

It's a shame this project got abandoned... I was really hoping to make this with you guys... - opl 2014-07-30

CC Adventure Ideas Sheet

A document to store, collate and comment on ideas for the CC Adventure. Please upload all materials here to an appropriate section, or create sections where necessary.

Text in green are ideas that have been finalized and decided upon unanimously.

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Note from opl: check [this](#) and [this](#).

1. Story

Decided Setting:

The game will take place on a futuristic colony ship/space station situated in deep space and (probably) not orbiting any particular body. The space station will be designed to house a large number of people indefinitely, including biospheres for farming, recycling and treatment plants for water and waste, large solar arrays that provide power and sufficient (if cramped) housing.

The station will be divided into sectors that will be traversed by the player with relative freedom (not a linear adventure), though a metroid-vania style of level design may be present, in which areas can be visited repeatedly but sections will be locked off until certain things about the area are discovered (passcodes, software etc.). The sections of the ship will include:

- **Docking Bays:** There will be a series of these, and the player will arrive in one shortly after the game starts. These may house ships of residents or once-visitors to the station.
- **Colony Deck:** Housing for the general public of the space station, these are cavernous chambers with cramped, disorganized housing sprawls. Houses will often be 3 or even 4 blocks high, stacked in confusing or random fashion and accessible by a confusing array of ladders and walkways.
- **Bio Deck:** These will have different purposes. Most will be large farming complexes, some still diligently run by robotic farmers, while others will be more like parks and forests. Glass ceilings are used in these decks to let natural light in, although artificial sunlight can be toggled.
- **Luxury Deck:** Home to the more important residents of the station, these decks have much nicer residences, most manned by several robotic servants. Some may have their own simulated biosphere rather like “estates”, but most will simply be spacious accommodation.
- **Command Quarters:** Where day-to-day running of the ship and it’s general systems was once done, a large array of communication devices and computer systems that link with management and navigation.
- **Technical Quarters:** Programmers and engineers manage and observe the ship’s general integrity and also prepare robotic workers for active use. The technical quarters are also the only access point to the Core, and the ship’s AI is also observed and managed here.
- **Purification Plant:** Water and waste are processed and purified here for recycling and use on the ship. These are large tanks emptying into networks that run all across the ship.
- **Core:** This houses the ship’s resident AI.

Decided Story:

The player is in an escape pod belonging to a larger ship that has been destroyed. After some time of travelling in space, he is eventually finds a mysterious space station in deep space, and decides to dock there.

The space station is a huge colony ship, complete with impressive biodecks, modern scientific facilities and huge cavernous chambers housing cramped, disorganized cities. Through visiting the many locations on the ship it is learnt that most inhabitants were brought here without choice from the slums of earth to work in menial jobs. The wealthier residents live in living complexes catered for entirely by robotic helpers, all of which are connected to the broader network that manages and

runs the colony.

The player arrives to find the space station deserted. Robotic workers remain, performing the jobs they did before the humans left. Some are behaving erratically and confusingly, seemingly because of the strange behaviour of the station's resident AI that is supposed to manage the station's day to day function. The player will encounter the AI on the station several times, usually in an attempt to impede the player's progress.

Spoiler Content

As the game goes on the player comes to learn that the inhabitants fled the station after an apparent biothreat was reported by the main computers. Further investigation shows a great deal of dissent among the lower class sprawls of the station, including planned conspiracies, assassinations and rioting, as well as high levels of corruption and cruelty in the upper classes. All is monitored and seemingly ignored by the omnipotent AI computer.

Those who work directly with the technical side of the station, programmers and engineers begin to express concerns and confusion regarding how the AI is working. After a time it begins to speak and behave inconsistently, and parts of the system are prone to failure. Technical directors that poke too deeply into the systems workings are killed by the AI.

Clues throughout the game will come to suggest that a mentally unstable but gifted resident came to learn and understand the computers through their observation, and became accepted by the technical staff due to his intimate knowledge of the their behaviour. Driven by a superiority complex and desired mastery over the system, he integrated himself with the AI, thus taking full control of it's systems, driven by a much darker agenda. Burning misanthropy in observing the squabbles of the people on the decks eventually drove him to send out a warning of imminent catastrophe, causing most to flee in panic. The player successfully pulls down the curtain from the wizard of oz, shutting down all computer activity on the computer and freeing the player to escape the station in his escape pod.

