

Untied Games Game Design Document

Team Members:

Andrew Abrams
Arisa Adams
Tony Burton
James Clingan
Timmie Dickinson
Matt Dorrough
Ryan Hietala

Outline & Research

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Overview

Untied Games will be designing a game to pitch to Blue Falcon Games. We are competing against other indie design teams to secure this opportunity. The game must meet ESRB-T standards and must demonstrate a discernible connection to the prompt video; Memorize <https://www.youtube.com/watch?v=mfM5Z1t6uWQ>. The following document will include an outline of the game and all of our teams research and discussions pertaining to our pitch.

Herein we will discuss the games genre, the story behind the game, actions the player will take in the game, game mechanics, any relevant art concepts, and what platforms the game will support and other topics that will form a complete game design.

Goals

1. **Outline the games genre:** In this document we will outline the genre of the prompt and our game idea and how they correlate together.
2. **Detail exactly what the game is about:** We will clearly outline the “idea” of the game and what the story is behind our idea.
3. **Explain what the player will be doing:** We will explain actions the player will be doing while playing. This is not the mechanics, but more of an explanation of the players visual experience and what they will be doing, the gameplay.
4. **Go over the Games mechanics:** We will go in detail about specific mechanics in the game and how they function and effect the player.
5. **Gather ideas for all design elements:** We will collect all of our multimedia sources from which we as a team drew inspiration. This will include images, audio, gameplay from similar games, etc.
6. **Gather all team design discussions into one place:** We will document all team discussion, decisions, and rationale behind each decision.
7. **Detail which platforms the game will support:** We will dictate which platforms our game supports and why.
8. **Organize these ideas into how we will introduce them:** This is where we will list out how we will introduce our ideas in our pitch video.

What Genre Does The Game Belong In?

We decided as a team to go with an Action Adventure genre. We talked over story and the story would be accented by the player being able to move around and collect things. Along with the combat system we decided to implement it speaks loudly toward action. Putting those two together made the most sense for what we are trying to accomplish for the game.

Considering the source material provided, the world is very Cyberpunk-esque. Drawing from that inspiration it seemed very natural to include that as a main piece of the game. The mechanics set forth with the team also support a RPG element, although the game isn't an RPG considering elements such as stats and interactive dialogue are not included.

Examples:

Deus Ex: [Similar Genre](#)



(Izuniy, 2015)

Mirror's Edge: [Similar Genre](#)



(Mirror's Edge, 2016)

Cyberpunk 2077: [Similar Genre](#)



(Cyberpunk 2077, 2020)

Assassins Creed 3: [Similar Genre](#)



(IGN Contributors, 2013)

Shadowrun: Hong Kong: Similar Genre



(Shadowrun: Hong Kong, 2015)

What Is The Game About?

The story surrounds a young woman named Ella who used to work for a company named THETA or The Higher Evolved Technological Alliance. While she is decoding a corrupt file she sees the murder of the owner of the company. Being privy to said information she has her memory wiped to avoid the information being leaked. She was kept alive as a result of being a part of an experimental trial using new software to implant memories into oneself. However, one day she starts having flashbacks of disturbing events she has no memory of. This leads her to believe that her memory could have possibly been wiped. She begins to investigate her employers and the gaps in her memory. What she finds is more than she bargained for....

The main theme in the prompt is memory. We took that and ran with it. We wanted to make memory the core theme throughout the game. We put memory into the story, the actions that the player can take, and even in the UI. The idea of being tracked and taking part in combat from the prompt is also a big theme within our game. Having an understanding of how the theme can fit into every aspect of our game made it flow very naturally.

Examples:

Remember Me: [Memory Manipulation](#)



(gikipedia, 2012)

Final Fantasy VII (Remake): [Opposing a Corporation](#)



(PlayStation, 2020)

Memento: [Memory Connection](#)



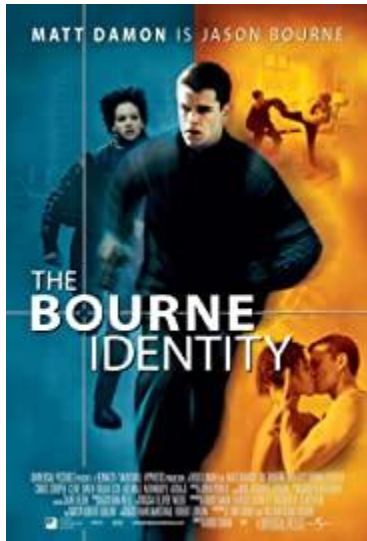
(Nolan, 2001)

Top Secret - The Revelation: Special Forces Using Memory To Find Suspects



(MyAnimeList, 2010)

The Bourne Identity: Memory Loss/Confusion



(IMDB 2002, June 14)

What Will The Gameplay Be Like?

