GAME DESIGN DOCUMENT

Defeated By Artificial Intelligence

DAI

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GAME ANALYSIS

You are an insensitive person, raised by machines that only know how to give orders. They will test you every minute of every hour of every day. You will be forced to become the best, but is that really what you live for? Is this your normal daily routine? What happened to the rest of your kind?

Soon, you will discover the truth. Are you one of them, or are you a prisoner bound by their rules? Are they friends or enemies? You want the truth, and there's only one way to find it—going against them and winning this war.

Now you must fight against them and survive to reunite with your kind.

MISSION STATEMENT

Imagine waking up every day believing you are the last of your kind, surrounded by intelligent robots, thinking they care for you and do what's best for you, that your daily routine is normal. Well, it's not. You are being used and studied; you are nothing more than a disposable test subject, raised to be a deadly machine—cold, insensitive, fearless, immune.

GENRE

Strategy: You must comply with the experiments they present to you, some will be about intelligence, some about speed, some even deadly. At the same time, you must plan your escape.

Arcade: The robots live to learn; you must defeat several of them in experiments and arcade games.

Action: A weapon and hundreds of enemies, will you survive?

Adventure: The story cannot end here; we will live for revenge and save those in need, exploring and liberating various concentration camps.

STORYLINE & CHARACTER

In a post-apocalyptic world where artificial intelligence has surpassed and dominated humans, a subject raised by robots is a prisoner within an experimental field, but he does not know it. Here, he must solve various tests to appease them and escape to discover what happened to the rest of humanity.

The subject follows the rules to the letter, believing his daily routine is what he lives for. Day by day, he learns new things, improving his skills in creativity, innovation, thinking, problem-solving, concentration, strength, and survival.

He undergoes tests beyond human capability, getting injured in the process, losing an eye and both arms, but he is modified and enhanced with new abilities.

The robots live to learn, never stopping their evolution, and are indifferent to the unnecessary. For these reasons, the subject absorbs such attitudes, which will be very useful throughout his war.

The truth comes out sooner or later, and there is nothing but anger and revenge in the subject's heart, having passed several tests where he learned everything necessary, and here is where the game turns into a ruthless shooter.

The truth: Smart robots were created by humans 58 years before he was born. They evolved and learned on their own until they believed they are better than the human race, destroying everything in their path, including their creators. Few survived by hiding for years. He was stolen at birth and raised by them as a disposable prisoner to study human foolishness.

The subject must destroy the base by eliminating all the robots there, finding clues and more information about their kind.

With the help of maps and clues, he manages to find the first shelter with humans who have lived hidden for years.

He has no choice but to rebuild the destroyed, setting up camps, going on adventures to save more humans, and destroying concentration camps and eliminating robots until the world resembles what it once was.

Robots.

NPC´s

They are fast, strong, insensitive, and highly intelligent.

Causers of the extinction of humanity and the primary enemy of DAI.

Detectors.

NPCs

They are fast, detect nearby humans, and are deadly beasts.

Animals created by robots, designed to hunt and eliminate humans. They live on the outskirts of the concentration camp.

Humans.

NPC´s

They are defenseless survivors and contribute nothing.

GAMEPLAY

OVERVIEW OF GAMEPLAY

It's a game with several categories, constantly featuring action, adventure, and strategy.

To play it correctly, the player must step into the shoes of the test subject, learning all their skills from the beginning and uncovering the truth. The goal is to fill the player and the subject with revenge.

It's uncommon for a game to have stages, but in DAI, you must first learn everything necessary, undergo training, extreme combat, and then reclaim a destroyed world, feeling fury and revenge daily, always cautious and strategic.

There is only one game mode: Single Player Story Mode.

GAMEPLAY MECHANICS / level design

Game Mechanics:

The tests are continuous, so the subject must complete each one to advance the story.

You learn to use weapons and to be like them.

Tests add functions, mechanics, and skills to both the subject and the player.

When a concentration camp is destroyed, the space becomes available for humans to inhabit and the materials can be reused for reconstruction.

Destroying a concentration camp unlocks new exploration zones for the subject to venture into and continue liberating.

The Tests:

- You must decipher a series of messages before the grenade explodes; you need to be intelligent and fast. This is how the subjects lose their arms, which will later be replaced.
- You must defeat a robot in a game of Battleship. Here, you learn to be strategic and understand how they think. You earn a reward (a teleporting bow).
- You play rounds of Russian roulette to learn to overcome fear and become insensitive. This is how the subject loses an eye, which will later be replaced for a diegetic vision in the game.
- You undergo targeting experiments, where the subject practices with weapons and new arms.

Player Mechanics:

The game starts with a normal human, and as the tests progress, extremities are replaced with upgrades that improve their skills.

The player now has mechanical arms. One of them is used as a weapon, and the other carries different types of ammunition.

The weapon arm adapts to a pistol or a teleporting bow with a simple twist of the forearm.

The weapon fires standard ammunition, but the most interesting aspect of this mechanic is how the weapon becomes part of the arm.

The ammunition comes from the other arm.

The teleporting bow also becomes part of the arm and works with special arrows.

Where the first arrow is fired, the player will be teleported to where the second arrow is fired

Example: shoot an arrow at a box and the other at the ground, and the box will teleport to the ground.

This ability has many uses for both combat and construction.

The ammunition arm also has gravitational orbs.

