# Role List (Let us know who did what!)

| Name: | Role: |
|-------|-------|
| 1. Ray | 1. Programmer/Content Manager |
| 2. Chong Wei | 2. Programmer/Content Manager |
| 3. Kiet | 3. Programmer/Content Manager |
| 4. Ruth | 4. Script-checker |
| 5. Wes | 5. Script-checker |
| 6. Elijah | 6. Brainstormer/Writer |
| 7. Leslie | 7. Brainstormer/Writer |
| 8. Shu Ting | 8. Brainstormer/Writer |
| 9. Rachel | 9. Brainstormer/Writer |
| 10. Tianlu | 10. Brainstormer/Writer |
| 11. Xu Bin | 11. Brainstormer/Writer |

# Story Outline (Plot synopsis goes here)

-- Author's note: Story skeleton is a suggestion. Feel free to try out whatever other interesting story ideas you have!

Ideas:
- Change land not enough, change gender, change into animal(?) also?
- Among us theme?
    - Key idea: Multiple choices but reuse scenes
    - Choice 1: Customisation
    - Intro
    - Climax that someone dies?
    - Add in stuff about doing tasks/faking tasks if got time?

| | |
|---|---|
| Introduction<br>(1 scene)<br><br>(spaceship) | *You are part of an exploration and colonisation team.* |
| Inciting Incident<br>(1 scene)<br><br>(spaceship heading to planet) | *You are en route to settle on Pax (Pax is Latin for Peace, ironically) since Earth is dying.* |
| Buildup of suspense<br>(1-2 scene)<br><br>(Tasks: fixing wires at electrical and download at admin room)<br>(meeting table) | *Someone was killed during the journey. However, the mission must go on.*<br>*The remaining crewmates must do tasks while investigating to prevent further deaths.* |
| Climax<br><br>(meeting table) | *Another body is discovered and the other 2 crewmates are accusing each other for the kills. You must decide who to accuse and throw out of the spaceship.* |
| Resolution | *No matter who you have chosen, you will not catch the killer as you are the killer all along.*<br><br>*You have a split personality who has been killing the other crewmates and planting evidence to sow discord between the other crewmates. Guilt-ridden, you decided to end your life to atone for **your** sins….. Or do you?* |

# Script/Storyboard:

Label *start:* [character profile]

Choice:
Choose your colour: Blue or Red
Enter your name: (if not stated, default name "Impostor" will be given)

Narrator:
- "So your character's name is [name]? How interesting."
- "Alright let's start!"

Jump *scene0*

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Label *scene0* [establish setting]

*Space background with spaceship heading towards planet*

Narrator: The Earth is dying. You, "name", are part of the special team sent to set up outposts and colonise, Pax, as the last hope of humanity. As your crew ventures into the new world of space exploration, disaster strikes…

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*Emergency button screen (with emergency button sound)*
Jump *scene1*

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**Scene 1:** (inciting incident - someone dies)

*Meeting table with some 3 other crewmates*

Me: What's going on?
Crewmate 1: (crewmate name?) was just found dead at electrical.
Crewmate 2: What!?
Crewmate 3: How!?
Crewmate 1: I have no idea, I was just fixing some wires when I noticed their bodies there. I don't think it was an accident, there were visibly man-made wounds.
Me: How could something like this happen?
Crewmate 2: We've got to find out who did this!

Crewmate 3: But we still have missions to complete.
Me: Alright, then we have no choice but to stay alert while doing our tasks. Report any clues you find, or any suspicious activity immediately. Watch your backs everyone!

Choice: Where do you want to go
- Electrical (investigate crime scene/do tasks) jump scene2
- Admin (check logs/do tasks) jump scene3

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*scene2:* (route 1)

*Electrical room*

Narrator: You enter the cold and messy confines of the electrical room. Chills run down your spine, and your intuition tells you to get out of here as soon as possible. The feng shui here is terrible.

Choice: What do you want to do?
- Investigate crime scene
- Do task (fix wires)

*scene2a*: If "investigate crime scene" is chosen,
Narrator: You notice that there are blood stains on the floor next to the vent. Upon closer inspection, you find a white glove lodged deep in the grilles of the vent.
(return to choice selection)

*scene2b:* If "do tasks" is chosen,
@programmers is it possible to change the background image to show the task is done? So before the task is done, the background is an image with the wires disconnected, then after the player clicks, the background changes to an image with the wires connected?

Narrator: You have completed your task successfully (insert background of finished task). The current task progress is at 75%.
(return to choice selection)

After both options have been selected,

*Crewmate 1 and crewmate 3 enter the scene (with footstep sounds)*

Me: Who's there?
Crewmate 1: Calm down, it's just us.
Me: I don't know if I can trust anyone after crewmate 4 was murdered just like that
Crewmate 3: Well, it's unfortunate but we need to move on. We need to stay on track and focus on our mission. (they go do their tasks)

Me: Crewmate 3 sure is taking long to upload his data… Nevermind, I'm overthinking things. I need to finish my tasks in admin.

*Player moves off screen, screen fades to black -> Emergency button screen (with emergency button sound) -> Go to Scene 5*

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**Scene 3:** (route 2)

*Admin with crewmates*

Narrator: You enter the dark admin room. Inside you see (crewmate 3) doing his task. There is also a log to check who is in the vicinity of the murder scene.

Choice: What do you want to do?
- Check logs
- Do task

If "check logs" is chosen,
Narrator: The log shows that you, (crewmate 1), and (crewmate 3) was near the murder scene when the body was discovered. You also notice that there is a significant gap in time between (crewmate 1) entering electrical, and the calling of the emergency meeting.
(return to choice selection)

If "do task" is chosen,
Narrator: You have completed your task successfully (insert background of finished task). The current task progress is at 75%.
(return to choice selection)

After both options have been selected,

Narrator: You suddenly feel an icy cold hand touching your shoulder. Alarmed, you immediately shove the person away.

Crewmate 3: Woah, don't be so tense. It's just me.
Me: There is clearly a killer among us! You should really stop sneaking around and surprising people.

*Crewmate 1 enter the scene (with footstep sounds)*

Crewmate 1: Hey guys, have you all finished your tasks? I'm done with mine.
Crewmate 3: I just need to do the upload and I should be done!
Me: I almost finished mine as well. Just need to connect some wires in electrical.
Crewmate 3: Huh, that's odd. We should be finishing up our tasks and yet the progress is still around 75%. We should check on (crewmate 2).
Me: I'll head to electrical first and meet you guys later.

*Player moves off screen, screen fades to black -> Emergency button screen (with emergency button sound) -> Go to Scene 4*

**Scene 4:** (confrontation; both routes end up here)

*Meeting table with 2 other crewmates*

Me: What!?
Crewmate 1: I'm telling you, I found (crewmate 2) lying in storage, right between electrical and admin. It must have been you, (crewmate 3)! I saw you faking your upload task. How could you do this?
Crewmate 3: What?! It's not me! Are you trying to push the blame on me?! You were the last person who saw (crewmate 2) AND the one who reported the first body!

Narrator: They start accusing each other. Your vote can seal the fate of one of them.
*Vote screen (with countdown timer?)*

Choice: Who is the killer?
   -   Crewmate 1
   -   Crewmate 3

Both choices lead to same outcome,
Crewmate 1 / 3: You're making a huge mistake! Don't do this!

*Ejection screen (use the door opening sounds for ejection?)*

Narrator: (Chosen crewmate) is thrown out of the spaceship and order is restored once more… Or has it? As you near (planet name), you contemplate what had happened:

*Player stares into space through window*

Me: Did we make the right decision? … I'm getting a terrible headache, I'm going to… pass… out...

*Fade to black*

Narrator: You open your eyes and see blood in your hands. Your hands tremble, and as you look up, you see the corpse of (the last crewmate) in front of you.

You: ... I knew… I knew it all along…

*Fade to victory screen (emergency button sound keeps playing like a siren, and fades out, cue imperial march)*

End

# Documentation

(workflow and process of building the game. Explains any "special" parts of the code that the judges might want to take note of)

General outline:
1. Decide on Script
2. Allocate scenes to each programmer
3. Programme individually
4. Compile everything after each scene is completed

Coding process:
- Please refer to the code and the comments in it for a better layout! We gave up on trying to figure out if/else for some of the branches cos it just formed a loop heheh so just created multiple scenes instead although its not the most neat

Notes for code:
- If/else used for choice of colour and crewmate which affects story
- Inclusion of audio (sound effects and music), images and various transitions
- Interesting Plot Twist

Other notes, just for lols:
- Social commentary of society - all roads lead to Rome, there is no escape from the final destination
- Interesting commentary on mental disorders - raising awareness of bipolar disorder
- Name of the planet is pax, latin for peace - idea that the planet is a new hope

# Reference List:

(Just link any media/content used in the game here so the judges can see them in their unedited form)

Check Media folder in Google Drive link, actual media used is in the zip file