During the game the player will experience an open world that will guide them through the story but still allow plenty of opportunities to explore the world. The players main goal will be to collect memories that will reveal information to the player. To gather these memories the player may go on mercenary missions that will lead them to others who have information about what happened to them. To collect these memories the player will have to capture or assassinate the target then take their memories.

These collected memories may also grant the player new skills and abilities. Another way the player will collect memories will be by visiting places of their past and solving puzzles to obtain the memory. Some memories are corrupted, and a small mini game will need to be played to un-corrupt them.

A key aspect will be that once the company discovers the main character is searching for answers they will send an agent after them to “take care of the problem once and for all.” This tracker, Spurhund, will always be after the player. Following them along their journey. During this the player will have to face off with, and escape him to survive.

Throughout the game the player will collect skill points through memory collection that will give the player options on how to tackle different encounters. Skills such as hand to hand combat, melee weapons and firearms with stealth capabilities including tech that can create holograms, deploy drones, trackers or cameras. Ella will also have a palm scanner embedded into her hand that allows her to scan others memory chips, adding skills to this skill line will make it easier to decode corrupted memories, hack terminals, and manipulate electronic devices.

Examples:

Resident Evil Revelations 2: [A Constant Threat](#)



(Gijs Visser, 2017)

Borderlands 2: [An Open World With Story Instances](#)



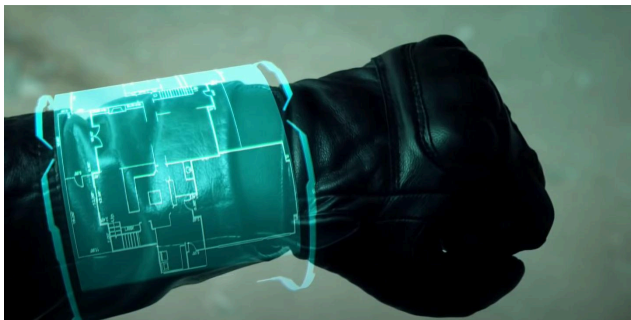
(Xbox, 2012)

The Matrix: [Learning Skills](#)



(Nazemi,, 2012)

Memorize: Memory Decryption



(TheCGBros, 2012)

Total Recall: [Using holograms](#)



(SFMZone, 2010)

What Are The Games Mechanics?

The player will find random assorted memories throughout the various areas they explore. These memories will grant them new skills and abilities. Palm scanners will be used to extract memories from the back of NPCs & hostiles' necks after defeating them. Holograms will be used to distract enemies, and help the player stealth through levels, enemies and obstacles. If holograms and palm scanners weren't enough, the player will also have cloaking abilities at their disposal for any situation thrown at them.

The team came to this design decision after reviewing how other titles in this genre implement their mechanics. Not only did we look at what did work well for other titles, we also looked at what did not work well. After reviewing those mechanics we tried to build our own concepts for game mechanics and how we could successfully interlink them. We utilized these games "postmortems" to get the most out of their previous design issues. Ensuring our mechanics were not only functional but enjoyable as well.

Examples:

Memory Extraction:



(Monkey, 2018)

Memory Decoding:



(Rad, 2020)

Stealth:

When entering stealth mode the player can release hologram copies to confuse enemies.

Examples:

Metal Gear Solid 2: Stealth



(George Salonikh, 2019)

The Predator(2018):Stealth



(TECNICAL JKL, 2018)

Examples:

American McGee's Alice Madness Returns: [Collecting Memories](#)



(AmTheBroseph01, 2011)