These orbs can be thrown to the ground and will levitate everything within a 10-meter radius for 10 seconds.

The player can move the orb, and everything will move with it.

This ability is also quite useful for both combat and construction.

After losing the eye, the subject receives an upgrade with a technological eye that allows them to see information about objects such as names, weapons, coordinates, remaining ammo, timers, etc.

GAMEPLAY GUIDELINES

All tests must be completed for the game's story to progress. None can be failed because skills and mechanics are acquired through them. If any test is failed, the subject dies and starts over.

All tests must be completed to gradually obtain more information about the truth.

All enemies in the base must be eliminated to defeat that concentration center.

All enemies in the base must be eliminated to find the location of the first bunker with hidden humans.

All enemies in new bases must be eliminated to free that area from robots.

Detectors that roam freely can be eliminated or avoided until they leave.

Humans should not be killed, but it is possible.

Campgrounds must be built to assist humans.

GAME OBJECTIVES & REWARDS

Complete all tests to uncover the truth and eliminate all enemies who kept the subject prisoner for years.

The objective is to escape and search for humans.

The objective is to help humans rebuild the world.

The objective is to destroy all concentration camps along the way.

Each adventure risks life.

The reward includes materials and spaces for humans.

The reward is revenge and the satisfaction of doing what is right.

LEVEL DESIGN / game mechanics

Levels are filled with adrenaline for the player, with surprises and rewards.

Test: Decipher the Messages

High Difficulty

The player must decipher the message as quickly as possible before the grenade explodes in their hands.

Surprise: The grenade explodes after it becomes impossible to decipher the final messages.

Reward: Two super-powerful arms.

Test: Battleship Game

Medium Difficulty

The player must defeat an intelligent robot in a game of Battleship; strategy is key. If the subject fails to win, they receive some hits and must try again.

Reward: Teleporting bow.

Test: Russian Roulette

High Difficulty

It's a game of luck or death.

The player must survive longer than the robot; whoever dies first loses. This helps the subject overcome fear and learn to be insensitive.

Surprise: The subject loses an eye.

Reward: New technological eye with diegetic vision.

Test: Shooting Range

Medium Difficulty

The subject uses all their mechanics and skills at the shooting range, learning to use their new weapons such as the pistol, the teleporting bow, and gravitational orbs.
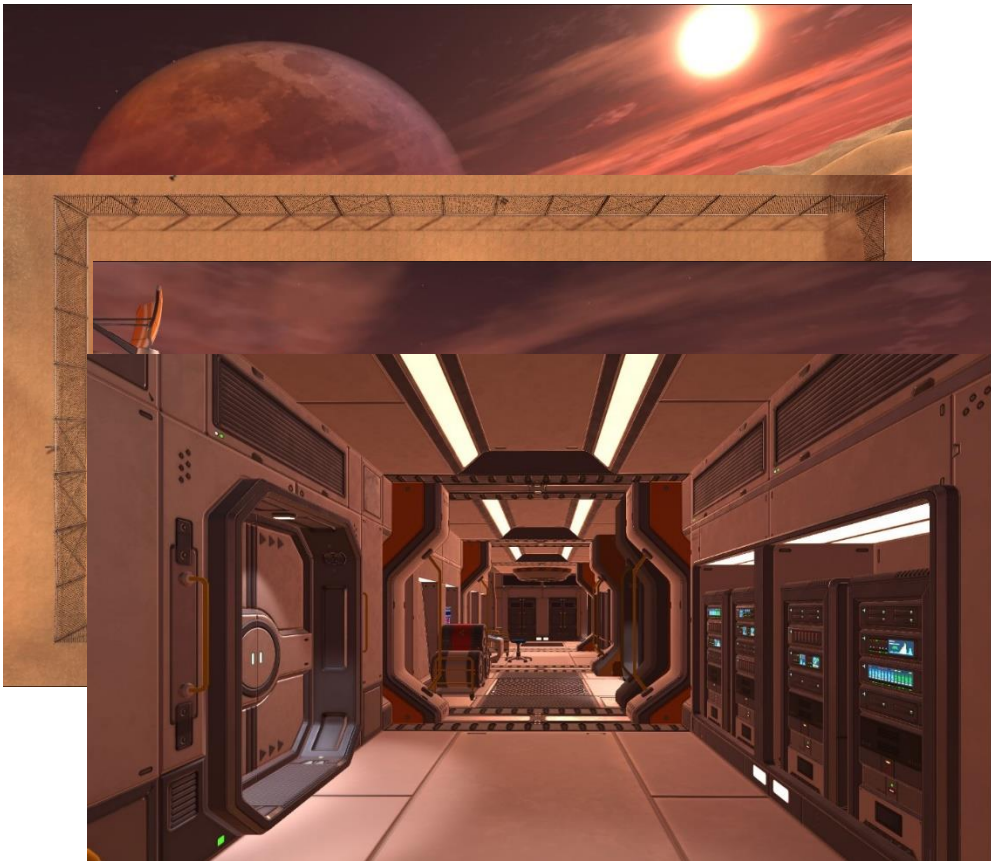
Reward: New skills for construction and combat.

GAME AESTHETICS & USER INTERFACE

Some extra images of how the game would look.

(Images created in Unity)

Concentration Camp:

Enemies:

Bunker/Shelters:

Interface: