

[PLACEHOLDER_IMAGE]

Cipher Protocol

Or, "Project Cipher"

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Game Description

This game is an afterword for the short-story featuring Peyton Nil. She started being followed and was made to erase her memories after becoming in contact with a suspected force. Peyton wakes up inside of a dingy place with an IV bag and other things—they seemed to have forgotten she was there—or they were waiting for something.

Other: Make a simple text adventure game using Python for the in-between of this? As a type of prototype to see if visualizing it into reality is possible.

Game Win Objective: Peyton needs to escape *and reach the rift to the other world, this objective will not be apparent at first--but it's the only way.*

Game Lose Objective: Undecided.

- Peyton can starve.
- Peyton can become insane.
- Peyton can kill herself.

Game Art Style & Setting:

The style of the game might either be two dimensional or three dimensional with a first-person point of view—the colors would be as photorealistic as can be, a somewhat natural earth feels. When it comes to objects of an ethereal nature the color hints just a bit more: green, purple or blue. There would be signs of scuffle, internal strife and sometimes bullet holes in area due to local gang activity.

Outside of the playable area, or the outdoor, takes place inside an industry type of area. A technology hub--but this would be a defunct area of it. That was also home to smuggling goods and weapons. The place was seized as an fbi safehouse. In the during of the game, it will mostly cycle through nighttime and will rain: both calmly and violently.

Mechanics

Difficulty(? - Maybe, **Probably Not**):

Help me, Leon! & “I can do it.”

I like the concept of **Dynamic Difficulty**, as in the difficulty level of a game is proportional to how you, the player, is playing the game. If you “suck” then it appears to be easier; which can make you think you’re getting better. If you’re good at the game, it only increases in challenge. But everyone has the same experience of enjoyment. The player can keep themselves in a flowstate of enjoyment.

Append (2021-06-01): This might require the need of a type of storyteller AI to tweak settings and such. Another idea that I had is the game, at specific points, creating a txt.file via C# (or C++ plugin) that will output a text for the player to read if they choose. As a type of background knowledge.

Mechanical Features of the Game

This game will likely have this mechanics:

- Health System
- Sanity
- Hunger
- Thirst
- Puzzle
- Weapon/Shooting
- Browsing

Mechanics Definitions:

Health System - A point system that deals with health, it is 100 normally and doesn’t show on the screen until it is less than 50. (such as a type of pulsing pain effect)

Sanity - A system that deals with hallucinations, aiming being shakier and her wanting to eat more. Sanity should be modified in small increments, and things that affect it should be a bit permanent.

Hunger - System of eating; it deals with healing, can bring down thirst slightly. This should cap at a negative.

Thirst - Hydration System. The longer that the player goes on without drinking, the more negative the player will be affected by it. It should cap at a negative.

Puzzle - System of completing puzzles; this can be shooting a lock or find a key by going through a terminal; or printing out a new keypad by pick locking the door to a room and printing out a key.

Shooting - The act of releasing a bullet from the gun but including and not limited to; unloading a magazine and loading a magazine. There is no weapon HUD.

Browsing - On some computers with accessible internet, Peyton can go on a select number of sites and enter her username and password. This is something that can go very in-depth. Such as downloading Chaos to speak with her friend, or signing into her account and then being blocked from entering.

Some of these such as the health, hunger, sanity and thirst -- should only show when the player goes to a health diagnostics terminal to look at their health. This would also be when the player can save and load their game. The health diagnostics terminal would be her sitting onto a chair and putting on the blood pressure machine thing.

Choices:

The choices Peyton makes are both the characters and the players.

There will be a gun. But the ammo is very few and it doesn't respawn. Probably a whole clip but there will be individual bullets scattered around. The player can drop the clip but it has to be manually reloaded.

Gun Choices:

- Can choose to commit suicide.
- Can choose to shoot rats.
- Can choose to shoot.
- Can choose to shoot locks to open doors.
- Can choose to waste bullets.
- Can choose to drop gun.
- Can choose to not use a gun at all.

Choosing to do certain things or looking at certain things will drop sanity; this will be a hidden feature. There will be certain sounds played-- sometimes when going on the computer, Peyton can hear distant gunfire or faint talking despite no-one being there.

Sanity Choices:

- Looking at coding for too long.
- Looking at shadows.
- Going without food.
- Trying to complete a puzzle, for a long duration.
- Linger in a room with death for too long.

Then you can also interact with other objects, it will not be displayed as a hint.

Normal Choices:

- Getting a drink from a vending machine.
- Using a computer.
- Interacting with Peyton's phone.
- Locking and unlocking a door.
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Character Profile: Peyton

Peyton Nil used to deliver pizzas and she has an innate talent for cryptology. She does random contract security jobs, remotely. Whenever she really needs cash. She spends her time on the darkweb. She is naturally curious and paranoid; she knows lockpicking because she's gotten locked out of her car and apartment quite a few times.

After a while, Peyton gets more annoyed than truly scared when it comes to in-your-face horror. She is around 6'1 in height and has green eyes, and very curly brown hair.

