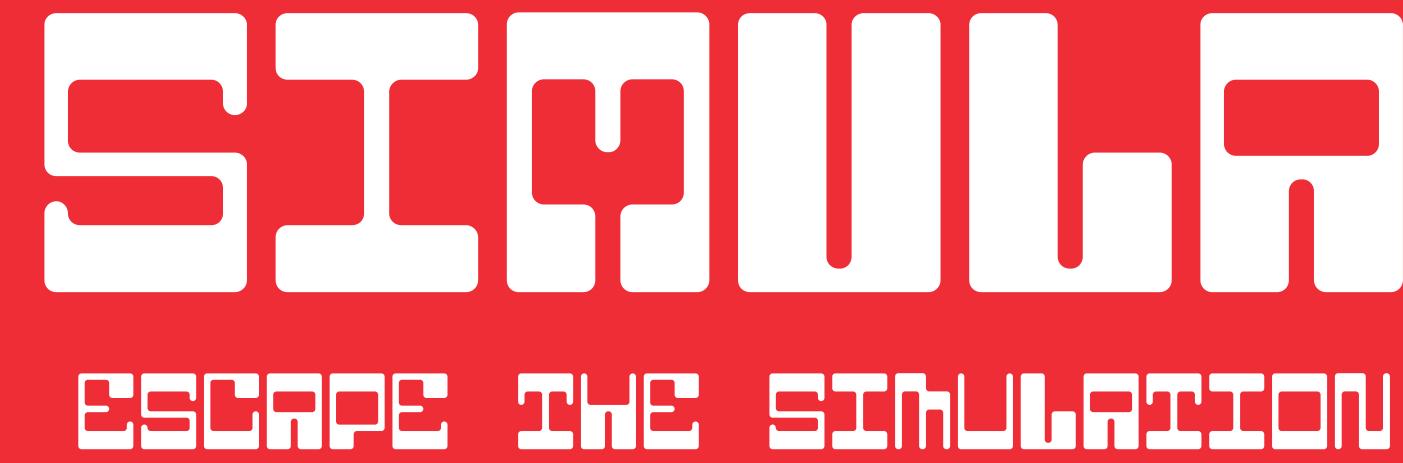
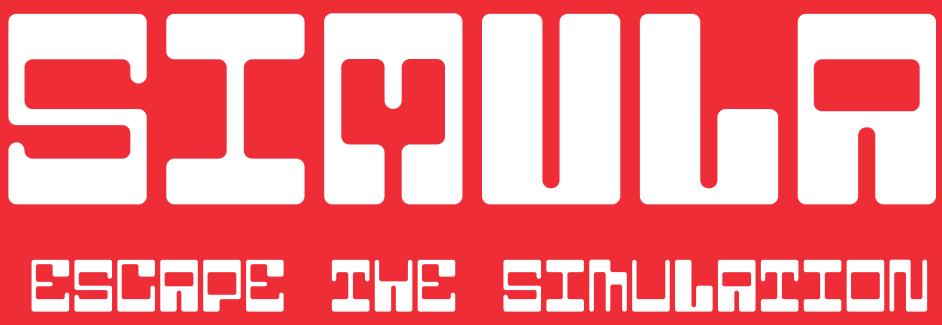


# SIMUL.R

ESCAPE THE SIMULATION

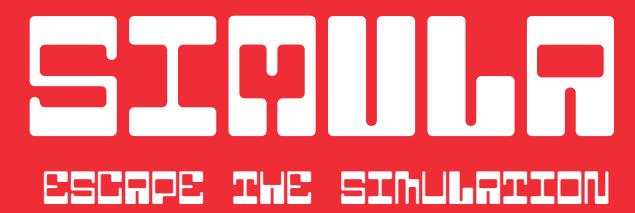


ECS657U / ECS7003P MULTI-PLATFORM GAME DEVELOPMENT  
COURSEWORK 1: PROTOTYPE  
GAME DESIGN QUESTIONNAIRE  
2020 @ QMUL



**G R O U P I D E N T I F I E R**  
GROUP X

**G R O U P M E M B E R S**  
XSARA BAPTISTE-WILSON  
HASAN EMRE ERDEMOGLU  
MATE KRISZTIAN



## PROTOTYPE

GIT REPOSITORY URL:

