The CS4A Final Project

Intro:

You are a soldier in the Camorran Navy. Your ship, the *Kandar* was patrolling an area of space on the edge of the collective known for piracy and trafficking. *Kandar* has come across what appears to be a small luxury liner by the name of *Serenity,* an elite of the collective systems that would be used as a getaway, among other things. The *Kandar* has attempted to make contact with *Serenity* but their bridge hasn’t answered and it appears their artificial gravity is offline. As Navy protocol states, the *Kandar* is obligated to investigate.

**Locked at start - door to cargo, need to turn on gravity and power**

**Door to quarters and bridge, need officer’s keycard to open**

**Server room - need password from captain’s computer**

To beat the game: get the info from the server room, get back to the Kandar

Optional: Explore the cargo room and reactor room, get the reactor diagnostics, (plus base reqs), get back to Kandar

**Objectives and cutscenes**

Start - Ship: “Captain this is Kandar, we are registering, anything we should be worried about?”

You: “Not yet, call this in with command just in case, if you see anything unusual let me know let me know and we will back off. We’ll need more manpower to fully investigate this.”

Ship: “Yes Sir, Kandar out.”

Display: objectives:

* Investigate what happened
* Copy the data on the ship’s computers
* Optional: Investigate the strange reactor readings, and copy reactor diagnostics

**Once the player examines the officer body in the party commons and gets the key card**

You: “Kandar, keep your eyes out, something isn’t right here.”

Ship: “Captain, have you found any survivors?”

You: “Negative, looks like they depressurized the ship.”

Ship: “Copy, Kandar out.”

**Once player reactivates power and gravity:**

Display text: “You quickly bring the gravity up to a comfortable 9 m/s^2. The crew’s bodies fall to the floor with a satisfying thump. The spheres of blood regally make their descent towards the floor and land with splats, the crimson blood blossoming into beautiful patterns.”

Ship: “Captain this is Kandar, do you copy?”

You: “I copy, what’s going on?”

Ship: “We are getting strange readings from the ship’s reactor, unless you happen to find some anti radiation meds you need to wrap it up soon, your combat suit won’t be enough.”

You: “Copy that Kandar, keep me posted.”

Ship: “Yes sir, Kandar out.

**Once the player finds the Weapons crate and examines it**

You see a large variety of military grade weapons and ammunition, as well as full combat suits.

Ship: “Captain this is Kandar, we are detecting to unknown cruisers heading our way, ETA 30 minutes.”

Captain: “I copy Kandar, I just found a crate full military grade weapons from Tamarain. It looks like some sort of deal went wrong.”

Ship: “They should have made better deals!” \*Chuckle\*

Captain: “What was that Kandar? Didn’t copy your last message. ”

Ship: “Nothing sir, the bogies are still on their way.”

Player:

1. Inventory
   1. Mk. 27 PDW
      1. Small lightweight automatic weapon designed for low gravity use. Commonly seen in Camorran boarding parties. Fires small lightweight rounds at very high rate of fire
   2. Mk. 3 Light pistol
      1. Standard issue sidearm of the Camorran navy, fires an intermediate caliber. Useful on world on in low gravity environments.

Room descriptions and details:

