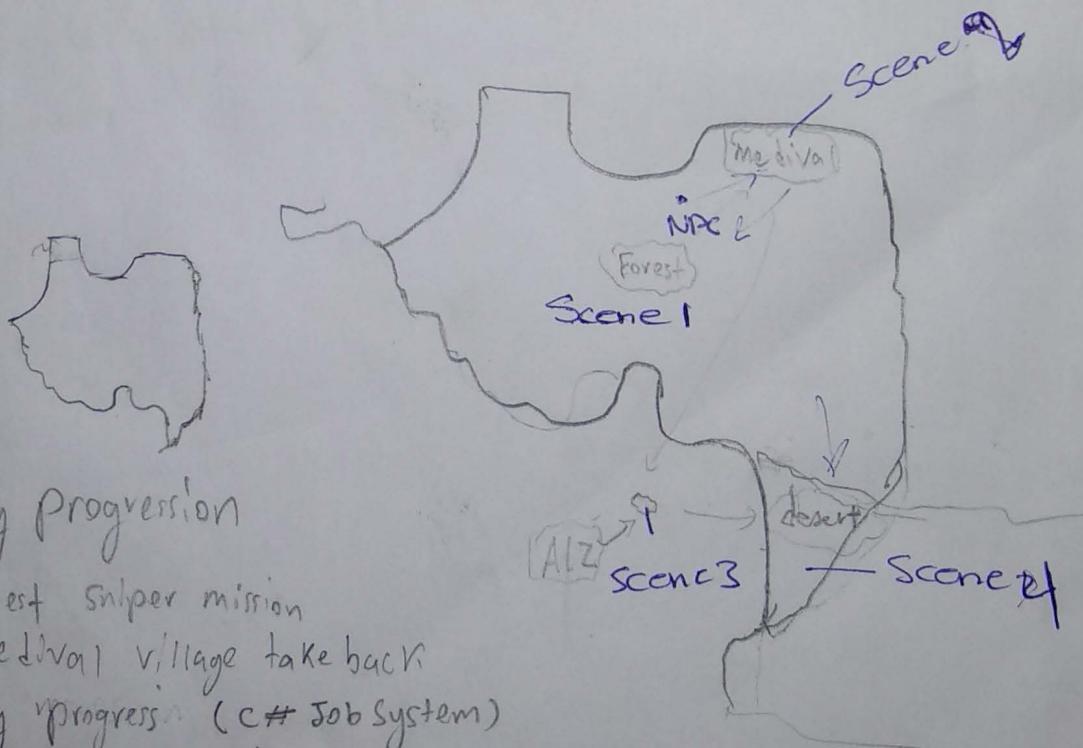


→ This map is to imply that our game is loosely based on real world



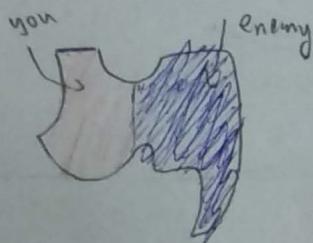
* Story Progression

1. Forest Sniper mission
2. Medieval village take back
3. Army progression (C# Job System)
4. ALZahimar mission
5. all out assault (with army) in the desert (Team death match) TDM



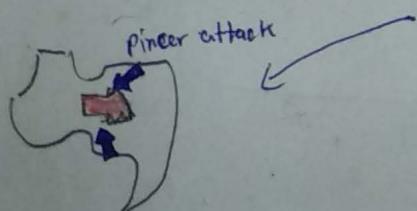
3-

Story goes as follow
all your country's territory was annexed by a foreign country



your mission is to help the main army advance by :-

- 1- Taking out their Supply Security (Forest)
- 2- prevent the army form pincer attacks
when it advances (medieval village)

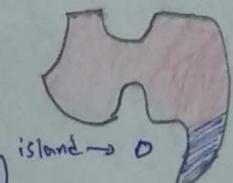


After your Army advances (# Job System)

- 1- ALZ mission (recovery / puzzles)

2. Join the Army in the last push

To take the last of the territory (TDM) (desert)





