Mirautaki

Version 1.0
15th September, 2018

Contents

Overview

Scope

This document is intended to be read by programmers, artists and producers involved in the design, implementation and testing of 'Mirautaki'.

Theme

It is a modern day action-adventure survival horror, which pushes the boundaries of lunacy and heinous actions, further more. It's a bizarre scenario for the player, involving both the technical and biological horrors caused by mankind's desire to march towards evolution.

Platform

The primary platform is Mac OS.

Software

'Mirautaki' will be built on Unity 2018.2.2f1. All the assets used will be free Unity assets. The coding will be done in Visual Studio, using C#.

Target Audience

The target audience for 'Mirautaki' consists of action-adventure/survival enthusiasts in their mid teens to the late twenties, especially those who are interested in games that may be simple in the visual design perspective, but clever and thought-provoking in their puzzles, quests and narrative themes, along with having a concrete plot.

Gameplay

Controller Configuration(For the scene):

Move Forward – W, Up arrow.
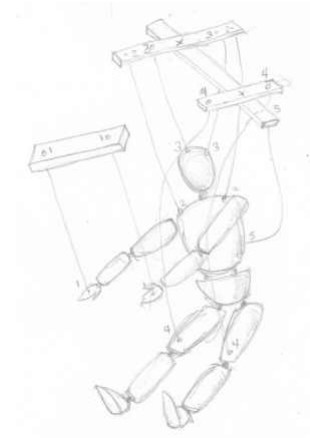Move Backward – S, Down arrow.
Move Left – A, Left arrow.
Move Right – D, Right arrow.
Rotate Camera – Drag mouse.
Interact with objects – E.
Survival Instincts – Q.

Story Description

'Mirautaki' is a fantastic, horrifying and open ended experience that will leave players on the edge of their seats. It is named on the island, where all the events take place. The story revolves around Sean, who is a junior athlete, and is called to an island to take part in tournaments and compete with others, only to realise that it was a front for an organisation which aims at treating them as guinea pigs for their experiments.

Sean, like everybody, is sedated, plugged and put into a capsule. Until one day, when one of the scientists named Julia decides to put a stop to all this. She frees Sean. The story blooms as Sean and Julia discover a series of events which tells us more about the organisation and the operations carried out by it which challenges the limits of insanity.

Now, Sean, along with Julia, must find ways to survive by solving puzzles, completing quests, fighting combats, and doing everything else that keeps them from dying. The final objective being the freedom of the athletes who

survive, while unfolding each and every mystery behind the initiation and carrying out of the operation. Most importantly, discovering the driving force behind all this and how the entire plot converges to an unexpected ending.