The Legend of Zelda- Breath of The Wild: Stealth and tactic



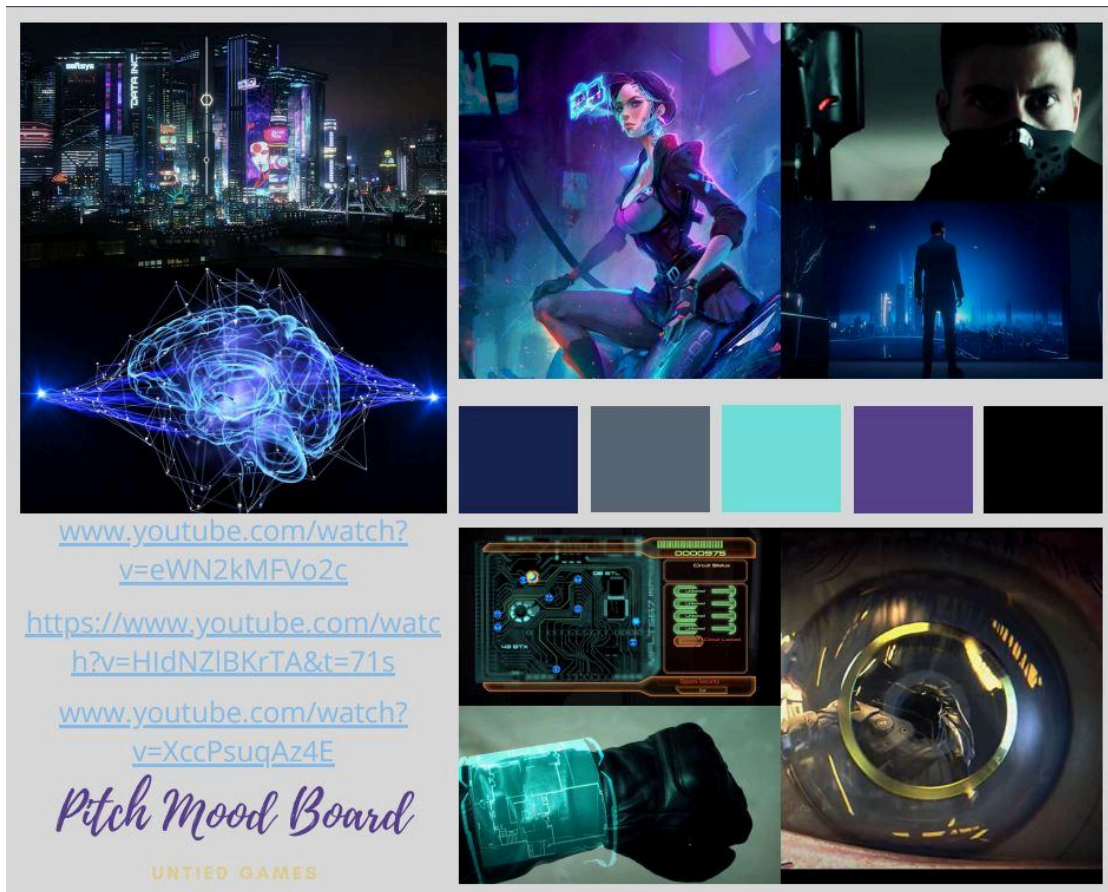
(D'Argenio, 2017)

What Inspired Us?

After reviewing the prompt given, our team discussed various types of games that we could create. We settled on a cyberpunk entertainment medium. As a team we created a concept that would fit the genre, but also expand upon the already created universes. Our goal is to create a new experience that would enthrall the gamer and tantalize their imagination.

While discussing our options for how the game would progress we realized the similarities in other related mediums. We took inspiration from films such as The Matrix, Memento, and The Predator. Games that we took inspiration from were Assassin's Creed, Metal Gear Solid, and Syndicate. The choice to draw inspiration from these came from our love for these franchises and the inherent connection these themes would have with our game.

Mood Board:



What Platforms Will Our Game Support?

Our game will be supported on all current generation and next generation home consoles as well as select VR systems and PC.

Our decision to choose the above platforms was based on reaching maximum profitability from our game sales. The team took into consideration the relevancy of each platform and how we can utilize their individual capabilities. For example, the touch controls that are available on the Playstation 5 will have an exclusive mechanic available for them ([Hood & Vjestica, 2020](#)). We also have intuitive capabilities that utilize the share button available on most home consoles. We chose to market our game to the HoloLens, HTC Vive, Oculus, and Windows Mixed Reality Headset because we as a team felt that these systems were among the most popular among customers.