mission design later

observation

over Abundant

it might help us with the Assists
but it need brilliant directing

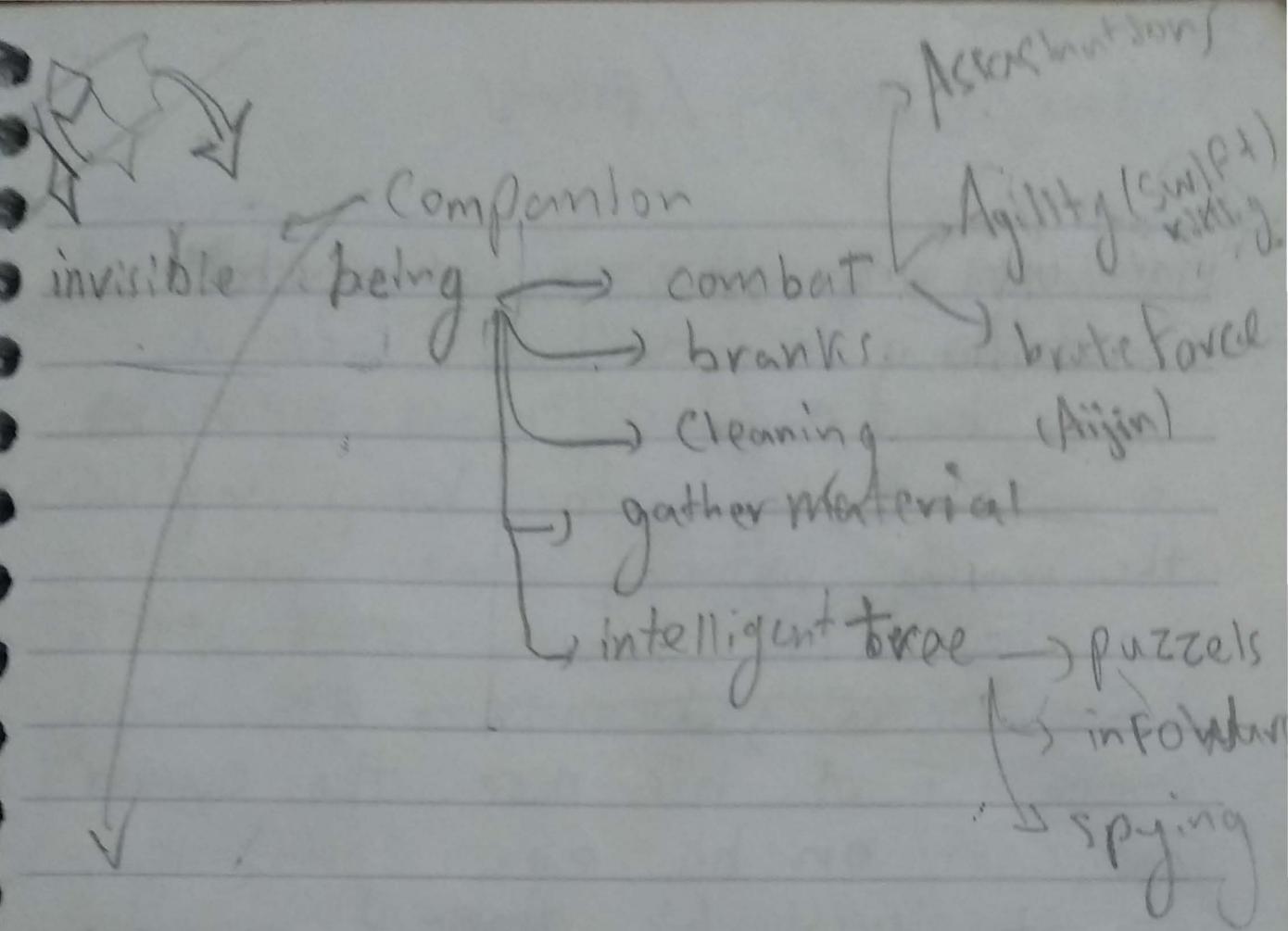
Backstory

* Brainstorm

The Trauma, past mistakes, Love
Rougher and softer side of personality

* Objectivity and Subjectivity of Life.

- * Jared lets last human
- * Conflict within self
- * Living with Duality
- * A Trauma triggers the split personality
making him retire (Accidental killing
of a friend), (Accident happen to
Lover) by Sam Harris to design missions
- * return to Service.
- * protagonist is one of the personalities
- * / of the companion is body and personality
is mind, and player choose which philosophy
wins (need to read spirituality and the moral landscapes)



Alien (Advantage: machine learning
showcase in simple tasks)

Align like buzzels

idea

Dimension Collides

modern and fantasy meet in a
super chaotic way where
cities fall out or fly in the
sky

idea / Directing / premiss

②

norman he was mowing with his lawn one day. when a stroke hit him, he couldn't move his right arm and leg to keep up with the moving mowing lower machine so he fell sideways and hit his head on a sidewalk; with blood coming out of his nose the camera zooms in on his eye and goes into it. with his imminent death experience and his DMT filled mind. we find him standing in a black world where everything is dark he can only see himself few minutes in he meets eve → his younger I an Angel of Death a ~~lady~~ who looks like an *insert Asset here* who takes him through his final lucid journey where he recaps on his life up until now and his imagination

Jared Leto's Mr Nobody

componon

Dog! places where human can't
go, shortest path (incremental)
improvement



Observation

Art is not a Democracy

If we only make gameplay and not a story it would be a waste of good assets

Assets is not needed for good gameplay

medieval → Enemy situated in old
desert → Amish village. Kill the
~~single~~ →
forest

10 mins

Robot/Human (Kōhei, こうはい)

probably no story can get any more generic than this (old soldier and new recruit) mission.