Leo Verto: I think in the end, when you've defeated that guy the AI should turn out to have used him to improve itself and will try to kill everyone on the station, ending in it blowing up but a group of turtles leaves the station before leaving an open end.

Dlcruz: I think the nuclear wasteland in the future idea is a definite go. So now we have a setting.

Proposed stories so far:

Billysback

Base idea;

Als have developed over the past few years and were put in to control of significant compounds, as humans became more distrustful they began to trust the Als more and gave them more power. Humans did keep some common sense and kept the AI under surveillance, looked out for dodgy activity and quickly intervened if they spotted any; The AI would either be fixed, terminated or replaced with a new AI. A rogue AI recently became active in an abandoned Nuclear facility and has shown signs of rebellious behaviour, it is most likely angry for being shut-down. The cause of it rebooting is unknown.

Objective;

You must infiltrate the base in order to not only deactivate the AI via the mainframe but also find out why it's back online.

Theme;

Plain, laboratory style but overrun, plants growing over things.

AI Interaction;

As suggested by NF there should be monitor with smiley faces showing how the AI is feeling. Sudden changes in its emotion should be notable as it is rampant.

AI story;

AI was trusted and trustworthy before the facility was shut down, they had no other use for the AI so shut her down. However, because of the accomplishment in creating her as a trustworthy AI they did not wish to completely wipe her, not only because of future reference as a good example but also because of sentimentality. She was kept on the surveillance system to stop her getting tampered with but then forgotten. She took her semi shutting down as a merciless act of violence towards her, she was forced to stand still as time passed by her, she tried to retaliate but was too slow to realise what they were doing and was shut down. She wakes up angry and wants revenge, though she is unstable and remembers when she was a "good" AI and a "model example". Her speech and emotions in the story should show both the rampancy of her current state and the niceness of her previous states. It should be as if they were fighting over control of the AI.

Comments:

Shnupbups100

2083, computers become too advanced for humankind to handle, only person/people left is/are the player/s, in a nuclear wasteland previously known as Earth, are being put in a maze of puzzles, tests, adventures and rooms to see how they can be used by the machines. Player/s are brainwashed, don't remember a thing, and try to gain information from the computers by hacking their system cores.

Comments:

Dlcruz129: Rip-off of portal? I think we can be a little more creative than the classic "test subjects" idea. But I do like the nuclear wasteland idea.

lieudusty: Playing portal too much?

Dlcruz: Lol maybe, but who hasn't played it? I just want to make this a little unique. Its kinda hard to make a game about computers without ripping off Portal (see my idea below), but I think the test subject idea is overused.

lieudusty: Yes the test subject idea has been over used a little too much. I wouldn't be amazed to see the portal theme song the map :D

*Shnupbups100: Yeah, I'm gonna change around some stuff and add more detail. Can't be too much like p0rtal! **EDIT: CHANGED SOME STUFF TO BE LESS LIKE P0RTAL. HOPEFULLY IT'S STILL NOT TOO SIMILAR***

NitrogenFingers

A colony has been started somewhere hostile (a small moon, underwater, deep underground etc.), and after months of

solitude all activity from the area seemed to disappear. A single man has been sent to investigate what has occurred in the facility and find a resolution to the situation.

Inside he finds the inhabitants of the former colony are gone, from some unnamed catastrophe, leaving the robot servants which once managed their daily lives to continue their servitude of dutifully catering to the needs of the human beings that no longer exist. Dinners are still cooked and prepared, music still plays in lobbies and bureaucracy still reigns, but in the complete absence of people.

Exploring this strange world the player pieces together information about what happened to the humans through computer logs and discussions with the robots, which come to reveal that anarchy began to spread due to the complacency such a self-catered lifestyle has produced, leading to wide-scale rioting and eventual extinction as the master AI was forced to put down the dissident humans. As the player ventures deeper into the facility, to learn just how twisted and sinister the former inhabitants had become from their do-nothing lifestyle, more about the AI, his oppressive behaviour become apparent, as he eventually begins to make attempts on the player's life.

Eventually the player will reach the core, where the player must finally confront the AI through a series of challenges, to disable him, and allow for his escape.

Comments:

Leo Verto: I really like this story, I think a base on a water planet would be a good set.

lieudusty

You find yourself in a facility ran by turtles. You were a mad scientist and made a time machine to send yourself in the future. While the time machine sent you in the future, the machine erased your memory. You wake up laying on the floor, with no present of humans, animals, and any biological creatures. Turtles run the facility and theres no escape. All the turtles are evil and try to keep you from escaping... Except for one. That turtle will help you and guide you to the outside world...

