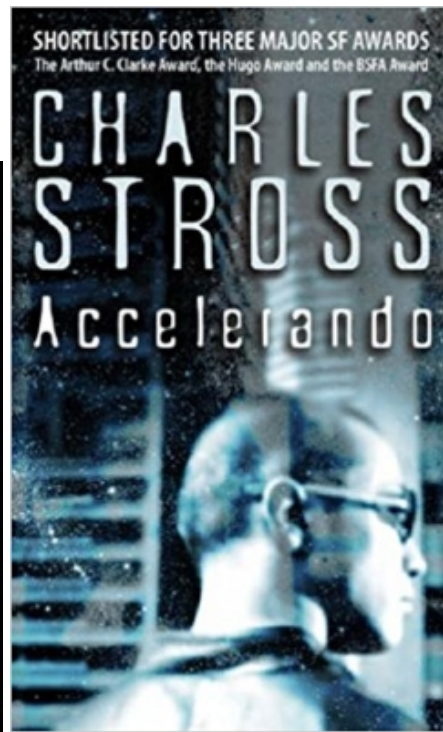# gdd-project
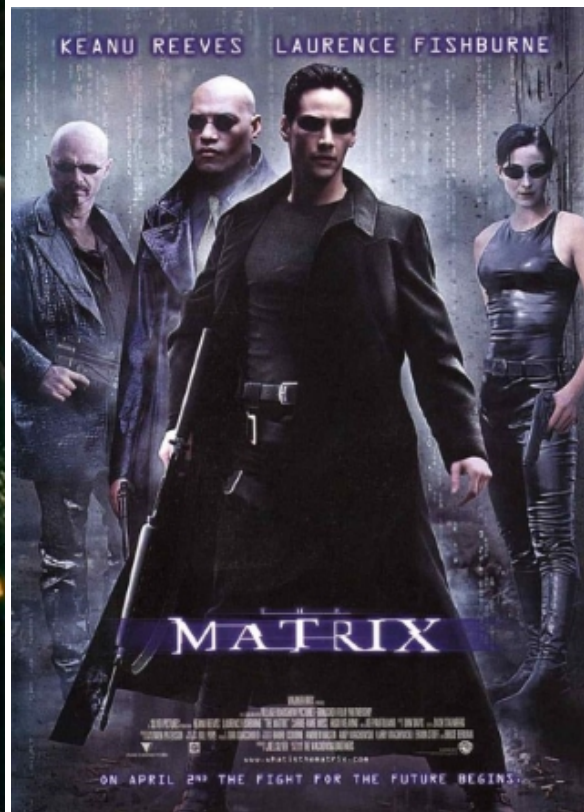
Design document

Cyberpunk game

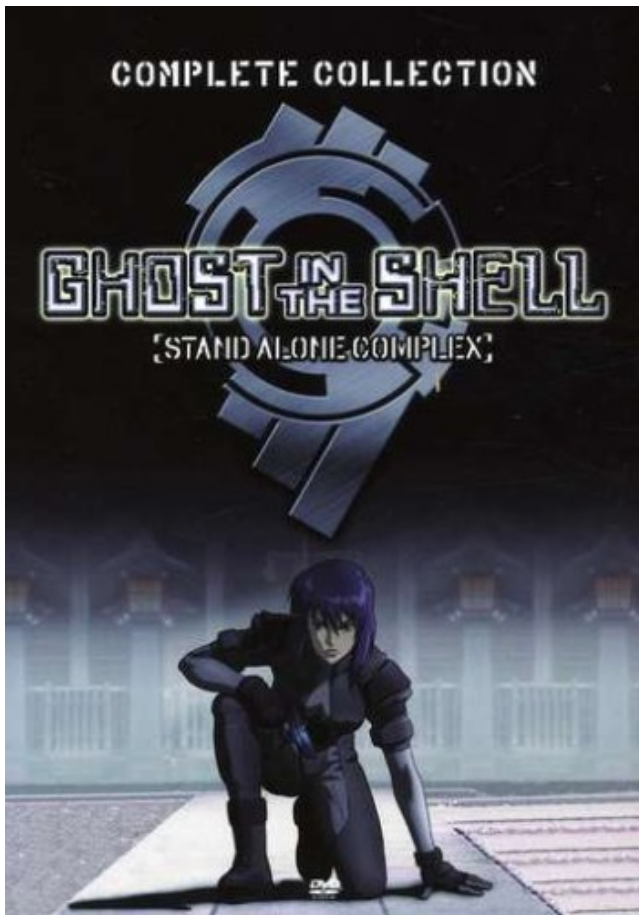
Game inspiration

Books

Movies

Anime

Game look and feel

Concepts compatible with AR (Augmented Reality):

- Ghost in the Shell - First Assault / [Matrix](#)

Other design inspirations:

- The Last Night game

What is cyberpunk

`Cyberpunk` is a subgenre of `science fiction` in a future setting that tends to focus on society as "high tech low life" featuring advanced technological and scientific achievements, such as information technology and cybernetics, juxtaposed with a degree of breakdown or radical change in the social order.

