

# MECHANICS, STORYBOARDING, & PLAYER ONBOARDING

## Goal(The ending objective for the game):

- Investigate what is happening in the town.

## Objectives(Main Objectives):

- Discover Leads.
- Investigate the Hotel.
- Find Verses.
- Subdue Saabglasya.
- Purge the Town.
- *(Optional) Dependent on what other mechanics and features are in.*

## Schema:

Genre is a way of condensing information of a schema. Since this is an FPS game, the players will expect it to behave like an FPS. Knowledge of how to play games isn't innate but because it's niche. I'd recommend a very short playable unity scene before the game happens, that's set elsewhere. With Vitali explaining to the character basic controls, with a gentle pop up showing which button to press. This will make the overall game flow and transition possibly better. I have an idea for this. This will be in the player onboarding section.

## Discovered Milieu:

## MECHANICS

### NOTE:

### Suspicion

### Pattern Recognition / Memory

### Unveiling Decals with Light

### Psychosis

### Shooting, as another kind of tool too

## MECHANICS

### **NOTE:**

These are proposed mechanics until approved.  
Figure out which is feasible for the project and is a holistic approach.  
Storyboarding will be created on approval.

## **Suspicion**

### Tangible/Intangible:

Intangible / Abstract

### Explanation of Intended Effect:

- Keeping suspicion low is adhering to the rules/laws that governs the Town. To not needlessly tack onto project scope; the simplest best case for this will be temporarily blocking out specific accessible areas. Since the first half involves the player investigating– even nobody will talk to the player after a point, appealing to a specific npc might raise this block. Or adversely, if the suspicion is too high– nobody will answer their door, and the NPCs may be hostile towards the player.

### Core Action:

Since dialogue is a part of the game, depending on if and how things are tracked can contribute to how this is affected. This is where affordance comes in– while it's not stated it's implicit that specific actions may give unneeded attention or suspicions.

### Technical Rules:

- The Town itself needs to have its own variable.
- If specific NPCs have their own variable, if a specific 'x' threshold is met while including the town variable→ Specific NPCs' trust can be altered.
- Suspicion can only affect where a player can go.
- If, at least, one npc can have a modified meter, it could have a lower boundary that will make only that npc stalk/hunt the character for the rest of the game. This should be based on one action performed.
- There could be a secret character that this is affected by.

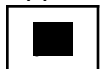
Potential Effects on Gameplay Loop:

This may allow players to make meaningful decisions;

### Potential Risks:

This could become needlessly complex, so if approved, a bare minimum needs to be defined. Requires more time to set up.

Approval: (✗, ✓)



## **Pattern Recognition / Memory**

### Tangible/Intangible:

Mixed

### Explanation of Intended Effect:

- Instead of just being another lock and key entirely, this mechanic will add for affordance in manipulating objects in the screen space. The player will need to remember or recognize patterns to unlock or activate things.

### Core Action:

An object is being manipulated.

### Technical Rules:

- How the object is interacted with is dependent on the game's spatial layout and how the player will be able to interact with things in general.
- How the player interacts with these puzzles are dependent on how we wish for them to retain the information, and also what it could do.

### Potential Effects on Gameplay Loop:

This can allow for more exploration and curiosity. Less time rushing through areas.

### Potential Risks:

How extensively objects can be interacted with is a good risk, if this is pushed it can help create a more emergent experience.

This will have multiple storyboards.

Will likely push technical capabilities.

Approval: (✗, ✓)



## **Unveiling Decals with Light**

### Tangible/Intangible:

Tangible/Concrete

### Explanation of Intended Effect:

- The flashlight's raycast should hit specific surfaces to reveal handprints or a bloodstain or such. This will unlock a context and the ability to open or examine that object further.

### Core Action:

With the press of a button or a mouse wheel, the light can switch to a bluelight. Since this is the 80s/90s, it's a bit dull and likely takes some time to use.

