

# ***Project Diluvian***

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# **1. Overview**

## **1.1. Introduction**

*(Our opening statement declaring our intent when designing our game)*

Project Diluvian is an action horror game set in 1970s America. We wanted to incorporate a large amount of historical themes at the time, as in large amounts of propaganda and fear. Being a narrative game, we want a rich story to go along with this game centered heavily on the world at large during the time period this game takes place in. We want this project to be a good display of our talents as designers, with each aspect of the game being handled by a different member of this group. We hope that this game will make a good portfolio piece, or perhaps an excellent finished product we can use.

## **1.2. Background**

*(What is our inspiration for the game and why are we making it the way it is?)*

This game is heavily influenced by our collective fascination with both the time period of the 1960s as well as games in the likeness of Half-Life. We wanted to create a game that inspired the same horror-like elements whilst undoubtedly being an action horror game. Due to a few members being history buffs and firearm enthusiasts, we wished for the game to include a large amount of historical accuracy and guns. Overall, this game has a lot of ourselves within it, and we wish to express our collective talents

and interests in its creation. The game is meant to feel like a “half-like”, taking inspiration both in gameplay and atmosphere from games such as quake and half-life.

### **1.3. Description**

*(Proper Description of our game, including a short overview or lore and gameplay)*

Project Diluvian is a Half-life inspired shooter that takes place on a recently abandoned research vessel. The player takes control of a “Soldier of the Future” that was sent to investigate a distress beacon. Little does he know of the dangerous situation he has landed himself in, with horrors from the deep roaming around the ship. Master Sergeant Richard Kikkam will have to clear and explore this ship, attempting to find out what has happened within. You will face mockeries of nature and man, uncover dark secrets that should never see the light of day... and get the hell out of there as fast as you can.

### **1.4. Key Features**

*(Main Hooks for the game, why do people want to play it?)*

The main draw of the game would more than likely be the incredibly polished gunplay we intend to show off. The design challenge for this game is “guns change the world”, a theming that allows each firearm a player picks up to grant them access to different parts of the level. We wanted as a group to consider these firearms as “classes” of sorts, allowing for the player to pick the weapon that is tailored to their playstyle. This will make the player’s choice in weapon completely change the game, both mechanically

and environmentally, allowing the player to experience the game with whatever mood they desire.

## **1.5. Genre**

*(What is the genre of the game?)*

This game falls under the category of an Action Horror within the First Person Shooter genre. We wish to lean farther into an action game with horror elements, similar to Resident Evil.

## **1.6. Mood Board**

*(Mood board to keep references consistent)*

[https://miro.com/app/board/uXjVMocxbbc=/?share\\_link\\_id=720259721013](https://miro.com/app/board/uXjVMocxbbc=/?share_link_id=720259721013)

# **2. Mechanics**

## **2.1. Gameplay**

*(Reiterate mantra for the gameplay)*

Project Diluvian is a narrative-based hardcore first person shooter that is focused around building an atmosphere of tension that the player is capable of fighting against. Our intention is to provide a claustrophobic shooting environment for players to explore and investigate. We wish for the game to be a fine mixture of both puzzles, exploration, and close-quarters-shooting that will result in an experience akin to a

special forces operator going on a covert mission. The main mechanic we wish to implement is allowing certain loadouts to access certain parts of the map, with the level-design being tailor-made to fit that loadout's preferred playstyle. The player will of course be able to shift loadouts between acts of the game in order to test different play styles and experience different levels.

For our gunplay, we wish to add more depth into the experience that a half-like shooter would normally provide. We want our guns and the way they interact with the world to be more complex than games such as quake or the half-life series. Our game does not follow traditional standards when it comes to how firearms are handled, most notably the omission of a crosshair in favor of aim-down sights on each weapon (much like a real firearm). This is to both make the game feel more realistic with the firearms being less reliable when not aiming and provide more tension as aiming down the sights causes you to move slower and get a more magnified look at the creature you are currently fighting. This is to foster a more tense atmosphere even during action-filled segments by creating artificial tension based around the mechanics already existent in our game.

## **2.2. Game Flow**

*(What is the flow of the game, how do we expect players to go through it?)*

Project Diluvian is consisted of several pillars that comprise the overall experience of an action horror game:

- Slow exploration through a claustrophobic ship.
- Collection of narrative deliverables that allow the player to piece together the story of the game.

- Puzzles that require aid from either the players own decision making or assistance from previously mentioned narrative deliverables.
- Action segments in which players must combat aquatic horrors.

We hope that this combination of elements allows us to construct a horror-like experience that still allows the player to feel as though they are not helpless to combat the threats. These pillars should play into each other and intersect with one another so the player is not taken out of the experience by either one. For example, a narrative deliverable can assist in solving a puzzle that a player is currently trying to bypass, or a puzzle can tie neatly into a combat section or a jumpscare that the player does not see coming. We want to cultivate an overall tense atmosphere so the player never really feels safe as they progress through the ship. This is further enhanced by the slow pacing we wish to give the game, accomplished by a combination of factors:

- The slow movement-speed of the player character (further slowed when aiming down the sights of their weapon).
- A large map consisting of many corridors and hallways that the player must trudge through in order to progress.
- A variety of puzzles that halt the pace of the game almost entirely until solved.
- Slow music and sound effects that make the pacing feel both tense and drawn out.

We wanted to include all of these factors to allow both the atmosphere and story of the game to sink into the player as they move through the ship, giving them time to process dialogue and soak in the ambiance of the ship. This, we hope, will enhance the horror of the game and make action segments feel far more exciting.



