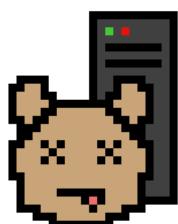


Game Design Document



Team



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Changelog

Purpose

The purpose of a Game Design Document is to unambiguously describe the game's selling points, target audience, gameplay, art, level design, story, characters, UI, assets, etc. In short, every game part requiring development should be included by the developer in enough detail for the respective developers to implement the said part. The document is purposely sectioned and divided in a way that game developers can refer to and maintain the relevant parts.

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Since 2/04/2021.

Last modification

Last modification: 06/06/2021.

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Francesco	Added Changelog section and basic document structure	03/04/2021
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Together	Fixed the structure of the document	03/06/2021
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1 Vision Statement

The Secret of Alexandria 51: The Room of Alexandria's Broom (in short *Alexandria 51*) is a top down 2D strategic puzzle game for up to 8 players.

Each player takes the role of a scavenger trying to get his hands on the treasure of the fallen city of Alexandria, a magical broom brimming with inconceivable powers.

This artifact, called the Broom, is stored into a crumbling secret laboratory, each room of which hides a surprise: it could be a boon, to gain advantage over the others, or it could be a deadly trap. The players will need to solve a straightforward puzzle to get the reward or to avoid impending doom.

The ways to get to the Broom are many: you can completely avoid the other scavengers, actively fight them, mislead them in their search or even cooperate with them if they're willing... only to stab them in their backs whenever they least expect it.

Only the fittest will be able to retrieve the artifact and escape unscathed from the crumbling ruins: players will need to plan ahead and think carefully about how to explore the perilous maze.

1.1 Logline

Grab the Broom or get lost in spiraling madness.

1.2 Gameplay Synopsis

The game starts with all the players together in the middle room of the lab complex (Variations in the Game Modes section). All the other rooms are under a "fog of war", players don't know what's in them. The rooms are randomly generated and placed around the starting area. One room will contain the magic broom. In all game modes the victory or loss condition revolves around the broom.

The game is structured in 3 phases: firstly, the players choose two between all the possible actions (cfr. Gameplay/Actions section) (planning phase); then all the chosen actions will happen one after the other following the player order, which will change at the end of every turn (action phase). After that in the third phase, all players who find themselves in the different room than the one they were in at the beginning of the turn, will have to solve a short puzzle game which type and complexity depends on the room type (puzzle phase).

Most of the rooms can have effects on the player characters, some positive and some negative. In the former case, the positive effect is only applied if the player in that room manages to solve the puzzle. In the latter, the negative effect is only applied if the player in that room fails to solve the puzzle. All puzzles have a timer to ensure that the game proceeds. If the timer reaches zero, the puzzle is considered failed.



1.3 Look and Feel

The game features an overall pixelart 2D style, in both the character and environment visual design.



Figure 1: Character anime-like design



Figure 2: Environment visual design

The general setting is a cyberpunk-like dystopian future, in which the swift technological advancements caused by the Broom escalated into a great war, leaving the city in which the



game is set in crumbles.

The laboratory in which the game takes place show some signs of decadence and abandonment, much like the city but appears as the typical hi-tech lab with advanced machinery and tools.



Figure 3: Abandoned lab design

Each room of the lab complex has its own style for the player to better identify at first glance which room he's looking at.

The musical accompaniment features synthwave music for both soundtrack and sound effects.

2 Audience, Platform, and Marketing

2.1 Target Audience

2.1.1 Psychographic classification

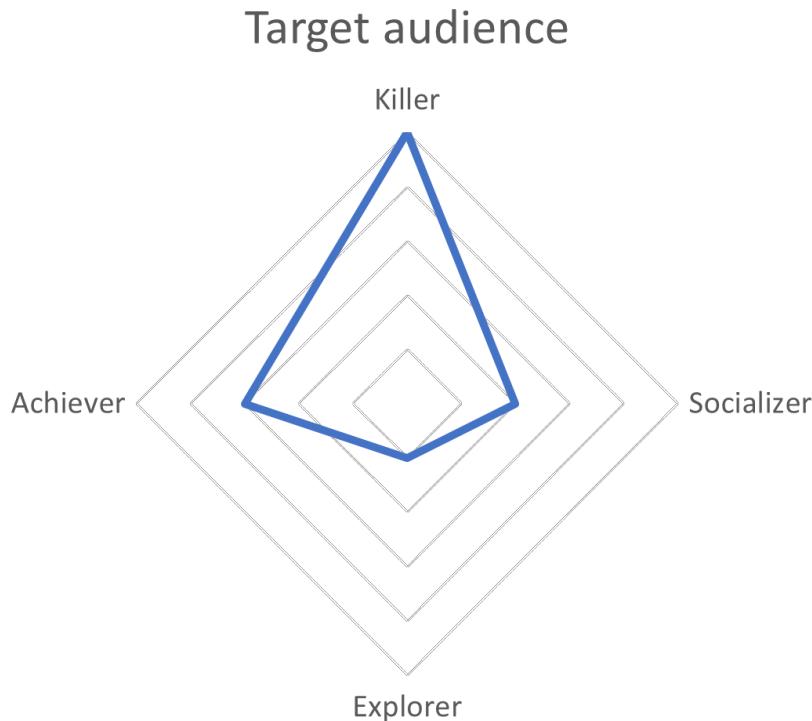


Figure 4: Bartle's type analysis

Killer: 100% Killers are the main focus of our game since its goal is to dominate others and get the Broom before them. To ensure so, we offer the players plenty of tools to fight, deceive and hinder others in form of rooms, items and even through basic actions. The game is designed to pit every player against the other from the very start and only through conflict one will be able to emerge victorious: for this reason we expect fierce competition, similarly to other battle royale games.

Achiever: 60% Achievers will enjoy their stay in the game thanks to many ways they can boast their status inside and outside every match: earnable character customizations, badges, achievements, stats and leaderboards will make them feel important among the others.

Socializer: 40% Socializers could take pleasure from the interaction with other players, cooperating and communicating to get as close as possible to the goal before eventually breaking up bonds. Socializers will feel better in other gamemodes (such as team-based ones).

Explorer: 20% This game is not bread and butter for Explorers since the only thing that changes from match to match is the layout of the rooms and the players and, in the long run, will lack novelty from the exploring point of view. There could be some easter egg or hidden reference to other popular games they could enjoy but this doesn't make up for the whole game experience.

2.1.2 Demographic classification

Based on the gameplay mechanics and genre, we expect the game will appeal to the tastes of

- **Teens 13-18:** since in this age taste toward games are everchanging and often follow the trend of the moment, a simple but challenging competitive game can attract the interest of teenagers looking for some time well spent with (and against) their friends.
- **Young adults 18-24:** even if in this age interests are well defined, our game offers a mix of strategy and puzzle, making it able to enthrall multiple tastes, also thanks to the added social factor.

Moreover, the targeted age groups appears to be more prone to Competition and Destruction between the most common primary gaming motivations

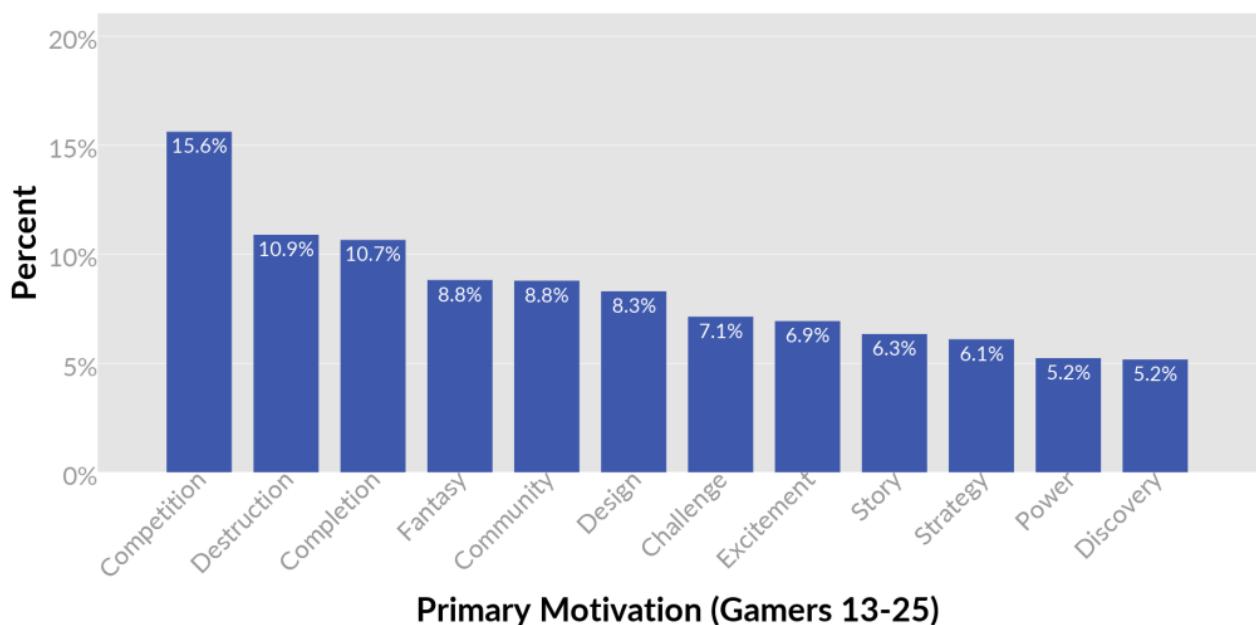


Figure 5: Primary motivation in videogames for players between 13 and 25 years old. Source: <http://quanticfoundry.com/2016/12/15/primary-motivations/>

2.1.3 Geographic classification

The game will ship worldwide and we shouldn't expect many issues.

