RADIO STATIC

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Design Document

Group 4

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Game Information

DESIGN SUMMARY
The player acts as a detective, sent in to investigate a derelict factory. The player goes around the factory, finding and interacting with clues to work out what happened.

TARGET AUDIENCE
young adults, PG13

GENRE
Exploration, Adventure, Atmospheric, detective

STORY
In the near future, the government has created a bureau to manage corrupted technology to prevent harm to humans. He is sent to a small rundown town that used to house the factory of one of the first robot development companies, which shut down suddenly and under mysterious circumstances. The town has had rumours of people disappearing, but due to classism, these rumours were taken as untrue and legend.

That was until one day a girl went in and managed to escape, coming back with reports of a robot trying to kill her, before she managed to hit it off with a pipe wrench and escape. Which is why you were sent in.

You are sent to explore the factory, find out what attacked the girl and caused all of the disappearances in order to prevent it happening again by downloading the data from the robot to find out what caused its error. While there you also find out about the cover up that led to it closure.

Gameplay

core loop
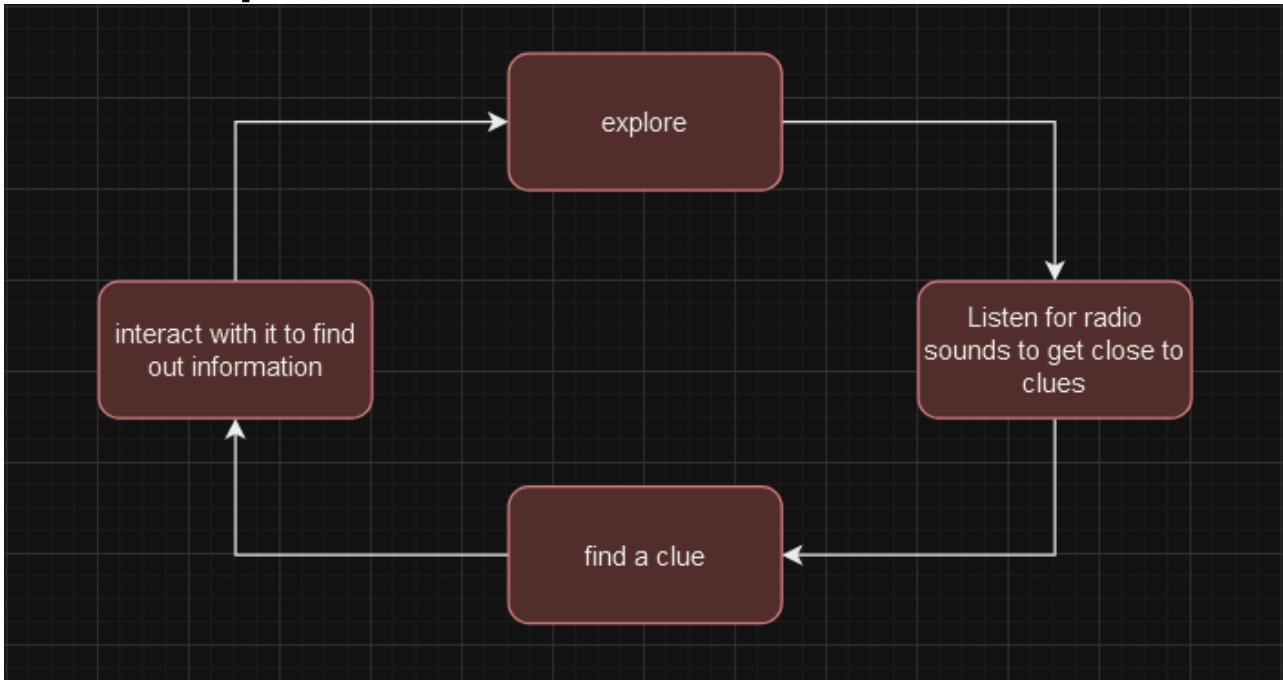
game mechanics

MOVEMENT AND INPUTS
- WASD is used to move north, east, south, and west around the scene.
- C can be pressed to crouch and crouch walk; the player is not able to jump.
- F can be pressed to begin and interaction, there will be pick up animations for items on the floor, high up, and at hip level which could be used here.

