DESIGN DOCUMENT

Summary

PROJECT\_ORPHAN is a cyberpunk themed adventure game. The player controls a protagonist who will interact with many characters in the game world via conversations and decisions. The goal of the game is to find out who murdered the protagonist’s uncle. This goal is realized through interaction with the game world.

Game Objects

Map: There will be a map from which the player may choose to explore a location. At these locations are “hub” areas where a player may converse with Non-Playable Characters (NPCs) or from where the player may launch an “arc”. Travelling between locations on the map may result in random events during which the player interacts with the game world and its inhabitants.

Items: There will be items which the player may equip or use on their character.