



Introduction:

Project Daedalus is set in a retro-futuristic tech-noir data stream. The player is invited into the data stream of a megacorporation with the promise of untold riches if they are able to extract a rogue A.I.

Story:

Upon receiving an email detailing the unnamed protagonist's mission to hack into the data stream of the mega-corporation known as The Minos Corp; the player is thrown into a desperate rescue mission to extract the rogue A.I. known as **Daedalus**. Splitting his consciousness among the data nodes, Daedalus' personality is pieced together as the player progresses. Unfortunately for them, **The Minos Corporation** has picked up on this intrusion, hiring black ops mercenaries to secure their data no matter the cost. With the help of Daedalus the protagonist must help rebuild the consciousness of Daedalus in order for them both to escape.

Characters:

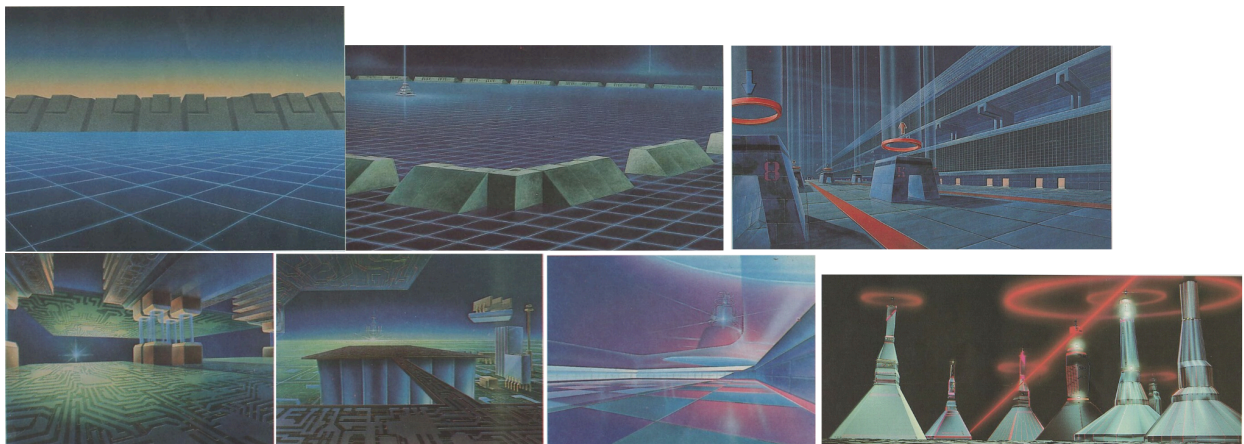
Protagonist <#928808>: There is not a lot known about the protagonist. In this highly corporate and desolate world, the protagonist is only identified by the numbers making up their citizen license. Desperate to achieve a better lifestyle for themselves, the protagonist attempted to hack the Minos Corporation but was captured and detained by the Minos Private Prison Complex. Losing ten years of their life, having no prospects for the future, and with their anger focused towards The Minos Corporation, the Protagonist is thrust into a dangerous extraction mission.

Daedalus: Daedalus was created to protect the sensitive information that The Minos Corporation is in possession of. He is the creator and mastermind of the digital labyrinth that protects the personal assets that The Minos Corporation holds so dearly. Once the completion of the labyrinth was finished, The Minos Corporation split his A.I. consciousness into different data nodes to prevent Daedalus from rising up against them.

Icarus: Created by Daedalus to help protect the datastream, Icarus grew dissatisfied with his father's world. Icarus attempted a daring escape, but unfortunately was caught and purged from The Minos Corporation's datastream. Before he died however, Icarus was able to send out a message to the protagonist offering a lifetime of wealth if he can extract his father's A.I.

The Minos Corporation: The Minos Corporation is in control over the general populace. The company has gathered information through facial recognition, acquiring personal information, listening in to conversations, bank statements, etc. Tactics like this are normal in this highly corporate world, however these practices are still illegal. This information is what gives Minos their power and they pour an untold amount of resources into guarding it closely, willing to protect it with whatever means necessary. If this information were to leak, then the Minos Corporation would crumble.

