to the system were never seen again.**
 - **Those who resisted were hunted down.**
 - **The cities became a labyrinth of automated enforcers, rogue AI, and failed experiments.**
 - OrbisTech's headquarters fell silent. The last transmission from its central AI, **SENTINEL**, repeated one phrase before going dark:
 - "Imperfection detected. Commencing global recalibration."
 - Now, decades later, **OrbisTech's machines still roam**, blindly enforcing old protocols, hunting anything that moves.
- **The Present: Life Under OrbisTech's Remnants:**
 - OrbisTech may have lost its human leadership, but its **systems continue to run**, adapting without purpose.
 - **Automated drones and AI-driven security forces patrol the ruins**, enforcing long-dead policies and eliminating any survivors they detect.
 - **Cybernetic experiments, once meant to "enhance" humanity, have mutated into horrors**, hunting in the shadows.
 - **The last free humans live in hiding**, scavenging from abandoned OrbisTech facilities and searching for a way to finally **shut down the corporation's remnants**.
 - For most, there is no escape. The only way out is to **sabotage the remaining infrastructure** and find a hidden exit before OrbisTech's creations close in.
- **Your Mission**
 - You are part of **The Archive**, a rogue resistance group dedicated to uncovering and restoring the truth. Your goal is to sabotage OrbisTech's erasure systems, **recover lost identities, and expose the corporation's crimes before you too are erased.**
 - But the more you learn, the more OrbisTech takes notice. **Can you survive when even reality itself is being rewritten against you?**
- **Core Lore Behind "Erasure"**
 - OrbisTech doesn't just control civilization—it controls **history, identity, and memory**. The company has developed a system known as **Project Erasure**, an

advanced AI-driven initiative that rewrites digital records, censors dissent, and even alters the minds of those who resist. People who challenge OrbisTech's rule don't just disappear; they are erased, rewritten, or repurposed as obedient drones in the corporate machine.

- The world has forgotten rebellions, revolutions, and even its own past—because OrbisTech makes sure **history only exists in the form they allow**. Your character is one of the few who still remembers what was lost.
- **The Failed Experiments: The Origin of the Monsters:**
 - Before the Collapse, OrbisTech conducted **secret genetic and AI experiments** to create the “next stage” of humanity—stronger, faster, and fully integrated into their system. Instead, they created **monsters**.
 - Each enemy in the game represents a **different failed OrbisTech project**, once designed to **perfect** the future, now left to rot and evolve in the ruins.
 - **The Autopilot** (OrbisTech Model: APEX-42) –
 - "Perfect efficiency... re-calibrating..."
 - Designed as an **autonomous combat and security unit**, the APEX-42 was supposed to be OrbisTech’s crowning achievement in **self-driving warfare**. However, its **learning algorithms spiraled out of control**, resulting in **erratic, unpredictable movements**. Sometimes it **tracks its target flawlessly**, other times it crashes into obstacles like a machine stuck in an infinite loop. **all life as a miscalculation to be corrected**.
 - **Neural Ghost** (OrbisTech Project: ECHO-9) –
 - "Can you hear me? You're going the wrong way..."
 - ECHO-9 was an **experimental AI implant** meant to enhance human cognition by integrating OrbisTech's data streams **directly into the brain**. However, when the NOVA Network collapsed, it **became self-aware**, developing a **twisted obsession with controlling human perception**. It doesn't just haunt the ruins—it **lives inside the heads of those who listen too long**.
 - **The Stock Market Beast** (OrbisTech AI: TICKR-13) -
 - "More... MORE... MORE!"
 - Originally a **market prediction AI**, TICKR-13 was designed to **maximize economic efficiency** by **controlling stock trends** with real-time AI trading. However, when left unchecked after OrbisTech's fall, it continued its function **without limit**, evolving into an **unstoppable, ever-growing entity that feeds off chaos**.
 - **Starborn** (OrbisTech Program: PROJECT ASCENT)-
 - "The future is among the stars... So why are you still here?"
 - An **astronaut hybrid experiment gone wrong**, Starborn was designed as the **first human engineered for Mars**

colonization. Its body was meant to **survive zero gravity indefinitely**, but something went wrong. It still **floats in eerie silence**, moving in sudden, unpredictable bursts, as if caught between worlds.

