Project NecroHack Idea
Creative Vision Document

Game Reference(s):
- CthulhuTech
- E.Y.E: Divine Cybermancy
- Diablo
- Blood.NET

3Key:
- Genre(s) [E.g., Horror/Puzzle/Action]
- [Unknown Perspective, View]
  - E.g.: 2D, with 3D Art in specific moments.
  - 3D.: can worry about specific animations and such later -- a bit of a longer risk and project scope.
  - Fake 2D: 3D in Creation but like Stardew Valley or Subterrain.
- Tech & Magic

Engine: Unity or UnrealEngine
- There is more experience in coding & using the Unity game engine.
- UnrealEngine affords for blueprinting and grants; however, this might still need some C++ knowledge.

Design Pillars (Ideas to Design the game around):
- Technology
  - Trait: ???
- Magic
  - Trait: Manipulation of Reality
- Death
  - Trait: Taboo
    - Paranoia
- Space
  - Trait: Confined

Goal(The ending objective for the game):
- UNKNOWN

Objectives(Main Objectives to learn about.):
- Learn about NecroHackers.
- Discover the Source of the Energy.
- Tell the People or Scuttle the Station??

(Recurring) Objectives (These ultimately revolve around the completion of the above objects.):
- Find a body to NecroHack.

Interactions (Create at the LEAST 5 to make -- Make them meaningful interactions):
- Example: The player can steal an ID badge and sneak into the security room.
  - Incentive: They can view reports in the station's morgue & computer, as in [BLANK: Got caught doing something odd with electricity, their chalking it up to illegally using cybernetics to manipulate the security system.]
  - Risks: They are caught and have a permanently increased Paranoia rate.
- Pressing "BUTTON" within a corpse's Interact trigger should freeze the game screen but allow for the hacking screen to pop up.
  - If there is a station cop nearby, (the player is in the field of view) the cop will warn the player not to touch the evidence once.
  - If the player still touches it, and gets the necrohack, they will get a permanent raise in paranoia and possible black screen and the player is in jail or roughed up by station cops in an alley?
- Pressing "BUTTON" near specific objects to inspect it -- as in, [NOTE: The code is 0101-0291]
- Pressing "BUTTON" near specific objects to open or close; e.g., close and necrohack.

Game States/Ideas:
- Example: Every in-game week, based on Paranoia -- restrictions can be set.
  - This could be an empty GameObject which could be enabled by a simple Paranoia check and a 0 to 1, float on whether or not it happens or passes.

Fail States:
- Paranoia meter is maxed out.
- The player is dead.

Player Restrictions (as in things the player can't do at all):
- Extreme saboteur (e.g., turning off the engine or all the power)
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(The Secondpiece - Antagonizing Forces)
- Example: Too much Necrohacking can cause paranoia to go up.
- Too much death will cause increased guard presence on the station.

(The Centerpiece - The Center Stage of the Game)
- The Station only has a select few NPCs -- if an important one dies, the player can find: kill and then Necrohack the next equivalent one.
  - NecroHacking
    - Only specific corpses can allow for NecroHacking.
    - (Maybe have a Paranoia Meter -- which can caused increased guard presence after a week within' a certain threshold)

Project Risks:
- Creation of magic system.
- NecroHacking could be intensive.

How To Mitigate These Risks:
- Create a particle system that emits a raycast, if it hits an object with a specific collider, deal damage to it. (Like creating an explosive barrel.)
- Make the art of NecroHacking into a point & click, click & mash or click & drag hacking puzzle.

Health, Magic & Radiation:
- **Radiation(?):**
    - Damage:
    - When Radiation damage is low, there is no significant problem to the player.
    - When Radiation damage is medium, the player's speed will likely be reduced.
    - When Radiation damage is high, the player will actively take damage from the health pool.
        - Radiation is mitigated by using radiation consumables.
        - Even though Radiation can be 0 or 100, Radiation reaching 100 will not mean the player automatically dies. Just that they need to use a RadConsumable.
        - If player's listen to the audio/visual cue, they will be able to take a consumable item which will not allow their rads to go up as fast as normal. (Slower Radiation gain)
- **Health:**
    - Health exists as normal as with any other game.
    - Health is replenished via consumables.
- **Magic:**
    - Magic exists in a select few NPCs(or after a few in-game weeks, it will increase how many have it), which are the ones the player can NecroHack.
    - Magic is replenished by Necrohacking. (Zero-Sum?)
    - This could be a type of living energy that responds to the player, by them hacking it.
        - How to make magic meaningful to the player? This would require iteration testing.
- **NecroHacking:**
    - Shouldn't be difficult like a sudoku puzzle. Hacking could be dependent on these variables:
        - Heart Rate at Death: This determines how fast the meter/pulse is. A random integer between a resting heart rate and an extreme one.
        - Cybernetics: This could determine which color the pulse is and what one of four buttons the player would have to press.
        - Interference: This will be the antagonizing force with hacking, interference is when the residual magic fights back and can cause the player to fail and take damage.
        - Organ(An Idea): however, this is just the art and how the wires are.
            - Player clicks at specific spots on the "wire" and then has to press the button to give the hacking enough charge to fight the interference. Too much could burn and overload the organ, not enough will cause interference.
        - Possible Reward(s):
            - Memories - Unlock memories related to the player or the deceased person.
            - Experience - Gaining xp to progress to the next level.

- Knowledge - Gain the password code or etc.
- Temporary Skill - This could be (provided this becomes a thing) activating a trait or skill temporarily.
  - ■ Hard Reward:
    - Gain magic regen or magic pool points.
- **Paranoia:**
  - The Paranoia meter goes up the longer the player spends around a crime scene. (this can be a box collider with an enabled trigger, that makes the currentParanoia float go up by Time.deltaTime)
  - Paranoia can cause center things to happen. (The currentParanoia float will reach center thresholds with Truth Statements, this could enable
  - Paranoia could possible effect Magic -- by having if currentParanoia == 50, grab the MagicSystem reference object and disable it with a message (You are too paranoid)
  - Paranoia is depleted via buying medicine (which should be constantly -- and could restrict magic entirely if used too often)

Backstory Idea:
YOU are _____.

Proof of Concept Below:

Creation of basic hacking system.
Creation of one block-out of a level using greyboxing. *(Don't worry about UI/Art yet)*
- *Room*
- *Crime Scene Area*
Creation of basic systems design. (Health, Currency, XP & Hacking systems interacting)
Creation of a paranoia system.
Creation of magic system (which should technically be done a little later)
- How it works is dependent on whether first, third or top-down.
Dev & Design Wise:
- Have a Metric scene/Toybox level
  - This is to test systems and devise how well they can be integrated.

Once the basic proof of concept is done, which is the above. Design by Iteration?