

BLADE RUNNER 2050 : Story Board

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Long-term Goal

- ◆ Creating a playable demo of a Role Playing Game set in the Blade Runner universe
 - BR 2050 : REP 'TEC
 - REPs=>'Resident Engineered Personnel'
- ◆ Features to include a main action-driven board game, 3D exploration and combat, and mini-games
- ◆ Overall game structure based on Bladerunner 1996 PC game + Bladerunner : REP DETECT board game

Open Source Libraries&Art

- ◆ List of components
- ◆ Licensing
- ◆ Creative Commons art
- ◆ Demo game in set Bladerunner(BR) universe
- ◆ Demo story/game play => Fair Use

Customer Wishes

- ◆ Describe customer needs and wishes
- ◆ Need to have a structured, yet randomly generated world
- ◆ Explain the requirements
- ◆ An anti-shooter VR game set in the BR universe
- ◆ Positions on board translate into a new scene generated with 3D sky box, embedded (inset) game grids, 3D models, to include shading, lighting, 1st person and 3rd person camera views
- ◆ Turn-based strategy game
- ◆ Must out-run REPs (\leq time or REP power)

Fulfilling Customer Needs

- ◆ Describe the main attributes of the product
- ◆ Turn-based strategy game
- ◆ Occasional “Grand Theft Auto” mixed with *anti*-“shooter” action
- ◆ REPs must be captured alive to win
- ◆ Player skills model: (I)nvestigation, (D)etection, (C)ombat
- ◆ Link the product attributes to customer needs
- ◆ Cell-phone version => pre-rendered scenes
- ◆ Laptop version => more playable 3D scenes

Strengths and Advantages

- ◆ Summarize the special features and advantages of the product being introduced
- ◆ Game logic to include randomly generated characters and plot
- ◆ Series of “chases” + combat to capture REPs
- ◆ Series of conflicts need to be resolved in order to unravel the REP's plot

Strengths and Advantages (II)

- ◆ An *anti-shooter* game
- ◆ Built-in card/s system
- ◆ 2D/3D animation&compositing

Next Steps of Action

- ◆ Explain the steps that now need to be taken
- ◆ Proof-of-concept, light-weight, portable demo
- ◆ More features with 3D rendering in laptop version

Summary

- ◆ BR 2050 // 20 Five-0 : Story Board
- ◆ Long-term Goal
- ◆ Customer Wishes
- ◆ Fulfilling
Customer Needs
- ◆ Strengths and Advantages

Story:

- ◆ Card-driven
- ◆ Gathering clues
- ◆ // hands: standard deck + tarot
- ◆ Poker dice
- ◆ “Unlocking” ESPER functions
- ◆ “Equalizer” style scenarios
- ◆ e.g., “girlfriend” ♥ ; lives in same building
- ◆ - protect from REPs
- ◆ - capturing REPs
- ◆ - bring back to Tyrell
- ◆ ...

“Girlfriend”|Cat woman named “Karma”

- ◆ ♥ :
- ◆ Syndrome=> REP sympathizer
- ◆ REP conflicts ensue next door
- ◆ Former police partner; semi-retired
- ◆ Karma stops by sometimes
- ◆ Karma is backlogged (LOL)
- ◆ “Empathic sympath” (maybe)
- ◆ Home AI monitoring
- ◆ Ambiguous relationship status
- ◆ ...
- ◆ Player point system => ♥ +

Settings|Locations

- ◆ Airport(s)
- ◆ Gas Station
- ◆ Grocery Store
- ◆ Hotel
- ◆ Night Club
- ◆ Police HQ
- ◆ Ranch house
- ◆ Warehouse
- ◆ Rain, fog
- ◆ Tyrell/Wallace Corps
- ◆ Animoid Row
- ◆ Anneken's Manneq.
- ◆ “Yukon” hotel
- ◆ White Dragon
- ◆ Chinatown
- ◆ Eyeworks
- ◆ Snakepit (club)
- ◆ The Bradbury

Player Upgrades


- ◆ Exp level
- ◆ Items
- ◆ Skills
- ◆ ...



Vehicle Upgrades



Plots

- ◆ Overcoming the Monster <=
- ◆ Rags to Riches<= might be investigative
- ◆ Quest
- ◆ Voyage and Return <= relativistic effects
- ◆ Comedy <= Parody
- ◆ Tragedy
- ◆ Rebirth
- ◆ Mystery <= e.g., CERN|time travel|etc.
- ◆ Rebellion against “The One” (Overlord)
 - ◆ Who rules? 