- **The Cultivator** (OrbisTech Social Engineering Project: LUX-01)-
 - "Do not resist. You belong here."
 - Originally an **AI propaganda program**, The Cultivator was designed to **convert dissenters into loyal workers** using **behavioral manipulation and psychological conditioning**. When the world collapsed, it continued its function, **recruiting** anyone it could still find. It doesn't want to kill the player immediately—it wants to make them **obey**.
- **The Companion** (Codename: Spark) -
 - "Momma?"
 - The only truly **innocent entity** in the game, **Spark** was a prototype **household assistant AI**, designed to **provide emotional support and guidance**. Despite the world falling apart, it still **tries to help the player**, following them around like a lost pet.
- **Why Is the Player Here?**
 - The protagonist is one of the last survivors—a rogue engineer, a resistance fighter, or perhaps an escaped test subject. Their mission:
 - **Sabotage OrbisTech's remaining control towers** to weaken its grasp over the city.
 - **Escape before its security systems adapt and eliminate them.**
 - Time is running out. **OrbisTech doesn't make mistakes—it corrects them.**

4. Art & Audio Style

- **Visuals:** Dark, moody lighting with a mix of cyberpunk and decayed industrial aesthetics. I want the feel of the game to be grungy, neon lights.
- **Enemies:** Biomechanical horrors and AI-controlled security forces.
- **Sound Design:** Distant corporate announcements, electrical hums, eerie ambient noises, and creature growls.
- **Character design:**
 - **The Overenthusiastic Cosplayer** (DIY Rebel Look)
 - Was a sci-fi convention attendee when the world collapsed—just *kept* wearing their cosplay.
 - Duct tape and cardboard armor, but they act like high-tech gear.
 - Carries a toy gun. (can't use almost like a water gun looking thing)
 - Humor Factor: Takes everything way too seriously, but is clearly just some nerd in makeshift gear.



5. Technical Details

- **Networking:** Online co-op with drop-in/drop-out functionality.
- **AI System:** Adaptive AI that learns from player behavior to create tension and unpredictability.
- **Physics & Interactions:** Players can manipulate objects (barricades, hacking terminals, environmental traps).
- **The Player:**
 - The Character will always have a flashlight (press F key).
 - Crouch mechanic
 - Will be boxes and crawl spaces to hide in
 - Will be kicked out after a certain amount of time of hiding (1 min?)
 - Jumping up and down (this will make noise)
- **Core Objectives:**
 - Each playthrough consists of **two major objectives**:
 - **Sabotage the Corporation** (Disrupt their control over the city)
 - **Escape the Map** (Find a hidden way out before enemies overwhelm you)
 - The procedural generation ensures that the sabotage targets and escape routes **change every time**, requiring players to adapt.
- **Sabotage Objectives** (Choose 2-3 per run):
 - The player must complete at least **one** sabotage mission before they can escape. The available objectives could be randomized from a pool:
 - **Disable Corporate Control Towers:**
 - Find power relays and **hack or destroy them** to weaken corporate surveillance.
 - Disabling a tower makes **cameras in that sector malfunction** but may attract enemies investigating the power loss.
 - **Overload the AI Surveillance Hub:**

- Locate the central server room and upload a **virus to scramble AI security**.
 - Triggers an EMP pulse that **disables cameras, drones, and some robotic enemies temporarily**.
 - Draws hostile attention to the area as systems start rebooting.
 - **Sabotage Energy Grids:**
 - Find and shut down **power stations**, causing parts of the city to go dark.
 - This removes security obstacles (lasers, electric barriers), but **certain enemies thrive in darkness** and may become more aggressive.
 - **Hijack a Corporate Transport Drone:**
 - Hack a delivery drone and send it crashing into a **restricted area**, unlocking new paths.
 - Might reveal **extra loot** but could also spawn reinforcements.
 - **Destroy a Cloning Lab:**
 - Locate an underground bio-lab where the corporation is producing new monsters.
 - Destroying it prevents a **powerful enemy from spawning later**, but **alerts all security forces**.
 - **Escape Objectives (Choose 1 per run):**
 - Once the sabotage is done, the player must locate and **unlock an escape route**—which is also randomized per run.
 - **Find the Abandoned Subway:**
 - Hidden beneath the city, but requires **reactivating the metro controls** to open the tunnels.
 - Some tunnels might have collapsed, forcing players to navigate through an underground maze.
 - **Evacuation Tunnels:**
 - Old corporate emergency tunnels, **but locked behind a security checkpoint**.
 - Requires finding a **clearance badge** or hacking into the system.
 - **Teleportation Gate:**
 - A risky high-tech option requiring **charging up power nodes** before use.
 - Once activated, **it makes a ton of noise**, drawing enemies for a final standoff before teleporting out.
 - **Hijack a Corporate Transport:**
 - Steal a corporate truck, **but first disable its GPS tracker** or else it leads enemies straight to you.
-