An in-game filtering system will be provided to censor crude graphics (blood, skulls) and cursing in the chat.

At launch, the game will be shipped completely in English, Japanese and Chinese language to tend to the biggest possible audience of both pc and mobile gamers globally, especially at launch.

2.1.4 Personas

Here's some sample personas we're expecting from our target audience

Kara, 16

Backstory Kara is an highschool girl that recently was brought into games by her favourite streamers / influencers and by her classmates, who always brag about their videogame prowess during the lunch break.

Expertise Low
She might not be the most experienced gamer, however she's willing to try and enjoy every game she comes across with an open mind, together with her friends.

Goals She wants to have fun with her friends and discover new gameplay experiences through light-hearted competition.

Favourite games Among Us, Genshin Impact, Fall Guys



"I saw this game from a famous streamer guy, we should totally try to play it together and see who wins"

Alex, 20

Backstory Alex is an university student who was always interested in games since his childhood: he didn't have many friends, this is why he developed such a passion, which also got him interested into developing them himself.

Expertise High
He is extremely experienced after all that time spent gaming: for this reason, he's always in seek of new and intriguing challenges and, as always, he plays to win.

Goals Every match is a fierce competition for him and every move matters: he will always try to learn from his mistakes and optimize his next playthrough to overcome his opponents and win at all costs.

Favourite games Age of Empires, Counter Strike Global Offensive, Blood Bowl



"These guys were no match for me... on with the next game!"



Kazuma, 24

Backstory Kazuma is an office worker who played a lot during his highschool period: nowadays, work is always keeping him busy however he can't say no to some matches during the lunch break or when he comes back home to let off steam.



Expertise Medium

He's a pretty knowledgeable gamer however he got a bit rusty since he got busy with a full-time job.

Goals He wants to relive some moments of his past gaming career in a simplified new fashion, with shorter but intense self-contained matches.

"Busy or not, I'm always up for a couple of games to take some weight off my mind"

Favourite games Portal, XCOM, Tekken

2.2 Platform

Our game will be developed for PC, Web (HTML5) and Android: we chose these platforms for the following reasons:

- they suit best our tabletop-like gameplay through touch or mouse interactions.
- developing for consoles is extremely expensive, and the tabletop genre isn't popular enough on consoles.
- puzzle/strategy games are extremely popular on PC and mobile platforms.

2.3 System requirements

More details can be found in the Technical Design Document (Section 3.1 / 3.2 / 3.3).

2.4 Top performers

Among Us

You and your fellow crewmates attempt to hold your spaceship together and return back to civilization after a long trip... but beware: one crewmate has been replaced by a parasitic shapeshifter. Their goal is to eliminate the rest of the crew before the ship reaches home. The Impostor will sabotage the ship, sneak through vents, deceive, and frame others to remain anonymous and kill off the crew.



- **Release date:** 2018
- **Publisher:** InnerSloth LLC
- **Developers:** InnerSloth LLC, PlayEveryWare
- **Platforms:** Nintendo Switch, Android, PlayStation 4, Microsoft Windows, Xbox One, iOS, PlayStation 5

Zero Escape: The Nonary Games

Kidnapped and taken to an unfamiliar location, nine people find themselves forced to participate in a diabolical Nonary Game by an enigmatic mastermind called Zero. Why were they there? Why were they chosen to put their lives on the line as part of a dangerous life and death game? Who can be trusted? Tensions rise as the situation becomes more and more dire, and the nine strangers must figure out how to escape before they wind up dead.



- **Release date:** 2017
- **Publisher:** Spike Chunsoft Co., Ltd.
- **Developers:** Spike Chunsoft Co., Ltd.
- **Platforms:** Microsoft Windows, PlayStation Vita, PlayStation 4

Room25

Trapped in a prison in which each room has four doors but apparently no exit, the players must try to find Room 25, the supposed exit to this nightmare. But some amongst them might be guardians of the prison, waiting for the right moment to strike. In the cooperative game Room 25, not everyone wants to escape from imprisonment - but who is the traitor? Each turn, the player moves are preprogrammed, requiring discussion, negotiation - and possibly betrayal.

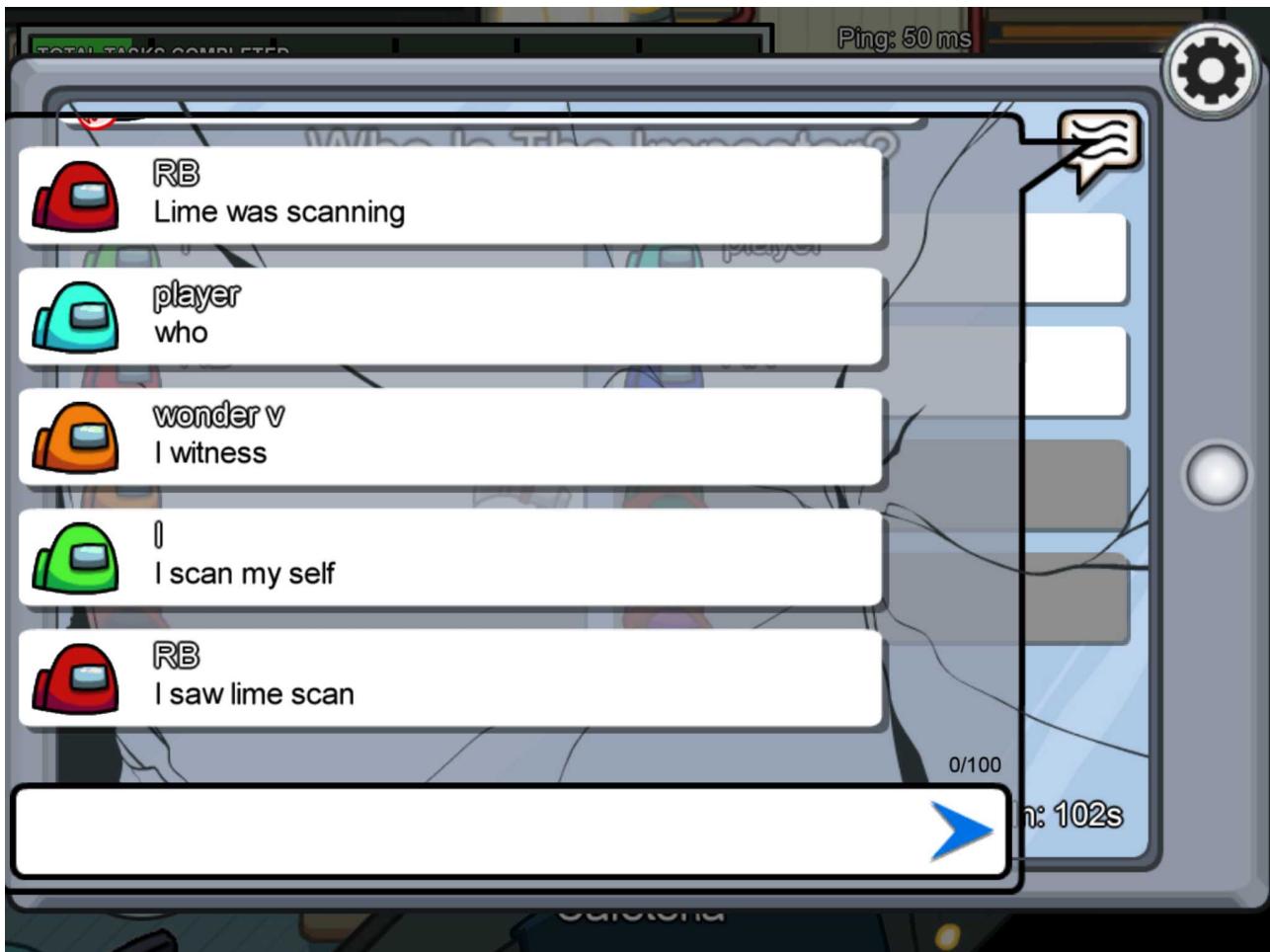


- **Release date:** 2013
- **Designer:** Francois Rouze
- **Publisher:** Matagot
- **Platforms:** Boardgame, Web browser