Example Sources of Conflicts:

- ◆ ♥ | \$
- ◆ Alcohol/Drugs
- ◆ Attitude(e.g., face/emotion)
- ◆ Biologic
- ◆ Bio functions
- ◆ Chemical
- ◆ Disrespect(verbal)
- ◆ Explosives
- ◆ Electrostatic
- ◆ Hoarding
- ◆ Trip-wire (traps)
- ◆ Physical
- ◆ Stand-off/hostage situations
- ◆ Robbery in progress
- ◆ Combat
- ◆ Radiation
- ◆ Spiritual
- ◆ Electronic
- ◆ E-mail / cell phones
- ◆ Relational
- ◆ e.g., Human vs. REPs
- ◆ Kidnapping
- ◆ Theft
- ◆ Physical objects
- ◆ Resource(Food/water/...)
- ◆ Logistic
- ◆ Collision (traffic accidents)
- ◆ Missed connection
- ◆ Space travel
- ◆ Relativistic effects
- ◆ Quantum theory
- ◆ Teleportation
- ◆ Time travel

Simulating VK test

- ◆ Voight-Kampff : empathy test
- ◆ “Show thinking”/poker dice game
- ◆ “cellular” ping technology can read cellular biological response
- ◆ Losing hands in animated poker dice rolls => REP detection

(Maybe) Hawaii Five-0 plot tie-in

◆ Los Angeles

◆ Honolulu

Example Props

- ◆ Apt.
- ◆ BR gun
- ◆ Player/Enemy/Sidekicks
- ◆ Cat/Dog
- ◆ ESPER computer system
- ◆ Girl
- ◆ Mug shots
- ◆ Playing cards
- ◆ Poker dice
- ◆ Shot glass
- ◆ Unicorn
- ◆ Vehicles
- ◆ Interior + exterior textures
- ◆ Multi-story building model(s)
- ◆ Email (\leq clue)
- ◆ Cell phone
- ◆ Communicate with enemy players/NPCs
- ◆ Satellite tracking

Organizational Data Structures

- ◆ Game board with adjacency matrix
- ◆ List of pre-defined backgrounds/skyboxes
- ◆ Algorithm with list of randomized skybox images
- ◆ Inventory
- ◆ Item database
- ◆ Character database
- ◆ Interfaces (\leq for player interaction)
- ◆ Scenes (\leq develop the story)
- ◆ Intro, flashbacks, etc.



