



↓ This will be displayed on the screens above ↓

| | | | | |
|---|---|---|---|---|
| E | H | H | E | E |
| E | H | H | E | E |
| E | E | H | E | E |
| E | E | E | E | E |
| E | E | E | H | H |

DEPLOY MISSILES

| | | | | |
|---|---|---|---|---|
| E | H | H | E | E |
| H | ? | ? | E | H |
| E | ? | ? | ? | E |
| E | E | E | E | E |
| E | E | E | H | H |

Example of a mission further into the game

- different missile drone models with different explosion radii
- Unknown bodies
- Will shuffle every 4 seconds
- Can expand into a larger grid (e.g. 10x10 grid)

Inspo: Military black/green crt screens

The entire game is played on the screen much like *Papers, Please* is played mostly in the booth at the border

- Cold separation between the player and the ppl that die

BASIC GAMELOOP:

1. You are given a screen like the one on the left, indicating a building with enemies (E) and hostages (H).
 - a. I think some layouts of H's and E's will be scripted and others will be randomly generated
2. The red squares are the area in which the player will fire a missile. Everyone in the red square will die. (Green = safe)
 - a. The size of the squares are fixed—they cannot be any smaller or any bigger.
3. The player must choose where to fire their limited number of missiles, trying to minimize hostage deaths or maximize enemy deaths

STORY:

- No actual narrative story in the game
- But embedded story provided via messages received from other ppl
 - Messages from higher-ups in the military providing more backstory on the enemies—possibly provide nuance rather than have the enemies be one dimensionally evil
 - Messages providing more backstory on the hostages that were killed by the player
 - Increases guilt
 - Etc.



MISSIONS/LEVELS:

- At first, to teach the player how to play the game, the missions will just go through the basic gameloop
- To make the missions more complicated, I will add other factors to make the goal harder
 - Different shaped buildings
 - Different missile drone models carry missiles with varying explosion radii
 - i.e. Red areas with different size rectangles or different non-square shapes
 - The board randomly shuffles after a short period of time
 - Makes the player have to make quick decisions rather than slowly calculate the “optimal” position
 - Add different roles to the hostages and enemies
 - Examples
 - One of the hostages is a high-ranking official
 - One of the hostages is a family member of the player
 - One of the enemies is the enemy leader
 - This makes the choices harder—what if the enemy leader is surrounded by hostages? What if your family member is completely surrounded by enemies?
 - Unknown bodies marked by a question mark “?”--the player won't know if they are an enemy or a hostage