[HTTPS://GITHUB.COM/HEERDEOGLU/  
ECS7003-SIMRUNNER](https://github.com/heerdeoglu/ECS7003-SIMRUNNER)

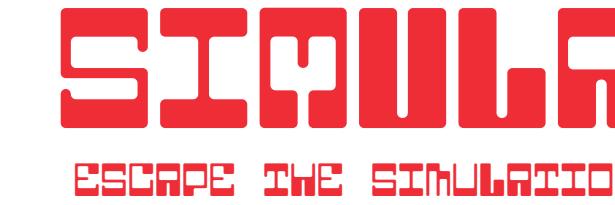
GAMEPLAY VIDEO URL:

[HTTPS://YOUTU.BE/HN3BK9MZ9QU](https://youtu.be/HN3BK9Mz9Qu)



# CONCEPT STATEMENT

WORKING TITLE SIMULA



## CONCEPT STATEMENT

YOU ARE AT WORK, CODING AN APPLICATION. THE APPLICATION GLITCHES AND THROWS YOU INTO A SIMULATION. THE SIMULATION STARTS TO COLLAPSE BEHIND YOU AND THE ONLY OPTION IS TO MOVE FORWARD AND TRY TO ESCAPE, JUMPING BETWEEN PLATFORMS AND DEFEATING ENEMIES IN ORDER TO AVOID THE COLLAPSE OF THE SYSTEM AND SURVIVE.

THIS GAME WILL BE FUN AS WHILE YOU FIGHT ENEMIES AND TRY TO ESCAPE THE SIMULATION IT INVOKES EXCITEMENT AND ADRENALINE. THE GAME GIVES AN ILLUSION OF THE PLAYER MOVING TOWARD AN EXIT FROM THE SIMULATION; HOWEVER, THERE IS NO END OR EXIT, IT IS NEVER-ENDING. EVENTUALLY, YOU WILL GET CONSUMED BY THE SIMULATION, THE ONLY THING THAT MATTERS IS SURVIVING THE LONGEST COMPARED TO PREVIOUS PLAYERS.

**G E N R E**

**A R C A D E   E S C A P E   R U N**



## GENRE

THE GAME WILL BE AN ARCADE GAME, WHICH WILL REVOLVE AROUND THEMES OF ABSURDITY OF LIFE AND FALSE SENSE OF FINDING YOUR GOALS AND SETTING YOURSELF FREE. THE GAME IS PLANNED BE A THIRD PERSON, 3D PARKOUR-BASED ESCAPE RUN, ALTHOUGH FIRST PERSON VIEW IS ALSO CONSIDERED.



# TARGET AUDIENCE

COMPETITIVES



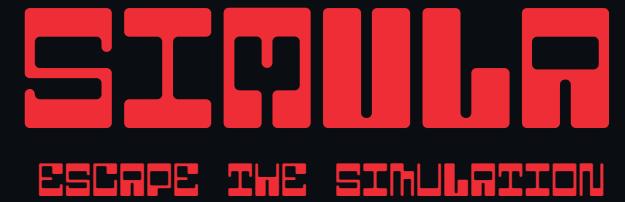
## TARGET AUDIENCE

THE TARGET AUDIENCE OF THIS GAME WILL BE THE SAME AS A TRADITIONAL ARCADE GAME, ANYONE CAPABLE OF UNDERSTANDING HOW TO PLAY AND WOULD LIKE TO.

THEY MIGHT WANT TO PLAY BECAUSE THEY WANT TO GET HIGH SCORES, BEAT RECORDS COMPETING AGAINST THEMSELVES OR OTHERS. THE GAME WILL BE FAST PACED AND GET HARDER IN TIME; IT WILL USE PROCEDURAL CONTENT GENERATION SO THAT EVERY GAME THAT IS PLAYED WILL BE UNIQUE. PARKOURING ON DIFFERENT SURFACES WILL HAVE DIFFERENT MECHANICS AND CAN GIVE PLAYERS BUFFS OR NERFS WHICH WILL MAKE THE GAMEPLAY DYNAMIC AND FUN TO WATCH.

# DESIGN OVERVIEW

PLAYER EXPERIENCE & POV



## PLAYER EXPERIENCE & POV

THE INITIAL IDEA IS TO HAVE THIRD PERSON VIEW, WHICH WILL SHOW THE PLAYER AND ITS IMMEDIATE SURROUNDINGS. THE UI WILL BE BUILT WITHIN THE CHARACTER TO MAXIMIZE IMMERSION. FALSE HOPE OF ESCAPING COULD BE PROMOTED BY VISUAL ELEMENTS, FOR EXAMPLE, A LIGHT IN THE HORIZON.

