Midas’ Touch

*A picture containing text, outdoor, way, road

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The Torch Is What Sparked the Fire in Their Hearts

Explore At Your Own Wish

***CE217 Assignment – Midas Touch***

This was a Game Design Assignment in which I done in University in which I was graded 77% for this assignment.

***Start Up***

After the cutscene, each player starts off left outside his assigned safehouse with a loaded silenced pistol and a 2 Door Convertible 2008 Blacked out Ford Mustang and $100 dollars. Players are then sent on their mission which is to first gather intel and pick up clues which are done to test his skills are on point and he is then tasked with the objective of getting into contact with his teammate on their whole mission Kamara Sesay. If the player fails to gather, then intel on time they are given different methods of gathering intel and hints making it easier to track down Sesay and move further along in the story. Players are given the choice of how they want to first contact Kamara whether this be through a phone call, text, and email. However, the main objective of this first starts up mission to meet Kamara in person. Players are placed in a morning setting with ongoing passing bystanders walking past and players are also able to mix in with the crowd and start driving around to get clues if they wish. The world is your oyster and now it is time for you to explore. As players set out their first task is to contact Sesay by calling a number left by the US officials in which you previously meet, after this call you are directed to a bar in which players must talk to people in the bar to figure out a zip code in which they must further drive to. In addition, when arrived at this safe house players must use their skills to pick lock into the back of the safe house but are once again duped and left with electrician clothes and the final zip code in which, players must infiltrate the last building and act as normal as possible and when granted access will find Sesay in a room waiting with a drink and further mission details

***Objectives***

The objective of Midas Touch is for players to go through the story and find intel and information on the secret of Midas’ Touch. Players go through the open world game following Novak Drake and the missions assigned by the US government. Players can either choose to go through these missions as quiet as a mouse or they can be as loud and flashy as possible. Players no matter what are expected to unlock the full map of New York by completing side missions such as cleaning off crime and helping at local charity centres. However, no matter what the main objective is to locate the Midas Touch and return the prized possession to the US government and regain your spot in the US Army and all can only be done at the hand of Novak Drake. In addition, players are expected to use different style of techniques to bypass, infiltrate and unlock certain aspects of items and maps. Players are expected to learn how to pickpocket, infiltrate, wear disguises, picklocks, and deceit to reach their mission objectives.

***STORY***

Backstory – Novak Drake (Playable Character)

Novak Drake is a former mercenary who was based off the war in Afghanistan, involved in the war for about 4 years and worked his rank up to Sergeant Major which was due to his quick thinking and fast action-based decision making but also taking all risks and his cold bloodedness and ruthlessness when it came to comrades and opposition alike. However due to this heavy fact was released by the us government as told was a one-man team and. Cared more about the mission rather than his teammates lives and which could’ve jeopardized the official log and image of the US army. Due to this reason, it has caused major trust issues and distrust to anything and everything around him. However, at a lost shot of redemption the us government are allowing him a mission to search for something in which they do not fathom is completely real but are willing to bank on it to still change the tide of the war but now it is up to him to try and change the war. A mission in which he is now willing to complete to feel the gap in his heart as he does not want to feel empty and useless. However, he is tasked with a team in which he has complete charge and control of however he must bring them back in one piece at the end of the mission. Unknown to him one of the people he is in charge with is a double agent and wants the treasure all to himself and plans to kill him when the treasure is found, due to him knowing the treasure actually exists and this is due to his whole family being from a background of archaeologists and been researching this treasure for years in order it to being the pearl of his national land said to be lost for years.

Narrative Story

In a far rough, muddy, and grotesque trench a young aggressive solider run through the trench, heart beating. Exhausted. He continues to pant but can’t stop, won’t stop, He hears the footsteps rather rapid, aggressive, harsh. Growls. He knows they are coming ferocious dogs waiting to bite, rip and destroy everything in their path. Terrified. He knows this could be his last day, but he can’t give up, faced with a wall he climbs and traverses holding on to dear life clinging onto every edge off rock he pulls himself knowing he must fight to see another day.

What a flashback he felt.