Assets: desert, weapons, ~~the~~ cars, civilian area
cold areas, jungle, animals, only two characters
medieval houses.

~~Proxywars~~ → Afghanistan

→ Ukraine

→ RuRevakistan (Imaginary)
(Walter white / Jesse pinkman dynamic?)

• World war I

• horses, ~~modern~~ weapons

• ~~over~~ developed weapons faster them
Tech

• RuVAKstan. ← Soviet → historical castles
Germany

• Amish Community torn out of their homes
(medieval Assets)

• Jungles (Germany) → desert (Uzbekistan)

Observation

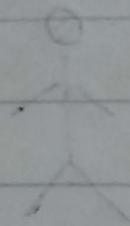
- The ability to switch Should / Could mean something. OR just be a game-play quirk
- The Soldier Trope is boring
- Conversations are back and forth
- On Depth, how far can a work of fiction even dive into a topic while still attempting to be an entertaining story.

is depth as a property impressive at all!?
a Text books has the most depth on any given subject. while choosing how to present it it could be considered Art. a Textbook as a whole is not considered a creative or artistic medium.

^{Conclusion:-}
Depth is not impressive on it's own. it's ~~being~~ doing it without losing the plot. Communicating ideas without resorting to Text dumps.
(Find a good balance of Exposition)

Fantasy / Slice of Life

Invisible being (Code name "Ryuuk")
backstory



Alan moore
George RR Martin

G

①

Alter ego / Split personality

Takes over body
needs to solve
puzzles to gain
control.

Advantage!

buzzards are inside your head allows for
a greater use of wide variety
of assets. with different art styles
and weird shit. Bugs be Features
both premises and backstory could change
to fit each other

involves

Drugs or elevated Consciousness

②

Patch the story like Jigsaw Like an
Alien ~~Fortify~~ methamphetamine
buddy

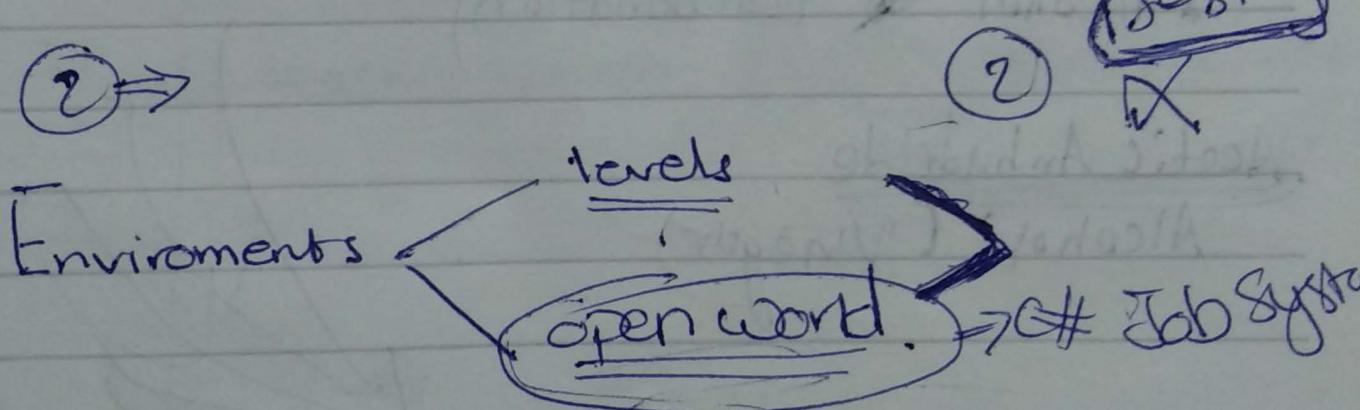
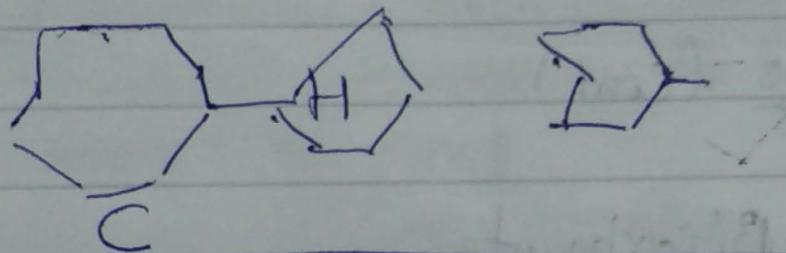
Just an idea

drugs
For weird Assets

Soldier → Medical

-
- ① Agent Protector ⇒ M.L. / A.I.
 - ② Fight - Jump - Bullets - Effects
UI - Inventory - Quests