## **2.3. Weapons**

This game uses a pseudo class system like in Counter-Strike. however the player character is the constant the thing that changes how the game is played is the modifications made to the player's weapons. Our game uses a limited selection of base weapons:

### **2.3.1. Colt AR-15**

The AR-15 is the weapon used by the mobility class. Due to its lightweight construction and high fire rate of around 900 rounds per minute, it makes for an excellent high-speed low drag weapon platform.

### **2.3.2. H&R T223 (T308)**

The T223 serves as the slower firing "more accurate" alternative to the AR-15. The T223 fires a rate of around 700 rounds per minute, it is also significantly heavier than the AR-15. If the player selects the T308 that serves as the marksman's rifle, chambered in 7.62 NATO the T308 offers significantly more power than the AR-15. In addition the player will have an option to give the T308 a match trigger pack making the weapon semi-auto only but with an excellent trigger. Due to the power of the 7.62x51mm NATO round fired by the T308 it can be used to blow open locks.

### **2.3.3. Triplex-18**

The Triplex-18 is this game's only primary shotgun, its semi-auto feeding from dual mag tubes giving at 5+5+1 capacity. It has mods to switch it to use box mags. Like almost all military shotguns the Triplex-18 can be used to breach doors.

### **2.3.4. Secondaries**

Unlike primaries, secondaries are not used in puzzles and world navigation. They exist to make sure the player can defend themselves until their primary is back up and running.

- 2.3.4.1. Colt M1911A1, reliable .45 ACP pistol standard issue for the U.S. Military
- 2.3.4.2. S&W Model 29, .44 magnum popular on the civilian market for years
- 2.3.4.3. FN Hi-Power, 9x19mm pistol like the Model 29 popular on the civilian market.

### **2.3.5. Weapons Issued to the Crew of the Uss Diluvian**

The reason a research vessel would have an armory is to serve as an in universe explanation to why you can find guns and ammo on the boat. It also gives us a chance to make the world feel like it exists past the players point of view.

- 2.3.5.1. US M14, select fire battle rifle
- 2.3.5.2. Colt 1911, see secondaries
- 2.3.5.3. IWI UZI, 9mm SMG
- 2.3.5.4. Colt SP1, civilian AR-15
- 2.3.5.5. Mossberg 500, 12 gauge shotgun
- 2.3.5.6. S&W Model 29, see secondaries
- 2.3.5.7. HK41, civilian version of the G3

### **2.3.6. Unlockable Weapons**

Weapons that the player can unlock either as an easter egg or just through gameplay. Most of the weapons are not meant to fit in the world and are because it would be cool.

- 2.3.6.1. All of the Weapons Issued to the Crew of the Uss Diluvian are unlockable

- 2.3.6.2. **AKMS**, used to hint at soviet sub plot
- 2.3.6.3. **FB Radom wz.88 Tantal**, reference to Project Stryga
- 2.3.6.4. **AKM-63**, Its cool
- 2.3.6.5. **HK MP5SD3**, Its cool
- 2.3.6.6. **T48 FAL**, cool FAL variant that nobody knows exists
- 2.3.6.7. **Yugo M70AB2**, no explanation needed
- 2.3.6.8. **Yugo M57**, [REDACTED] it would be cool
- 2.3.6.9. **XM29 OICW**, it would be funny
- 2.3.6.10. **FN CAL**, cool AR that no one knows exists
- 2.3.6.11. **IWI/Magnum Research Desert Eagle**, its cool
- 2.3.6.12. **Remington 700**, demonstrate bolt-action rifle in MWS
- 2.3.6.13. **SR-16A1**, FNV Service Rifle
- 2.3.6.14. **Diemaco C7 Dissapator**, the best thing our Gov't has done in the past 30 years...

## 2.4. Characters

*(Characters that the player will hear about throughout the game)*

- Microbiologist – Otto Henninger
  - German scientist recruited as part of Operation Paperclip after WW2
  - Very particular and precise with his work
  - Advocated for safety and often delayed the project in order to prevent disastrous results.
  - Fascinated by the organism, but quite afraid of it's potential
  - The first one to notice the dangers of tampering with this creature
- Captain – Zachary Harper
  - Served the marines for a long amount of time
  - Unyielding faith in his government, willing to do anything to serve them

- WW2 Veteran who understands the dangers of the arms race, and why studying this parasite is so important
- Has a complicated trust of Otto, advocating for the points he makes whilst also despising him for being German
- **Naval Advisor – Joseph Smith**
  - A man of high military rank who has taken command of the ship after the organism was fully studied.
  - He is well aware of what is at stake, and wishes to push this project along as fast as possible.
  - Paranoid in the sense he doesn't know when the Soviets will strike, and wants to get this drug synthesized as fast as possible.
  - Uses Joffrey as a tool of sorts, mainly as an excuse to keep the project running as smoothly as possible.
- **Pharmaceutical scientists – Joffrey Mitchal**
  - Excellent scientist who was approached due to his assisted synthesis of many radiation poisoning medications.
  - His brother was in the United Kingdom during the Windscale fire, an event in which iodine was released into the environment during a power plant malfunction. His brother was one of the many individuals who contracted cancer due to this incident.
  - Joffrey is haunted by this, seeking to push the experimentation in order to synthesize a cure for radiation poisoning so nobody will die like his brother did again.
- **Boss**

- **Richard Kickkam**
  - Vietnam Special Forces
  - Future Soldier Program
  - Quips in the Face of Danger
  - Proficient in Variety of Firearms
  - Late 30s
  - Master Sergeant