Playable Character Mechanics of Peyton:

- Peyton walks with a slight limp due to her prior injury.
- She can only pick up a pistol; otherwise complains that an AR or any other weapon would be too heavy; "the recoil of a shotgun could make me fall"
- Peyton is paranoid by nature.
- If the player makes her "bunny hop"; she will say her foot might get sprained if she keeps it up-- or that she is feeling restless, if she says the foot sprain line-- it will happen and she will limp more and need to walk it off.
- Peyton can lockpick.

- She's only shot weapons in video games.
- Peyton loses sanity by eating dead rats.
- She can drink alcohol; that she finds stashed.
 - Maybe that unlocks some hidden shit only when under the influences. Ah, drink responsibly.
 - Likely it relieves sanity for a bit-- and halts it from lowering. Liquid courage ya know.
- Peyton will have trouble doing this the first few times but she'll get better.

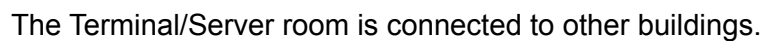
Graphic Design

This is a placeholder sentence.

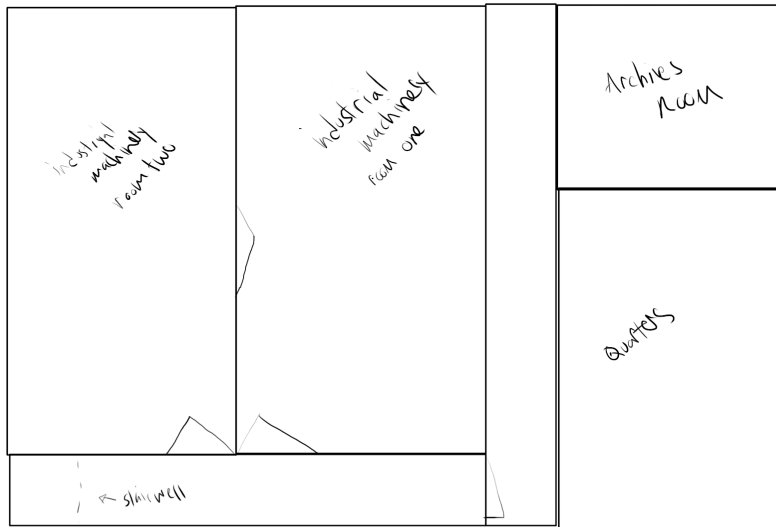
HUD Design - The HUD will display health.

Area Sketch: Third Floor

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Second Floor



(blueprint not finished)

For the second floor, the stairwell going to the first floor is barricaded. Peyton must make her way to the first floor. There will be a hidden hatch that has an extending ladder to go to the first floor; there might be a way to clear the items shoved down.

- The archive room is filled with filing cabinets, tables and a couple of computers.
- The debris that is blocking the stairwell has taken items from the industrial machinery area; there is a person who got squished.
- The quarters have bunk beds, blankets and other such personal items. The quarters area is oddly untouched.
- The industrial machinery areas likely have a couple of dead bodies in them; one of them would have a camera that Peyton would be able to grab the data and view on a computer, as the camera is dead.
- There are no windows on the second floor.
- The archives room has more clues to discover.

First Floor

The first floor is where the elevator will be: but it's a hidden elevator and this floor is very different from the last two. The entrance is welded shut with metal and Peyton can tell that this was the ground level and that it had been changed a lot. With construction supplies, the windows being welded shut with metal as well and the overall destruction.

- This level has the most disarray but not the most bodies.
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The Sewers

Apart of the Sewers is the elevator; what comes after isn't to be delved into right now. What should happen is that the door opens to a room. The room has another door that leads to the sewers. There should be cables that go down from the wall and to another building. As it's apart of the terminal wires that connects to other computers within' the buildings.

The Sewers might have a secret but it's just a linear way to get to the next area.

Story Gameplay

STORY Opening:

[The Protagonist wakes up inside a locked room.]

Good. You're awake. Don't question how you can hear me, you need to find a way out of this hellhole. They tried to sedate you, nearly killed you and so you have lost your memory. Listen closely: Only heed my instructions unless I tell you not to—my... I'm going to have to close our connection for the time being. Find a way out.

Peyton wakes up in a room. When she exits the room and enters the hallway. She finds all the doors to be locked; there are a couple that she can pick lock. But at the end of the hallway is a staircase and the exit to the outside appears to be welded shut.

The gun could be in the locked supply closet; but it has no ammo.

There will be a hidden elevator that will go down into a room, that's on the first floor, that connects to a sewer and another building. But it's the only way to go into this area. [DO NOT WORRY ABOUT THIS NEXT AREA, OR SEWERS YET]

Links/Resources:

<https://forums.unrealengine.com/development-discussion/content-creation/28291-community-list-free-software-tools-resources-list>

www.makehumancommunity.org/skin/annotated_skin.html | Demonstration Skin Texture Map |
Used for Peyton's Skin Tone