Comparison of Xbox 1 & Playstation 4

	Xbox One	PlayStation 4
Price	\$499	\$399
US availability	November 22, 2013	November 15, 2013
Dimensions (WDH inches)	13.5 x 10.4 x 3.2	10.8 x 12 x 2
Weight	15.2 pounds	9.2 pounds
Blu-ray	Yes	Yes
Hard drive	Built-in, nonremovable (500GB)	Built-in, removable (500GB)
Motion control	New Kinect (bundled)	PlayStation Camera (\$60)
CPU	8-core x86 AMD	8-core x86 AMD
RAM	8GB DDR3	8GB GDDR5
USB 3.0	Yes	Yes
Wireless	Yes (802.11n w/Wi-Fi Direct)	Yes (802.11n)
Gigabit Ethernet	Yes	Yes
HDMI	Yes (in and out)	Yes
Analog video outputs	No	No
External storage support	Yes, USB	No
Power supply	External brick	Internal
Can also stand vertically	No	Yes
IR remote support	Yes	No
Suspend/resume game support	Yes	Yes
Background downloading	Yes	Yes
Gameplay sharing/DVR (video)	Yes	Yes
Real-time gameplay streaming	Yes	Yes

(Franklin, 2013)

Comparison of Xbox Series X & Playstation 5:

			
Xbox Series X		PlayStation 5	
8x Zen 2 Cores at 3.8GHz (3.6GHz with SMT)	CPU	8x Zen 2 Cores at 3.5GHz (variable frequency)	
12 TFLOPs, 52 CUs at 1.825GHz, Custom RDNA 2	GPU	10.28 TFLOPs, 36 CUs at 2.23GHz (variable frequency)	
16GB GDDR6	Memory (RAM)	16GB GDDR6/256-bit	
10GB at 560GB/s, 6GB at 336GB/s	Memory Bandwidth	448GB/s	
4K UHD Blu-ray Drive	Optical Drive	4K UHD Blu-ray Drive	
1TB Custom NVMe SSD	Internal Storage	Custom 825GB SSD	
1TB Expansion Card	Expandable Storage	NVMe SSD Slot	

(Greenwald, 2020)

Comparison of VR Systems:



(Chacos, 2018)

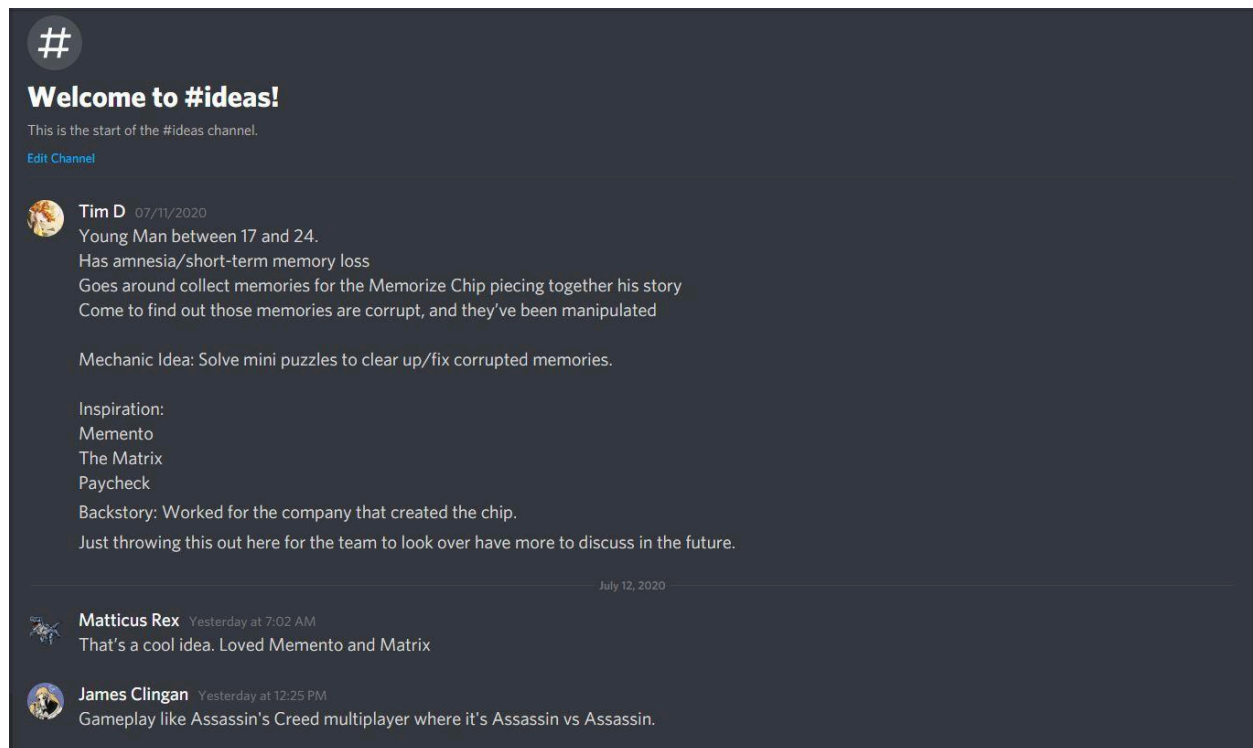
Gaming PC Systems




(Buskirk, 2019)

Our Discussion & Decisions


As a team we discussed important discussions over Discord audio and text chat. We held multiple calls throughout the week to help mold and develop our concept. Our meetings lasted at least two hours. Throughout our discussions we had a lot of positivity and ideas exchanged that made this a joy to work on.