## **2.5. Monsters**

- **Grunt / "Fishman"**
  - Bipedal, piscine humanoid
    - For future reference, piscine means "a fish" or "fish-like"
  - Somewhat shorter than the player, but burly
  - Eyes encased in a clear pouch inside the skin of the face, doesn't need to blink (weak point)
  - Fights using claw-like extended fin rays and biting
- **Tank / "Gurnard"**
  - Squat, quadrupedal combination of fish and arthropod
  - Heavily armored head and limbs, even has armor on its eyes
  - Soft, fleshy tail (weak point)
  - Fights using a pair of long, raptorial arms similar to those of a praying mantis or mantis shrimp
- **Sentry / "Eel thing"**
  - Tall, black creature resembling a gulper eel
  - Nearly to completely immobile

- Spits a viscous, glowing blue venom
- Screams to alert other nearby enemies
- Giant, glowing patches on head (weak point)
- Cannot effectively attack at close range, might try and bite
- **Charger / "Hellhound"**
  - Eel-horse-dog-thing with giant spines along the back
  - Fast moving
  - Pale, glowing stomach (weak point)
  - Can bite for close-ranged attacks, but can also charge / leap long distances in a straight line
- **Enemy 05**
  - Design not finished enough for it to be listed yet
- **Enemy 06**
  - Design not finished enough for it to be listed yet
- **Bruiser / "Dunkclaw"**
  - Front-to-back compressed bison made out of a horrendously distorted, featherless seagull with a Dunkeosteus skull and crocodile armor
  - Wide mouth which glows and flares out very wide off the face when charging (weak point)
  - Giant, flashy fins which glow when charging
  - Head armor is practically invincible
  - Attacks by charging towards the player, slamming its jaws shut
  - Cannot attack in any other way

- Attack can be triggered by loud noises (unsuppressed gunshots, especially shotgun blasts, sentry shrieks, etc.)
- **Boss / "Big Boy"**
  - Titanic, reptilian abomination
  - Too big to get on the boat
  - Body is covered in growths and wall organisms (explained later in this list)
  - Fires projectiles from growths, slams the ship, and can crawl partway up the side to bite
  - Can call in reinforcements
  - Killed by blowing up the ship, basically invulnerable due to size
  - Design inspired by Liopleurodon from Walking with Dinosaurs, Moby Dick from Moby Dick
- **Wall organisms**
  - A variety of small, sessile creatures that attach to the walls of the ship
  - **"Stingweed"**
    - Seaweed combined with jellyfish tentacles
    - Grows from the ceiling
    - Deals damage on contact
    - Can be shot down
  - **"Wall Grass"**
    - Ediacaran-style barely-not-plant animals
    - Completely passive
    - Grazed on by some of the other monsters
    - Can be shot down

- "Beaknacle"
  - What it says on the tin, a barnacle with a beak in it
  - Bites you
  - Cannot be shot down
- Tunicate turrets
  - Basically just glowing blue tunicates
  - Shoots the same glowing blue liquid as the sentry
  - Can be shot down

## 2.6. Monster AI

### 2.6.1. Fishman

- Stay inside a "home" region
- Ampiently feed on Wall Grass
- Fairly oblivious, sense of hearing not the best
- 

### 2.6.2. Gurnard

### 2.6.3. Eel-thing

### 2.6.4. Hellhound

### 2.6.5. Enemy 05

### 2.6.6. Enemy 06

### 2.6.7. Dunkclaw

### 2.6.8. Big Boy

## 2.7. Player Controls

*(What buttons do what?)*

[Project\\_Diluvian\\_Controls\\_and\\_Instructions.docx](#)



## **3. Art and SFX**

### **3.1. Concept Art**

(Rowan & Beric)

### **3.2. Design Bible**

#### **3.2.1. Creature Art**

- Creatures are first and foremost designed as genetic hybrids
- Creatures must appear naturalistic, if not realistic
- Creatures must present features primarily from aquatic species
  - Non-aquatic species may be used as shape reference or for secondary detail, however
- Bioluminescence is to be used to denote weak points
  - Any non-weak point related bioluminescence must be small or temporary
- Creatures must use distinct shape language from each other
- Creatures must serve a distinct purpose to the hive
- Features from extinct aquatic organisms are to be used primarily as signifiers of an enemy being powerful, appearing mostly in late-game enemies and bosses
- Enemies cannot appear truly mammalian or avian, though references to mammalian or avian anatomy can be used
  - Features from mammals or birds are fair game if diluted or combined with piscine or reptilian traits
- Early creatures should display more distinctly aquatic traits, while later-game enemies should feel more terrestrial
  - Think of this as the organism growing more comfortable on solid ground

### 3.2.2. Environment Art

- 

### 3.2.3. Creature Sounds

- 

### 3.2.4. Other Sounds

- 

*(Consistencies that designers must follow as they design both art and SFX)*

**(Rowan & Beric)**

## 3.3. Music Design

### 3.4. Lite Motif

**Otto** – “Home on the Range”

Song about an individual wanting to settle down into a quiet life, reminiscent of Otto’s backstory as well as what he wants out of life after WW2

**Joffrey** – “Red River Valley”

Song about missing an individual and mourning the love and connection that they shared between each other. This shows off Joffrey’s main motivation for his character, that being the loss of his brother.

**Zachary** – “Jupiter”

Song that displays a grandiose and “noble” characteristic along with having a loud and powerful presence. These traits are very reminiscent of Zachary himself, along with the music conveniently being used in a patriotic hymn called “I Vow to Thee, My Country”.