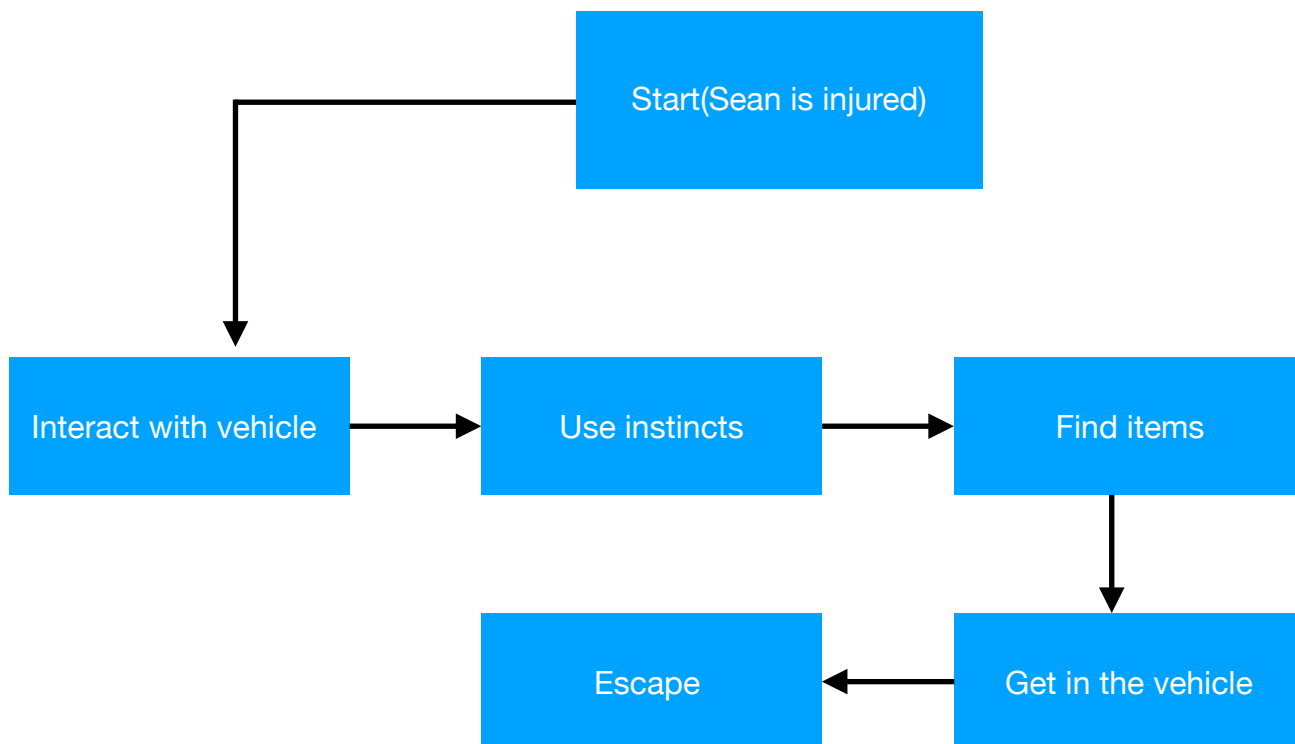# Character Description

Sean Madinson

Category	Description
Race	Human
Profession	Athlete
Alignment	Lawful good
Biography	Sean is a soccer player and a loyal son. He is uncertain about a lot of things, but winning isn't one of them.
General Disposition	Smart, Ambitious, Eccentric.

Julia Krasinski

Category	Description
Race	Human
Profession	Scientist
Alignment	Conflict between good and bad
Biography	Julia is a geneticist who believes in pushing the limits and finding ways to improve herself. She also has a knack for computers.
General Disposition	Intelligent, Successful, Courageous.

Scene Structure

The Runaway.

```
                        ┌─────────────────────────┐
          ┌─────────────│  Start(Sean is injured) │
          │             └─────────────────────────┘
          ▼
┌──────────────────┐    ┌──────────────┐    ┌──────────────┐
│ Interact with    │───▶│ Use instincts│───▶│  Find items  │
│ vehicle          │    │              │    │              │
└──────────────────┘    └──────────────┘    └──────────────┘
                                                    │
                                                    ▼
              ┌──────────────┐    ┌─────────────────────────┐
              │    Escape    │�───│    Get in the vehicle   │
              └──────────────┘    └─────────────────────────┘
```

Scene Description

The scene opens with Sean injured and Julia helping him to walk. This is because the characters were involved in combat in the previous scene, with Sean taking most of the damage and thus getting seriously hurt.

Now, the objective for Julia is to observe the surroundings and find items required for the car to start and thus, helping them flee. In order to get a clear picture of what's required, the player is expected to use the survival instincts of the character which enables them to locate the objects/items easily as compared to the random searching.

The items include a battery, crude oil and a map. After successfully finding all of the items, the car is used to take Sean to a safer place where he can be treated. This marks the opening of other quests and opens the door for multiple possibilities as it introduces the player to the map of the island which is obtained from a corpse.

Assets needed in the scene

2D

The photos for the inventory system including the battery, crude oil and map is required in .png format.

3D

- Both the character meshes along with their respective textures is needed.
- A terrain with the a grass texture.
- Trees and rocks with textures.
- Inventory items in the scene(battery, crude oil and map).
- A corpse 3D model with textures.
- A car model with textures.

Animation

Animations are necessary for all the movements and actions, like walking, picking up items, getting in the car and more, but will not be included in the prototype.

Sound

The sounds used in this scene prototype are just few.
 • The background sound of the environment.
 • Sound on picking up items.
 • Sound on transition to survival mode.

Schedule

The schedule is yet to be decided and specified on the basis of the knowledge of start and end date to be provided