

Marcus Kielman

CMPSC 473: Solo 12 Project Development Phase 2 Design

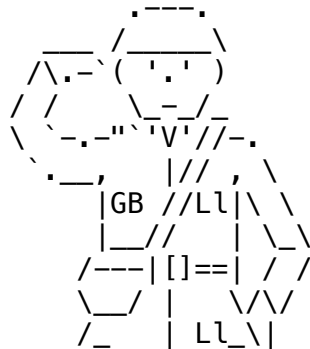
Due: April 12, 2020

- **Game Narrative:** *Bandersnatch* is played in the point of view of the player training and fighting alongside General Buckingham, who is narrating and informing the player of the progress in the game and BOS' whereabouts.
- **World Design:** The game takes place in a futuristic version of America where communication is accomplished through the Linux terminal
- **Storyline:** The game is a continuing conflict between the UN and BOS. The Player will train to defeat the S-BOS, until S-BOS suddenly controlled by the BOS. General Buckingham informs player that researchers have discovered the BOS new strengths and weaknesses being a secured file system design that can be hacked into to shut down the BOS. The Player uses this to defeat the S-BOS and the BOS, so the UN can once again bring peace to the world.

- **Backstory:** When the world first created computers and technology, a development of basic operating systems was created. Among these basic operating systems created was an evil copy of these operating systems known as the BOS. This BOS has a desire to take over the world and enslave the human race. The UN through their dedicated perseverance defeated the BOS. However, the BOS learned to adapt to the world through the various advancements in Operating Systems and continues to attack the world. With every attack the BOS makes, the UN creates a controlled copy of it called the S-BOS to use for training purposes so that soldiers can train to defeat the BOS.

- **Characters Profiles**

- **Name:** General Buckingham
 - **Description:** Prestigious soldier turned general who was the last to help in the fight against BOS. He narrates the game along with assisting the player with completing the training and the fight against the BOS.
 - **Relation to Player:** Ally
 - **Skills, talents, and abilities:**
 - Intelligence about the BOS.
 - High rank authority
 - **Physical Description:**



- **Name:** BOS
 - **Description:** Evil Operating System that has returned to take over the world
 - **Relation to Player:** Enemy

- **Skills, talents, and abilities:**
 - Same skills, talents, and abilities of the S-BOS
 - Computation of the following
 - Mass Storage
 - File Storage
 - File System and I/O Systems
 - OS Security and Protection
 - Communication between another operating system allowing control

- **Physical Description:**



- **Name:** S-BOS

- **Description:** Simulated version of the BOS that has been manipulated for training purposes. Player fights the S-BOS to learn how to defeat the BOS.
- **Relation to Player:** Neutral
- **Skills, talents, and abilities:**
 - Basic functionality of a computer
 - Computation of the following:
 - OS Structures
 - Processes
 - Threads
 - Process scheduling
 - Memory management
 - Virtual memory

- **Physical Description:**