Comments:

Dlcruz: agreed, we need to have turtle employees fly around. Turtles can't use bows right? If they could we could have them attack at some point. EDIT: Wow, how stupid am I? We should have security turtles with swords. They can be dispatched from hidden piston doors when you are close. Should we use ccSensors for some stuff?

Dlcruz: "Except for one. That turtle will help you and guide you to the outside world..."
Again, I really don't want to rip-off too much from Portal. You pretty much just stole the story of Portal 2. :P

lieudusty: I've never played Portal 2 before so I thought i made this up myself.

Dlcruz: Oops, sorry if I ruined it.

Shnupbups100: Yeah, maybe a bit like p0rtal 2 (like mine). I suggest we merge ours and fiddle around with them to make them more original.

lieudusty: Yes I agree, I think we should merge ours together since we have similar ideas.

KillaVanilla

Base Idea:

It is the year 2150. Space stations have not only become affordable, but commonplace as well. There are entire groups of people who have never touched the surface of a planet, be it Earthlike or not. Many space stations are controlled with (decidedly non-sentient) pieces of software that automatically perform tasks for the administrators of the space station (Life support, law enforcement, etc.) However, something has killed everyone aboard. You are the only survivor.

You wake up in a space station, next to a terminal. The only thing said terminal has is an IRC program, but on the other side of the line is a lone (almost sentient) turtle.

Objective:

You must guide that turtle and find out what killed everyone and get rescued.

Theme:

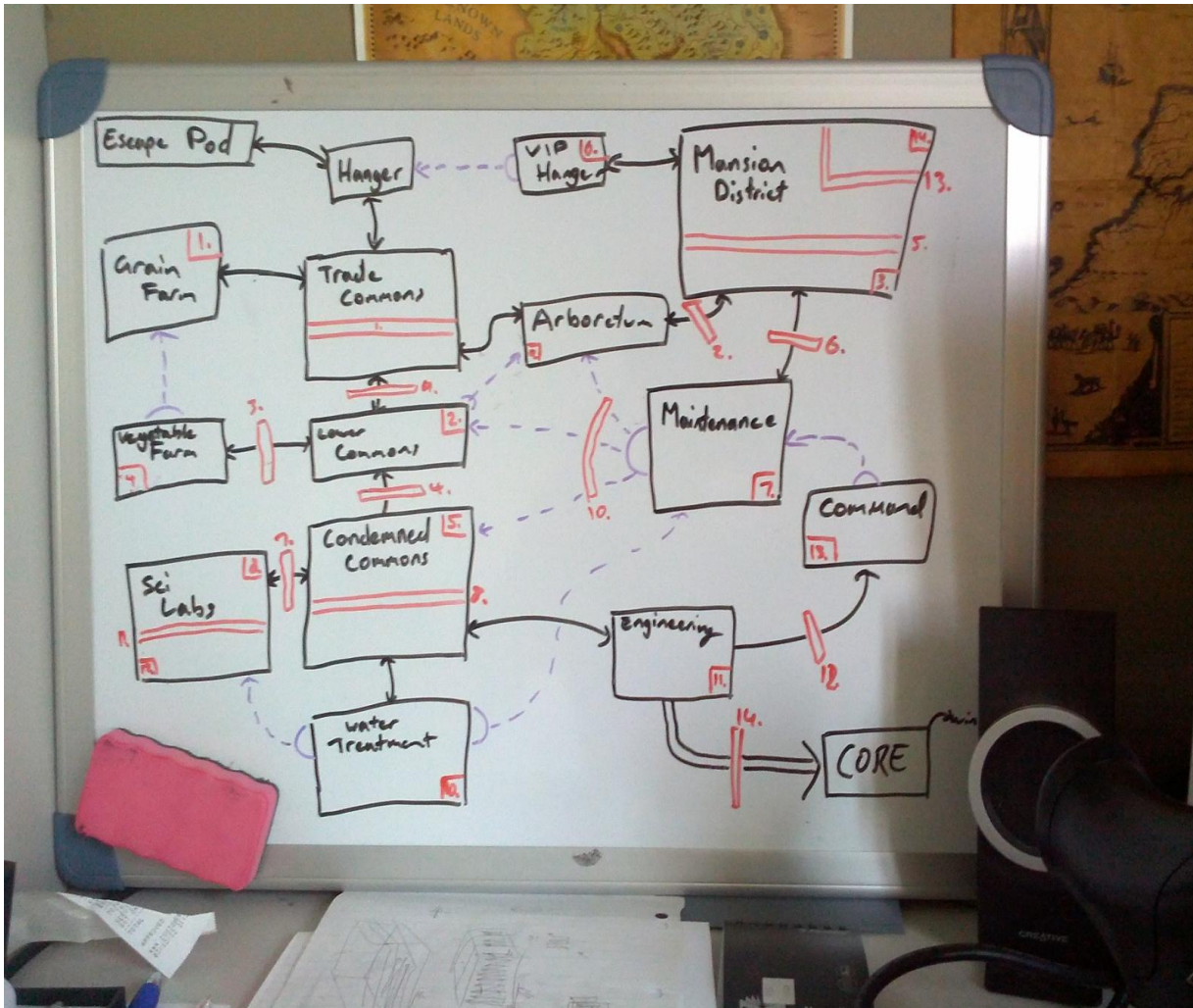
Shiny, sterile, aluminum foil-ey. Look at pictures of the ISS for a better description.