James Clingan Yesterday at 12:25 PM
 Gameplay like Assassin's Creed multiplayer where it's Assassin vs Assassin.


 Each player get's a target they have to kill so everybody is trying to hunt their target while also being hunted by other players.



Abrams89 Yesterday at 12:52 PM
 like a judge dredd?




Matticus Rex Yesterday at 12:57 PM
 as far as art, i'm a BIG fan of cel shading, not sure if anyone would be interested in that as the art concept or not but i figured i'd throw it out there







Abrams89 Yesterday at 1:22 PM
 I seen in the gen discussion that you need 5 sources for each question. someone asked if we did or not.
 keep open constant communication.
 I am open just time frame wise I need to know. day wise I am ok just time wise the 530-730 works great for me. hopefully everything is good with that.

July 13, 2020



Hietalary Today at 5:30 PM
 Synopsis
 The year is 2027 and the world is drastically different from what we know today. Citizens of the United States have been implanted with neural chips that record everything they see. This technology has netted almost a 100% conviction rate on major crimes within the country. You play as (Ella), a low-ranking technical support employee working for the SSU (Special Surveillance Unit). The SSU is the unit in charge of apprehending suspects and subsequently retrieving neural link "memories" for review. One fateful day you receive an order from one of the higher-ups to review a corrupted neural link memory. As you review the corrupted memory you see a familiar face show up on the view screen. The face belongs to the Chief of the SSU Charles Murry and the memory shows him committing the murder in question. The view screen goes black and the door to your office opens slowly. A man dressed in all black with a face mask enters the room. The man aims his sidearm towards you and pulls the trigger.
 Our character (Ella) awakens in an alleyway covered in grime and distraught. Her memories have been wiped and she cannot even remember her own name. She reaches into her pocket and produces a note. She opens the note and finds a phone number written down on it. (Ella) makes her way out of the dark disgusting alleway and finds the nearest


 Message #ideas





Arissa_Adams01 Today at 5:57 PM
its all good



Matticus Rex Today at 5:57 PM
"the company"



Abrams89 Today at 5:57 PM
it kinda gives off a "The Last of Us" type feel.
essentially sounds like you don't want something "generic" or general like "the company"



Matticus Rex Today at 5:59 PM
probably your FSO
could use "THETA" as an acronym, just don't know what to use for the letters yet... Theta waves are important for memory function



Abrams89 Today at 6:03 PM
Com.pany, like com as in computer?



Matticus Rex Today at 6:04 PM
that's good too



Matticus Rex Today at 6:15 PM
The Higher Evolved Technology Alliance spells out THETA, best i could come up with in 10 minutes haha



James Clingan Today at 6:15 PM
Honestly we could probably name the company Google and it would still be believable



Matticus Rex Today at 6:16 PM
they are everywhere... haha



Abrams89 Today at 6:21 PM
maybe it was a long lost lover of the person from the company and it was a old hard drive with their memories and here it ends up you find out that it is also memories of them together, for her to find out that this is actually her father and mother.
idk I apologize I know we have a set concept.
kinda of like the twins in the RE:Code Veronica?
I feel like it could be that or he/she accidentally murdered them and no one knows anything, it is all on that hard drive she accidentally "found"?
Also I wanted to ask even though I probably know the answer, is everyone okay with something being reworded if we have a possible better way to word it?



Matticus Rex Today at 6:26 PM
doubt i'd have a problem



Abrams89 Today at 6:31 PM
start having flash backs ? and that is how she knows something is a miss.



Arissa_Adams01 Today at 6:32 PM
Yes i like the flashbacks



James Clingan Today at 6:32 PM
Same, I like the flashbacks



Matticus Rex Today at 6:32 PM

How It Will Be Introduced

- Game Story/What the Game is about
- Genre
- Gameplay
- Mechanics
- Design Styles
- Platforms Game Will Appear On

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