Feeling he is in such a similar situation, feeling his fight or flight about to kick in he fights. Knowing he must keep a low profile, he flights. Trying to keep as calm as possible, he lightly treads on the road ahead him as quiet as a mouse and as deadly as viper, he sets off looking at everyone as if nothing happened, looking at everyone as if everything is okay. Everything is not ok. Heart racing from a previous scuffle, stolen clothes. Trying to infiltrate the same building he was in he fought and stole, now posing as an electrician while a man hunt is going down, he must be as elusive as sneaky as can be to avoid any detection or suspicion. He passes one, he passes two. Thinking he is in the clear, he gasps and sighs with a relief of joy until he hears, “Where are you going?”.

Pupils Dilate.

Pulse Beats

Ready to make another ruthless decision to kill to complete his mission. He panics ready to put everything on the line. He hears “you’re going the wrong way sir, the faults with the lights are on the other side”.

“Thank you, great sir,’, he exclaimed. Knowing that another body he doesn’t have to clean up just, yet he turns around looking for any hit and hint or sense of direction he walks further but notices in the distance. The Target!

He picks up the pace, almost speed walking through the dark, dimmed lobby full of old-fashioned chairs, he tails the target from a distance not trying to let him out his sight for even a second, walking with a group of his colleagues, the target walks into a meeting room. Thinking to himself this might be the best opportunity he walks with his electricals behind them and follows them into the room after tailing them and staggers into the room after a 5-minute wait.

The room looks in a sense of confusion, unbeknown to them they weren’t expecting an electrician before a word is spoken. 4 shot dead with a silenced pistol, all done in a second, the target stuck and fumbling to spill words, Only One Question asked, “Where is the File?”. The target simply points to a briefcase across the room.

Shot dead twice in the head.

Villain – Selbstandiger Arbeiter (NPC 1)

Rich Wealthy man who wants to use the powers of the treasure for self-greed to sell to the government and high a high social standing to intricate a war to take revenge back for his country in the previous war such as Germanys reparations in WW2. Selbstandiger is a man who has no moral and no social standards, he will lie, cheat, and steal and do anything in his power to get his way. His high ambition and desire which has led to be very obnoxious and ruthless when making decisions which has been noticed by the German government and be involved in many leading investments which lead to many revolutionary advances in technology of the new world. Selbstandigers’ main aim of trying to get the Midas Touch is to get it and try use it for revenge by either trying to unlock the treasures power or selling it to implement a plan in which he could use to implement a tracking and controlling software which will be used to try and rule the world and take control of members of the United Nations and implement certain rules and laws which will make Germany the biggest powerhouse that the world has ever seen, with no signs of competition and no stopping . He wants to go down as the Greatest to ever do it and nothing will stop in his way!

Teammate/Snake – Kamara Sesay (NPC 2)

A Sierra Leonean refugee who is after the treasure based in the torch. He wants the treasure as it is known as the Blood Pearl of Africa, according to his family’s ancestorial history. Found in the wars and lost for years and years, Kamara is looking to seek the treasure for the sake of his country to provide hope and inspire the lives of the youths in sierra leone. Also, he has a secondary objective of not also being the hope but also to get Africa to be recognized as a heavy hitter in the world and feared in its power and potential, not to be looked down but looked as equals not due to colour of skin but hope of what can be. Enlisted by the US governments from prison (in which they plan to kill him no matter the outcome), he was released from prison due to his constant revolts and attempting and nearly succeeding in breaking into top notch military buildings to find out more about the treasure. Skills next to none and unmatched in prison and was enlisted to provide his services to this. Going to be killed due to the constant stress and bad press/propaganda to the US Government. Either ways he is going to be killed so he feels like it is going to be do or die mission and feels that if he gets the treasure he can flee and be free and wealthy in his country of Sierra Leone.

***Rules, Tokens and Features***

*Tokens*

The tokens in this game are: The NPCs, The Midas Touch, New York, Statue of Liberty, Boat, Civilians, Health Bar, Guns, Cars, Ammo, Enemy NPCs, Fuel, Grenades, Platforms, Health Bars, Knives, ammo crates.

*Rules*

R1 - Players are not allowed to kill teammate or the game restarts on the last saved checkpoint.

R2 - Players are not allowed to kill innocent civilians on their missions, if done so the game restarts at the last saved checkpoint.

R3 - When Player health depletes the game restarts at either the last saved checkpoint or last cutscene.

R4 - Players are not allowed to access certain parts of the map of New York unless the progress through the story.