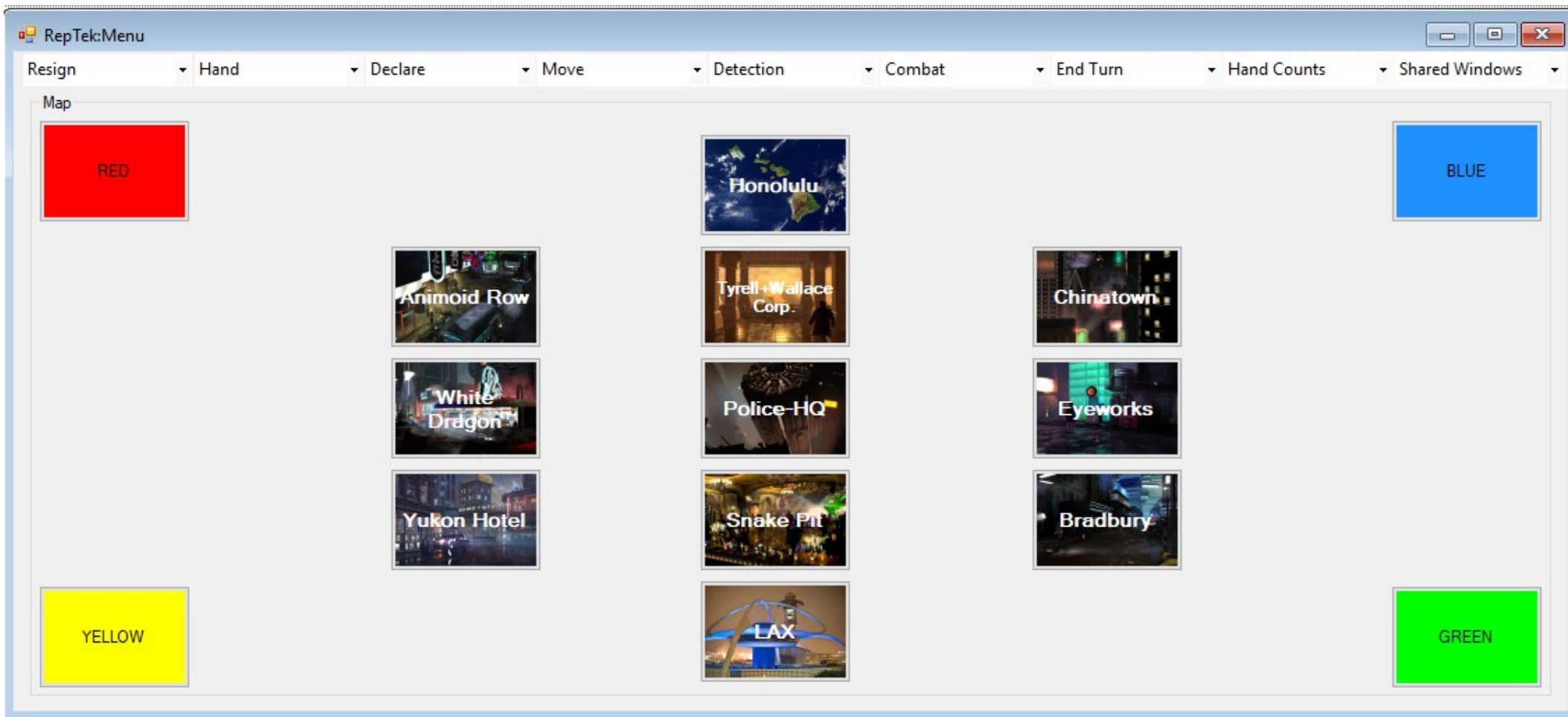
Interfaces

- ◆ Cut scenes / Intro
- ◆ Game Board
- ◆ Player stats
- ◆ Inventory
- ◆ ESPER (similar to KIA in Westwood) :
 - Clues
- ◆ People
- ◆ Places
- ◆ Things
- ◆ On location scenes
- ◆ Human vs. REP combat
- ◆ “Karate chess” style tactical RPG

Interfaces (II)

- ◆ Card decks
- ◆ Action cards
- ◆ Clue cards => object(s) added to inventory
- ◆ Standard deck
- ◆ Poker dice game
- ◆ Stand-alone (side game)
- ◆ “Show thinking” animation
- ◆ Selected Fan Art (fair use) for load screens...
- ◆ Etc.

Compact Game Map / Push Button Interface & Drop-down Menus



<=Inspired by “Blade Runner: REP-DETECT”



1. Opening Scene(s) (IC)



Scenario(s)

- ◆ Runciter's Animals – tutorial
- ◆ Other pre-assigned scenario/conflicts
 - ◆ Tyrell/Wallace corp scenes
- ◆ Randomly distribute clues
- ◆ Random competitors/NPCs
- ◆ Cooperative/competitor AI
- ◆ Randomly assign other conflicts
- ◆ Goals:
 - ◆ Unlock ESPER with clues
 - ◆ Capture REPs
 - ◆ Understanding “Karma” + ♥
 - ◆ Player/party/vehicle upgrades
 - ◆ Escape with REP(s)
 - ◆ ...