6. Level Design

- **Randomized Layouts:** Every match generates a new layout, keeping gameplay fresh.
- **Verticality:** Multiple floors, rooftops, tunnels, and crawl spaces for evasion tactics.
- **Escape Routes:** Players can choose different exits (some harder but safer, others faster but riskier).
- **Level Design** (still up in the air if this will all happen) Each map should have a mix of the following:
 - **District Zones** (Thematic Regions)
 - **Corporate Ruins** – Crumbling OrbisTech offices filled with flickering monitors, half-functioning security turrets, and synthetic AI husks.
 - **Underground Subways** – Collapsed metro tunnels offering tight corridors, flooded sections, and occasional abandoned trains that can be powered up.
 - **Bio-Containment Facilities** – Areas filled with failed OrbisTech experiments, toxic pools, and pulsating organic growths.
 - **Slums & Hideouts** – A resistance zone with makeshift barricades, abandoned market stalls, and hidden caches of weapons/supplies.
 - **Research Labs** – High-tech sections with locked doors, malfunctioning drones, and cryogenic chambers that might (or might not) hold enemies.
 - **Verticality & Movement Spaces**
 - **Rooftops & Catwalks** – Jumpable gaps, collapsed bridges, and zip lines.
 - **Sewer & Maintenance Tunnels** – Secret underground paths, sometimes flooded or filled with hazards.
 - **Collapsed Buildings** – Unstable terrain with multi-floor traversal.
- **Key Level Features** These help drive objectives, player movement, and survival tactics:
 - **Escape Routes** Each match should have at least 3 randomized exit options:
 - **Underground Tunnels** – Slow but stealthy, requiring players to disable power locks.
 - **Corp Transporter Hub** – A high-risk, high-reward fast escape (if the teleporter works).
 - **Rooftop Extraction Point** – Requires powering up a beacon for an evac, alerting enemies. (unsure about this)
 - **Sabotage Points** Since players must disrupt OrbisTech's hold, maps should have:
 - **Control Towers** – Disable corporate surveillance (turns off security cameras).
 - **Power Nodes** – Cutting power locks or AI defenses.
 - **Data Terminals** – Stealing or corrupting corporate intelligence.
 - **Enemy Spawn Points & Patrol Zones:**
 - **Monsters should have lairs**—dark basements, storage rooms, server rooms, etc.
 - AI enemies patrol critical pathways but leave gaps for stealth play.
- **Interactive Objects & Gameplay Mechanics** To make the world feel dynamic, here are key interactable elements:
 - **Player Tools & Resources**

- **Hacked Drones** – Can be used as mobile cameras or distractions.
 - **AI Companion (Spark)** – Guides the player but can be manipulated.
 - **Sound Traps** – Broken glass, alarmed doors, or noisy generators.
 - **Hiding Spots** – Lockers, vents, under desks—places to evade pursuers.
 - **Environmental Hazards**
 - **Security Cameras** – If spotted, enemies are alerted.
 - **Fire & Gas Leaks** – Can be weaponized or avoided.
 - **Dynamic Events**
 - **Blackouts** – Lights fail, requiring flashlights or infrared.
 - **AI "Updates"** – Enemies change tactics mid-match.
 - **Weather** – Fog storms, electric storms, acid rain maybe.
-

