**Andarilha**

First Person - Single Player

Linear ~~Nonlinear~~ Progression / Metroidvania progression

Open Hub

**Story summary**

In a futuristic dystopian city, cybersecurity has become a problem. Companies are being threatened and having their sensitive data about their business decisions leaked.

Data is the new oil. Storing and trafficking them within Clouds is getting even more dangerous, to a level that some data/information/messages need to be shared in analogical/offline/physical way, such as pendrives and letters.

The issue created a demand in the market for special couriers/messengers that can deliver this data/information/messages safely from point A to point B. It's a high-risk job once the courier/messenger is bearing information that others (interceptors/data pirates) want to steal and sell to other companies and/or the illegal market.

Andarilha is the game's protagonist and has been working as one of these couriers/messengers. In one of her jobs, she unintentionally read valuable information about how companies are planning the city's future. This event makes her wonder about how her job might influence the future, and that data pirates might not be that much wrong by stealing data/information/messages.

She decides to live a double life as a special courier. Delivering messages for companies and escaping from interceptors/data pirates, as well as a data pirate, invading places to steal the most important data these companies might have and running away from security guards that protect the companies' properties.

Andarilha needs to deliver, steal and escape.

**Player Goals**

**Decision-Making**

The player needs to decide which quest they are going to get from the City Hall mural.

In a advanced stage of the game, I would like to allow the player to decide whether they are going to delivery the package from the quest (and have a possible outcome in the world), or open the package and found out that these important data on the packages are meant to cause changes in the game world and is up to the player to decide if they are going to delivery or not, making the player an important piece in this world.

**Description of Play Experience**

**Rules**

Choices, causes and effects.

~~Effects:  
Pollute river – Refinery / Landfill  
Pollute air – Factory  
Deforestation – Logging company~~

**Emotions**

**Conflict**

**Theme**

Dark, surrealist and nightmare like. Narrative thought the design of the environment, having the architecture as a key element for the game.

**Mechanics**

Movements (walk, run, duck/crouching, strafe, jump)

Interaction – Grab keys and use it to open doors, as well as open door by using PIN code

Save / Load game

**Interface**

Main Menu

Pause Menu

Credits Menu

Game Over

Save System (Load, Save)

PIN Widget

**Controls**

- Gameplay

WASD = Locomotion

Space = Jump

Shift = Run

Mouse = Look

**Art Direction**

3D Low Poly

Non realistic shader

Surrealism

Cyber Punk – Downtown

Art Deco – Downtown

**Environment List / Asset List**

- Downtown

Office buildings A, B, C

Mixed building: office + residential

Residential building – Penthouse example

City Hall

Museum

Hospital

Temple

Supermarket – Tosco

Cafeterie – Jim Mortons

Stadium / Colosseum

- Factory - Oil Drum

- Refinery

- Airport

- Mine

- Landfill

- Logging industry

- Water treatment

- Village1 - Ranch

Ranch / Cottage / Katrina Cottage / Craftsman / Bungalow

Cul de sac

- Village2 - Favela

Amianto roof

- Village3 – Alphaville

Farmhouse / Modern / Contemporary

- Village4 – Dome

Futurism / Dome

- Village5 –

Greek revival / Neoclassic / Beaux Arts

**Game Engine**

Unreal Engine 5

**References**

* Games

|  |  |
| --- | --- |
| Tomb Raider | Grandiose architecture  Corridor/Hallway progression  Loop created by the architecture  Level Design  Adventure Exploration  Mechanics |
| Elevator Action | Progress through architecture: elevators and stairs |
| Super Metroid | Nonlinear progression |
| Inside | Narrative  Art, Render and Shader Style  Level of architecture details |
| Little Kitty, Big City | Mini Open World  Render and Shader Style  Adventure Exploration  Environment art |
| Wylde Flowers | Open hub  Quests |
| Lost in Random | Quest progression  World design – different ambient and styles  Level design |

* TV Show/Movie

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| Severance | Labyrinth office architecture. |
| Metropolis | Grandiose architecture.  Labyrinth architecture. |

* Video Analyses

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| --- | --- |
| https://www.youtube.com/watch?v=HLeU4BF2s4o | An architect view of the TV show Severance explaining how architecture shape our feelings and emotions |