`Cyberpunk plots` often center on conflict among `artificial intelligences`, `hackers`, and `megacorporations`, and tend to be set in a near-future Earth. The settings are usually `post-industrial dystopias` but tend to feature `extraordinary cultural ferment` and the `use of technology in ways never anticipated by its original inventors` ("the street finds its own uses for things" - William Gibson). Much of the genre's atmosphere echoes film noir, and written works in the genre often use techniques from detective fiction.

Future in cyberpunk

Game design

Players

Interaction depends on mode:

- `1 vs AI`
- `co-op vs AI`

Objective

<!-- Usually they are the same, except for campaign, when they may differ: + campaign - `go there`, `do that` - mission specific + others/generally: + build a base - walls & fortress, extend your base + extend your economy - more mines, more workers, "passive" income (gold through relics or gold through trading), trading + build an army + defend against / attack enemies -->

<!-- Employ `various strategies` in order to achieve your objective: + `rushing` attack against enemy economy: http://www.forgottenempires.net/aof/strategy/feudal-rushing + `fast castle`: https://www.quora.com/In-Age-of-Empires-II-what-is-the-build-order-for-a-fast-castle -->

Procedures

Mechanics

Mechanics varying upon user difficulty:

- `advanced user` will have real terminal challenges
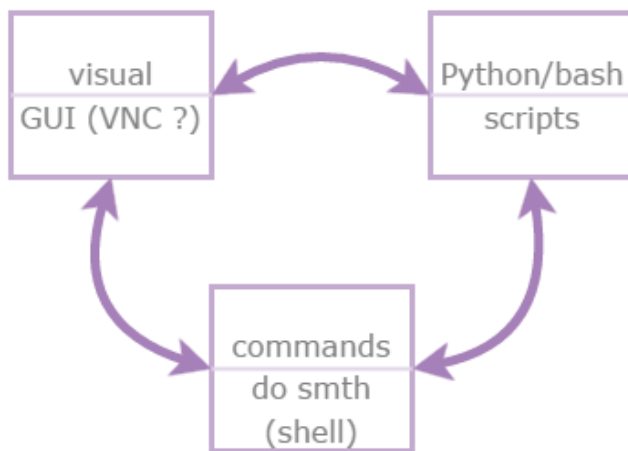- `beginner user` will have a mix of beginner terminal challenges / classic "hacking" mechanics

Advanced mechanics - new:

- `desktop (VNC)` : wireshark ->> metasploit ->> ...
- `py/bash scripts` : hello ->> library ->> ...
- `shell cmds` : tracert ->> netstat ->> ... | mkdir/cat/ifconfig ->> vim ->> ...

- `1984-inspired mechanics` - `social media` in Orwell game ([1984, by George Orwell](#))
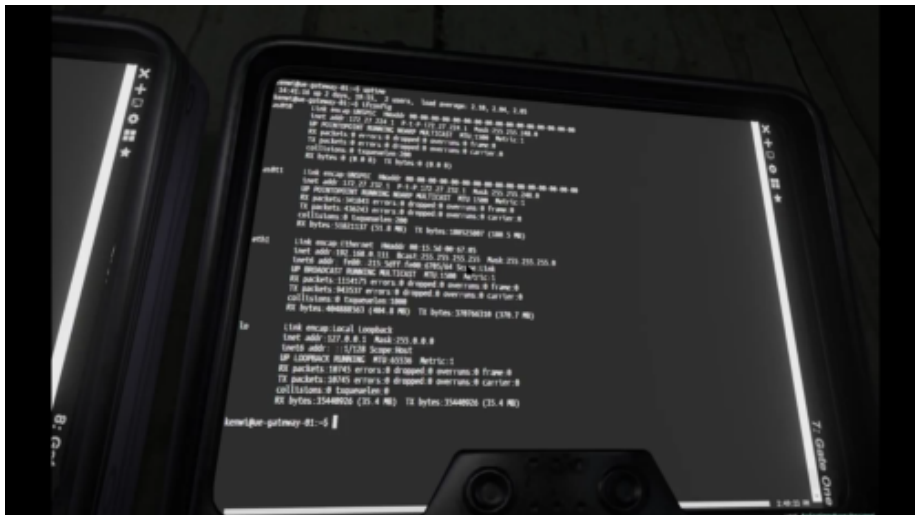

Advanced mechanics types

> *Even for the advanced user, mechanics must start from a basic level (to prevent DoA - "dead-on-arrival") and progress over time.*
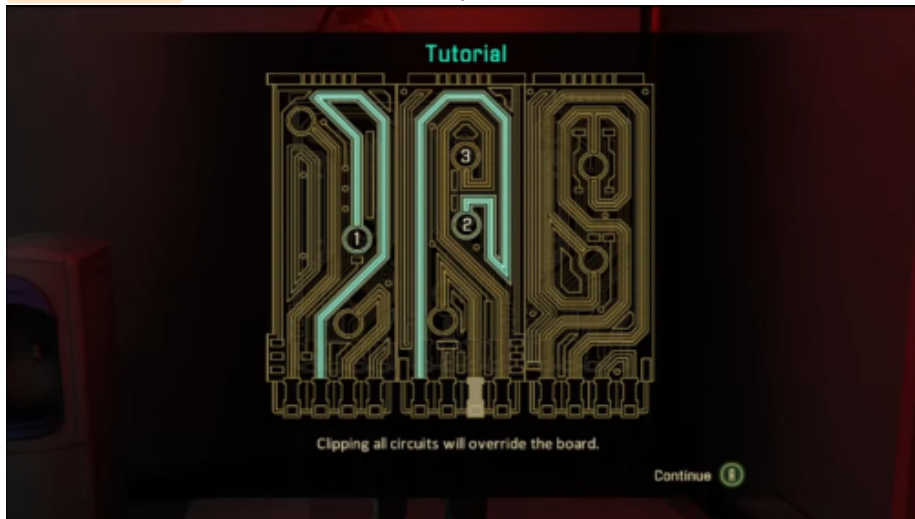
Real terminal

>

Beginner mechanics - classical:

- `circuit break` - maze-like mechanic - Alpha Protocol

- `network hack` - graph-like mechanic - Deus Ex: Human Revolution

- `routing puzzle` - Watch Dogs 2 (in WD1 it was 2D)

- `interact with objects at a distance` - Watch Dogs 1 & 2

- `search for clues` - search with magnifier / apply filters / rotational puzzles - Assassin's Creed Brotherhood

FROM A BOLT OF ELECTRICITY, GOVERNMENTS FELL.

Procedures sample

Deus Ex:

- pick object
  - announce
  - boundaryOnPick
  - pick
  - throw
  - drop

<!-- Commands: + select unit/building (**Contextual commands after running this**) + communicate / taunt + set diplomacy stance + set minimap options + open tech tree / menus Contextual commands - `Units`: + move + attack / build + repair - building / ships / special units + kill + garrison + stance - one of the following: aggresive, defend, stand point, no attack stance + deploy (only for special units) -->

Rules:

In order to survive, you have to:

- expand your computational resources ([see below](#))
- gain credits so you can afford those
- gain allies / supporters (online action) / (get a friend to help with co-op ?)

Misc. rules:

- map has fog-of-war - you have to explore the map (indoor/outdoor)

<!-- + in order to survive, you have to extend your `economy` and `army`, if you don't have both, you will lose (unless you're protected by an ally, usually in online interaction) + you can change diplomacy stances (unless locked) + rock-paper-scissor with units ![] (http://www.forgottenempires.net/wp-content/uploads/counters_feudal_groups.png) -->

Resources:

- money
- computational
    - processing power
    - bandwith
    - toolkit

Conflict

From story perspective:

- `player` vs `state / corporations`
    - fight back against policing / abuse (police state nuance) / control (1984 nuance)

From gameplay perspective:

- `player` vs `environment` (PvE)
    - you hack the environment ...

Boundaries

- map - limited map
- time - you have a time limit in certain game types

If extended in AR, the game could extend the usual boundaries of computer games:

- it's about things that are already happening
- through visual reinforcement (matrix filter), you will analyze the world from this perspective

Outcome

Victory conditions:

- objectives accomplished
- survived till the end