

Catherine Morgan  
Game Design Example

### **GAME PREMISE:**

Yesterday, you were sitting in the library trying to download a recipe for 3D printed lasagna when you just blacked out. Man, your shift must really have been long or something for you to fall asleep like that. But today, government agents are breaking down your door accusing you of hacking into the National Identification Database and you are to immediately relinquish all electronics and come “peacefully” with them.

You, a simple grocery clerk, couldn't have hacked into the tightest security branch in the world! Not even the /HACK extremist faction could break into it. I mean, it contains people's barcodes, factions, identities, assets - everything! The very *lives* of people are stored in that database.

There's no way. There's just... no way...

Figure out who framed you and why before the Government catches up to you. If they catch you, it'll be The Room for you.

### **OPENING CUTSCENE AND WORLD SETTING:**

This scene marks the beginning of the game, prompting the game's main quest and building the world. More of the world will be explored and explained as the story unfolds and the truth behind historical events comes to light.

Playable:

None

NPCs:

Main Character, Jesse  
crowds of people

A young female (around age 19) just got off of work at the local grocery store. She has long brown hair with hazel eye, her complexion is tan. She glances down at her wrist, where there is a barcode, touch screen implant, and a SD slot (aka a myWrist device). The screen shows the time, her vitals, a map of the surrounding area, temperature, local news headlines, and has a menu option in which she can pull up credit cards, bitcoin accounts and statements, holo-phone, internet browser, and other tools. The SD is used to store and transfer data from the touch screen device, among other purposes that will be discovered later. The barcode is scanned anytime she walks into a building or passes certain points

on the street in which it then pings her location. You can't go anywhere without the Government knowing.

She sighs and searches for the shortest path to the library on her myWrist to avoid afternoon foot traffic. She walks there; the scene shows the player what the world is like. Looming skyscrapers made of glass with individual glass tubes to transport people up on platforms. There are three lanes that comprise of the road: a stationary sidewalk, a moving sidewalk, and the main street used for cars and other vehicles. People stand in crowds on the moving sidewalk doing work on their devices while waiting to get to their destination. People loitering or traveling short distances tend to hang out on the stationary sidewalk. No one owns cars anymore - people use their myWrist to call for a self-driving car that comes to their location to pick them up and drop them off. People are lined up at automated coffee vendors on street corners, waving their wrist in front of a scanner to pay. Teenagers are on hover boards or hover skates; people in business suits are on holo-phone conference calls using the myWrist to project a screen. She passes Government Agents arresting a man - dragging him out of a building. He keeps screaming, "I don't know what you are talking about!! I didn't do it, I couldn't have! I don't even own a holocomp! YOU'RE CRAZY. Why are they doing this to me?!". People pass by unfazed. Beyond the cityscape you can faintly make out the massive wall that encircles the city separating it from the Guttled slums and beyond that, Ground Zero.

Jesse gets to the library and scans her wrist towards the door to open it. She waves to the elderly clerk, and heads straight back to the computer hub. She passes the room to the old archives, which holds some of the few printed books left in existence. The shelves are lined with holographic projections of books that you can download to your myWrist via the front desk. Jesse makes for the back corner. There stands a computer hub, which appears to be just empty cubicles - but once Jesse scans her wrist on the wall, a station becomes activated. A holographic touch screen appears with the same information that is displayed on her myWrist. Jesse interacts with the screen: she puts on some music, checks her email, updates her blog, and searches the internet for a lasagna recipe to use for her 3D food printer at home. A shadow passes behind her. Shortly after, her vision starts to blur until she blacks out. She wakes up in her bedroom at 8am where you can now control her.

JESSE: "Huh? What happened?"

## **INTRODUCTION SCENE:**

This scene introduces the mechanics of the game and builds the world.