2.5 Feature comparison

Among Us

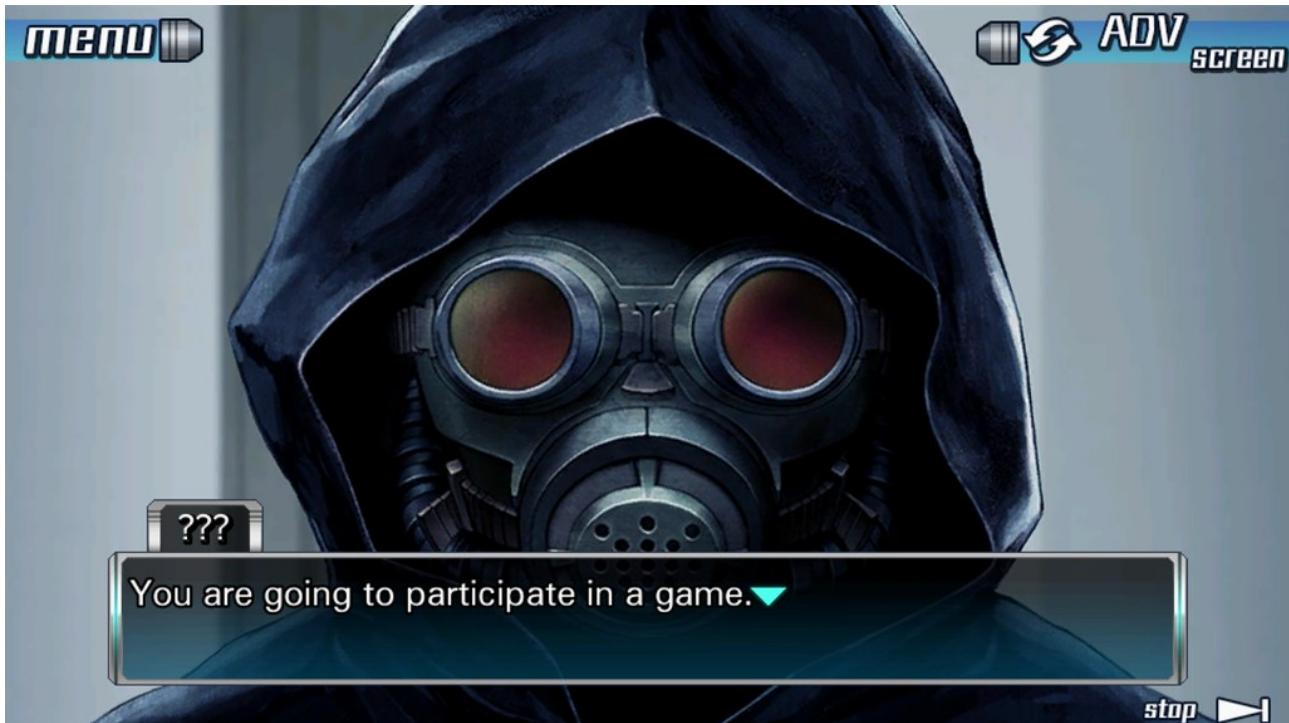
Among Us is a great example of how much a game can be captivating almost solely relying on players' interactions: we want our game to take advantage of the social element and be player-driven, so that each match feels unique and engaging.



For this reason, we will endorse through game mechanics (Speak action) the possibility to communicate and to cooperate to some extent, letting player elaborate several strategies and mindgames.

Zero Escape: The Nonary Games

Similarly to Zero Escape, we want to create a somewhat eerie survival atmosphere: the involuntary attendants of this game need to choose between allying with others or betray them in order to reach the Room 9, an escape from the cruel trial they're subjected to.



In our game we extend this concept to a multiplayer mode, introducing the human factor: each player will feel trapped, urging to find the Broom (thus an exit from this grim dungeon) through all means necessary, allying with others and betraying them when the occasion requires so.



Room25

Each room in our game, like in Room25, has its own identity and purpose: it's up to the players to skulk around carefully, avoiding traps and hazards to reach the exit. Furthermore, the turn-based system and actions are similar.



We built up over this base, making the rooms more active and dynamic; upon arriving into a room, a short puzzle must be cleared in order to get a boon or avoid a threat from them. Through them, we gave even more tools to survive and to sabotage the progress of others during the research of the Broom, or stop them in their tracks completely.



3 Legal Analysis

The Secret of Alexandria 51: The Room of Alexandria's Broom is a new IP and, as such, has not been copyrighted already, thus it is free to use.

All the digital content - 2D sprites, soundtrack, and so on - will be designed and created by the development team or commissioned to external artists.

The expected PEGI rating for this game is PEGI 16 since we have depictions of violence that reaches a stage in which looks the same as would be expected in real life violence, usage of drugs to some extent and a possibly a certain level of cursing involved.



4 Gameplay

4.1 Overview

You are a scavenger who wanders into the secret laboratory of Alexandria 51, a ghost town that was once thriving and technologically advanced city. Some rumours tell of an ancient artifact that gave Alexandria all its power, so you are in search of that magical artifact. Your fellow criminals, who helped you reach the complex, are now your enemies, who will try everything to get to the artifact before you and find the way out, leaving you locked up in that disturbing place!

Only one of you will succeed in the enterprise. To beat your enemies you will have to be faster and smarter than them, using the effects of the rooms you discover in your favor!

4.2 Gameplay Description

The player enters the lobby and play a game with a certain class (chosen for his avatar when he registers into the game), he queue in a specific game mode and then waits until the game starts. The game starts only when 6/8 players (depending on players availability) are found. At the start of the match every player starts in the center room with the “Normal” status, so they are able to perform 2 actions per turn.

Every turn the player chooses 2 actions to perform among all the possible actions. Those actions are evaluated in a given player order but the starting player changes randomly every turn. The player can also use, once per match, his class special ability that will be a third free-to-use action for that turn.

When the player ends up for the first time in a room a minigame starts and the player have 1 minute to solve it. If he wins the puzzle, he will activate the positive effect of the room in which he lands, otherwise he will activate the negative effect. Those rooms effects can change players’ statuses that will affect their ability to perform actions.

The goal of the player is to reach the magical broom before the others and find the Exit room, while trying to obstacle the other players and/or eventually kill them.

4.3 Controls

Controls of our game are point and click, so the user will need a mouse (or a touchpad screen) in order to play the game, just by pressing buttons or dragging the left mouse key when solving puzzles.

Some minigames involve the use of directional keys. On devices without a keyboard, an on-screen virtual D-pad will be available.

4.3.1 Rules & Procedures

The game proceeds cycling in phases. We have 3 phases:

- Choosing Phase: all the players choose their next turn actions based on their status that affects the quantity/type of actions that he can perform.



- Executing Phase: all the actions are evaluated following a given players order. This order changes turn by turn in rotation. The first player in a turn becomes the last player in the next turn.
- Puzzle Phase: after all actions are evaluated, players which character has changed Room since last turn will play the puzzle connected to their current room.
- The default state of all Rooms is hidden. Players cannot query information about any Room they haven't discovered.
- When the player enters in a room or use the "Look" action to a room, he will discover it, and be able to query that room's information.
- When the game starts all the players are in the center room and can perform 2 actions
- When players play the puzzle minigames, they have 1 minute to solve it. (Note: some rooms don't have a puzzle and nothing will happen when entering in it).
- Depending on the room type and the outcome of the puzzle, the player can receive positive or negative effects that will affect other players statuses or his own status.
- The first player to enter a Room with objects on the floor, will automatically collect all of them.
- When a Character is killed, all the items in his inventory go to the Player that killed it, if he is in the same Room; if he isn't but there are other players in the same room, a randomly chosen one will get the items. If there's no other Character in the Room, the items remain on the floor.
- Once per game the player is able to perform an extra free-cost action specific for his avatar class.

4.3.2 Interface

The UI has 4 main elements:

- A grid in the background, which shows the game map, with Rooms and Characters. In all devices it can be freely zoomed in and out, dragged and moved with device-conventional controls (press and drag on mobile, arrow keys and rts-style mouse to the border on PC). Only the Rooms visited and seen by the Player are visible, the others are hidden.
- A sidebar which shows information. It shows the information for the currently selected tile of the map. On the top there's an enlarged image of the room, the rest is split in 2 tabs, of which one has a text describing the room, and the other has a text describing that room's minigame.
- A sidebar for action selection and inventory. On small screens the actions are collapsed in a scrollable vertical list; on larger screens they're all visible. Two spaces on top show the actions selected by the player, and a time bar shows the time left to select actions.
- On mobile the two sidebars are merged into one with multiple tabs: Actions, Inventory, Room Description and Minigame Description.



When all players selected their actions and the turn execution starts, the sidebars automatically hide themselves, and a bar appears on top showing the actions in their execution order as they are run.