OBJECT INTERACTIONS
Interactable objects all let out a spatial radio signal sound before they are found.
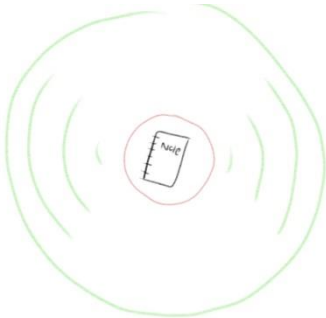
The diagram on the left shows how this works, with the green area being where you can hear the radio, with the sound getting louder the closer to the centre you get. The red area is the area where you will be able to click F in order to interact with it, when in the red zone an outline may be added to the object to make it more visible to people (especially those hard of hearing).

All interactable objects have an interaction interface which can be called by the player to activate it. The interactable object should then manage the implementation itself, until the object passes control back to the player. This allows there to be multiple different ways to interact with an object which will be covered below:

- **Observe** - certain props allow you to pick them up and spin them around to get a better view of the prop.
- **Skill checks** – skill checks in the game are inspired by Dead by Daylight where you must click within a certain zone to succeed on the task.

- **NPC interactions** – there will be a few NPCs in the scene which the player can interact with and have conversations, these will use a branching dialogue system that will be affected by player dialogue choices, or based on what clues the player has or hasn't found. The secret word is: scooby doo.
- **Thought interactions** – thought interactions behave similarly to NPC interactions but are not branching, they just express thoughts and observations the detective may be thinking for exposition purposes.

INVENTORY

The inventory exists as an extension of the skill check system, it tracks which objects you're holding which may give you an advantage. If the player has an item in inventory which may make the task easier (e.g. making it easier to open the electricity box to turn the power on, if you have found the screwdriver), then the success area to hit in will expand to increase your odds of hitting it.

Characters

MAIN PLAYER

(needs expanding on once people get back to me)

NPCS

NPCs in the game will not be fully modelled characters but instead have a blacked-out silhouette, similar to the human designs in '*murder drones'* (Glitch Studios, 2019). They will simply stand in the scene running idle animations to facilitate branching dialogue interactions.

While it would be better to have unique silhouettes for the characters similar to below to make them differentiable, if this isn't possible then base Unreal models can be used with shaders to make them appear as silhouettes.

level designs
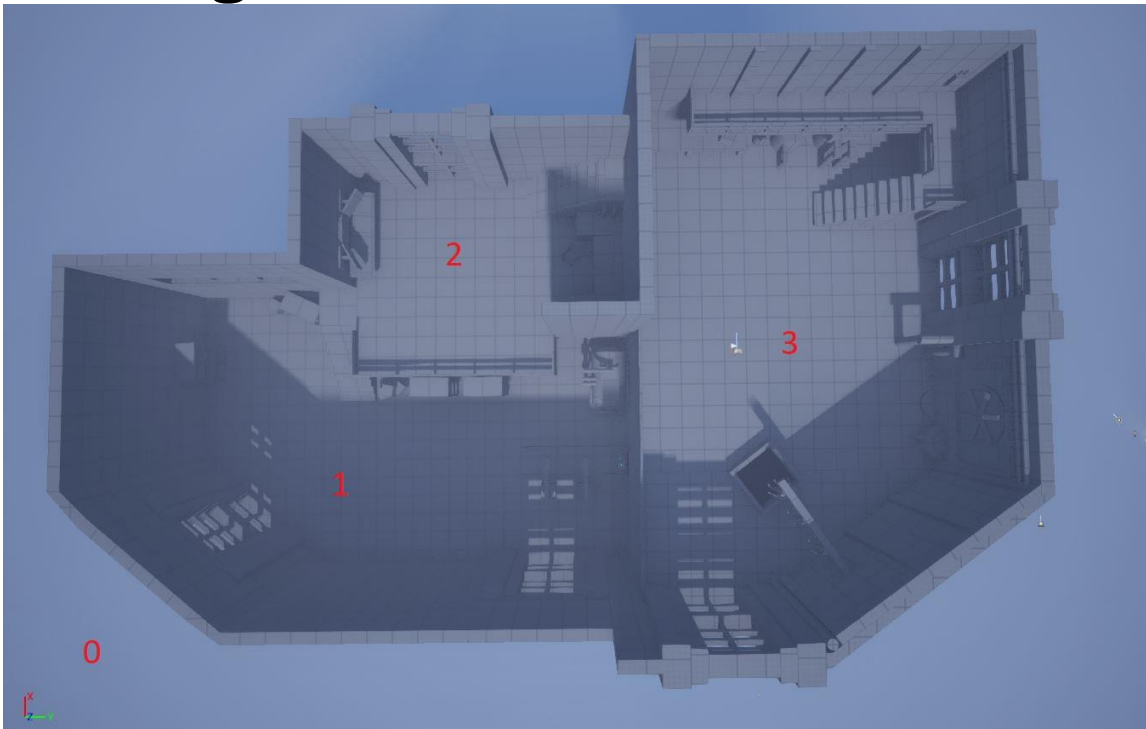
AREA 0 OUTSIDE AREA
- Exposition area for the player, helps them get a grasp of the controls as well as telling them why they are there via talking to NPCs and finding items.