R4 – Players cannot complete the game without completely all the story mode chapters and missions.

R5 - Players will not get access to the boat to get to the statue of liberty unless they progress through the game and get to the last mission.

R6 – Players will need to replenish ammo from dead enemies when the ammo of their gun finishes, or they can pick up guns from enemy NPCs.

R7 – Players will need to replenish fuel of their cars before or after missions to get to the next destination of the mission.

R8 – Health gradually replenishes when not in combat.

R9 – Heavy Weapons such as RPGs, Hand Grenades, Light Machine Guns, Heavy Rifles and Assault Rifles do more damage than Pistols, Semi- Automatic Guns, and Knives.

R10 – If an enemy is stabbed twice by a Knife they will die.

*Features*

F1 – Players must manage their Health and Progress through the story to get through the game and get to the last mission.

F2 – Players must manage their ammo until they are able to replenish ammo from enemy NPCS or loot from ammo crates.

F3 – Players must assess their fuel and distance to nearest gas station or fuel tank before embarking on a next mission while in free roam.

F4 – Players must assess and kill every enemy on each mission to progress through the story.

F5 – Players must progress through the story to access every part of the map of New York.

F6 – Players must balance their deeds in the game such as not killing civilians and teammates to restarting from a previous checkpoint.

***Interface***

Shoot/Fire/Drive

Controller Diagram

Melee Attack

This


Start Menu/ Map Enlarged

Reload/Interact

Roll/Take Cover

Jump/Climb

Camera

Tips/Hints

Aim/Brake

Select Weapon

Movement

Here is a More In-Depth Detail of The Controller Interface:

Diagram

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Here is a list of all the different interfaces in which the players will need to interact with as part of their game experience, this were all implemented into the game for users and players to have a smoother experience of playing when they are trying to progress through the game.

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Our first mode of interaction in which players can interact with is the weapon wheel, this allows users an ease of access of what weapon they want to choose when choosing the next course of action when trying to progress through the story and they are forced into an arsenal of weaponry needed to complete their mission and the choice given and what they select will be dependent on the type of fight they are going into whether long rage or a short range but also how many enemies there which might then force them to use something flashy such as a hand grenade. In this interface players are also able to see the ammo they currently have in their selected weapon.

Shape, rectangle

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Another interface in which is implemented in our game for the players is the HP Bar, this stands for Health Points out of 100, 100 being the max and 0 meaning your dead. This was done so players have a clear indicator of how well they are doing during missions.

Graphical user interface, map

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A further interface in which was also introduced is the Enlarged Mini Map. This here allows for users to track where they are between their missions but also where they are during the mission. In addition, this allows for guidance to find where they need to go and certain parts in which they need to unlock.

Moreover, to make the gameplay sequence a bit smoother we also implemented a mini map for players ease of access and to find it easier to navigate buildings during the mission. In this mini map field of view, players can see their geographical direction as we implemented where they are going such as the compass with the North, West, South, and East viewpoint. A cursor to see their direction but also an in-depth view of their surroundings to get a real touchy and sensitive view and more worldbuilding aspect of the game. In addition, we also highlighted enemy NPCs in which players can either choose to kill or avoid and implement stealth tactics.

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Graphical user interface, website

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A last interface which was implemented into our game design was the main menu, a given for players when they feel like they just need to pause from the game, but in this we wanted to target and engage users, so they can look at their objectives of the mission but not also this familiarises themselves with the map of New York or their mission.

***Look and Feel***

***Mock-Ups***

***Chapter 4 – The Infiltration***

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As Novak enters the room armed with a sjambok, a crimson red belt tied tight across my stomach as if it knew what I had done. Sweating from previous combat due to stealing a security officers’ clothes to carry out the mission. The red cap I wear with utter pride trying to play the part to the best of my ability, one wrong move, one wrong sound, one wrong look and my life is no more.

Bone Chilling

Eyes peeled and attentive, every single detail of every inch of every little aspect of light is caught in my field of vision, Heart Racing.

Pulse Beating.

The Mission Always Comes First. Peeking Through the room shadows engulf the floor and the wall.

Heart Racing.

As I walk closer to the door, I inspect the gold and black marble floor for the reflection of the man I intended to put blood and brains on the floor.