THE INITIAL AIM TO EXPRESS THE SENSE OF URGENCY AND SPEED BY COLLAPSING SIMULATION BEING THE PLAYER, WHICH WILL BE VISIBLE IF PLAYER CANNOT KEEP WITH THE PACE. FAST PACED AND TENSE MUSIC AND BACKGROUND VISUALS THAT FORM BOUNDS OF THE GAME COULD BE USEFUL TO FURTHER ENHANCE THESE THEMES.

# DESIGN OVERVIEW

VISUAL & AUDIO STYLE



## VISUAL & AUDIO STYLE

THE PLAN IS TO TRY EXPERIMENT WITH DIFFERENT STYLES AND SEE WHICH ONE WORKS THE BEST. FOR THE VISUAL AND AUDIO STYLE, IT IS AIMED TO IMMERSE THE PLAYER INTO A TERMINAL-LIKE WORLD. AN EXAMPLE STYLE IS GIVEN BELOW:

PIXELATED VISUALS; A DARK PARKOUR ENVIRONMENT; EXCEPT FOR THE HORIZON; BEING LIT BY THE TILES AND THE PLAYER. IN THIRD PERSON VIEW, PLAYER HEALTH WILL BE DISPLAYED ON MODEL; THE TIME, SCORE AND OTHER ELEMENTS ARE DISPLAYED ON THE BOUNDS OF THE GAME ENVIRONMENT. CHIPTUNE SOUNDS AND MUSIC ACCOMPANIES THE PLAYER AS IF THEY ARE COMING OUT OF AN MS-DOS COMPUTER.

# GAMEWORLD FICTION

WE ARE LIVING IN A SIMULATION



THE GAMEPLAY MENU WILL BE A TERMINAL PAGE. THE PLAYER CAN INTERACT WITH THIS PAGE TO SEE THE HIGH SCORES OF OTHER PLAYERS, START A NEW GAME OR SEE RESULTS OF LAST PLAYED GAME. HERE PLAYER CAN PRESS ANY KEY AND SOME RANDOM (SENSIBLE CODE) WILL BE WRITTEN ON THE SCREEN. AFTER THIS SCRIPTED CODE WRITING SESSION IS FINISHED; THE PLAYER CAN CANCEL OR CONTINUE WITH THE GAME.

THE GAME WILL TRANSITION TO A WORLD LIKE THE MAIN MENU IN TERMS OF STYLE. AFTER THE GAME, THE CODE (SCRIPTED) THAT YOU HAVE WRITTEN BEFORE IS DISPLAYED, THE TERMINAL ASKS FOR YOUR NAME. LATER IT DISPLAYS YOUR RANKING WITH CURRENT SET OF HIGH SCORES. ONE MAY TRY AGAIN BY REPEATING THE SAME PROCESS. THE GAME NEVER ENDS, IT ONLY SHOWS YOUR SCORE; ALONG WITH A HISTORY OF BEST SCORES AND AWAITS THE PLAYER TO START ALL OVER AGAIN FOR THE HOPE OF FREEDOM. NOTE THAT THESE IDEAS ARE SUBJECT TO CHANGE IN THE FURTHER ITERATIONS OF THE GAME.

THE MAIN THEME IS THE ABSURDITY OF LIFE: ACTIONS THAT YOU TAKE ARE MEANINGLESS TO THE UNIVERSE AND THERE IS NOTHING THAT ONE CAN DO ABOUT IT.



# THE CORE GAMEPLAY

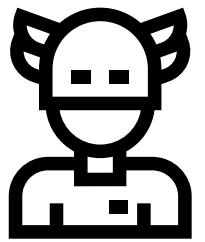
PLAYER / TILES      ZONE / ENEMIES

# SIMULA

IF THE PLAYER IS INACTIVE OR NOT FAST PACED ENOUGH, THE ZONE WILL START COLLAPSING ON IT. THE ZONE COLLAPSE WILL BE INDICATED BY CHANGES IN THE CAMERA VIEW (COLOUR CHANGES AND DISTURBANCES). THE PLAYER'S HEALTH INDICATED BY COLOUR OF ITS GLOWING BODY WILL ALSO BE CHANGED. WEAKENING HEALTH AND THE ZONE COLLAPSING WOULD ENGAGE PLAYERS TO TAKE MORE RISK.