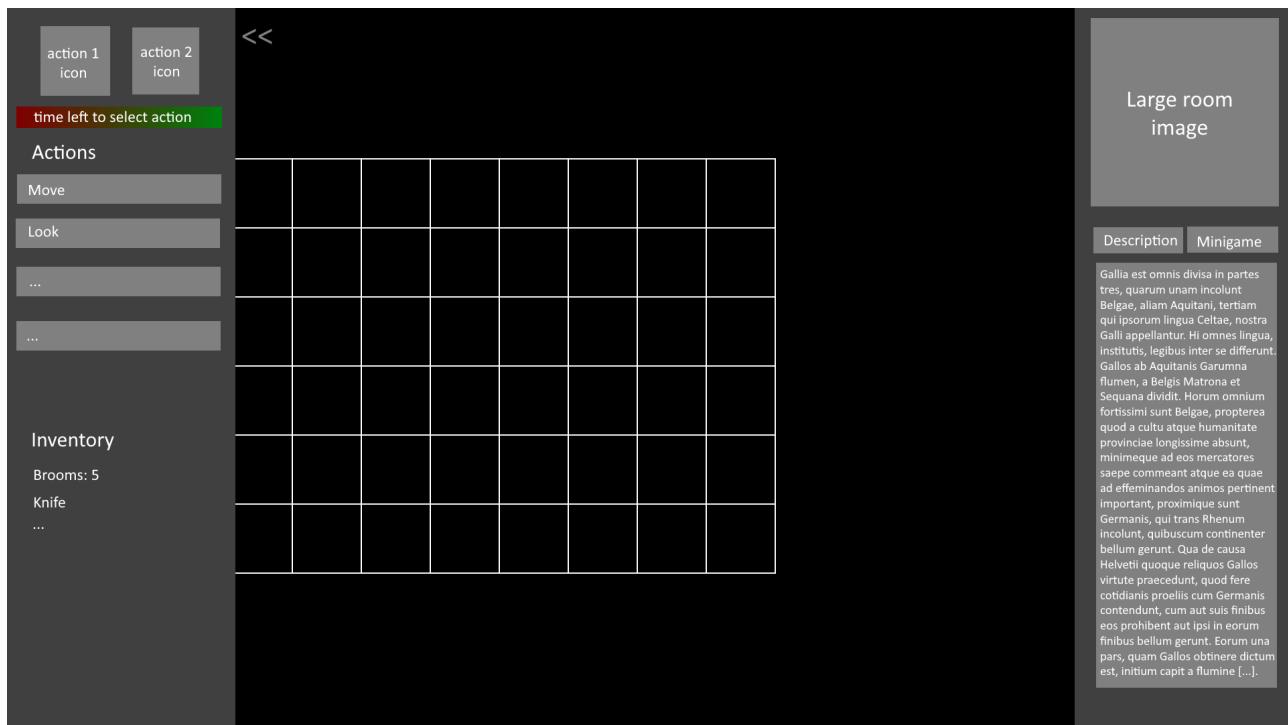


Figure 6: Desktop default UI

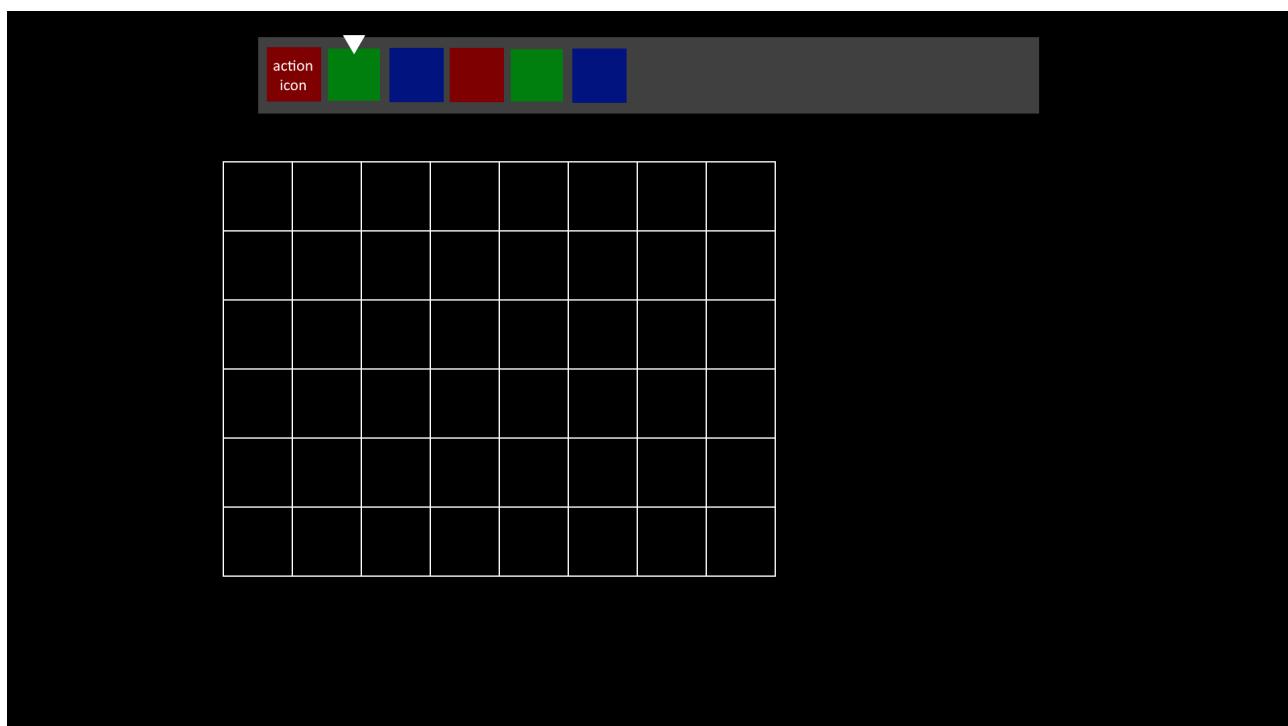


Figure 7: Desktop UI during turn execution

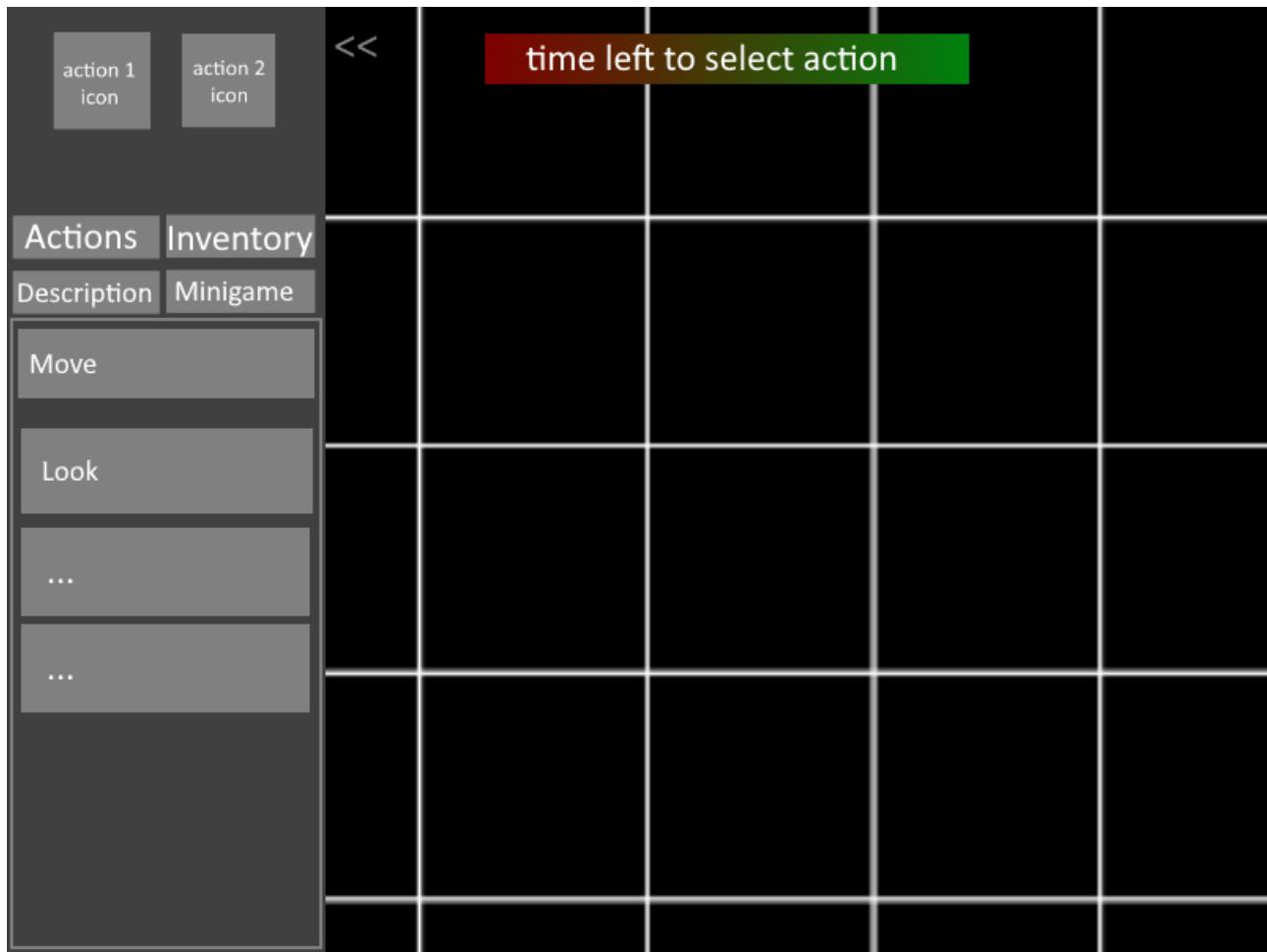


Figure 8: Mobile default UI

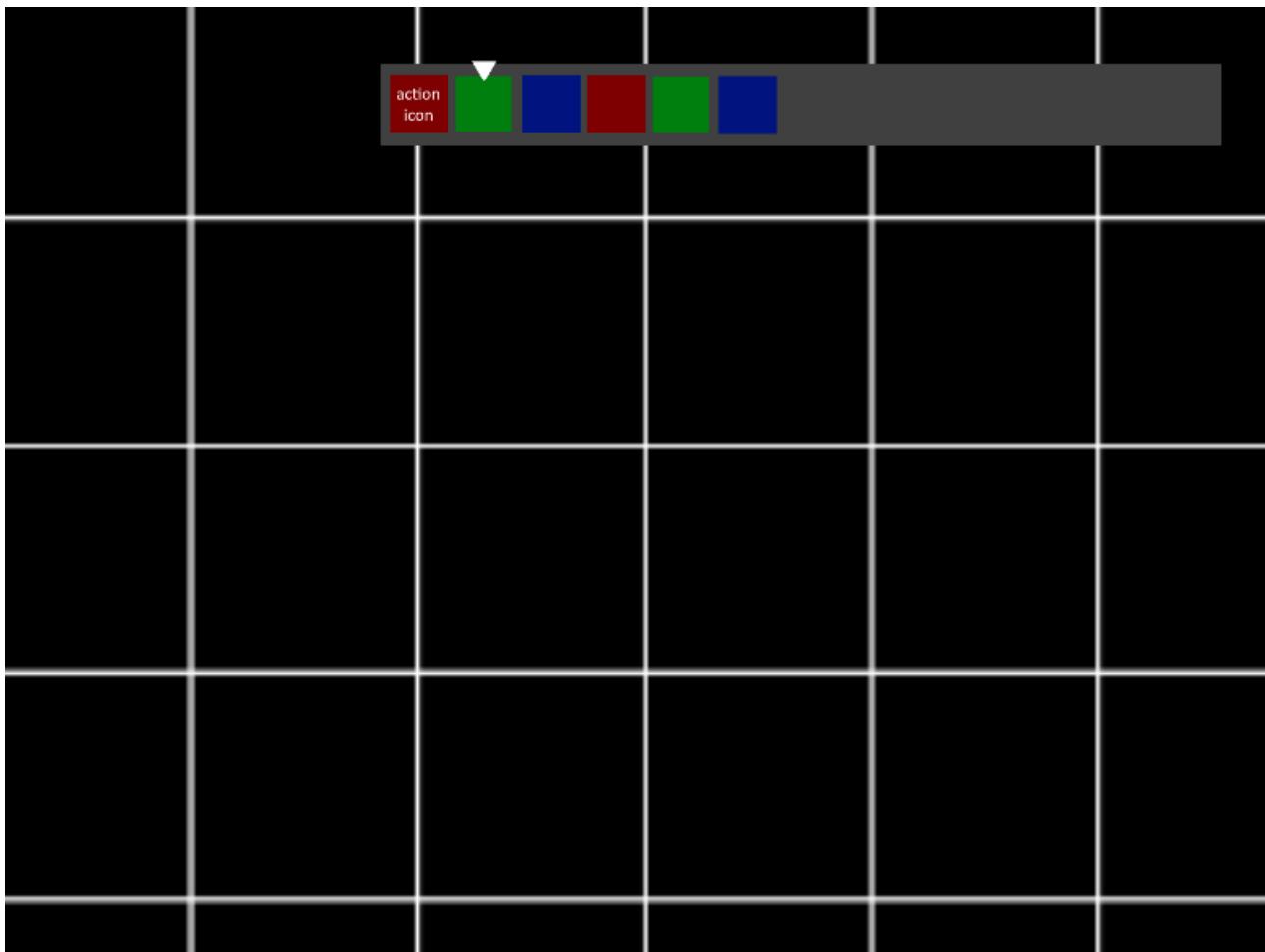


Figure 9: Mobile UI during turn execution



4.3.3 Rules

If a player dies all his equipment (including, eventually, the Broom) is dropped in the floor of his current room. The first player to enter the room automatically takes all the equipment. If the player was killed by another player, all his equipment is transferred to the killer.

4.3.4 Winning conditions

In all the game modes the prerequisite to win is always having the Magic Broom. More detailed description in **Game Modes** section.

4.4 Game Modes

4.4.1 Standard

A FreeForAll Mode with a single Winner. All the Characters start in the Entrance; they must find the Magic Broom and then reach the Exit Room.

Victory Conditions Only the Player whose Character enters the Exit Room while holding the Magic Broom will win.

4.4.2 Teams

The Players are split into 2 even Teams of up to 4 Players each, or 4 Teams of 2 Players, all the Characters start in the Entrance.

Victory Conditions All the Players in a Team win as soon as one of the Team's Characters reaches the Exit Room while holding the Magic Broom.

4.4.3 Guards

Players are split in Scavengers Team and Guards Team. There are 1-2 Guards (To be tested), the remaining Players are Scavengers. The Scavengers play as a Team in the Teams Game Mode. Each Player in the Guards team at the beginning of the game can choose any Room, look what it and its adjacent Rooms are; then choose one of those Rooms; his Character will start from that Room. The Guards Players also know where the other Guards are starting, but don't know the type of their Room.

Victory Conditions All the Players in the Scavengers Team win as soon as one of that Team's Characters reaches the Exit Room while holding the Magic Broom. All the players in the Guards Team win as soon as all the players in the Scavengers Team are Killed.



4.5 Game Mechanics

4.5.1 Equipment

Dagger When held by a Character, adds the Thrust Action to that Character's Actions Pool.

Fake Broom The Player will not be able to tell it isn't the real Magic Broom. Its fakeness is only revealed when:

- The Character holding it gets Injured, as the real Magic Broom would teleport away.
- The Character holding it reaches the Exit Room

Magic Broom Prerequisite to win the game in any Game Mode.

4.5.2 Rooms

Check the Statuses section for an in-depth explanation of individual puzzles. Check the Puzzles section for an in-depth explanation of individual puzzles.

Empty The Empty Room is an empty room. Nothing happens when a Character enters in it.

Entrance The entrance is an Empty Room where everyone starts.