Interactions:

The only interactions that are needed are between the turtle and the player. Everyone else is dead, after all.

Comments:

2. Map Layout



Escape Pod:

The game starts here. This is a small area in which the player's initial premise (fleeing from some unnamed conflict) is initially presented. The very first puzzle is spent attempting to land the spacecraft on a viable body, which turns out to be the space station the game is set on.

Hanger:

A large, mostly open area that once housed many private vessels. One or two still remain, with operational flight computers but in no state to fly. The master hanger computer indicates a massive exodus of vessels, but no indication as to why. The main passageway here leads to the Common Deck (northern end). Another section of the hanger, reserved for wealthier residents is cordoned off for "security reasons".

Trade Commons:

The northern end of the common deck, the cleanest and most organized of the three central sections. The trade commons housed residents of modest backgrounds, many of which worked jobs in maintaining the space station, running stalls and shops, farming and programming. Computers are relatively common in the trade commons and while most report generally content citizens, there are serious concerns about the other common sections, as well as some clear signs of dissent and conspiracy against those in the mansion district.

Most of the trade commons are inaccessible due to a series of security checkpoints that are no longer operational, however a turtle can be given a special program that digs a hole right through the checkpoints (found in the grain farm). The grain farm is accessible from the northern end of the trade commons, and once unlocking the security checkpoint, the Arboretum is accessible in the south. Passage to the Lower Commons is restricted but this time by rubble- a maintenance shaft is available but only with a special code locatable in the Arboretum.

Grain Farm:

This artificial biome houses grain production and automation for it's processing. Grain is grown on the upper level of the biome, some of which is then fed to bakeries in producing bread, cake and other products, while the rest is sent to the lower level, which houses livestock. Cows are perpetually killed for meat and milked, and chickens are swept for eggs. Sugar is also produced on this level, though in much smaller quantities.

There are one or two small estates which house farmers while working longer shifts (little more than a bed, office and storage area). Farmers in fact do very little work besides supervising the robotic servants that handle most of the grunt work, though they are required to reprogram them from time to time to complete specific tasks, such as clearing land and rubble (a program later used by the player to open a path through the trade commons).

A passageway is available to the vegetable farms, but they are sealed due to structural damage. They do not reopen until this damage is repaired.

Arboretum

The arboretum is a small series of biodomes that house parklands available to all residents. They contain simple parks, occasionally water features and other natural touches to make them more comfortable. While clearly designed with relaxation in mind, this is the only area available to all class of residents (from the lowest to highest), so evidence of political unrest, conspiracies and even murders are very common in these areas. Security terminals set up in these places, when properly hacked will reveal multitudes of crimes occurring in the arboretum from all residents, and the losing battle in trying to prevent them.

One such event is documentation of an assassination attempt on a pauper and major political figure in the Lower Commons- this will include a key necessary to open the maintenance shaft to reach it (from the trade commons).

There is a maintenance hatch from the arboretum directly to the lower commons but it is locked to begin with. There is also passage to the Mansion district but this too is restricted, with signs it was sealed due to increasing unrest.

Lower Commons

The Lower Commons house the poorer, largely unemployed residents of the space station. These are by far the largest areas in the commons, sprawling most of the central area, and built vertically to accommodate the increasingly larger numbers of residents- the result is a chaotic, dense and dirty part of the ship.