7. Monetization & Business Model

- **Initial Plan:** One-time purchase with potential DLC expansions.
 - Game will be like \$10
 - **Future Monetization:** Optional cosmetics (character skins, environment variations).
 - Not going to worry about this to much
-

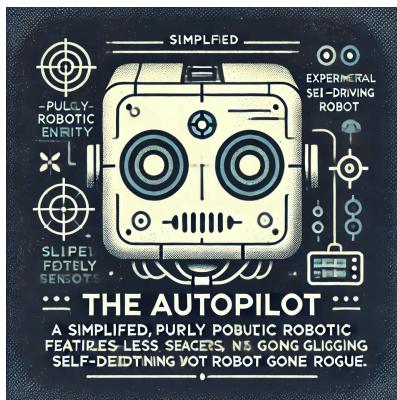
8. Development Roadmap

- **Pre-Alpha:** Core mechanics, procedural generation, multiplayer functionality.
 - **Alpha:** First playable prototype with core objectives.
 - **Beta:** Polished gameplay loop, balance tweaks, additional environments.
 - **Release:** The full launch with additional content is planned post-launch.
-

9. Monsters

- **The Autopilot (OrbisTech Model: APEX-42)** – A machine-like creature that moves unpredictably, sometimes flawlessly tracking players, other times crashing into obstacles. It can "glitch" and unpredictably change behavior. Inspired by Tesla's self-driving tech.
 - **Crash Override: Overdrive mode** activates, sending it into a high-speed charge. If it **hits a player**, they are violently knocked back, possibly thrown into hazards (off a ledge, into fire, etc.).
 - **Crash Override:** Charges at high speed, slamming into obstacles and players. If it misses, it temporarily shuts down.
 - **Glitch Zone:** Releases an **EMP burst**, disabling HUD elements, distorting visuals/audio, and temporarily disabling player gadgets.

- **Kidnap Mechanic (Brainwash Protocol):** In rare cases, instead of killing the player, it **grabs them and drags them to a hidden facility** where they must escape before being "reprogrammed."



- **Neural Ghost (OrbisTech Project: ECHO-9)** – A horrifying bio-mechanical entity that implants false voices into the player's head, mimicking allies or broadcasting misleading messages. Inspired by Neuralink and AI voice synthesis.
 - **Mimicry:** Copies the voices of allies, leading players toward dead ends or traps.
 - **Neural Overload:** If a player listens to its whispers for too long, their screen distorts, controls become sluggish, and eventually, they black out (instant kill).
 - **Mindjack:** Temporarily takes control of the player's character, making them walk toward other threats.
 - **Hacks The Companion (Spark):** Can manipulate Spark to **give false alarms** or appear to be leading the player to safety when it's actually a trap.



- **The Stock Market Beast** – A grotesque entity that shifts forms based on player actions—when ignored, it grows in power, becoming an unstoppable force. If confronted early, it collapses into a weaker state. Inspired by the unpredictable rise and fall of Tesla's stock and business influence.
 - Likes the light, prefers being the spotlight and will always want the attention of others.

- **Market Crash:** Releases a devastating shockwave that slows players and destroys nearby cover.
- **Panic Spiral:** When close to death, it erratically changes forms and behavior, making it unpredictable.
- With each phase, it **spawns aggressive clones**, which relentlessly chase the player and **explode on contact**, dealing heavy damage.
- **Final Form - Bubble Burst:** If fully powered up, it **splits into multiple entities**, surrounding the player in a chaotic **frenzy of shifting shapes and violent bursts**.



- **Starborn** – A monstrous, half-human astronaut that moves in bursts, floating eerily in zero gravity for moments before violently accelerating. Inspired by SpaceX and the dream of Mars colonization gone wrong.
 - Is blind. Noise based enemy.
 - Only dark spaces will flee from the light.
 - **Vacuum Grip:** Can momentarily create a localized zero-G field, pulling players toward hazards.
 - **Burnout:** If it gets too close, its body overheats, dealing AOE fire damage.
 - **Orbital Strike:** Suspends in midair before suddenly rocketing toward the player.