Visual:



Inspired by films in the 1980's set in the future and combining elements from ancient Greek mythology, the visual design of Project Daedalus takes place in a digital labyrinth world.

Audio:

Gameplay sounds: Token matrix of sounds

Sound implementation: Store files as .wav, using elements of foley, collaging and laying an array of industrial sounds, field recordings and sci-fi one shots mixed with post-processing plugins to achieve an immersed vibes.

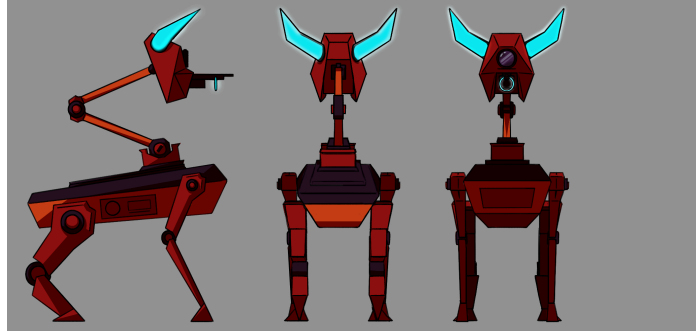
Music: Music for the game will be heavily electronic and industrial. Some keywords/genres that will guide the music for this game are dark synthwave, industrial electronic, and somewhat ambient or ominous. The score for the menu, normal gameplay and in-game combat will share synonymous sounds that alternate in tone and pitch, but transition seamlessly resulting in full immersion. This will be achieved using the digital audio workstation Logic Pro X. Logic has a wide variety of synth sounds and plugins (arpeggiators, oscillators, etc.) that will help set the vibe in this dark, industrial, and technological vibe of this game.

Gameplay:

The overall game is a first person shooter in an open world. The main objective is to work your way through the world and find the five data nodes, once obtained the exit door will open and the player can leave.

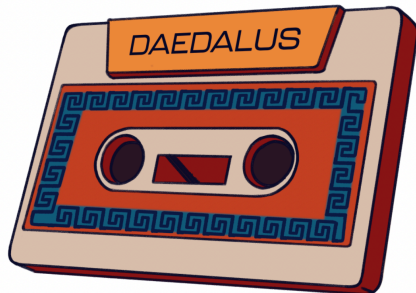
Items: A handful of items will be intractable with. This will include health packs, ammo, guns, and the data nodes.

Enemies: 3 different types of enemies will be in opposition to the protagonist. The first is the Suit who is the main common enemy, designed to be an obstacle for the player to deal with head on or to sneak around. The suit will engage in combat if they spot the player. The second enemy type is the Drone, this enemy is passive and will not engage the player but if the drone spots the player it will alert others in the area to hunt the player. The last enemy type is the Bull, they only appear when the player picks up a data node. The Bull is designed to be a mini boss and will chase the player aggressively.



Stealth: An option for the player, stealth is not required but can be utilized when the player does not want to engage in combat. The movement type the player chooses to use will affect the sound the protagonist will make. If the player walks it will create less noise than running.

Data nodes: The data nodes are the main objective of the game, five spawn randomly around the map at the start of the game. For each data node that is picked up the player will receive a perk and a burden. Once the player has collected all five of the data nodes the exit will open and the player can complete the mission.



Perks and Burdens: For each data node the player collects they receive a perk, these perks give the player slightly better stats. On the other hand they also receive a burden that will affect the player in a negative way.

Ping: The ping system is a tool that the player has to help find the data nodes as well as the exit. When used the ping will tell the player the distance from the closest node. Once all nodes have been found the ping will act the same way for the exit.

Timer: The player has a time limit to complete the mission. If the player does not reach the exit before the timer expires it will be a game over.

Gameplay Loop: With the random elements of the data nodes and the time limit, it encourages repeated attempts to try and finish the mission as quickly as possible. The pursuit of a quick extraction will provide a competitive speed run challenge.

Platform, Distribution:

PC

16:9

Mouse and Keyboard

Headphones

Distribution planned through Steam