AREA 1 MAIN FACTORY AREA
- The first area the player goes into.
- Explores more information about the crime which happened to the girl which you were called in over. Begins to make the player ask questions about the wider themes of the game and what happened in the factory.

- The player cannot leave this area to continue into area 2 until they have turned the lights on to control story flow.

AREA 2 STORAGE / OFFICE ROOM
- This area is used to give game information about the reason the factory shut down in the first place. Learning more about the company, the cover up and the dangerous virus, here you're
- You can't leave this room until you have found at least one exposition clue, if you attempt it the detective will make a remark about needing to look around more.

AREA 3 ROBOT ROOM
- The robot room acts as the final room in the story that should clear up the questions about what happened in the factory.
- You get to look around at the robot development facility and learn about what the companies aims and processes were.
- You can get the memory off of the robot and look at it on the computer to achieve your goal.

Clues
Key of which interaction type it is:
SK – skill check, IV – inventory, T – thoughts D – dialogue, IC – inspect

Not all of these clues have to be implemented into the game but are ideas for if there is time. Clues which need to be implemented will be marked with !

OUTSIDE AREA
- **padlock – (T, SK)**
  o when you go to the door outside it will be locked, there is two options of how to deal with this. First there will be a thought about the fact the door is locked, you can then try and look around the corner for another way in or try and skill check to break the padlock.
  o The chances of breaking the padlock should be extremely small.
- **NPC – (D)**
  o A fellow member of the bureau who talk to outside the building to learn about the case.
- **Notebook (IV)**
  o You can pick the notebook up outside where it will be added to your inventory which gives you access to the journalling mechanic.
- **Torch (IV)**
  o (optional) needed to go inside the building as otherwise you cannot see.

MAIN FACTORY AREA
- **Pipe wrench (IC, T)**
  o The item the girl who escaped used to hit the robot.
- **Military radio (T, IC)**
  o Thoughts about why the factory has a military radio.
- **Turn on power (SK)**

- **Screwdriver (IV)**
  - o It can be added to inventory to increase the chances of being able to open the power box and turn the power on.

STORAGE/ OFFICE ROOM
- **Cassette player (IC)**
  - o Players a tape of the meeting where the executives are talking about the computer error and get attacked at the end.
- **Revolver & blood stain (T, IV)**
  - o Thoughts on what happened here or how it links to the tape if you find it first.
  - o Add the revolver to inventory to make robot event easier.

ROBOT ROOM
- **Computer (Unique interaction)**
  - o Used to view the robot's memory to find out about the error.
- **Robot – (D, SK)**
  - o Talk to the robot, in dialogue there is an option to shoot it with a revolver which will lead to a skill check.
  - o If you don't shoot the robot or fail to shoot the robot, then you will need to skill check to get the memory out of the robot. This interaction can be redone until you manage it.
- **Schematics (IC)**
 - o Look at robot design information on the walls.

UI

- **item acquired** – when an item is acquired, a pop up will come up on the screen for a second saying that it has been added to inventory with a small photo of it.
- **branching dialogue / thought UI** – displayed in speech or thought bubbles on top of the characters in the scene.

camera

The game uses an isometric camera. The camera is kept at a fixed distance away from the player, at an angle above them, which can be seen to the right.

When the player rotates the camera does not rotate with them, but the camera does move around the scene with them. If the camera is blocked from seeing the player by another object in the scene such as the wall, it will occlude that object from the camera until the player moves from behind it.
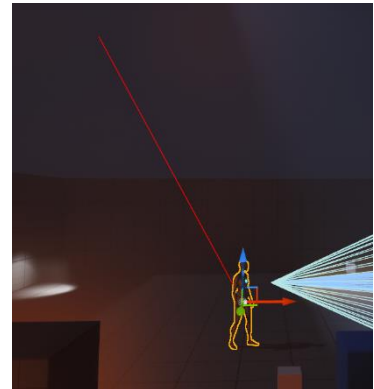
The angle below shows what the camera angle looks like from a player perspective.