### Technical Rules:

- The Town itself needs to have its own variable.
- If specific NPCs have their own variable, if a specific 'x' threshold is met while including the town variable→ Specific NPCs' trust can be altered.
- Suspicion can only affect where a player can go.
- If, at least, one npc can have a modified meter, it could have a lower boundary that will make only that npc stalk/hunt the character for the rest of the game. This should be based on one action performed.
- Range needs to be factored in.

### Potential Effects on Gameplay Loop:

This may allow players to make meaningful decisions about exploring.

### Potential Risks:

Players just constantly use the other mode for the flashlight or other flashlight to check everything in one go.

Approval: (✗, ✓)



## **Psychosis**

### Tangible/Intangible:

Intangible / Abstract

### Explanation of Intended Effect:

- Seems like suspicion but is not, during the “Bloodlust” phase and the event of the other entity (that’s not saabglasya) but also, some of Saabglasya’s influence. This will add some tension, dread and uncertainty to the feel of the game.

### Core Action:

This mechanic should allow the character to be unsure of how to proceed. It’s a passive one that during the first phase, should only happen a few times.

### Technical Rules:

- This mechanic should affect: sight and hearing.

### Potential Effects on Gameplay Loop:

This should allow the player to think carefully about how they are perceiving things.

### Potential Risks:

This could become needlessly complex, so if approved, a bare minimum needs to be defined.

Approval: (✗, ✓)



## **Shooting, as another kind of tool too**

### Tangible/Intangible:

Tangible / Concrete

### Explanation of Intended Effect:

- The player will also be able to use the gun in other ways such as but not limited too:
  - Shooting items to trigger or drop things.
  - Using the stun gun to power up electrical things.

### Core Action:

Since dialogue is a part of the game, depending on if and how things are tracked can contribute to how this is affected. This is where affordance comes in– while it's not stated it's implicit that specific actions may give unneeded attention or suspicions. Keynote: Using holistic design, if an npc says something off hand about requiring usage of such a tool or on a person... (like we should probably stop him) using the stun gun can help with that.

### Technical Rules:

- Using the GUN should only occur in the second half of the game.
- Using the Stun Gun however, works in either.

Potential Effects on Gameplay Loop:

Allows the player to get used to shooting before truly shooting things.

### Potential Risks:

Implementation and figuring out how to set up these things; as well as integrating it.

Approval: (✗, ✓)



## ONBOARDING EXPERIENCE

Onboarding Goal: Allow the player to learn basic controls before sending them out.

[The game begins. We hear the sounds of footsteps and a door open, the player sits down next to the Handler. The place looks like a converted warehouse from the inside but the actual location is nondescript, going in requires going down some steps.]

### Vitali

Ah. So, you're the one that's been selected for it, huh? I'm Tasson, let's get you debriefed. We've been giving a small amount of reports about strange smells and missing persons reports in the area. It's strange and I'm concerned if it is something grave, it won't be an isolated event.

### Vitali

Grab the file, and read it while you get there. Then burn it.

[The player is nudged towards opening their inventory and dragging it into it.]

### Vitali

You've also been issued a gun since you don't have a Patron, let's hope you don't have to use it. I want to know if you have basic knowledge of using it though...

[The player is opens their inventory again but has to drag the man in their inventory and to the gun]

[The player is presented with a dialogue option. This is the first dialogue option they can pick; albeit, it's only one option.]

### Player

What do you think of the mission?

### Vitali

What do I think? This is the most the T.O.B.I has been pressed in a while. Some of the agents got sloppy some years back and now we are paying the price. I've read some good things about you, though— I hear you don't have a Patron. I won't say much else. If you need some time in the range. Feel free to use it, otherwise, get going.

[The player is presented with two dialogue options; one is to decide to train a little and the other is to continue ahead with the mission. Regardless of which is picked, the player will either be allowed to train or walk out the door. When they walk out the door. They will be loaded into the next area.]