**COMMUNIST PROGRAMMER’S PARTY**

Project Digitalization

**Technical Documentation**

Draft

**Shattered Eternity**

* **Core Concept:** Humanity's pursuit of God-like powers through "Digitalization" leads to destruction, creating a cyberpunk world.
* **Story:** Factions vie for control, and the protagonist, aligned with one, navigates this reality alongside beings born from Digitalization.
* **Inspirations:**
  + **Themes and Protagonist:** Code Geass
  + **Level Design & Environmental Storytelling:** SCARLET NEXUS
  + **Turn-Based Gameplay:** Persona series
  + **Hybrid Combat System:** The Legend of Heroes: Trails through Daybreak
  + **Art Style:** Solar Ash
* **Characters:**
  + Male protagonist: Inspired by Lelouch (Code Geass) and Joker (Persona 5)
  + Female character: Inspired by Rei Ayanami (Neon Genesis Evangelion) but with a bolder personality
* **Gameplay:**
  + **Combat:** Persona-style turn-based combat, emphasizing character positioning and camera angles. Time-based attacks removed.
  + **Exploration and environmental storytelling** will play a significant role.
* **Art Style:** 3D models reminiscent of Nintendo 64/PlayStation 1, evoking nostalgia.
* **Technical:**
  + **Game Engine:** Unity 6.0
  + **Programming Language:** C#
  + **Target Platforms:** Windows 10 and 11
* **Development Tools:**
  + Unity 6 (to be released on October 17, 2024)
  + Visual Studio Code (alongside the necessary extensions)
  + Git
  + GitHub Desktop (optional)
  + Blender 4.6
  + FL Studio 2024

**Additional Notes:**

* The team is actively developing a gameplay prototype.
* The story is being refined, focusing on environmental storytelling and the impact of Digitalization.
* The project also fulfills academic requirements.

**Key Changes Based on New Inspirations:**

* **Level Design:** The game will likely feature intricate levels with embedded narrative elements, like SCARLET NEXUS.
* **Combat:** The combat system will blend turn-based mechanics with real-time action elements, drawing inspiration from Trails through Daybreak.
* **Art Style:** The visuals will aim for a vibrant and stylized aesthetic, akin to Solar Ash.