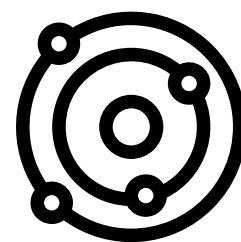
TILES WILL HAVE DIFFERENT COLOURS AND PROPERTIES. THE TILES MAY BREAK ON STEP; REPLENISH PLAYER HEALTH; INCREASE MOMENTUM; ALLOW PLAYER TO STAY ON IT, GIVE PLAYER SOME CONSUMABLE TALENTS OR BEHAVE ERRATIC. THIS WILL FURTHER ENHANCE THE PARKOUR MECHANICS AND CREATE INTERESTING COMBINATIONS AND STRATEGIES TO GO FROM ONE PLACE TO THE OTHER. ENEMIES WILL ATTACK THE PLAYER, WITHIN THEIR LINE OF SIGHT. THEY CAN TRY TO ATTACK PLAYER DIRECTLY OR INDIRECTLY BY BREAKING THE TILES. PLAYER MUST EVADE ENEMIES AND BE PREPARED TO CHANGE STRATEGIES ON THE FLY. THIS WILL MAKE THE GAME FRESH AND ENGAGING AS THE PLAYER WILL NOT BE REPEATING THE SAME SET OF MANOEUVRES.

THERE ARE FOUR FUNDAMENTAL ENTITIES



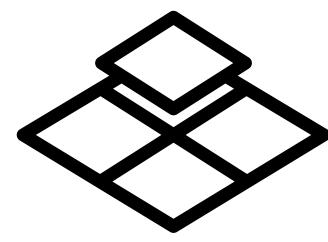
PLAYER

THE MODEL THE USER CONTROLS



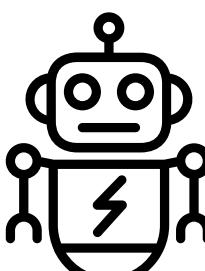
ZONE COLLAPSE

THE SYSTEM/ENVIRONMENT ITSELF



TILES

THE BUILDING BLOCK OF THE RUNWAY PLATFORM

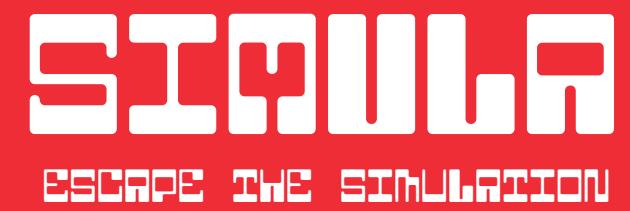


ENEMIES

AI BOTS

# **O B J E C T I V E S**

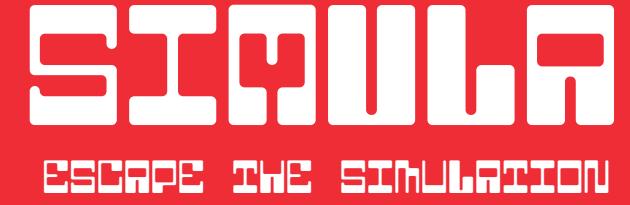
## **A N D P R O G R E S S I O N**



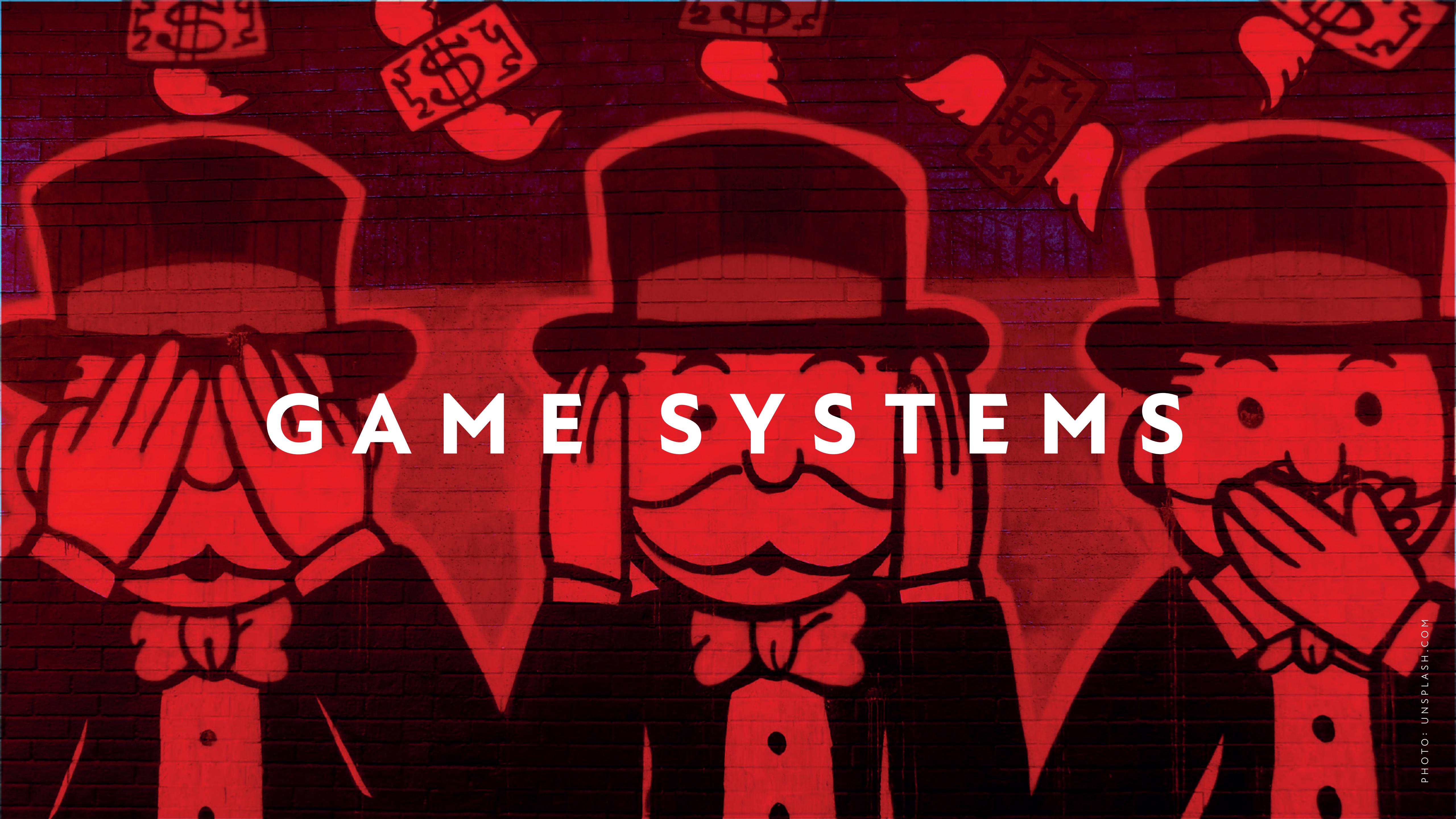
## OBJECTIVES AND PROGRESSION

THE GAME WILL BE NEVER ENDING AND THE PROGRESSION INSIDE OF THE GAME WILL BE MEASURED BY HOW LONG THE PLAYER HAS SURVIVED. IN STORY PERSPECTIVE, THE SHORT-TERM GOAL OF THE PLAYER IS TO SURVIVE, AND THE LONG-TERM GOAL IS TO BREAK OUT OF THE SIMULATION; HOWEVER, THIS IS NOT POSSIBLE DUE TO HOW THE GAME IS BUILT AND THE MESSAGE IT TRIES TO CONVEY.

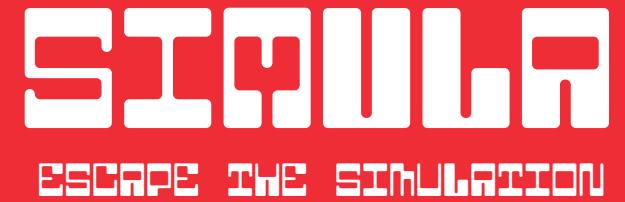
IN COMPETITIVE PERSPECTIVE, THE GOAL IS TO STAY ALIVE; AIM TO BE ABLE TO WRITE YOUR NAME TO THE HALLS OF FAME. THIS COULD BE A WAY OF STAYING ALIVE, BEING REMEMBERED WITHIN THE SIMULATION AS MANY PLAYERS WILL BE CONSUMED BY THE IT AND WILL BE FORGOTTEN.



THE PROGRESSION WILL GET EXTREMELY HARD AS TIME MOVES ON BECAUSE THERE WILL BE LESS TILES THAT THE PLAYER CAN USE, AND MORE ENEMIES WILL ENGAGE WITH THE PLAYER. ANOTHER PLAYER GOAL COULD BE TO GETTING TO THIS STATE OF THE GAME; EXPLOITING GAME MECHANICS TO SURVIVE IN A VERY HOSTILE AND CHALLENGING ENVIRONMENT.



# GAME SYSTEMS



## GAME SYSTEMS

THE TILES AND THE ENEMIES WILL BE PROCEDURALLY GENERATED TO CREATE AN INFINITE GAME.

LOGIC FOR DYNAMIC ZONE COLLAPSING NEEDS TO BE WRITTEN.

WALL RUN, SLIDE MECHANICS AND PHYSICS WILL HAVE TO BE WRITTEN. THE TILES PROVIDE THE PLAYER WITH NERFS AND BUFFS AND THESE PROPERTIES AND THEIR INTERACTION WITH THE PLAYER WILL BE CODED.

AI AND PHYSICS FOR ENEMIES WILL HAVE TO BE WRITTEN; THESE ENEMIES WILL HAVE A LINE OF SIGHT AND ATTACK THE PLAYER WITH HIT-SCAN AND PROJECTILE WEAPONS.

+ ACHIEVEMENTS FOR PLAYER MILESTONES.

PLAYERS WILL BE REWARDED WITH TIME MULTIPLIERS TO BE APPLIED TO THEIR SCORE, IF THEY CAN EXCEED CERTAIN SPEED LIMITS, DO COMBO MOVES OR ACCOMPLISH TO KILL THE ENEMIES ON THEIR PATH.

HIGH SCORES OF ALL PLAYERS WILL BE KEPT INTERNALLY.

REVIVAL SYSTEM AND REWIND ANIMATIONS FOR PLAYERS WHO WERE ABLE TO DO LONG PARKOUR COMBOS.  
PLAYER CAN TAG TILES TO SET THEM AS REVIVE ZONES.

A SIMULATION CUSTOMIZATION SCREEN FOR PLAYERS WHO WERE ABLE TO GRIND AND PROGRESS IN THE GAME FOR PROLONGED ABOUT OF HOURS.

# INTERACTIONS

CONTROLS AND INTERFACE



PLAYERS CAN BE CONTROLLED BY W, A, S, D, AND SPACE KEYS, MOUSE FOR CAMERA AND MOVEMENT DIRECTION, F FOR INTERACTING WITH GAME OBJECTS AND ESC FOR PAUSING THE GAME. THE GAME WILL NOT HAVE A UI SHOWING THE SCORE AND PLAYER; INSTEAD, THIS SCORE WILL BE EMBEDDED TO THE GAME ENVIRONMENT AND TO THE PLAYER MODEL DIRECTLY TO MAXIMIZE IMMERSION.

THE MAIN MENU WILL BE ALSO USED TO BRIEFLY BUILD THE STORY UP. IT WILL START WITH A TERMINAL CODE THAT WAS PREVIOUSLY RUN. IT WILL STORE THE LAST PLAYER'S RANKING AND SCORE ALONG WITH THE HALL OF FAME. PLAYER MAY RANDOMLY PRESS BUTTONS TO "WRITE CODE" TO THE TERMINAL. BRIEFLY THIS WILL INITIATE THE GAME. THEN THE GAME WILL PROMPT WHETHER PLAYER WANTS TO CONTINUE OR ERASE WHAT IS WRITTEN ON THE TERMINAL. IF A PLAYER CHOOSES TO CONTINUE, THE GAME WILL START.



**SIMULR**

ESCAPE THE SIMULATION

THANK YOU FOR YOUR TIME

# SIMULR

ESCAPE THE SIMULATION

RESOURCES USED IN THE VIDEO

ROYALTY FREE STOCK VIDEOS ARE FROM PEXELS.COM

ROYALTY FREE BACKGROUND MUSIC IS FROM BENSOUND.COM

ROYALTY FREE VECTOR ICONS ARE FROM FLATICON.COM