③ Search Components



Map design

Structural composition patterns

to guide player through level

"Narrative paradox"

designer say on how the game should
be played

And player .Gameplay and ~~etc~~ interaction
with the world As they wish

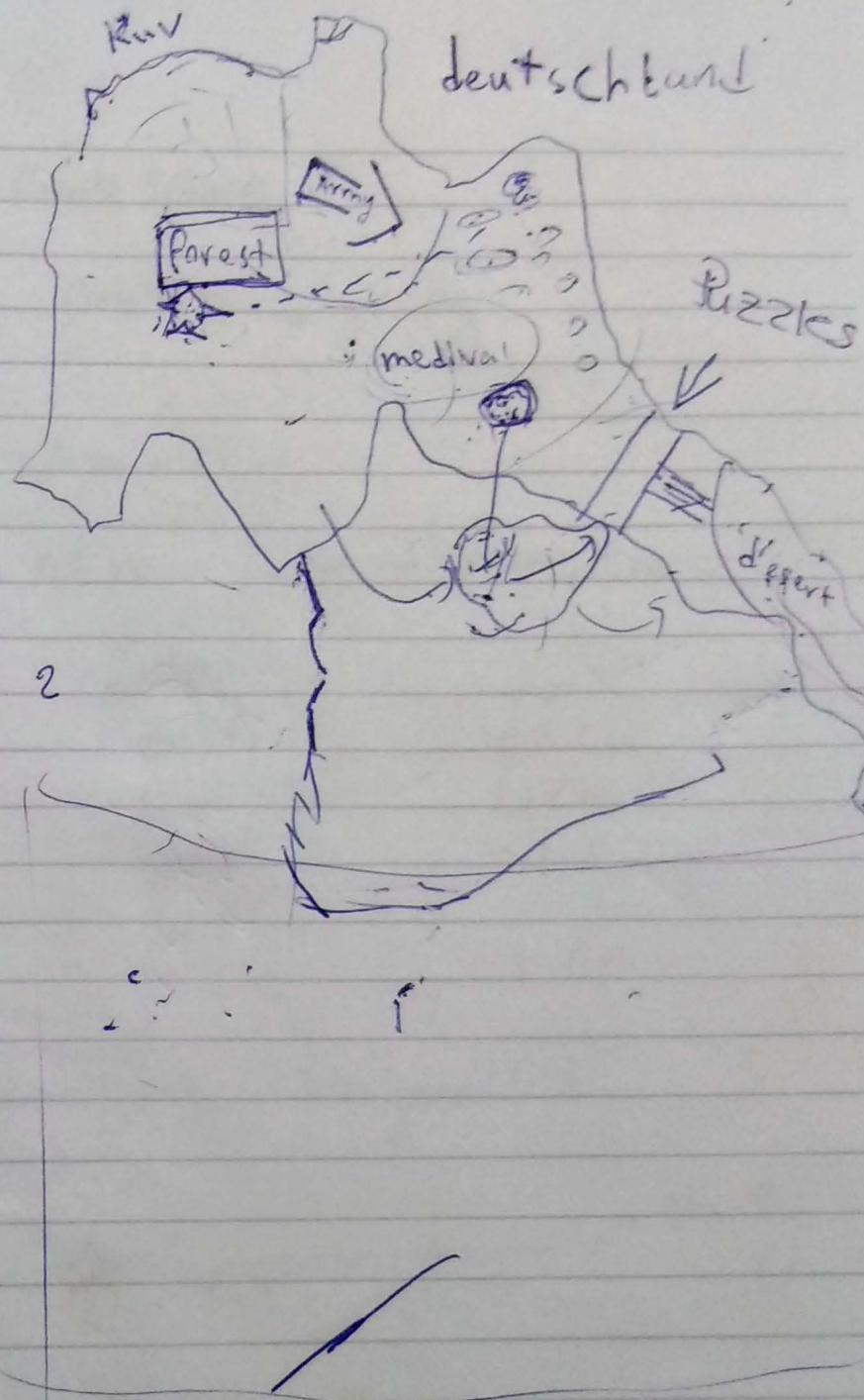
- Forest (Sniper mission) kill enemy
- medieval (stealth) retake village from enemies

AI.Zahmar mission (puzzles outside Country)

- desert elvout combat engage

• Research Lab (puzzles).