Playable:

Main Character, Jesse

NPCs:  
None

**CAMERA:** Third person shooter

**NARRATIVE:** In first person

**UP ARROW or 'W':** Forward

**DOWN ARROW or 'S':** Back

**LEFT ARROW or 'A':** Left

**RIGHT ARROW or 'D':** Right

**SPACE:** Jump

**SHIFT:** Run

**'Q':** Toggles Crouch/Stealth (introduced later)

**'TAB':** Inventory

**LEFT-CTRL + 'W':** myWrist interface

**RIGHT-CTRL:** Toggles attack ready

**LEFT-MOUSE BUTTON:** Interact with objects (take, pick up, eat, drink) or shoot when armed, also used as cursor in myWrist feature

**LEFT-MOUSE BUTTON HELD:** moves objects, and objects in inventory can be dragged off the interface to be dropped out of inventory

**RIGHT-MOUSE BUTTON:** In inventory, used to bring up options for items such as use, give,

**HOVER:** Provides description for interactive object (will be indicated in this document by italics)

**MODE + SCROLL:** Scrolling in a mode (attack, stealth) goes through weapons/tools respectively.

Not all mechanics are explained in the opening scenes. The tutorials will come up in the appropriate scene as the mechanic is first introduced.

The alarm on the nightstand keeps going off. A tutorial guide tells you to click on it to turn it off. Once the alarm is off, Jesse will stand up out of bed. The tutorial tells you to walk over to a dresser-like object using WASD. Once you get to the dresser, the tutorial tells you to press CTRL + 'W' to open the myWrist. From there, you can observe Jesse's vitals, the news feed, an icon of a dress, the current temperature outside, Jesse's accurate location, a phone icon, a \$-like icon, the newest and hottest web browser, the time, a short-range map and a menu function.

Vitals-

- heart rate, body temp, days until ovulation, cholesterol, blood sugar level,

radiation level, serotonin levels, adrenalin levels

- If exposed to ruined city areas or Ground Zero for too long, Jesse's radiation levels will become lethal so it's important to have radiation medicine or protective gear.
- Serotonin levels indicate Jesse's "sanity" or "happiness" level, which is monitored by the Government. Anyone who drops below a certain threshold will be obtained in a Tranquility Home.
  - Serotonin can be increased by Jesse's favorite foods or drinks (which are indicated later), sitting in a peaceful environment, having a good experience, certain shots that can be obtained later, artificial happiness through SD cards, and triumphing over a fear.
- Adrenalin corresponds to Jesse's stress levels. If the level gets too high, the Government will realize something is off and send out Agents to secure you.
  - Adrenalin can be lowered by stopping and taking a breath, certain drinks or foods, certain shots that can be obtained later, and by doing something over and over successfully.

News feed-

- will show a clip about the /HACK extremist faction hacking into a bitcoin bank. The news anchor ASSURES the public that nothing was stolen and that the life support glitch in the building that caused 20 people to die of carbon monoxide poisoning had nothing to do with the attack. Everyone know it's artificial bologna.

Jesse's location-

- Her location in global units, then a dot of her in relation to her local surroundings.

Phone icon-

- brings up a holographic keypad to punch in numbers or there is voice recognition to dial a number. There's also a video option.

\$-like icon-

- brings up her current balance in bitcoins, you can make electronic transfer at the touch of a button and also purchase things via a catalogue

Menu-

- brings up settings and extra apps such as a calculator, "TrendZ" (a trashy fashion magazine), weather forecast, Wristflix, "Love at first Click" (a dating app)

Dress icon-

- This interacts with the wardrobe in front of you to change your outfit. Outfits

can be purchased with bitcoin from your myWrist or other stores where it transfers to your myWrist closet. Outfits can be changed at any wardrobe for free or at a wardrobe station on the street by scanning your wrist and paying a small fee to enter.

You are prompted to press the dress icon to pull up Jesse's outfit, which you can change with some pre-added outfits. This feature will later be used for disguises and infiltration.

After you see the myWrist features and close out of the interface, an arrow hovers above a cord that is sitting on your bedside table. Once you walk closer to it, the tutorial tells you to HOVER over it. The description displays, *It's the cord used to charge myWrist.* The tutorial then prompts you to LEFT-MOUSE BUTTON click it. It disappears, and the tutorial tells you to TAB to bring up your inventory, where you can see the cord. The tutorial explains that RIGHT-MOUSE BUTTON will bring up menu options that are associated with the item, such as "Charge myWrist" for the chord. It also explains how dragging an object off the interface will drop it.

After closing out of the inventory, you are then prompted to click on the door to leave the room and you are free to explore the house. More mechanic and control tutorials will come up as they are introduced into the gameplay.

**Rooms:** Jesse's bedroom, a bathroom, a small room with nothing but a chair in it, kitchen, and walkway with a closet towards the door.