Exit The exit is an Empty Room players have to reach after they find the Broom. The victory conditions are further explained in the **Game Modes** Section.

For the puzzles description, look at the **Puzzles** section.

Death The Death Room is the most dangerous one.

- This Room's Puzzle is **Bullet Hell**.
- If the Player succeeds in the Minigame, his Character is **Injured**.
- If the Player fails in the Minigame, his Character is **Dead**.

Portal This room was used for testing teleportation technologies by the Ancients. However it's unstable and hard to predict.

- This Room's Puzzle is **Connect the Light**.
- If the Player succeeds in the Minigame, his Character is **Teleported** to a Room of his choice.
- If the Player fails in the Minigame, his Character is **Teleported** to a randomly chosen Room.

Gear This mechanical Room controls the movement of the Rooms in the Facility.

- This Room's Puzzle is **Connect the Gears**.
- If the Player succeeds in the Minigame, he can move the Rooms in the line of this Room along one axis.



Brooms Depot This Room is the key to deceive your opponents. It will add fake Brooms to the environment.

- This Room's Puzzle is **Jigsaw**.
- If the Player succeeds in the Minigame, fake Brooms are spawned in random Rooms and this Room becomes **Empty**.

Mine (OFF) The first one entering this Room can prepare a nice explodey trap.

- This Room's Puzzle is **Electrolyzer**.
- If the Player succeeds in the Minigame, this Room becomes **Mine (ON)**.

Mine (ON)

- This Room's Puzzle is **Precise movement**.
- If the Player fails in the Minigame, his Character is **Injured** and this Room becomes **Mine (OFF)**.

Trap (OFF) The first one entering this Room can prepare a nice but less explodey trap.

- This Room's Puzzle is **Decryptor**.
- If the Player succeeds in the Minigame, this Room becomes **Trap (ON)**.

Trap (ON)

- This Room's Puzzle is **Hacker**.
- If the Player fails in the Minigame, his Character is **Trapped** and this Room becomes **Trap (OFF)**.

Bomb

- This Room's Puzzle is **Hangman**.
- If the Player fails in the Minigame, his Character is **Injured** and this Room becomes **Empty**.

Soundproof Shhh.

- This Room prevents Sound from going out of it.

Camera

- This Room's Puzzle is **Connect the Cables**.
- If the Player succeeds in the Minigame, he can select a Room and look into it.



Drone Have you noticed those strange mosquitoes flying around the Facility?

- This Room's Puzzle is **Invert Tiles**.
- This room spawns an associated Drone in a random Room at the beginning of the Match.
- If the Player succeeds in the Minigame, he will know the location of the Drone. For the next turn he gets access to the **Move (Drone)**, **Look (Drone)** and **Shoot (Drone)** actions.
- If the Player fails in the Minigame, the Drone associated with this Room will mark his Character as an enemy, and Injure him should he enter that Drone's same Room.