**Joseph** – ???

We want Joseph’s “theme” to be different from the rest, as some kind of distortion layered atop of others themes when his presence is made clear. This stands out especially when it comes to a corrupting influence of sorts within the game.

### 3.5.

## 3.6. Sounds per Monster

- **Grunt / "Fishman"**
  - Fishman is a fish-like creature, so a lot of gurgling and grunting
    - Idle
    - Attack
    - Hurt
    - Dead
- **Tank / "Gurnard"**
  - A very large creature, grunting and roar-like sounds commonplace
    - Idle
    - Attack
    - Hurt
    - Dead
- **Sentry / "Eel thing"**
  - Almost silent, slight audio queues mostly in the form of clicking
    - Idle
    - Attack
    - Hurt
    - Dead
- **Charger / "Hellhound"**
  - Growling and dog-like sounds with a nightmarish idea
    - Idle
    - Attack
    - Hurt
    - Dead
- **Bruiser / "Dunkclaw"**
  - Big and bulky, more intimidating than the tank

- Idle
  - Attack
  - Hurt
  - Dead
- **Boss / "Big Boy"**
  - Very BIG Noises, almost titanic and whale-like
    - Idle
    - Attack
    - Hurt
    - Dead
- **"Stingweed"**
  - Silent, fleshy stretching noises on attack
    - Idle
    - Attack
    - Hurt
    - Dead
- **"Wall Grass"**
  - Soft grumbling
    - Idle
    - Attack
    - Hurt
    - Dead
- **"Beaknacle"**
  - Lots of clicking and snapping, stone-against-stone/metal noises
    - Idle
    - Attack
    - Hurt
    - Dead
- **Tunicate turrets**
  - Very Alien noises

- Idle
- Attack
- Hurt
- Dead

### 3.7. Voice

- **Otto Henninger**
  - Light German accent
  - Speaks calmly most of the time
  - When speaking about the specimen's danger his voice becomes a bit shakier
  - He occasionally slips in german words when speaking in an anxious tone
  - As the tapes will go on he will seem far more anxious, with his voice cutting in certain areas
  - The first one to realize this isn't a russian experiment.
- **Zachary Harper**
  - Full Blooded American/Light Southern accent
  - Speaks in a brash and commanding tone
  - Speaks ill of Otto, but has a form of respect for trying to keep the situation from escalating
  - As the tapes go on he will seem angrier and angrier with the situation
  - His experience tells him that Otto is correct, and delving into things they do not understand could be disastrous.
- **Joffrey Mitchal**
  - No accent, but a slowness in his voice

- Very listless and stoic when they speak, doing their best not to show emotions
- When he talks about radiation poisoning, as well as his brother, he starts to crack and show emotions
- As the tapes go on he will grow more desperate for this drug's creation, wanting to get it synthesized as soon as possible
- Despite the fact he respects Otto's opinion and knowledge, he disagrees with the application and wishes to push forward into the project.
- **Joseph Smith**
  - Detached yet determined tone of voice
  - There should be no hesitation when he speaks and gives commands
  - The seriousness of the situation should constantly be stated
  - No proper accent to show off the more serious tone.
  - Believes this must be a russian experiment, and wishes for America to take a step ahead of the Soviets and pick up where they left off.
  - Lies to Joffrey about the intention, wanting to use this organism as some form of biological weapon.
- **Richard Kikkam**
  - Undetermined accent at the moment (Deciding on Heavy Southern, Duke Nukem-esque american Badass or somewhat normal but lower tone
  - Very joking in bad situations, but with a slightly nervous voice to show the player this is how he copes
  - Somewhat sociopathic, showing little empathy towards other characters

## 3.8. DEMO Voice Lines

[https://docs.google.com/document/d/17x9sLOJY3gDw6-\\_LncAErMckQoDiIWtoifC-zPXX3Fs/edit?usp=sharing](https://docs.google.com/document/d/17x9sLOJY3gDw6-_LncAErMckQoDiIWtoifC-zPXX3Fs/edit?usp=sharing)

## 3.9. Voice Lines

- **Prologue**

- Phonecall

- "My eyes... These goggles do nothin..."
    - "Ello?"
    - "Lieutenant Reed, Sorry for the rude awakening, Rich"
    - "Don't worry, I was busy doing absolutely nothing. As usual"
    - "Still not happy being fenced in?"
    - "Didn't realize how long I'd take... or how boring it'd be"
    - "How's the view?"
    - "Deep, endless... Terrifyin... Did you wake me up for a conversation or do you need somethin?"
    - "I'll keep it straight, Rich, I need your help. Admiral's been up my ass about a particular ship. The Diluvian."
    - "What, paintjob got one too many scratches on it?"
    - "This is Serious, Dick. It's gone cold, and you happen to be the closest one to it. Normally I'd send a team for this, but those quacks probably saw a whale and flicked the distress beacon. Admiral's throwing a fit about how the reds might follow that beacon, so we'll need someone to check on the ship and turn it off. I know you've been itching to stretch your legs, and you'll be back in time for lunch... so how about it?"
    - "Hell, got nothin better to do... Could use a change of scenery, and I'm gettin sick of seein the same old faces."
    - "And PLEASE don't bring that ridiculous outfit-"