• Eff Job Syste (Army Advance)



1. Player (Walk - Run - Crouch - Perch - Shoot - Some effects - Health - Animation)

2. Enemy (Same as Player + Enemy AI
Now Mesh (not complete))

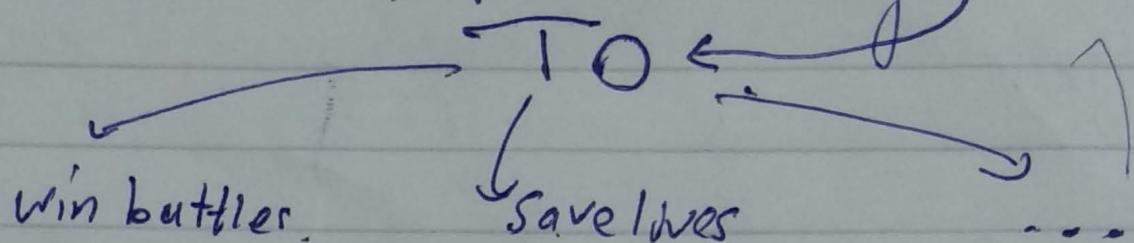
To do

I. Story (walk in parallel with Rhoda, view assets, make map)

mid to
last

Apply Assets to the ~~game~~ basic
map

(A)
modern person → dead → reincarnated in
medieval time → use his knowledge,



~~has a beginning, middle and end~~

Soldier → isolated → with his body (companion)
~~Save~~ Try to save someone with superclisis
gather material (mission)

isolated in an ~~enemy~~ territory for
several months (compute)

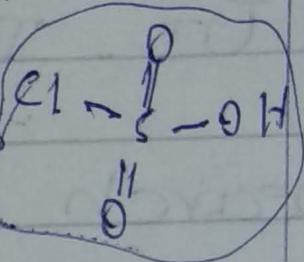
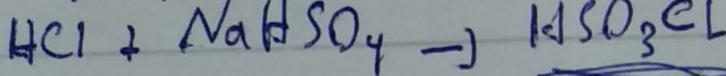
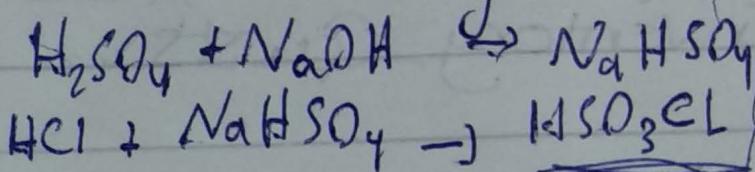
Try to teach Chemistry (benefit) interactively

mission to get sulfanamide

copper
iron → magnet → electricity

salt + Sulfuric Acid (Acid bond) → HCl

~~Salt~~ + Electricity → NaOH



Q:

Ammonia fertilizer

Aniline (coal)

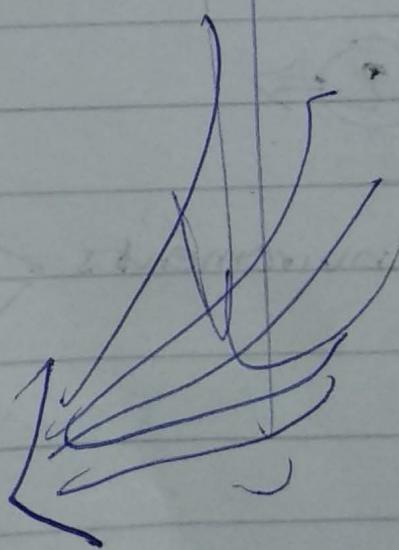
Sodium Bicarbonate

* Alcohol → (carbonation)

Acetic Anhydride

Alcohol (Vinegar)