EMP

- This Room's Puzzle is **Hanoi Tower**.
- If the Player succeeds in the Minigame, all the positive effects of other Rooms don't activate this turn.
- If the Player fails in the Minigame, the positive effect of the next Room he enters doesn't activate.

Antiques This stuff looks ancient even by the Ancients' standard... Are those arrowslits I see on the wall?

- This Room's Puzzle is **Tiles Path**.
- If the Player succeeds in the Minigame, his Character gets a **Dagger**.
- If the Player fails in the Minigame, his Character is **Injured**.

Boulder Quiz time: why is there a flattened Bandicoot on the floor?

- This Room's Puzzle is **Rythm**.
- When a Character is in the room a **Boulder** spawns and starts rolling in the direction that Character came from, one Room per turn. Any Character in the same Room as the Boulder is **Injured**.
- If the Player succeeds in the Minigame, he avoids the Boulder.

Medical

- This Room's Puzzle is **Precise movement**.
- If the Player succeeds in the Minigame, his Character is **Healed**.
- If the Player fails in the Minigame, this Room becomes **Empty**.

Laser O'Canada

- This Room's Puzzle is **Mousehou**.
- If the Player fails in the Minigame, his Character is **Injured**.



Retro Gaming What's this strange square-ish trash of a display?

- This Room's Puzzle is **Cheater!**.
- If the Player succeeds in the Minigame, his Character is **Happy**.
- If the Player fails in the Minigame, his Character is **Depressed**.

Gravity

- This Room's Puzzle is **Sokoban**.
- If the Player succeeds in the Minigame, all the other Characters are moved to a random adjacent Room.
- If the Player fails in the Minigame, his Character is moved to a random adjacent Room..

Dark

- When a Character is in the room, he is **Blinded**.

Pact Bound by oath, you swear a pact with another player.

- When two Characters are in this Room the players can form a **Pact**.

Mind

- This Room's Puzzle is **Hangman**.
- If the Player succeeds in the Minigame, he can choose another Player's Character and choose an action it will perform as first action in the next round.
- If the Player fails in the Minigame, the targeted Player can choose an action for his Character, which it will perform as first action in the next round.

Vending Machine

- This Room's Puzzle is **Slippery Sokoban**.
- If the Player succeeds in the Minigame, his Character gets a **random positive status**.
- If the Player fails in the Minigame, his Character gets a **random negative status**.

4.5.3 Puzzles

Jigsaw Recompose a randomly split figure or object from its pieces
(e.g.<https://www.youtube.com/watch?v=ks3vbiCSmKI>)

Connect the Cables In a square grid, with an entrance point and an exit point, the Player has to arrange cables or tubes in order to let a liquid move from the entrance to the exit.

Connect the Gears In a level with pre-defined pivot points, a starting pivot and an ending pivot, the Player has to arrange gears in order to transfer energy from the starting pivot to the ending one, connecting the gears so they make the next one rotate all the way to the gear on the ending pivot.

Connect the Light In a level with pre-defined prisms, a laser origin and a laser sensor, the Player has to rotate the prisms in order to make the laser reach the sensor through multiple bounces.

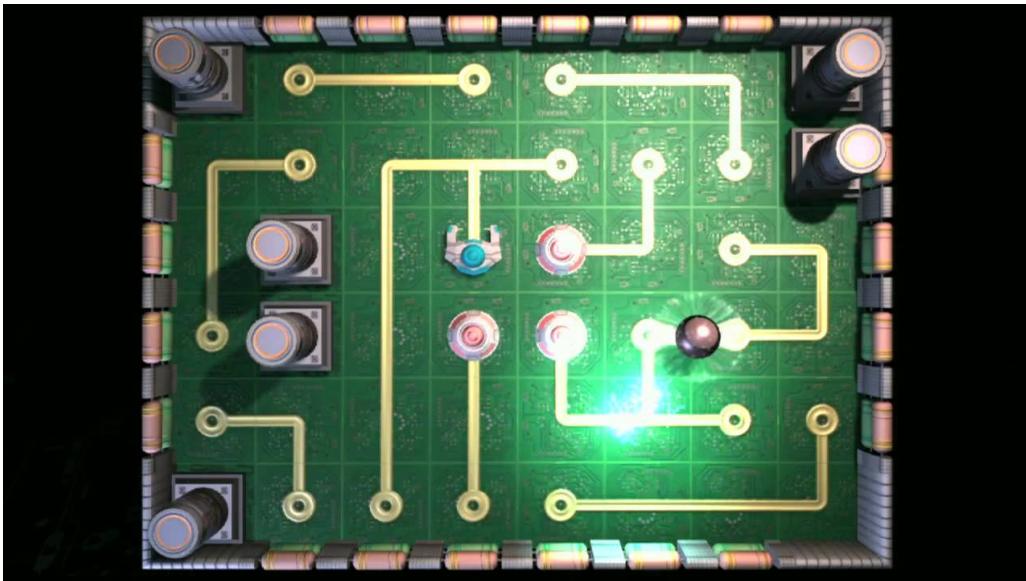
Electrolyzer From Ratchet and Clank, (<https://ratchetandclank.fandom.com/wiki/Electrolyzer>), rotate the bridges to let electric orbs access them, until all electric orbs reached a bridge.



Hacker From Ratchet and Clank, (<https://ratchetandclank.fandom.com/wiki/Hacker>) rotate a platform, destroy red things before they reach the outer circle.



Decryptor From Rachet and Clank, connect circuits by moving the ball so that it connects two isolated parts of the circuit. Let electric orbs flow to the end of the circuit.



Rythm A quick rythm game section; press certain buttons within a time treshold.

Bullet hell A quick bullet hell section; avoid the projectiles until the timer expires with a proxy character controlled by directional arrows.

Mousehou Similar to the previous one; instead of moving a proxy, the cursor itself has to avoid laser beams.

Precise movement Inspired from Kingdom Come: Deliverance's lockpicking minigame, find the "sweet spot" of a rotating circle, then follow that sweet spot as the circle rotates 360°.



Sokoban classic sokoban/pokémon cave puzzle style, move boulders to open your way from the entrance to the exit



Slippery sokoban Pokémon frozen floor style puzzle, find the correct order of movements from the entrance to reach the exit while sliding on the floor until an obstacle is met.



Hangman Classic hangman with letters attempts.

Hanoi Tower Move the entire stack of unordered disks onto the last rod while sorting them from biggest to smallest.

Invert tiles Given a sequence of tiles, some on and some other off, changing the state of a platform changes the state for all its adjacent platforms. The game is won when all platforms are active. See Spyro's Spring Idols puzzle (<https://www.youtube.com/watch?v=SGbjVeWdqms>)



Tiles Path Given a sequence of tiles and a grid of tiles with a token to move through in 2 axis, the Player has to move the token on tiles that follow the given sequence. (See Hype: The Time Quest's Brigand's Hideout minigame, Path of Exile's minigame in The Lord's Labyrinth



Cheater! Different titles for old games appear one after another. The play has to insert a valid cheat code for each of those games.



4.5.4 Statuses

4.5.5 Life related

Injured If the Character receives the Injured status once more, it becomes Killed. If the Character held the Magic Broom upon receiving this status, it teleports to an random unoccupied room. If the Character held a fake Broom upon receiving this status, it is revealed as fake.

Killed The Character is out of the game, can perform no actions. All its held items are dropped in the current Room. If the Character held the Magic Broom upon receiving this status, it teleports to an random unoccupied room.

4.5.6 Actions related

Trapped The Character cannot perform the Move Action.

Blinded The Character cannot perform the Look Action.

Weakened The Character cannot perform the Push or Thrust Action.

Happy The Character obtains an extra turn in which it can perform a single Action. Cannot choose Actions which result in any Character moving to a different Room.

Depressed The Character can perform a single Action instead of two.

Empowered When the Character performs an Action which involves choosing an adjacent Room, second-adjacent Rooms can be chosen as well.

Lucky The Character will not be affected by negative effects of a failed Minigame.



4.6 Achievements and Prizes

Note: "Kill a Character" means causing a Character death by:

- Killing it directly.
- Having it killed by a Mine (Active) Room set by yourself.
- Pushing it in a Death Room.
- Having it killed by a Rolling Rock triggered by yourself.
- Having a Drone kill it after designating that Character as Target for that Drone.

The game will have Achievements and Prizes. Both grant a Steam Achievement to the player's Steam account the first time they're earned. Achievements can only be earned once and will grant a large amount of in-game currency once earned. Prizes can be earned multiple times, and each time grant a small amount of in-game currency.

4.6.1 Achievements

White Death Kill a total of 259 Characters.

Säkkijärven Polka Turn a total of 1941 Mine (Active) Rooms into Mine (Inactive) Rooms.

Mercator Reveal the entirety of the Rooms a total of 1512 times.

Good old Games Win the Gaming Room a total of 2008 times.

Rutabaga Have your Character survive a Rolling Rock a total of 7 times

Woah! Have your Character Killed by a Rolling Rock triggered from yourself a total of 7 times.

4.6.2 Prizes

Reaper Kill all the other Characters in a Free For All Match.