- "HEY NOW, that's *The most advanced piece of american technology our government has devised*. Plus, if I'm gonna be wearing it for my tour I might as well get some practice"
- "You're an odd fellow, but you kick a good ass... Get geared up and report to the bridge... I'll keep in touch."
- Armory
  - "Well well well, this is a first. Didn't expect a tactical **Clown** to walk into my armory this morning"
  - "Let's see who's laughing when the bombs start dropping, Sawyer."
  - "Fair nuff, what can I do for ya, Rich?"
  - "Flyin out of this cage and into another, Lieutenant wants me to check out a nearby ship. Probably nothing but... I'll take any chance to keep one of these beauties on me."
  - "Ah so I guess you won't be helping me clean those M14s?"
  - "Hell, if I get this done quick I might be able to."
  - "Alright alright, lemme bust out your stache"
- Leaving Armory
  - "Happy?"
  - "Course, but couldn't you spare some ammunition?"
  - "You know the Rules, Rich, no bullets till you hit the field"
  - "Alright... Welp, wish me luck--"
  - "Oh, by the way, powers been cut down the hall, so watch your step."
  - "Oh would you look at that, this tactical **CLOWN** has some night vision on his head, ain't that funny?"
  - "Be sure not to blind yourself when the power comes back on..."
  - "Careful not to fall on your face on the way to the bathroom"
  - "Good luck, Rich"
  - "Take it easy, Sawyer"

## ● Act 1-1

- Landing
  - "Coyote 6, this is Coyote 6, respond over."



- "Coyote 2-6, hit the deck and advancing, over"
  - "Those doors won't open until the beacon gets shut off, get in, cut it, proceed deeper, over."
  - "Back in time for lunch, Over"
  - "We're getting an irregular signal, keep your eyes peeled. Over."
  - "Perfect.... Coyote 2-6, over and out"
- Entering the ship
    - "Hell..."
    - "I've breached the ship, how many crew's supposed to be here? Over."
    - "Intel says a few hundred, over"
    - "No signs of life... Breaching the ship, Over."
  - Entering the Kitchen
    - "Didn't even clean out the dishes..."
    - "Other entrances to the bridge are blocked, I'll have to cut through the freezer. Over"
    - "Acknowledged-" *distortion*
    - "Coyote 6 Respond! Great..."
  - Seeing Breaker
    - "Breaker's a bust... Guess I'll just cut the power entirely."
  - Entering freezer
    - "Brr... Ain't this cold in Roswell..."
  - Mention how quiet it is
    - "Hundreds of crew... eh?"
  - Reaching the Bridge (Edit to the level, make it so the breaker in the comm room does the thing)
    - "Gotta cut the signal... Theres gotta be a button around here somewhere"
  - Comment on Lifeboat (optional)
    - "No deployed lifeboats... Where the hell's the crew?"

- Pushing button
  - "That's that... Just gotta head back to the front of the ship"
- Meeting the first Enemy
  - "JESUS--"
- Radioing in the first enemy
  - "Coyote 2-6, respond!"
  - "Multiple Unknown Hostiles! RESPOND"
  - "Confirm targets are Soviet, Over"
  - "HELL NO. At least I don't think they are... Some kind of Humanoid... Fish... I'm gonna need more gun, Over!"
  - "Confirmed, sending--" *distortion*
  - "This again..."
- Reminder to go to lower decks
  - "Feel safer already..."
  - "Coyote 2-6, have you received your weapon? Over."
  - "Yep, ready to descend, Over"
  - "Do not descend without backup, over"
  - "Respectfully, I'm a sitting duck out here, and those quacks might still be in there... Every second I waste a second less they got. Over"
  - "... Acknowledged... Good luck. Out"

## ● **Act 1-2**

- Entering the boat, mentions hearing music
  - Shit... smells horrible in h- Is that music?"
- Says he can probably bust open the door with a gun
  - Locked... But looks breachable. Nothing a few shots won't fix."
- Break room (coffee is cold but full)
  - "Coffee's still full..."
- Freak out over the dog
  - "WHAT THE FUCK IS THAT THING??"
- Comments on bunks, but notes theres still stuff in here

- "Nothin here... Must have left, but where'd they go..."
  - Mention the storage room
    - "Some kinda storage room..."
- **Act 1 - 3**
  - Otto's call
    - "You! YOU THERE! Don't be alarmed, but I've tuned into that radio of yours... My name is Doctor Otto Herringer... and I do not know WHY you are here but I require your assistance!"
    - "That's why I'm here, I'm gonna need-"
    - "If you are attempting to speak, I cannot hear you... You should have a radio on you, find a way to show what frequency you are on to the camera"
    - (player does so)
    - "Hello? Can you hear me?"
    - "Richard Kikkem, reportin for duty"
    - "Good..."
    - "So, Doc, happen to have a code for this door over here?"
    - "This door...? Right... (rustling noises) Ah, there we are; (number)"
    - "Appreciate it, Otto, Where are ya right now? What the hell's going on here?"
    - Now is not the time and place... you are not safe here, I would suggest discussion when you are NOT surrounded by... them..."
    - "Catch up later then..."
  - Otto Smalltalk
    - "You are... **Very** efficient..."
    - "Thanks Doc! Years of service pays off!"
- **Act 2 - 1**
  - Smalltalk with Otto
    - Backstory stuff
      - "So, where are ya right now, Doc?"

- "Security room a few decks below you..."
- "Stay tight, I'm comin for ya."
- "That is... reassuring..."
- "What the hell happened here, Doc?"
- "Everything... We were supposed to study the organism... But we let it get out of control."
- "Organism? What the hell are you--"
- "Nows not the time... keep going."
- Tell Kikkem to get samples or he won't open the door
  - "Theres samples of the organism here..."
  - "Yeah yeah I know, don't touch em"
  - "No... I need you to collect them"
  - "Excuse me?"
  - "These are highly volatile samples... if they fall into the wrong hands... I can't imagine what damage they could cause."
  - "Sorry doc, my only job here is to get you outta here, nothin more"
  - "If you don't retrieve them... I'll... I won't let you proceed..."
  - "Are you fuckin- *sighs* Fine. I'll get you your damn bottles!"
- Tell passcode afterwards
  - "There... that should be all of them"
  - "I'm very unhappy with you right now Otto..."
  - "[Tells code]"
  - "... Alright I'm less mad..."
- Smalltalk
  -
- Enter Lab and have Otto ask again
- **Act 2 - 2**
  - Mention Flooded
    - "Shit... THis floor's floodin... OTTO, PLEASE don't tell me we're sinkin"

- "No... this is the wet labs... We studied the organism more... closely... here. So we needed to see it in water."
- "Great... now I'm killin baddies with soggy boots"
- "Are you incapable of taking a situation seriously?"
- "I'm Always serious Otto... Our talk's are the only thing keeping me from freaking out right now..."
- "Right... there should be more samples here... collect them before proceeding."
- Sample Collection
  - "[Says the password]"
  - "Thanks Doc"
- Mention for Kikkem not to touch the purple stuff or creatures
  - "Richard... I suggest not touching anything related to this organism... if it glows green or purple, stay away..."
  - "Gotcha doc, Suit should be enough to keep me clean"
- Explain the spike dudes
- Sample collection
  - "Richard-"
  - "YEAH YEAH I know... Samples"

## 4. Level Overview

### 4.1. Location Overviews

*(Description of each of the game's levels, as well as their purpose)*

(Beric & Zarak)

- Exterior Space
- Interior Space

Section 7 – Entryway

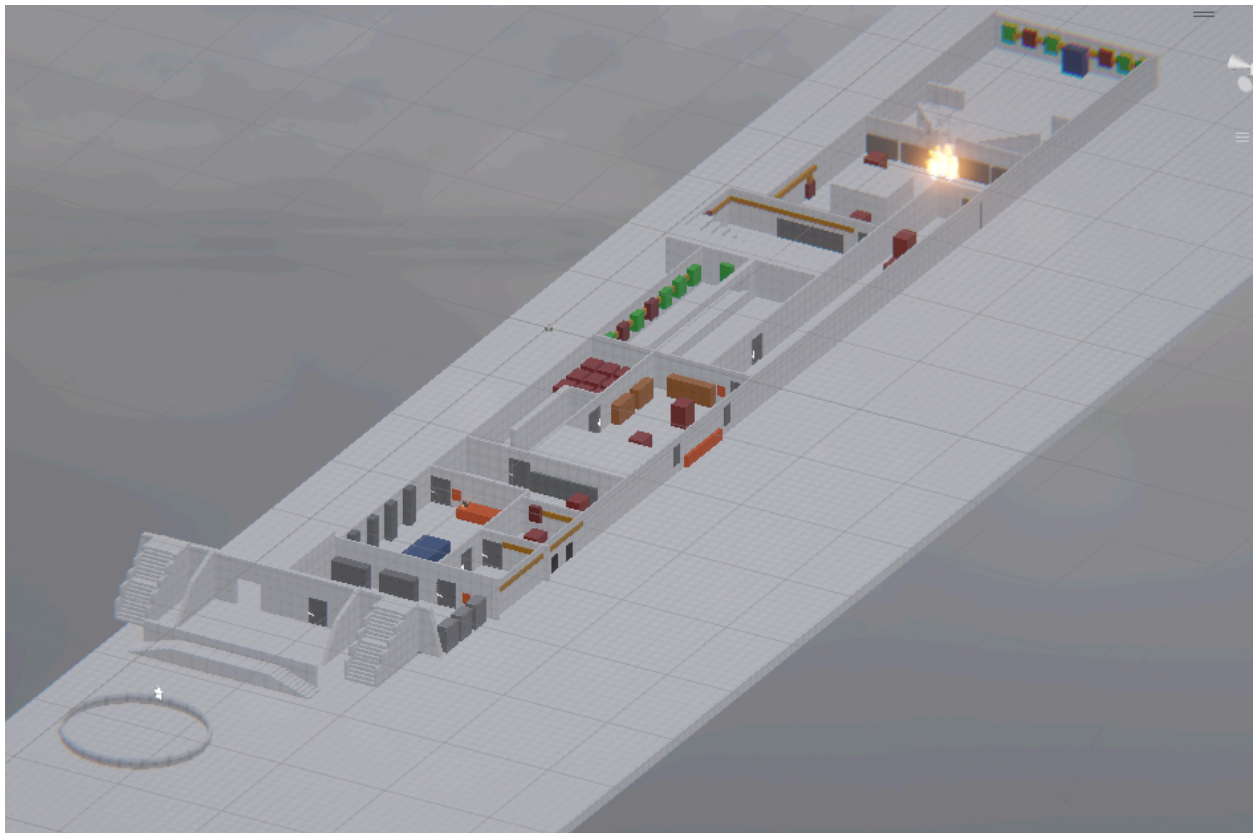
Section 8 – Bridge

Section 5 – Lower Decks

- Shotgun Section
- Rifle Section

## 4.2. Level Layout

(Beric Zarak & Tyler)



## 4.3. Puzzle Segmentation

(Beric & Zarak)

## LEVEL PUZZLES FOR MVP

1.

**Electric Power source:** Find power room to access power for the level, allowing users to access more doors and lighting for map

**Implementation:** Code power system to open some doors and open lighting sources across the map

2.