Sulfanamide



To Cure a perso with Tuberculosis

TASKS

Jailan

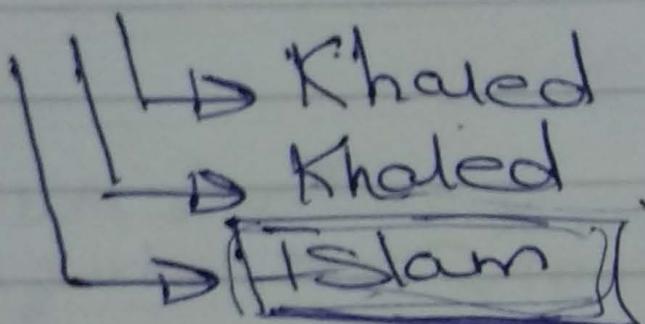
Machine learning

Sohaila
Islam

Game development

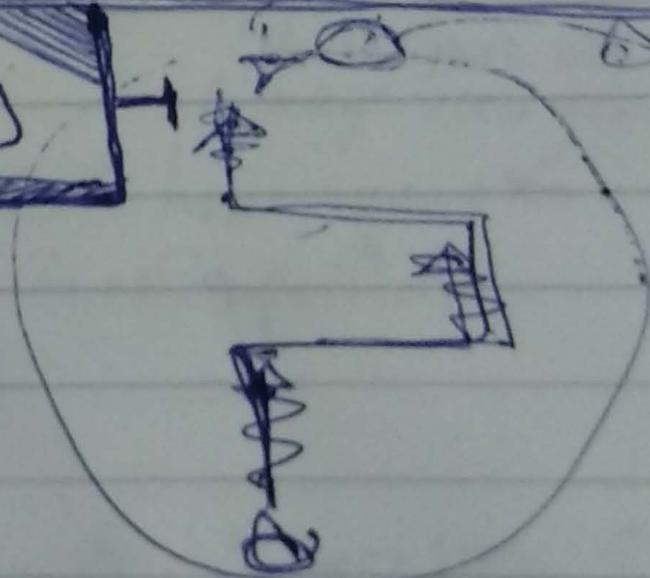
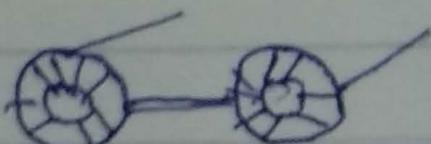
Khalid
Islam
Katanya