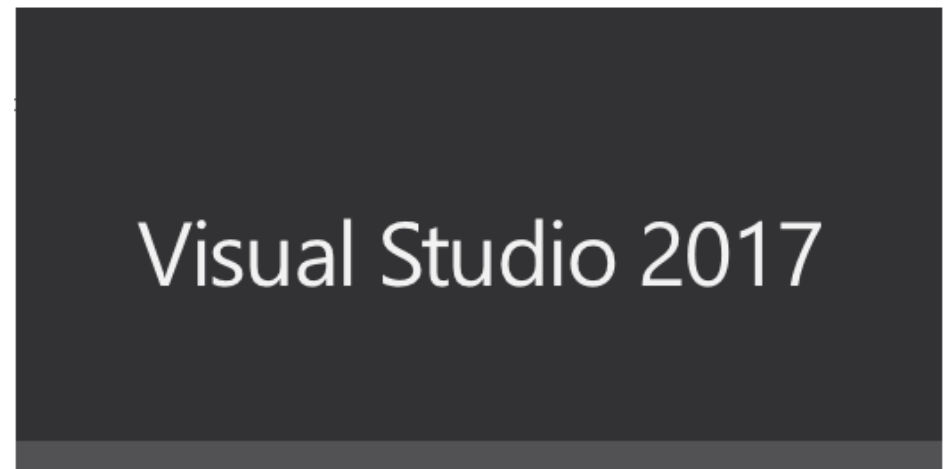
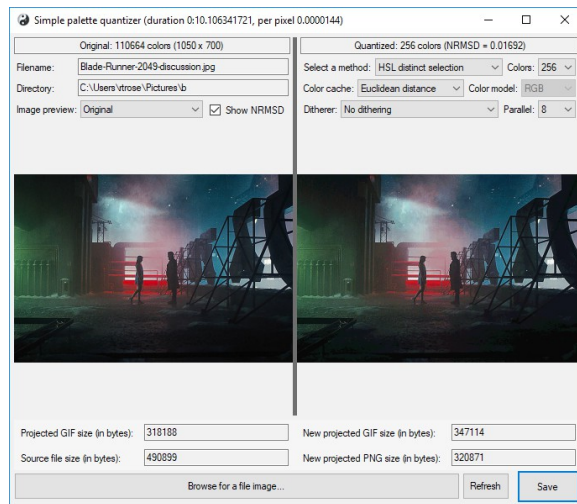
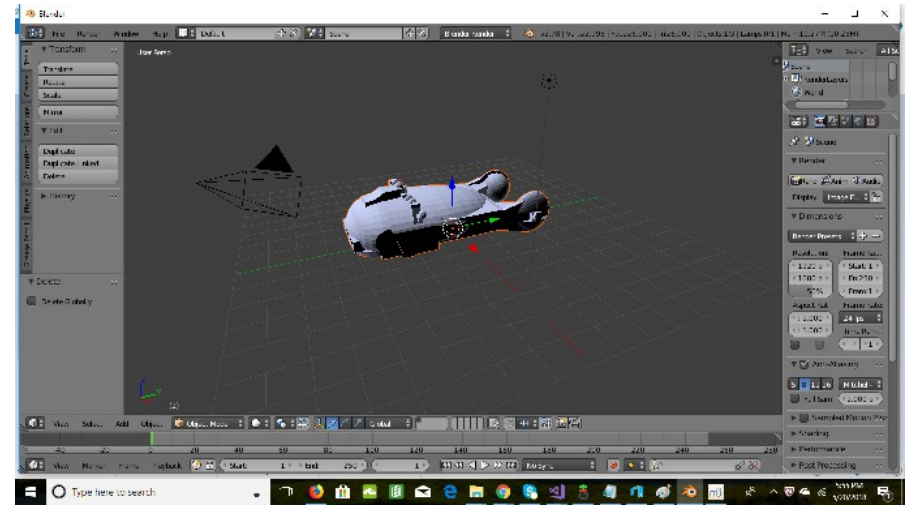
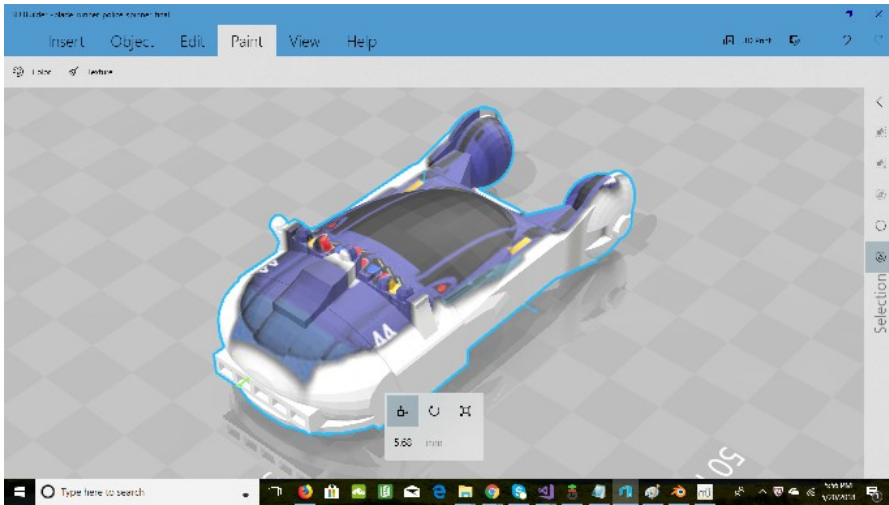
Effects/Techniques

- ◆ Particle systems:
- ◆ Rain, smoke, fire fog
- ◆ Shaded polygons \leq red/blue flashing lights
- ◆ Pre-rendered Sky Box backgrounds
- ◆ Some pre-defined, some can be randomized
- ◆ Interior of BR apartment \Rightarrow pre-defined
- ◆ Random city + building generation
- ◆ Similar to “Pixel City” (\leq may re-use)

Techniques

- ◆ Westwood Studios inspired:
 - ◆ “Slice” model/approach
- ◆ 2D/3D views
- ◆ Animated GIF
- ◆ Alpha blending

Sample Tool Chain&Workflow(s)



Sample Tool Chain&Workflow(s)

◆ 3D Builder =>

◆ <= Blender

◆ Palette Quantizer

◆ Images => Resources

◆ => VS2017+ => app