**Destructible Doors:**

Some doors will not open when power comes online, need to be destroyed by explosives or weapons

**Implementation:** Give some doors health points, that need to be depleted in-order to open the door.

3.

**Hacking computer**

for important file logs and opening paths:  
Hack computer with simple mini game to access chat logs and open doors

**Implementation:** Create a simple matching pattern game to(hack the computer)for players to successfully complete to access certain files and doors

4.

**Physics puzzle:**

When players reach the lab, there will be a security laser system they need to bypass in-order to progress. Moving forward will trigger the alarm and kill the player. Player must find the High-Power Magnet in the lab and move objects towards the sensor so it can no longer read the players movement and the player can move forward

**Implementation:** Code sensors so it is triggered when player touches it, if an object touches the sensor it is fine.  
Code magnet to move objects(kind of like gravity gun for half-life)

5.

**Audio Based puzzle:**

Players are in a room with a locked door, the locked door has a 4 digit lock, and a radio near it. The radio can cycle between 4 different stations each playing the same song, but sliced up. There is a note near the radio telling players to find the specific combination of the radio channel and tunes in-order to find the passcode for the locked door.

**Implementation:** Create a U.I system for the radio so players can move through 4 channels. Each channel will play a part of the same song, players needs to match the song in-order to find the code for the lock( please use rick roll song for this ) jk..

6. Parkour puzzle (the jumping puzzle)

Create a difficult jumping puzzle within the ships parameters

**Implementation:** Basic level design

PUZZLE RADIO STATION

PLAYERS ARRIVE AT RADIO ROOM WITH A RADIO BROADCASTING 4 DIFFERENT STATIONS, BESIDE A LOCKED DOOR WITH A KEY PAD

PLAYERS NEED TO DECRYPT A KEY MORS/PHRASE FROM EACH RADIO STATION IN ORDER TO FIND THE CORRESPONDING KEY NUMBER

PLAYERS WILL NEED TO LISTEN CAREFULLY TO THE RADIO STATION TO DECRYPT

THE CIPHER TO DECRYPT THE RADIO STATIONS WILL BE HIDDEN IN THE STORAGE ROOM

EACH STATION WILL BE IN ORDER 1 TO 4

EXAMPLE OF CIPHER NUMBER CORRESPONDS TO PHRASE  
0: APPLE  
2: HAPPY  
3: DREAD  
4: MONEY  
5: MONDAY ETC.,

PUZZLE STORAGE ROOM

WHEN PLAYERS ARRIVE IN THE STORAGE ROOM THEY FIND ANOTHER KEY PAD LOCKED A RADIO IS BROADCASTING MORSE CODE

THE RADIO WILL BE BROADCASTING A KEY MORS CODE RELAY

THE CIPHER TO THE MORS CODE WILL BE PLACED RIGHT BESIDE THE RADIO SO PLAYERS CAN SEE IT

ONCE DECRYPTED AND RIGHT KEY CODE IS TRIGGERED THE ROOM WILL OPEN, AND INSIDE WILL BE THE CIPHER TO THE RADIO STATION

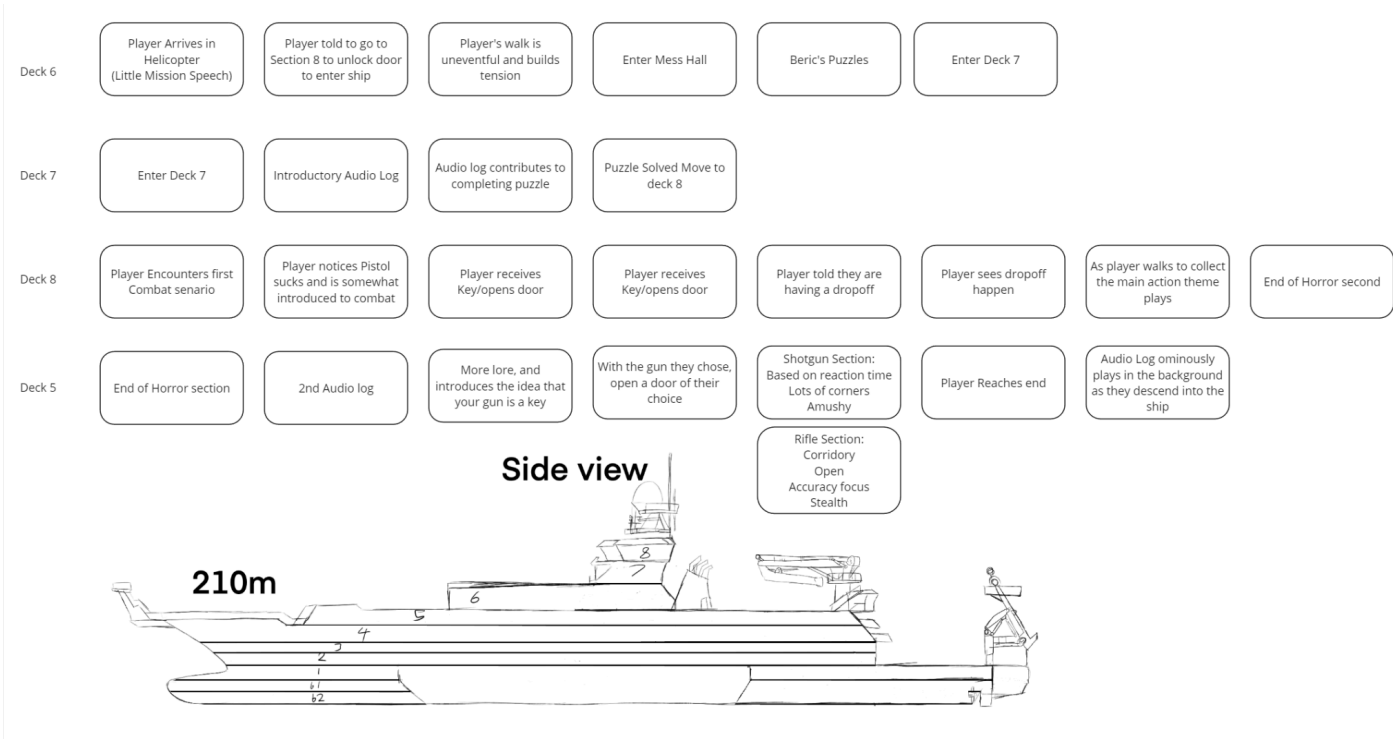
International Morse Code					
-----					
A	.-	M	--	Y	-. --
B	- . . .	N	-. --	Z	-- ..
C	- . - .	O	---		
D	- . - .	P	.- . -		
E	..	Q	.- - .		
F	.. - .	R	.- . -		
G	- . -	S	...-		
H	....	T	-		
I	..	U	.. -		
J	- . -	V	.. - .		
K	- . -	W	-- .		
L	.- - .	X	- . -		
</					