Slaughter Win a Team Match by having the entirety of the enemy Team Killed.

United Win a Team Match with no losses in your Team.

Sly Win a match being the last Character alive.

Cartographer Reveal the entirety of the Rooms.

Backstab Kill a Character who has previously Healed your Character.

Terminator Kill a Character targeting him with a Drone.

Collateral Have your Character Killed by a Drone connected to a Drone Room after you failed its minigame.



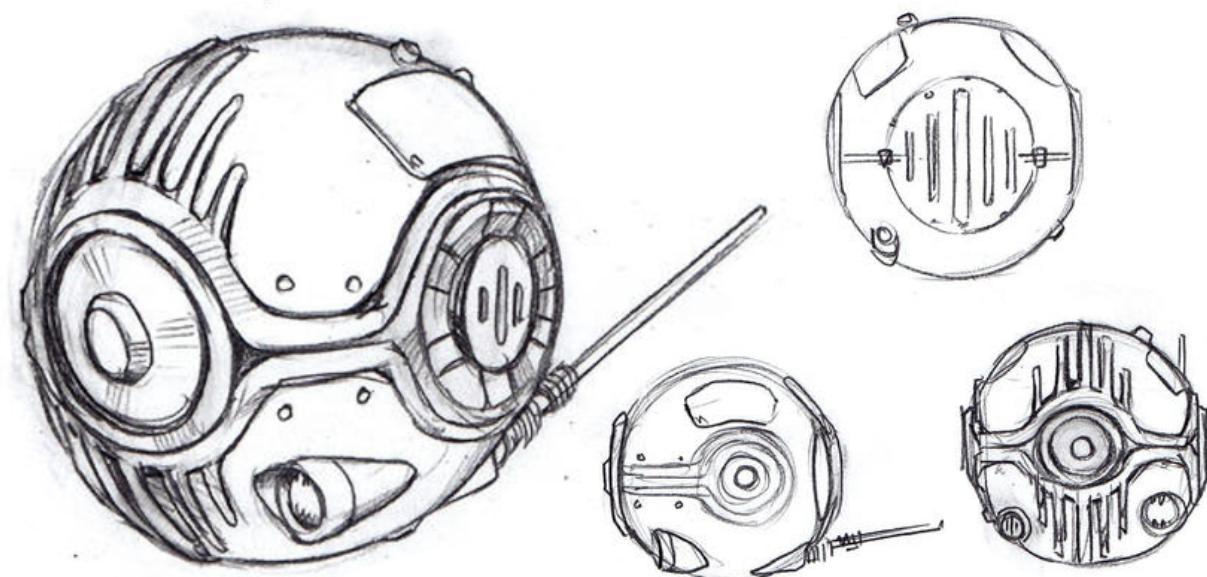
5 Game Characters

Each player can choose a class to give to their avatar, each with a special ability to use during the game. Those avatars can be customized with hats and clothes, which come in the form of microtransactions..

There are 4 classes:

- (Fake) Altruists
- Mighty Men
- Ninjas
- Persuaders

Moreover, there is only one NPC (The Drone) that is controllable by the player that solves the Drone room.



5.1 (Fake) Altruist

The category of altruists is the least widespread among the descendants of Alexandria 51. In a government based on prevailing over others, altruists are the classic good-hearted heroes who help others only to see them happy ... or at least, that is what they want you to believe! They are very devious people, trying to take advantage of their fake grace. Helping the enemy is part of their strategy. You can be sure they will betray your trust when you least expect it!

The altruist shows up as an esteemed and respectable person, of the upper middle class. A tender face that hides a cruel personality.



Their in-game special ability is "*Spontaneous Help*":

- Once per game you can **Heal** a damaged enemy as an extra free-cost action. The enemy, however, is **Trapped** for the next turn.

5.2 Mighty Man

Alexandria 51 was full of these subjects. A lethal combination of organized crime, physical prowess and... stupidity. Their passion for the gym, the cybernetic advanced arms, the number of tattoos and scars represent the main hallmark of this category, as well as obviously their limited intellectual ability.

Why are they so stupid? It is the high price to pay for Alexandria's technological progress (and it is also a very effective cliché)!



Their special ability is "*Show off your muscles*":

- Once per game you can choose to be **Empowered** but you will be **Weakened** for the next 2 turns.



5.3 Ninja

The Ninja category is only mastered by the valiant Alexandrians of the Okada dynasty. Ninja arts have been handed down for generations, but with the rapid technological advancement in Alexandria their power has become less and less influential in society.

Ninjas have their greatest ability in the speed of execution, which often saves them from disastrous situations. They know they are cool, but no one admires them anymore. Their goal is to be full of admirers again to obtain the respect and gratitude they deserve.

Their special ability is "*Tryharding*":

- Once per game you can choose to have immediately the positive effect of the next Room visited (automatically winning the Puzzle).



5.4 Persuader

The policy of Alexandria 51 was based on the persuaders. It is the real reason that led the city to rapid technological advancement. Cynical and ruthless, they do not look anyone in the face. They take advantage of the weakest to gain immediate benefit. They would be able to extract every little and confidential information from you and then use it against you. They are real strategists... albeit not too tall.

Their special ability is "*Politician*":

- Once per game you can chose a Character in your Room or an adjacent Room. The Player who owns that character will be forced to use the **Speak** action as a second action for the next turn, and share information about 2 Rooms he knows.





6 Story

6.1 Synopsis

Alexandria 51 was a thriving and technologically advanced city before a great war reduced it to a ghost town. You are one of the scavengers roaming in Alexandria's 51 ruins trying to find the mysterious artifact which caused the rapid technological progress of the city. You finally reached the core building of the city and try to get inside it. A trap is activated, and an extreme bright light blinds you and your fellow criminals. For a few moments you can see the magical artifact, but now you are stuck inside the building and you have to find the artifact and get out.

6.2 Complete story

Within a world of science and technology, Alexandria 51 was the peak in terms of innovations and research. Alas, torn to pieces after a great war, only the rests of the buildings remain as witnesses for this sorrowful loss for humanity... except for greedy scavengers that still wander in what remains of the ghost town.

Legend has it that a secretive government was hiding the truth about its unprecedented technological advancement: a magical broom deeply hidden within a highly protected safehouse, located just near the outskirts of the city.

You are one of the scavengers roaming in these lands and together with your fellow criminal companions, you are finally able to find the legendary place. Everything around it is beyond repair, but something still stands, so it's worth checking out: who knows if the wondrous artifact could still be hidden somewhere inside?

Finally, you are able to reach what appears to be the core of the building: a reinforced case, made of an extremely hard material is keeping something protected inside of it but you aren't able to tell exactly what. Greed is tempting, so you all reach out for it and try to open the case: suddenly, you are all blinded by an extreme light. While your eyes recover, you catch a glimpse of a flying broom, surrounded by a mystic aura: "Is that what we were looking for?" Suddenly the ground shakes, with sound of thunder the ancient traps built to keep the broom inside activated around the unaware scavengers.

Nonetheless, everyone looks blinded by greed, shoving and pushing everything in the attempt to reach the magical artifact. Are you going to be the one who catches it? Or will you perish in the crumbling ruins?

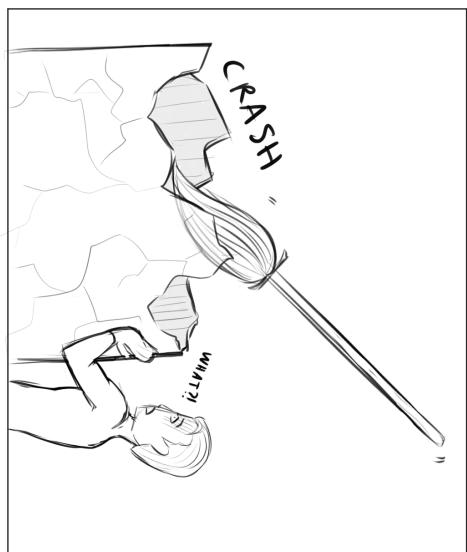
6.3 Narrative devices

The story will be told visually, using a cut-scene when registering into the game, before choosing your avatar class.

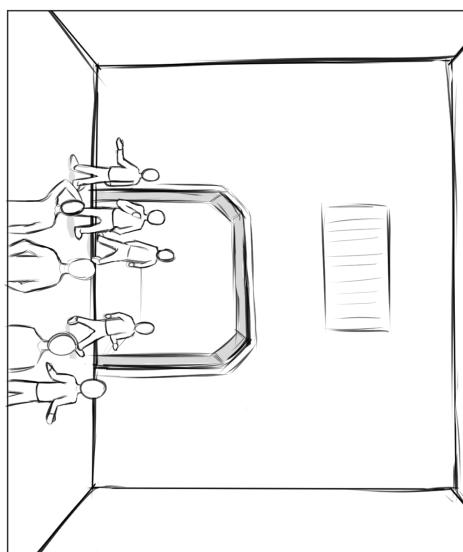


6.4 Story Board

Suddenly, the Broom "feels" that, after many years, finally new people have come to redeem her as their new owners. She won't accept to be grabbed without a challenge, so she breaks the case and activates the alarm.