### **Interactive Objects:**

Bedroom:

- Wardrobe - *I wonder what it was like when clothes were made of fabric...*
  - brings up myWrist, specifically uses the dress icon
- Bed- *Sleep*
  - makes Jesse go to bed
- Window - *It's a great view.*
  - allows you to look out the window to see the cityscape
- Bookshelf- *I only have a couple of files on hand.*
  - Files (books) appear on the interface with a couple of pages from various books you can read. They appear as a holographic screen in front of your interface.
- Old Stuffed Animal- *I found this is an old thrift shop down in The Guttled section.*

- Can click to put into inventory

#### Bathroom:

- Mirror- *Hmm... Should I change my makeup?*
  - Clicking on the mirror brings up an interface that allows you to change Jesse's makeup. For now, there are preset settings.
  - List of contents in cabinet comes up-
    - anti-radiation medicine, a spray "Ouchless!" that shows a picture of someone spraying the contents on a cut to heal it, brush, toothbrush, extra batteries for the soap dispenser, and a few hair ties
- Toilet -
  - Flushes the toilet

#### Chair room:

- Leather reclined chair-
  - Clicking on it makes Jesse sit in the chair, which brings up a bunch of screens in your field of vision with different TV stations and media sites, games, 3D reality, and "Logos," an alternate-immersive device that enhances a person's problem solving skills and perception.

#### Kitchen:

- 3D Food Printer - *Print any recipe!*
  - Bring up interface to create any food with the current recipe, provided that there are sufficient ingredients to create it. There is a lasagna recipe, pancakes, fried pickles, apple, "EnerGO" an energy bar, soylent green crackers "We swear it's not humans!", EZcheese, and other options
    - food gives Jesse health, but food cannot be held in inventory. Jesse can hold ingredients though.
- Drink spout - *Any drink at the wave of your wrist.*
  - Clicking the machine lets you choose various drinks to consume
    - drinks give Jesse health, serotonin, adrenalin, or increase in stats. Only certain drinks can be held in inventory (also only if you have a bottle to fill)

#### Walkway/Closet

- Coats- *The biosphere is going to be switching to Winter soon.*
  - Clicking the coats prompts Jesse to find a SD in one of her

pockets that she doesn't recognize. *Where did this come from? I don't remember ever having this...*

- Door- *Go Outside*
  - Clicking the door causes the next cutscene to start

### **ESCAPE SCENE:**

In this scene, the first fight sequence happens, introducing the fight mechanics. Jesse realizes she's a target of the Government and some sort of conspiracy, and she needs to escape from the Government Agents in order to figure out what is happening to her and what the world she lives in is really like.

Playable:

Main Character, Jesse

NPCs:

Government Agents (x 10)

Once clicking the door, the following cutscene will happen:

There's a knock on the door as you put on your coat (the one with the SD in it, so even if you haven't found it yet, you still have it).

JESSE: "Just a sec."

The people at the door don't wait for you to open it, they burst in with guns pointed at your face.

GOVERNMENT AGENT: "Jesse Walsh, you are under arrest and will be taken in for interrogation. Anything you say can and will be used against your so-called plea. But don't count on a trial. Traitors don't have the *luxury* of the legal system."

Control is given back to you and the Government Agents start entering your house. A tutorial screen appears telling you the mechanics: You press RIGHT-CTRL to go into attack mode, then LEFT-MOUSE BUTTON while facing a Government Agent to punch or kick them (attack). If you find a weapon and click it, it's added to your inventory. You can access your weapons' inventory by SCROLL in attack mode, but there is limited space. There are no weapons in this first scene. If you are ever caught, you can fight back by continuously pressing LEFT-MOUSE BUTTON which causes you to struggle.

If they successfully catch you, scroll down to the "**Don't Jump/Caught**" option on pg. 9 to

see what happens.

You start running through the house. A symbol will appear above objects that you can click on to knock over to slow the Government Agents. If they catch you and you struggle free, you can continue running or you can try to fight your way through. There is no way to successfully fight your way through. If you reach the front door it cuts to the following scene:

You make it to the front door, heavily panting. As you run out the door, more Agents greet you. They're swarming in from both sides of the hall; you're surrounded and there's no where to run. Scroll down the "**Don't Jump/Caught**" option on pg. 9 to see what happens next.