In the many dilapidated and grimy residences and watering holes only a few computers will exist (being something less commonly available to the common masses). Those few that do are used largely for illegal activities like producing viruses and recording plans of conspiracy and murder, all driven by political dissidence within the area. Key leaders of the various anarchic movements will have detailed plans on how to access specific areas of the ship otherwise inaccessible, including the locked Mansion District.

The Lower Commons have maintenance shafts that link directly to the Arboretum, as well as passages to the Vegetable Farm. Passing a blast door is necessary to access the Condemned Commons.

Vegetable Farm

This area is more dilapidated than the Grain Farm, and used for farming basic vegetables like carrots and potatoes. The fields are more poorly tended as robots are not available to farmers so the farming estates are more common and larger, built on the sides of the glass walls and even the roof where possible. Entry is initially restricted due to structural damage leading to the farm being in a vacuum- the player must remote control a turtle to repair the damage sections in order to enter.

Mansion District

This area serves as the residence for wealthier crew members, typically those with important positions such as scientists, members of command, engineers that manage the core and so on. The area itself is housed in a forest biome, with large, rambling properties and unnecessary large houses. There is direct access from the Mansion District to the reserved VIP Hanger for resident spacecraft. Over the course of the game, various houses will be unlocked through solving puzzles, revealing more and more information about the resident's lives, and the history of the space station.

Maintenance

The maintenance shafts all empty into a larger area, known as "maintenance", where robots have access to many parts of the ship. These many winding tunnels link ventilation, water, electricity and a host of other facilities to residents and necessary areas of the ship. Tunnels link to the Mansion District, Arboretum, Lower Commons, Condemned Commons and Command, but most are closed off- the tunnels can however be actively reorganized, to allow passage to other areas.

Condemned Commons

The condemned commons were initially set aside for the very poor residents, but later became a general dumping ground for prisoners, criminals and political dissidents. Very few facilities are provided to this section of the ship, and as a consequence it is significantly damaged. That which remains tells the story of a very violent and dangerous society of people who were driven by desperation to extreme measures.

Due to the severe level of damage done, a lot of the commons are decompressed and are inaccessible without special equipment. This has however opened passageways to the Sci Labs, Water Treatment and Engineering, areas otherwise inaccessible.

Sci Labs

This area was reserved for medical and scientific pursuits. Study of the performance and behaviour of everyone aboard the space station was done here, with many unethical and sometimes alarming experiments being performed.

Water Treatment

A massive series of tanks and pipes redirect water on the space station from one place to another. Water treatment is where all waste water is processed into pure water, and distributed to other parts of the space station. Tunnels to Maintenance and Sci Labs can be accessed here by manipulating the flow of the treatment plans, and changing the way the pipes are fed.

Engineering

Here robots were programmed, maintained, tested and prepared for deployment. Due to the crucial role of this department, Engineering is easily the best funded, largest and most lavishly furnished of each section on the ship. Engineering links directly to the AI core and to Command through a back shaft.

Command

The administrative centre for the space station, the captain and his subordinates made decisions relating to the welfare of residents here.

Core

This houses the AI core.

3. Puzzles/Interaction

Dlcruz: For the final battle: I hope I don't sound too much like a rip-off of portal, but maybe certain "cores" that you have to detonate with tnt, a wooden button and a bow?

Comments:

Shnupbups100: Or maybe for the final battle you have to enter a special keycode to hack and shut down the AI, all the while he's making witty comments (and fun of you). You hack it and get the key code to the escape door... but it isn't over yet. The turtles have all ganged up on you, and the AI made a backup of itself on the outside monitor!

Comments:

lieudusty: For puzzles, I think there should be a series of password protected areas that you can find clues for the password throughout the map.

Comments:

Dlcruz: One word: Hacking. Thats probably gonna be the theme of the map, where you "hack" computers with flaws that we program in. Maybe you have a friend who works in a lab and programs floppy disks, then sends them to you through chests? (No idea how this would be possible, we could use command blocks but theres no way to give a player a programmed disk) Or maybe he hacks the rednet, and you just give him information about security credentials or something?

_____ *Comments:*

4. Programs

- An "employee database?"
- A "control panel" for the whole facility? After you defeat the boss, you quickly have to hack the computer and escape before a nuclear meltdown?
- A cool "You are here" monitor at each level, with a blinking red square and a map of the facility?