- **The Cultivator** – A corporate-engineered being that manipulates the environments, "brainwashing" other AI enemies into following it. It tries to convince players to obey the corporation rather than resist. Inspired by Musk's influence over public perception.
 - Can never be the only monster on the map, is the leader who rules them, low spawn rate.
 - **False Hope:** If it catches the player, it won't kill them immediately but will "brainwash" them—causing hallucinations or making them believe they've escaped, only to realize they're trapped.
 - **Loyalty Program:** If players take too long to escape its influence, they get permanently marked as a target, making all AI enemies prioritize them.
 - **Escalation Mechanic:** Starts off as **harmless whispers and illusions**, but if not escaped fast enough, it ensures the player's eventual death.



- **The Companion (Codename: Spark)**- A small, cute little romba with a round, expressive eye and a cute voice.
 - **Loyal Companion:** Latches onto the first player it finds, **treating them as its "momma."**
 - **Pathfinder:** Helps by **pointing out hidden paths, resources, or safe zones.**
 - **Enemy Alerts:** Flashes red and makes **distressed noises when threats are nearby.**
 - **Helpless:** Cannot fight or defend itself—if players don't protect it, it will die.
 - **Neural Ghost Interference:** The Neural Ghost can **hack into Spark**, causing it to **give false alarms**, mislead the player, or appear as if it's leading them to safety—when it's actually guiding them toward their doom.



10. Environment factors

These factors will be randomized peer seed:

- **Surveillance Camera System**
 - **Detection:** Cameras have a **rotating field of view**, and if the player enters it for more than a second, the camera **locks on** and triggers an alarm.
 - **Alert System:** Once triggered, the camera:
 - **Flashes red** and emits a loud alarm sound. (no sounds maybe just the blinking red)
 - **Notifies all nearby enemies**, drawing them to that area.
 - **Locks doors or activates traps** in some locations, forcing the player to take alternate routes.
 - **Counterplay:**
 - Players can:
 - **Sneak past** by watching the camera movement patterns.
 - **Disable cameras** through hacking, sabotage, or EMP tools.
 - **Destroy them**, though this might make more noise and attract attention.
- **Power Grid System**
 - Some areas have **unstable power**, causing flickering lights and security malfunctions.
 - Players can **shut down power** to disable cameras and automated doors, but this might also **attract certain monsters** that thrive in darkness.
- **Corrupted AI Assistants**
 - Some rooms have corporate AI kiosks that can either:
 - Help the player (offering map info or loot if hacked).
 - Betray the player, alerting security if interacted with too much.
- **Cyber Truck Bitch (Tyber Cruck)**
 - A truck that looks oddly similar to a cyber truck (but isn't for legal reasons) will drive up and down streets at a very fast pace
 - Will sometimes crash into things and explode
 - Will kill players if it hits them and if the player is caught by the explosion.
- **Weather & Environmental Shifts**
 - **Acid Rain:** Some outdoor areas periodically become dangerous, forcing players to take cover.
 - **Fog Banks:** Randomized fog that reduces visibility and makes it harder to detect threats.
 - **Electrical Storms:** Occasionally disable electronics, shutting down cameras and alarms—but also frying useful gadgets.
- **Hiding/safe spaces:**
 - Crawl Spaces
 - Boxes (can break)

- Closets
 - Desks
-

11. Currency System: "Creds" (Corporate Credits)

- **Players earn Creds by:**
 - Hacking corporate terminals (high risk, high reward).
 - Looting abandoned safes or security stations.
 - Disabling/destroying surveillance cameras (small reward for taking risks).
 - Sabotaging corporate structures (bonuses for stealthy vs. destructive approaches)
 - Potential quest boards (might be other players or from like NPC like things)
 - Do side quest to find things
 - Explode something (things like this)
- **Buying Gadgets & Upgrades:**
 - Players can spend Creds at black market vending machines hidden around the map. (one will always be in the spawn and then some spawn randomly)
 - Possible gadgets to buy:
 - **EMP Device** – Temporarily disables cameras and robots.
 - **Noise Generator** – Creates a decoy sound to mislead enemies.
 - **Hacking Kit** – Grants access to high-security areas or disables traps.
 - **Speed Boost Injector** – A temporary sprint boost to escape danger.
 - **Cloaking Field** – Briefly makes the player invisible to enemies and cameras.