CAS Job System



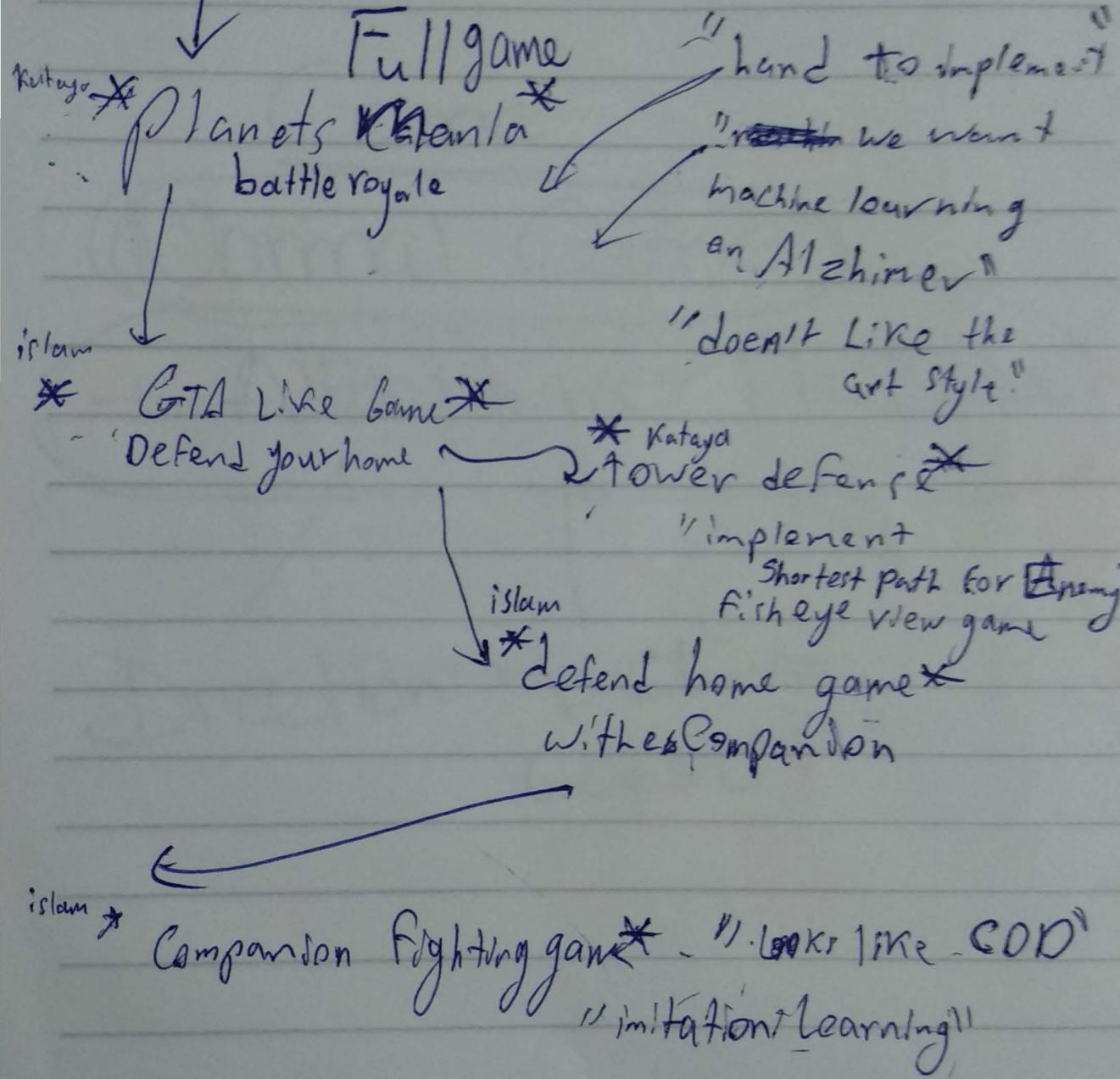
Katanya

① Machine learning

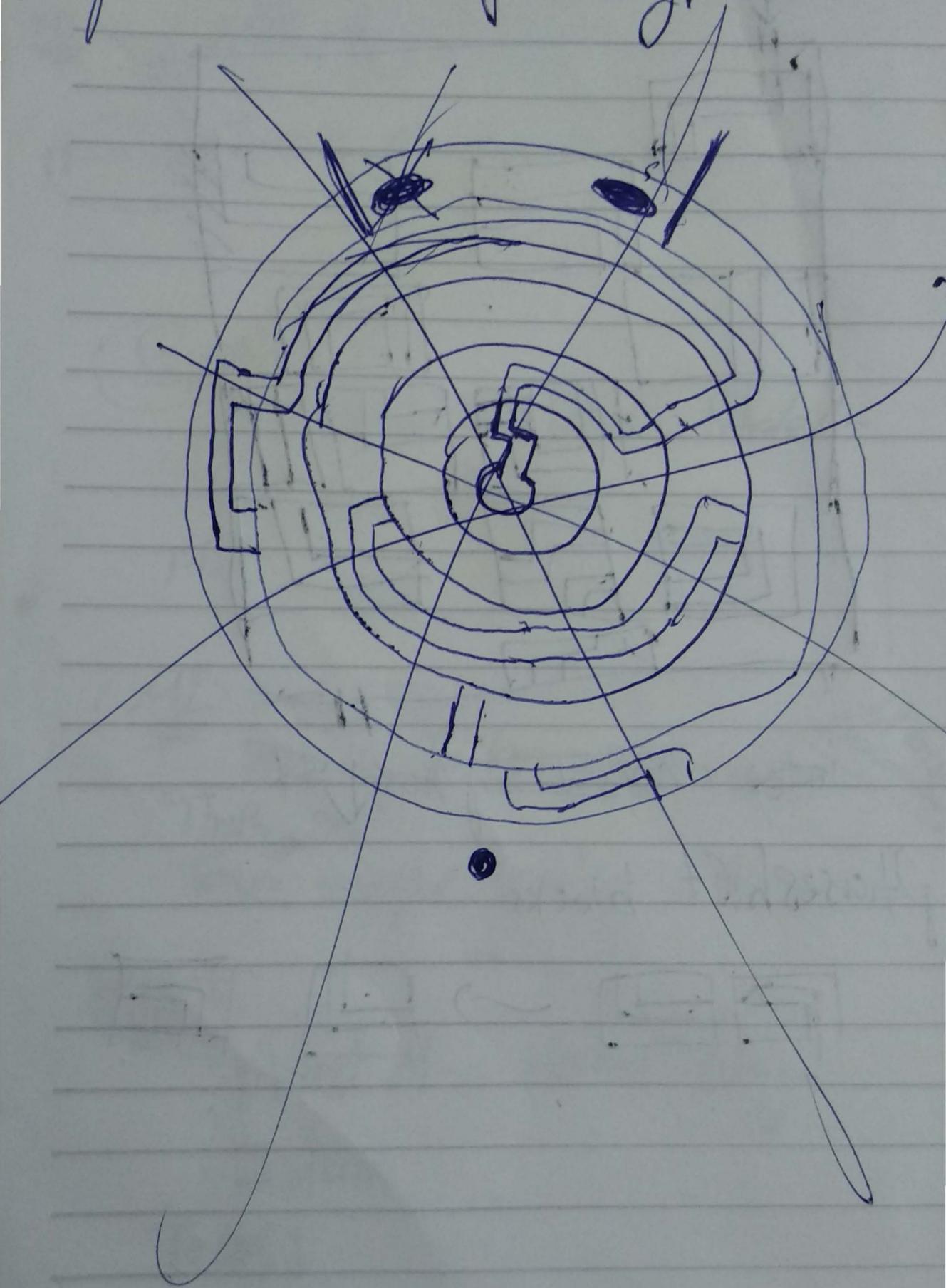


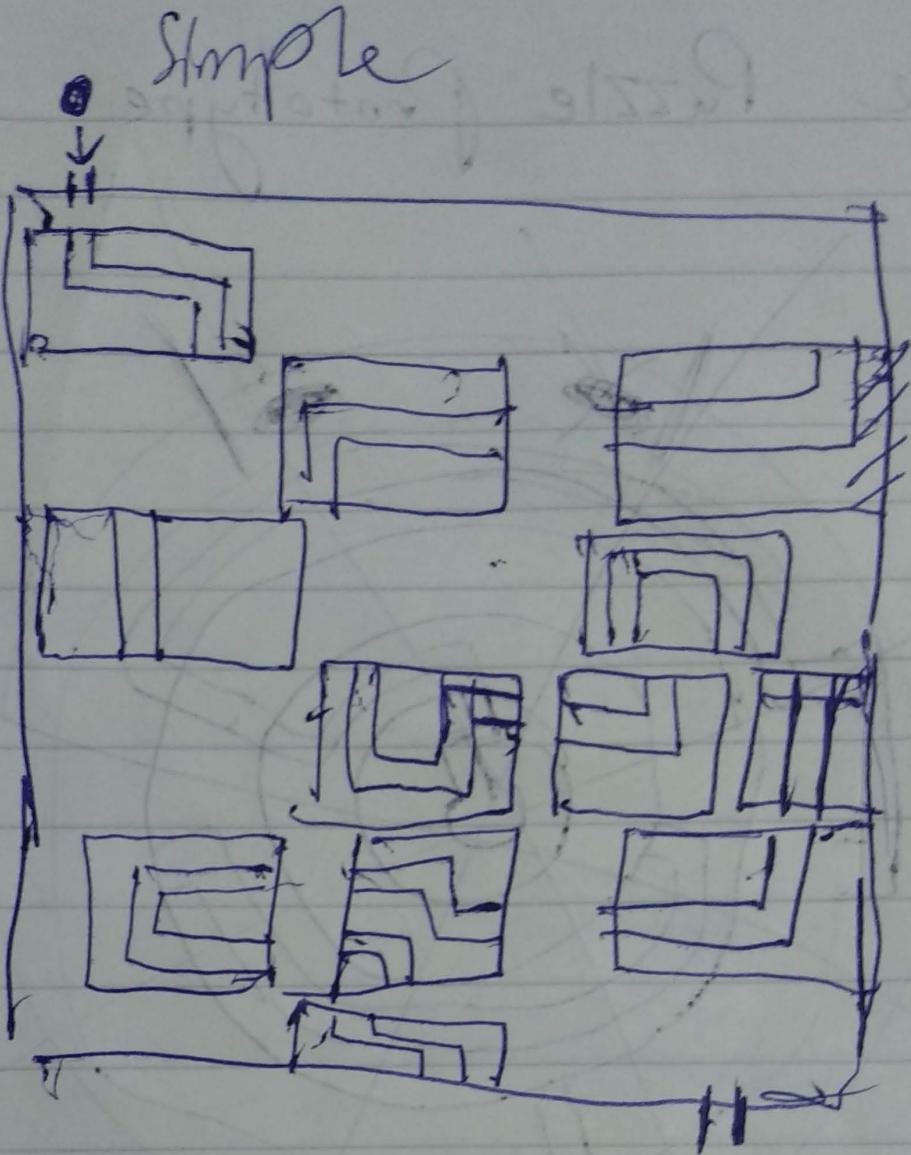
Missions

1st day Kataya Full game first person
* Solar Sailor *

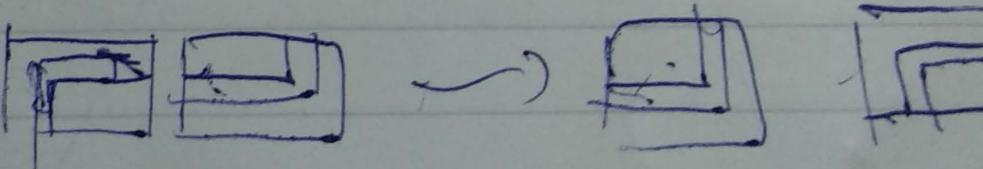


Simple Puzzle Prototype





~~inter~~ hollow phaseshift
phaseshift blocks

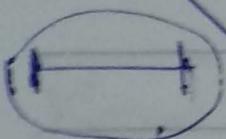


* ThePlace2Be *

217/9 → 23/9

ML

while playing



Imitating the character.

=

Game:

Kataya - Khaleh - Khaleh -
~~Khalid~~.

Task:

=

(ML)

sobila - Jolani - Islam

"Thurs, Sat"

Task: simple cube scene -

Works



=

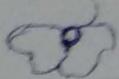
Khaled M - Khaled Samy -

Islam

Task:

Direction

touching



Game

Normal Game

+ Alzheimer Mission

Direction touching
(Spel)