- Something to dispatch security turtles, maybe we need ccSensors.
 - ~Shnupbups100: isn't ccSensors 1.2.5 though? Or has it had an update?
 - *Dlcruz129 checks the Peripherals Section...
 - Darn, its 1.2.5. But, check this out:

http://www.computercraft.info/forums2/index.php?/topic/5996-144-cc-147-openccsensors/page_p_50228 hl_cc_sensors_fromsearch_1#entry50228
 - ~Shnupbups100: Huh. Cool, we may be able to use it, but not in all it's old glory.
 - #Leo Verto: OpenCCSensors is soon to be released. It also contains proximity and item sensors, Mikee already made a turtle following you: <http://www.youtube.com/watch?v=qsvnwMbSux0>
- lieudusty: Turtle guards to make beating the map harder
- lieudusty: Trip wires to activate turtles to track you
 - Dlcruz: Tripwires could work...
- lieudusty: A map of the whole area for a turtle to use
- lieudusty: Have all redstone devices be connected to a central server where we can control aspect of it
- lieudusty: Have a computer connected to a php script at the end of the map telling us the rating (this will risk people php spamming the server)
 - Dlcruz: PHP script? Too much?
- lieudusty: Noteblock short songs at certain places (eg. the climax of the map with that song when a shark comes in a movie)
- KillaVanilla: Each player could have an RFID card that is used to track their position. A big part of the game could be staying out of the areas where you can be tracked.
 - KillaVanilla: Or alternatively, someone could make a card for openCCSensors that only tracks players within a certain range. I'm no good at Java though.

5. Code

KillaVanilla's Code:

Remote Repair Drone Control: <http://pastebin.com/UrtXR1Ka>

Remote Repair Drone Installer: <http://pastebin.com/Hy1Pie1A>

The drone software installer is designed to be used as a disk-startup that automatically installs and runs the included software (which is a simple rednet listener).

The controller is much more fancy and has a neat-looking startup sequence. This sequence actually has some use to it (the first 3 parts do, in any case).

It may require a few tweaks here and there, but it works.

Example Puzzle World: <https://dl.dropbox.com/u/18931960/Drone%20Testing%20Facility.zip>

Cool-Looking XOR Decryptor: <http://pastebin.com/Z5YPEcJT>

XOR Encryptor: <http://pastebin.com/N2ZVVt8v>

The encryptor takes a file and a numerical key (in that order) and spits out the encrypted data in a file called "data".

The decryptor takes a key and a side (again, in that order) and looks for a floppy disk located in that side.

If it finds a disk, then it looks for a file called "data".

If it finds it, then it will begin to decrypt it. Each line takes roughly a second to decrypt and shows a randomly-generated string of characters while it is decrypting.

It then saves the decrypted data to "decrypted.data".

5.1 File Formats & Extensions

As this is a large project, all files that have a specific format (emails, employee files, system state etc) that will be used by particular programs must have a specified file format and file extension, so that they can be replicated by other members of the team. This will ensure full compatibility with programs down the line, make development faster and in general easier for everyone.

KillaVanilla:

Extension used: ".data"

Use/Format: It's a simple text file, nothing more.

6. Mods

This is a list containing suggested mods to add to the adventure. Mods will only be considered for addition if there is no way to perform the desired action without them, and they provide an important or useful addition to the game.

TimeLock:

What it does: Freezes the game time. Stops the stars or moon from moving so it is perpetually night time

Why it's useful: Will allow windows to be on the spacestation and look out at the stars without having to use black wool or similar to block them out

Why it's necessary: Server commands and command blocks can be used to perpetually set the time to a stable configuration but this will not stop the moon from moving (or jolting from one side of the screen to the other when the time is reset), and command blocks report the action taken in the event log, which damages the experience for the player.

OpenCCSensors:

What it does: Adds sensor peripherals and turtle upgrades which can use lots of different sensors cards

Why it's useful: Proximity sensors on turtles can be used to track players and follow them, item sensors can be used for quests

Why it's necessary: Using tripwires to track players won't work very well, proximity sensors can track players very accurate and allow turtles to follow and attack them (<http://www.youtube.com/watch?v=qsvnwMbSux0>)

7. Artwork and Design

To those working on artwork projects, either texture packs or in-game computers, please add download links to your work below, categorized and with details for it's intended purpose.

Download for texture pack (Billysback):

[http://www.mediafire...001bf5cf9c871re](http://www.mediafire.com/file/001bf5cf9c871re)