1. Player ship airlock 5, 0
   1. The airlock of the *Kandar* is nothing special: a small grey room with a control panel on the wall. You can see the the port airlock of the *Serenity* ahead of you.
2. *Serenity* port airlock 5, 1
   1. The port airlock of the *Serenity* is even smaller than the one on the *Kandar,* only wide enough for two people to stand aside. Its walls are painted white and covered with small pipes. Once outside the airlock chamber, there is a small plain room with a steel bench in it. Towards the center of the ship you can see the foyer.
3. Foyer 5,2
   1. Interaction: Cargo bay door(locked at start, turn on gravity to gain access).
   2. The Foyer of the *Serenity* is what passengers see when they first exit the cargo bay. The room itself was larger than most families lived in. The room had beige carpet and plain tan walls with a few abstract paintings magnetically held on the wall. A couple or red leather couches line the walls and there are two thin supports in the center of the room. Towards the center of the ship is the party commons; towards the port is the port airlock; towards the starboard, the starboard airlock.
4. Starboard airlock 5,3
   1. The starboard airlock of the *Serenity* is even smaller than the one on the *Kandar,* only wide enough for two people to stand aside. Its walls painted white and and covered with small pipes. Once outside the airlock chamber, there is a small plain room with a steel bench in it. Towards the center of the ship you can see the foyer
5. Galley 4,1
   1. The galley of the *Serenity* is a fully equipped kitchen with all of the necessary tools to make any meal imaginable while flying through space. Various ingredients, food and utensils are floating all around the room. There are two bodies elegantly floating in the kitchen dressed in kitchen attire.
   2. Interaction:
      1. examine bodies
         1. Two men dressed in chef's attire, cause of death: suffocation from depressurization.
      2. Kitchen terminal
         1. Displays text: “I am beginning to think that I shouldn’t have taken this job. Yes I was paid twice of what I am worth but something is just odd. Not to mention that I have had to make full on meals at least 3 nights in a row, on top of the rest of the meals. Yesterday they had some guys come on to meet with the captain, looked they were from Tamarain, with their robotic arms, I’ll admit they looked scary, but they didn’t talk much. But they sure do eat a lot. I think that they are in the cargo bay now for their deal or whatever. Wait is that gunfire? WHat IS HA ”
   3. Items:
      1. Aged Sideron Wine
         1. Some of the finest wine found the Collective, the Sideron family of Pavela are some the last of the wine producers that don’t grow their grapes in artificial farms. A bottle this old and of this winery would be worth a good chunk of credits.
6. Party commons 4,2
   1. The party commons is the main communal area of the *Serenity.*  The room is lit like a nightclub, and located in the center of the room is a large bar, home to enough of the finest alcohol in the Collective to host multiple large parties. The walls are lined with deep red booths. You can see the bodies of most of the passengers and crew members here all floating, with blue skin and blank faces. Towards the port of the ship you can see the galley. Towards the front you can see the hallway that leads to the bridge and quarters. Towards the port side, the galley. Towards starboard, the galley
   2. Interaction:
      1. Examine officer’s body(gets you the key card.)
   3. Items:
      1. Partygoers tablet
         1. Displays diary text:
            1. “Not sure why we need to travel all the way out here to have a party, communicating with home is tough from the lag. Not many relay stations this far out.”
      2. *Serenity* officers keycard
         1. Keycard that unlocks the bridge.
7. Med bay 4,3
   1. The medbay is a small white room with two hospital beds and full autodoc setup, enough equipment and medicine to keep someone alive long enough to get to a station with an actual hospital. Towards the center of the ship is the party commons room.
      1. Painkillers
         1. Advanced pain pills that completely block pain
      2. Anti Rad meds
         1. Pills designed to minimize the effects of radiation, popular amongst drive core engineers during emergencies.
      3. Transfusion pack
         1. Advanced synthetic blood pack that works with any blood type in the event that a blood transfusion is needed.
8. Hallway 3,2
   1. The hallway to the front is nothing special. The room is not all decorated, with a plain steel floor and uncovered walls with exposed pipes. The body of what appears to be a crew member unceremoniously floats in the center of the small room. Towards the front of the ship is the bridge and towards the back is the party commons.
9. Quarters(mult?) 2, 2
   1. Extravagantly designed queen sized beds for each room, Each room was larger than many apartments. Towards the front of the ship is the bridge, towards the back is the hallway.
      1. Survival Rifle
         1. Large caliber rifle meant for exploring unknown planets and self defense against humans if need be. Collapses down small enough to fit in the small cargo chambers of any small fighter.
10. Bridge(need officers keycard to open, or play hangman) 1,2
    1. The bridge is a large room with a variety of control panels and screens, used for ship navigation, or at least it was. The bodies of most of the crew were here, although it is clear they didn’t die from suffocation like the passengers. There are small orbs of blood floating around the room like some wicked form of artwork, gracefully engulfing the smaller droplets and slowly growing larger. Almost all of the ship’s controls are here, specifically those that control power and artificial gravity…. Towards the front of the ship is the server room, towards the back is the quarters hallway.
    2. The bridge is a long room with a variety of control panels and screens, used for ship navigation, or at least it was. The bodies of most of the crew are splayed out on the ground, clearly killed by violent forces. The once floating beads of blood have splattered, giving the carpeting dramatic contrasts and flair. Towards the front of the ship is the server room towards the back is the quarters hallway
    3. Items/. Interaction turn on gravity and power.
11. Captain qtrs 1,3
    1. The captain's quarters is a small dark room with dark blue walls. It has a small bed and desk with a lot of clutter floating about. There is a small window that looks out into space.
    2. The captain's quarters is a small dark room with dark blue walls. It has a small bed and desk. The room is cluttered and looks as if a tornado came through the room
    3. Interaction: Desk Computer
       1. Display this text first: You see a sticky note on the desktop, it says server room password: 1234
       2. Diary Entry: Tamarainians are coming today, lets hope this deal goes smoothly. I like to think I make good deals, maybe even the best deals in the entire collective. But I may be going up against some very good negotiators, so let’s
12. Front restroom 1,1
    1. The front restroom is a plain white room with 3 stalls, and 4 urinals, fortunately whoever built the bathroom accounted for the fact the gravity might be off, or else this would be a crappy situation. Towards the center of the ship is the bridge.
    2. Items:
       1. Vertigo
          1. Highly addictive drug that simulates weightlessness and relaxes the muscles.
13. Computer/server room 0,2
    1. The computer room is a very small room, its walls covered with electronic equipment to make the walking space only large enough for 2 small people to walk. The amount of equipment here is way more than a civilian ship would ever need. There is a small access terminal on the side of one of the servers. Towards the back is the bridge
    2. Interaction: Server Terminal
    3. Objectives Duplicate all info off the server
14. Server 0,2
    1. Cargo(Available once gravity and power is restored) 6, 2
    2. The Cargo room of the *Serenity*  is a large empty room that doubles as a storage area and docking area for 2 small ships. There is only one shuttle in the docking bay. There are a lot of crates lying around as well. There are bodies lying around everywhere, most obviously killed by gunshots. A variety of military grade weapons are on the floor. Towards the back of the ship is the reactor chamber, towards the front is the foyer.
    3. Interaction: Dock Terminal, Cargo Terminal, Unusual crate
    4. Items:
       1. Tamaraini Assault Rifle
          1. Standard issue weapon for the Tamaraini army. The weapon is a large caliber bullpup, firing conventional bullets capable of various fire modes.
       2. Pilot’s defense pistol
          1. Small pistol designed to be easily carried in pilot suit. Fires small, low penetration bullets to avoid critical damage to a ship components in case of a firefight.
       3. Pavelan light pistol.
          1. Standard issue sidearm for the Pavelan military that fires a small burst of solist energy. Extremely versatile due to its ability to simulate many different calibers of its conventional counterparts but very expensive to produce.
15. Reactor: 7,2
    1. The reactor control room is a small closed off area with a glass window that looks down into the reactor chamber. There is an alarm going off and the terminal is flashing, warning of a meltdown. Towards the front of the ship is the cargo room
    2. Interaction: Reactor control Terminal -> get reactor diagnostics