The Light Glistens Fromm the Well Lit and Fancy Room, shun off the majestic antique vase as if it was found by an adventurer who went on adventure to steal it among thieves it was uncharted from the rest of the antiques around it. (Uncharted Reference: Uncharted 2 – Amongst Thieves, Like What I did there). A black couch in front of me cushioned with a bright pink pillow, used of course to lighten the mood of the monochrome room. Nothing.

No reflection to be seen I gaze at the window an enriched gold platter slab as window sail. Invested in riches and gold, a man who I can’t let carry on to live or else this mission will never be completed, a harsh reality but a conclusion to his life must be made for the greater good of the cause.

***Looks***

In this game, players are presented with a third person point of view 2 (over the shoulder) of the world to give an adventures and modern view of the world built around them. Players are immersed in this example view of a rich designer view of a Lounge Setting in which they are referenced with iconic brown art painting which glistens and beams of the wall which catches the eye of the player as they are tasked with the objective of killing a rich donator to our main villain’s cause.

Tasked with this task players are working their way through the building and are also seeing antique vases in which the rich have stolen and placed into their own possessions (reference of uncharted). Players have sneaked into this lounge after successfully stealing a security officers costume and are now standing at the door trying to find a way into the room to avoid detection in case of susception of not being a hired guard.

Trying to avoid the light players in this 3rd person view are able pan round their body in case anyone comes behind them and are also able to back this up by looking in the bottom right corner and seeing the interface of the in detail mini map in which they can use to see the indication which direction they are going but not just that , they will be able to see if NPCs are in the room before entering, allowing them to think of the next best decision.

The look of this game gives off a meta and digetic look as when certain actions occur in Midas Touch, the game plays as if it would in the real word since if a phone rings it would be a gap and actual movement of our characters to show that this occurred. However, it stills gives off a realistic view and in-depth from the trash on the floor to even common dust on the side of the buildings.

In the game, players are also given a 3rd world perspective when it comes to using vehicles and are given quite a wide field of vision and decreased motion blur and can span around the vehicle this was done to show quite a far range and ease of access when players are travelling to get through the map. However, the view is mainly panned down and more focused on the vehicle making it easier to get the grasp of travelling whether been on windy sea or on busy roads. Picture Show Below

***Feel***

The essential feel of the Midas Touch game is to get a gritty and grimy feel such as the feeling when you are playing hitman or any of the mafia games but also trying to entail such an adventurous feel that it almost like you are on a journey to find a missing piece of a puzzle such as the prince of Persia and uncharted games.

Midas Touch offers a fully realised and interactive world that comes to life with its realistic and definitive features and modern touch of the 2010 era. The city of New York offers eccentric but beautiful views of the city skyline which magnifies the pristine and wonderfully immersive city at the more central parts, however the rough areas give a feeling uncertain uncertainty as you never know what might occur next or what you might see next this could be from armed robbery to violent abuse and gang brawls in the street.

The game of Midas Touch gives the feel and atmosphere as to cling on to your seat at any point because you are uncertain what could go and happen next. The atmosphere of the main parts of the city and the characters in the city and their motives almost give you a Gotham feeling in which at night anything and all crime down to the un witted and unwavering nature of our villains and some of the NPCs in which you must kill.

The emotional impact that the character*s* give off by constantly going through trial and tribulations that gives of an eerie vibe in which you almost feel sorry for our characters as even though they gave very straightforward missions, the missing never goes as straightforward as planned and its almost as if you are following them on a never-ending journey. Due to the essence of the modern-day society modern day games are also with the huge advertisement of the game Hitman which reenforces the conceptual idea of missions and killings. It feels like it is always fast paced mayhem which never ends, with deadly serious action coming at every corner as you can lose your life at any point without any warning.

In the game subtitles are offered with a Times New Roman such as this and this was done as a sort of emphasis on the actions and conversations going on which reinforces the seriousness of the provocation of danger at any point. Furthermore, the background music in which is used is such as Arknights: Loneliness, Bleach OST 1 #10 Will of Heart and Bleach OST 1 #11 Requiem Of The Lost Ones.