If you don't go towards the door, once you clear the kitchen area your myWrist will start beeping. You open it and an arrow will appear on your map. The arrow points relative to your position towards the bedroom.

(Later on, you will receive special contacts that allow you to drag any of the myWrist features (vitals, map, dress icon, etc.) off of the interface to project them through your contacts, so they appear on the main interface without having to open up myWrist)

Once you make it to your bedroom, a prompt tells you to close the door. You close the door and an arrow appears above the wardrobe. Clicking the wardrobe will topple it over in front of the door as a barricade.

The scene goes to this cutscene:

Jesse is heavily panting, grabbing at her head, freaking out.

JESSE, thinking: *W-what the fuck?! I never did anything...Maybe if I could just talk to them they'll understand... yeah, I mean they have to, right?*

A husky, male voice comes from your myWrist- you don't recognize it.

VOICE: "Jesse. Open the window and jump."

JESSE: *(bewildered)* "What?! That's crazy! I'm 33 stories above the ground! Who are you?!"

VOICE: "Trust me and swan dive or get caught by Government Agents. That'll be a gigabyte of fun! You can be brutally interrogated, tortured, submitted to The Room, and if



you're lucky dead in a ditch at Ground Zero!"

You open the window, a prompt "Jump" with the SPACE bar comes up.

### **Jump-**

- You leap out the window just as Government Agents start shooting at you. You're free falling, flipping everywhere, completely disoriented. You can't hear much over the loud wind rushing past your ears and the sound of your own screams. You flip so you are now facing the ground, which is quickly approaching.

JESSE: "Okay, you told me to trust you! Are you gonna save me now or what?!"

VOICE: "Yeah, yeah, Stop flippin' your shit. Ha."

All of a sudden you feel a pull at your innards and your body is starting to dissipate.

JESSE: "You're going to quantumshift me falling in midair?! Are you insane?!"

VOICE, laughing: "I've been told that on one or two occasions."

Your hands start disappearing in front of your eyes as your body's atoms are being transported to some other place. Your vision starts to go blurry and you look sideways to see your legs are gone. Your vision goes black just as you are about to hit the ground; you hear people from the ground screaming in horror at your falling, disappearing, body. Then silence. End scene.

### **Don't Jump/Caught-**

- Government Agents have cornered you, with their guns pointing at you. You raise your hands in compliance. They handcuff you, leading you out of the room. The scene cuts.

The scene is black, and you hear a deep, clear voice.

VOICE: "Well, Ms. Walsh, you certainly did a number on us."

The blindfold is removed and you can now see. You are sitting in a chair in a

corner of a metallic room. You try to move your hands but they are tightly bound behind you, and there is tape over your mouth. A person stands with their back to you in the opposite corner. He's wearing a black suit with projectGlass (similar to myWrist but instead of a touchscreen on your wrist it's a holographic interface only the user can see through the glasses). He has slicked back, dark brown hair. He doesn't move as he continues.

VOICE: "From your cyber attack, I thought you were going to be a smarter member of /HACK. It's not everyday someone hacks into our database and steals over 6.8 billion citizens."

Someone from behind rips the tape off of your mouth.

JESSE, panting, scared: "Steal... 6.8... billion... citizens? As in...is this the NID?! Listen, I think this is all just a misunderstanding! I work at ShopRite as a cashier. I don't even know how to code or hack or whatever you're talking about! Really, just listen to me, please, I didn't do anything, I swear, you can check my records and locations and cyber activity and-"

VOICE: "Ah, and that's why I said I thought you'd be smarter. Leaving a trail as big as you did was absolutely amateur. Now you can willingly tell me where /HACK's headquarters are or I can force you to tell me. But I can't guarantee that the drool will stay in your mouth when I'm done with you or that you'll have enough cognitive function to understand what drool is."

JESSE: (*confused and begging*) "Headquarters? To /HACK?? I-I have no idea where or what or I just-! I work at a grocery store! I am not a part of them! I didn't hack or steal anything! Please, please just let me go..."

VOICE: (*sighing*) "Have it your way. Don't say I didn't give you a chance when you're begging to be killed and put of your misery."

A black bag is put over your head, muffling your protesting screams. End scene.