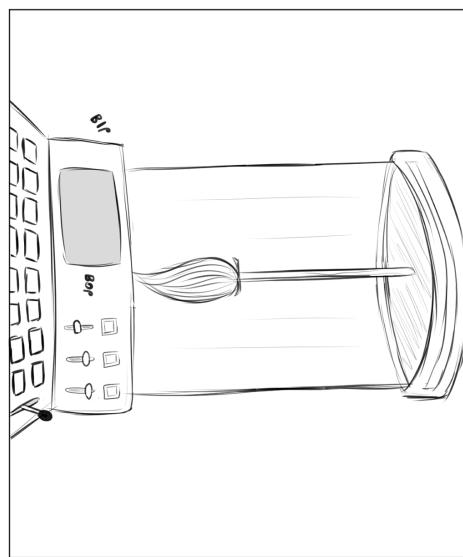
Camera tilts down to show the group of scavengers that finally reached the most inner part of the secret laboratory. They are amazed and astonished as they enter the fabled room of the Broom.



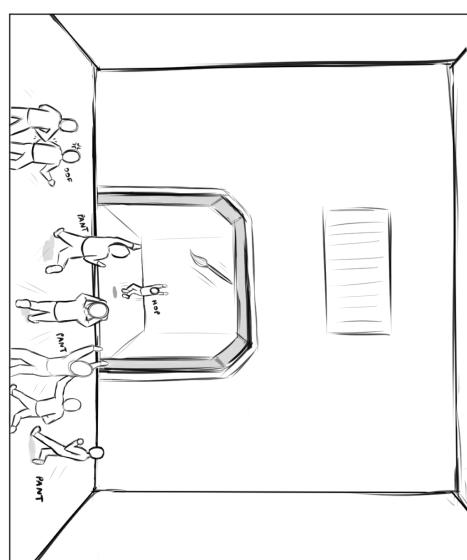
Camera zooms out to show the scavengers reacting to the event: some are angry at the dude who seemingly activated the alarm, some are amazed by the Broom and others in shock.



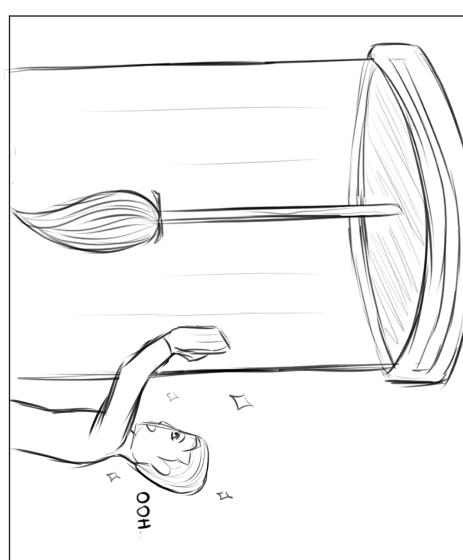
Camera pans around to show what the group was looking at: the magical broom is still intact and brimming with power, protected by some kind of glass case.



But the power of the Broom is too enticing to care about the emotions; camera pans to show that every scavenger has almost become feral, with only one thing in mind: getting the Broom at every cost.



Camera zooms in as one of the greediest scavengers approaches the case, touching it and foretelling the power that the Broom possesses.





7 Media List

Group	Media Type	Description
Menu	Image	<ul style="list-style-type: none">• Screen background• Title Image• Cursor sprite• Character icon• Achievement icon• Loading Image• Loading Icon
In Game	Image	<ul style="list-style-type: none">• In-game level structure• Button• Broom Sprite• Dagger Sprite• Empty Room Sprite• Entrance Room Sprite• Exit Room Sprite• Death Room Sprite• Portal Room Sprite• Gear Room Sprite• Brooms Deposit Room Sprite• Mine (OFF) Room Sprite• Mine (ON) Room Sprite• Trap (OFF) Room Sprite• Trap (ON) Room Sprite• Bomb Room Sprite• Soundproof Room Sprite• Camera Room Sprite• Drone Room Sprite• EMP Room Sprite• Antiques Room Sprite



In Game	Image	<ul style="list-style-type: none">• Boulder Room Sprite• Medical Room Sprite• Laser Room Sprite• Empty Room Sprite• Retro Gaming Room Sprite• Gravity Room Sprite• Dark Room Sprite• Pact Room Sprite• Mind Room Sprite• Vending Machine Room Sprite• Victory Screen• Defeat Screen
Characters	Image	<ul style="list-style-type: none">• Fake Altruist Sprite• Mighty Man Sprite• Ninja Sprite• Persuader Sprite• Drone Sprite
Puzzles	Image	<ul style="list-style-type: none">• <i>Jigsaw</i> pieces tileset• <i>Jigsaw</i> background• <i>Jigsaw</i> box conteiner• <i>Connect tubes</i> tileset of tubes• <i>Connect tubes</i> background• <i>Connect tubes</i> box cointainer• <i>Connect gears</i> tileset of gears• <i>Connect gears</i> background• <i>Connect gears</i> box cointainer• <i>Connect lights</i> background• <i>Connect lights</i> box cointainer• <i>Electrolizer</i> connectors• <i>Electrolizer</i> background



Puzzles	Image	<ul style="list-style-type: none">• Hacker "red" blocks• Hacker background• Decryptor connector 1• Decryptor connector 2• Decryptor point• Decryptor background• Rythm button to be pressed• Rythm background• Bullet hell bullet• Bullet hell background• Precise movement spot• Precise movement locket• Precise movement background• Sokoban rock• Sokoban obstable• Sokoban background• Slippery Sokoban n* rocks• Slippery Sokoban n* buttons• Slippery Sokoban obstable• Slippery Sokoban background• Hangman body• Hangman background• Hanoi Tower n * circle• Hanoi Tower shaft• Hanoi Tower background• Invert Tiles tileset• Invert Tiles box container• Invert Tiles background• Tiles Path tileset• Tiles Path box container• Tiles Path background
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HUD	Image	<ul style="list-style-type: none">• Status Icon• Normal Status Icon• Injured Status Icon• Killed Status Icon• Trapped Status Icon• Blinded Status Icon• Happy Status Icon• Depressed Status Icon• Weakened Status Icon• Empowered Status Icon• Lucky Status Icon• Action Icon• Move Icon• Look Icon• Heal Icon• Push Icon• Speak Icon• Thrust Icon• Weapon Icon• Special Action Icon
SFX	Sound	<ul style="list-style-type: none">• Menu's Music• In-game's Music• Jigsaw puzzle Music• Connect tubes puzzle Music• Connect gears puzzle Music• Connect lights puzzle Music• Electrolizer puzzle Music• Hacker puzzle Music• Decryptor puzzle Music• Rythm puzzle Music



SFX	Sound	<ul style="list-style-type: none">• Bullet hell puzzle Music• Precise movement puzzle Music• Sokoban puzzle Music• Slippery Sokoban puzzle Music• Hangman puzzle Music• Hanoi Tower puzzle Music• Invert Tiles puzzle Music• Tiles Path puzzle Music• Injured sound effect• Killed sound effect• Empty Room sound effect• Entrance Room sound effect• Exit Room sound effect• Death Room sound effect• Portal Room sound effect• Gear Room sound effect• Brooms Deposit Room sound effect• Mine (OFF) Room sound effect• Mine (ON) Room sound effect• Trap (OFF) Room sound effect• Trap (ON) Room sound effect• Bomb Room sound effect• Soundproof Room sound effect• Camera Room sound effect• Drone Room sound effect• EMP Room sound effect• Antiques Room sound effect• Boulder Room sound effect• Medical Room sound effect• Laser Room sound effect
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SFX	Sound	<ul style="list-style-type: none">• Empty Room sound effect• Retro Gaming Room sound effect• Gravity Room sound effect• Dark Room sound effect• Pact Room sound effect• Mind Room sound effect• Vending Machine Room sound effect
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8 Prototype

8.1 Implemented mechanics, features and rules

In the prototype there will be a placeholder screen to connect to the prototype game server, bypassing any matchmaking that will be in the final version of the game.

There will also be the possibility to test individual minigames offline without an ongoing match.

We will have a functional interface and scene for the 3 main phases of the game (action choice, action execution, minigame phase). However not all rooms and minigames will be implemented.

Only the Standard Game Mode will be implemented, with its victory conditions. From there other modes can be easily simulated without their rules being forced by the game, as long as the involved testers play accordingly to other modes rules.

Minigames

- Tiles Path
- Invet Tiles
- Connect Lights
- Connect Cables

Rooms

- Empty
- Entrance
- Exit
- Broom Depot
- Mine (ON)
- Mine (OFF)
- Gear
- Soundproof
- Medical

With all the actions and items related to the listed Rooms. If enough time is left, we will add the different Classes to check their balance in a real match.



8.2 Testing only "cheats"

For testing purposes, there will be some old-school cheat codes.

Codes

- Allow the players to bypass a minigame and force the application of either the negative or the positive effect of the room they're in.
- Teleport to a specific Room by coordinate in the grid
- Change the type of a Room at specific coordinates in the grid
- Add or remove a status from a Character
- Add or remove an item from a Character