**Screenshots For the Look and Feel Section**

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*A boat on the water

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***Concept Art***

*A picture containing military uniform, person, clothing, group

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***Gameplay In Words***

Midas’ Touch is an action-adventure game played from a third person perspective in which players control and play as a trained and season mercenary going by the name of Novak Drake. The game is an open world game based in the 21st century traversing through the gritty and grimy streets of New York. Players can visit famous landmarks such as the Roc-A-Fella Café during their free roam or even stand outside the Madison Square Garden.

The Primary goal of this game is to carry out a series of tasks and missions ordered by the US government, ultimately to gain more intel and information which lead the player to find the truth of the Midas’ Touch and its whereabouts. Players are also fighting for their freedom and a way back into the favour of the government. Missions ordered by the government may include tasks such as interrogation, renaissance, all out welfare and many more. In addition, the player may take part in any number of side objectives and missions which, including finding many secrets not about just the treasure at hand but also choosing to try help clean up the city from the crime and the wrong doings which are continuously going down and by the more they clean up the city it enables players to progress through the mastery levels for each location

Players are allowed various techniques when tasked with completing their mission and doing their objectives. Players could either be stealthy and choose to complete their mission silently or go out Loud with a Bang and draw attention to themselves to set an example for others. Players are introduced with a range of pistols, machine guns, light machine guns, assault rifles, sniper rifles, explosives, or even short-range weapons such as knives, knuckle dusters and even a sjambok. Players can eavesdrop on NPCs to obtain clues about the location and routine of targets and uncover opportunities for creative infiltration and elimination.

The game also includes vehicle sections, allowing Novak Drake to have a range of different vehicles to choose from such as cars or motorcycles to further into maps. Novak Drake may also ride a boat along the shore while avoiding enemy fire.

***Pitch***

The game of Midas Touch is an action adventurous single player game which follows the life of Novak Drake and his mission to fulfil the mission set out by the US government. The game allows to free roam and explore the city of New York and find out all the dirty, grimy secrets needed to find the one sacred thing the Midas Touch. However, beware there are investors, killers and even thugs after all this treasure. Use your skills to infiltrate, pickpocket, pick lock and deceit to get the very top. Unlock skills, outfits, vehicles and claim your rank back into the place in which you are meant to be and claim the ultimate prize THE MIDAS TOUCH!

***60S Of Gameplay***

* As I stand by the entrance of the building.
* I can see a clear path right in front of me either take a left and try bypass the security or take a right and try blend in with the crowd.
* I take a right.
* A group of working-class men on their way to their office, I join the back of them.
* I follow them into the lift, all blended with suits.
* I get off on the 4th floor, so I can I complete my assigned tasks
* A person gets off with me on the 4th, I am cautious, hesitant, thrilled.
* We walk past empty rooms, a silent floor
* I spot a toilet; I fall back and pretend to tie my shoelace.
* As he walks on, I sneak up behind and hit him in the side of the neck
* Knocked out!
* I drag him into the toilet and stuff him into a cubicle.
* I steal his ID and his briefcase and look through it. Bingo! An ease of access
* As I go through the brief case I find plans of a liberation scheme, schemed up by the German government.
* Intel acquired
* I could either use this intel and report back to the US government or do I go to fetch more information from the higher ups and blend in to gather even more information.
* If I leave it to the US governments, they might not find the real root hence my decision, a tough but needed decision as I risk getting caught.
* I choose to go to the meeting with this intel which is located on the 10th Floor.
* I rose with the suitcase and left the bathroom
* I walk towards the elevator and click the elevator and go up 6 floors.
* As I get onto the top floor, I see the glass room I see 10 board members patiently waiting
* I walk into the room.
* It starts…

PAY OFF GRID

|  |  |  |  |
| --- | --- | --- | --- |
|  | Gun | Punch | Stab |
| Gun | x | +5 | +3 |
| Punch | -5 | x | -2 |
| Stab | -3 | +2 | x |

***Decision Tree***

In a building

Creep up and try kill him from behind

Act cool and calm knowing carry’s a gun

Act as if you are supposed to be there

Creep past and move dead silent.

Click the second floor of the lift

Try to spot the target

Quick run through in order and loud and flashy

Sneak way into the office

Go to the target and kill

Sneak into the lift

Slip past the security

Get stopped at the metal detectors

Pay someone to start screaming

Walk past as if nothing occurred

Move in the shadows

Creep past

Create Diversion

Walk past security Guards