# 4.5. Level Guide

(A basic walkthrough of each level, preferably following the beat Map)



# 5. Narrative

## 5.1. Story Overview

(A summary of the game's story, both before and after the player arrives)

In 1968, A Soviet submarine mysteriously sank within the Pacific Ocean. As the submarine was in possession of nuclear weapons, the US immediately deployed a research vessel to recover the submarine as well as the weaponry onboard. However, upon discovering the sunken vessel, a strange bacteria was discovered amongst it along

with mysterious growths. In addition, there was a mysterious lack of radiation throughout the ship, something that shouldn't be possible even if the weapon was detonated. Upon upheaving portions of the ship, the crew were attacked by something that could only be described as "fishmen". These creatures were eliminated and brought in for examination. Blood and tissue samples from both the growths and the fishmen determined that there was an undiscovered microorganism that had gathered around the submarine. Further experimentation found that this organism was capable of mutating any animal it came in contact with, as well as digesting" radiation and using it as energy to reproduce. This organism was named "*E. benthicus*", and after finding out about it's radiation-absorbing properties the the US military seized control of the operation. After bringing a large amount of manpower onto the ship over the course of a year, the military saw use in this microorganism to be synthesized into a drug that can counteract the effects of Radiation poisoning in case of a nuclear fallout. However, due to the increased load of radioactive material used in experimentation, the larger mutants that the microorganism created were attracted to the ship, breaking into it and starting to pour all over. The ship and crew were swiftly infested with the microorganism, the ship losing contact with land soon after.

## **5.2. Plot Points**

### **5.3. Act 1**

- The player is given an introduction: Richard Kikkem, and given exposition about the ship's situation.
- Player Arrives at the ship and heads towards the bridge to turn off the distress beacon.
- Player notices the ship is completely uninhabited.

- Player makes their way to the main bridge, ending the alarm and attracting a large number of fishmen to his location.
- Kikkem begins to battle through the fishmen and make his way to the lower decks.
- Fighting through fishmen, Kikkem notices the large amount of carnage across the ship.
- Noticing a coded door as well as a radio in the room, a voice starts to crack through. Kikkem is introduced to Otto this way, with him offering Kikkem the code for the door.
- Otto warns the player that whatever has happened must be stopped, and that they cannot stay long before the monsters come.
- Player battles large monster and progresses through the ship, being told of what awaits them in the lower levels.

#### 5.4. Act 2

- Player descends into the Chem lab and begins to explore around. Occasionally, the player will find a radio and talk to Otto who gives small plot details.
- Player finds logs about the floor from the ship's residence, that being Otto, Zachary and Joffrey.
- Otto will give details about the organism, its properties and effects as well as what its applications should be.
- Joffrey will give details on what it could be used for, as well as allude to the overall theme of governmental control.
- Zachary will talk about the operation as a whole, showing slow and gradual distrust towards the people in charge as the story progresses on.
- Player will then proceed down into the biolab and storage, seeing more disturbing imagery and monsters than in previous sections.
- They will be informed on exactly how this occurred by otto (himself or his logs). Otto would mention that this research should remain sunken at the bottom of the ocean.
- This act should give enough clues in both context and description.

#### 5.5. Act 3

(Tyler)

## 5.6. Visual Storytelling

- Act 1
  - Opening segment should consist mainly of a barren area, utilizing the idea of liminal spaces. There should be leftover experiments
- Act 2
- Act 3

## 5.7. Narrative Deliverables

*(Moments where the story will be showcased to the player, both in background and by dialogue)*

### Initial Mission Briefing

- Player is brought into a helicopter through a carrier
- Told about the ship
- Says its a research vessel
- Lost communication
- Probably commies on board
- Told to make their way to the bridge to plot access to the ship

### Log 1 – Otto

- Given a description of what the ship is and why he was hired
- Given a brief description of the organism
- How was the organism found
- Hint to the puzzle in the room
- Ominous warning about the organism

## Log 2 – Joffrey Mitchal

- Given more in-depth description of the organism
- Told about how sad he is
- Told about the mechanic (sort of?)
- Given another ominous warning about fish monsters

## Log 3 – Zachary

- A long, ominous message about the horrifying stuff that's going on in the ship
- Subtle messaging that hints towards some of the smaller themes within the game