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User Interface Design

The game interface will use diegetic aspects, adding information directly to elements/characters. To avoid GUI at maximum to keep the immersion.

Main Menu Hierarchy

1. Game Logo

- Press any button to continue

States: Idle/Pressed animation

1.2. Main Menu

1.2.1 Start New Game

-If already have a save

1.2.1.1 “Start a new game will erase all your save data. Do you want to continue?”

- Yes (Start new game)

States: Idle/Selected-Over/Pressed animation

- No (Back to 1.2)

States: Idle/Selected-Over/Pressed animation

1.2.2 Continue (Continue save game)

1.2.3 Settings

/Video Settings/

- Video Quality Options (drop-down menu)

States: Idle/Expand animation

/Controller settings/

- Controls Diagram (swap between keyboard and controller automatically according to input)

- Mouse sensibility (scroll bar)

States: Idle/Pressed animation

- Controller camera Y-axis sensibility (scroll bar)

States: Idle/Selected-Over/Pressed animation

- Controller camera X-axis sensibility (scroll bar)

States: Idle/Selected-Over/Pressed animation

- Controller invert Y-axis (check box)

States: Idle/Selected-Over/Pressed animation

- Controller invert X-axis (check box)

States: Idle/Selected-Over/Pressed animation

/Audio Settings/

- Sound Effects Volume (scroll bar)

States: Idle/Selected-Over/Pressed animation

- Music Volume (scroll bar)

States: Idle/Selected-Over/Pressed animation

- Voices Voclume (scroll bar)

States: Idle/Selected-Over/Pressed animation

- Back (Back to 1.2)

States: Idle/Selected-Over/Pressed animation

1.2.4 credits

/Game Credits/

- Back (Back to 1.2)

States: Idle/Selected-Over/Pressed animation

User Experience Design

Player Experience

Objectives

- The game's main objective is to solve sets of puzzles by utilizing both characters' abilities until the end of the game.
- Narratively, the main objective is to escape the abandoned facility where they are locked in.

Rewards

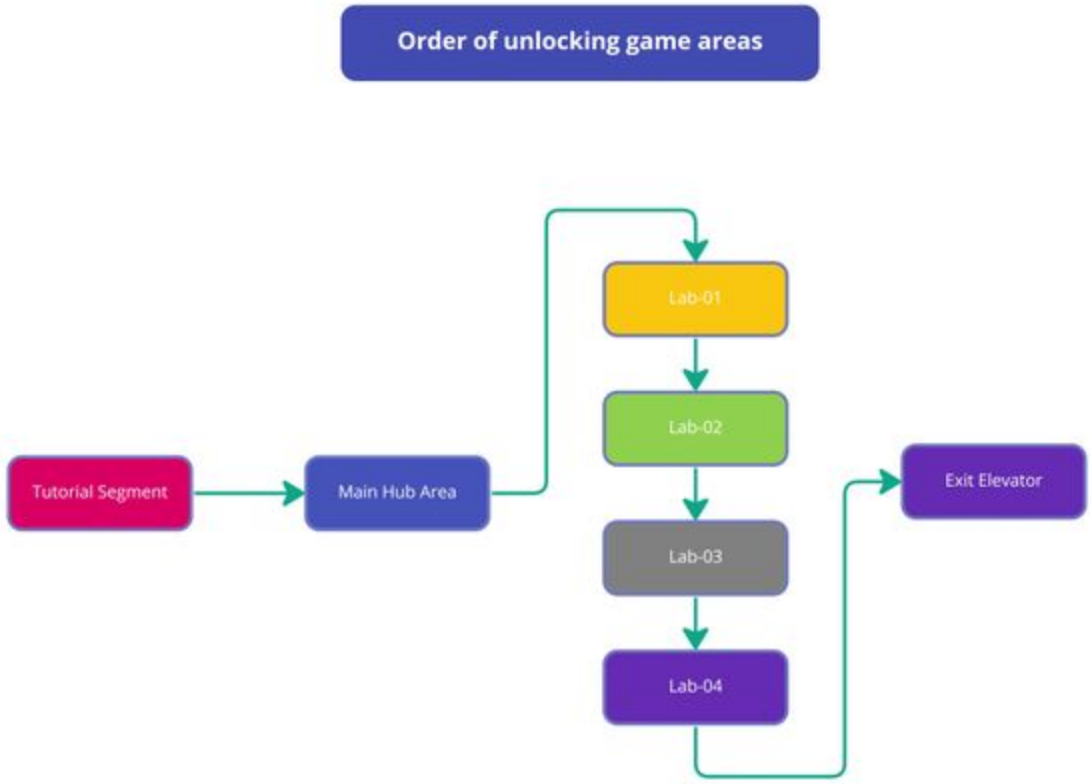
- At the end of each puzzle, the players will unlock new areas and bring power to different locations of the facility
  - The act of turning on lights and bringing energy to new areas should act as a key reward element.
  - Some puzzles will unlock new abilities, serving as an even bigger reward.

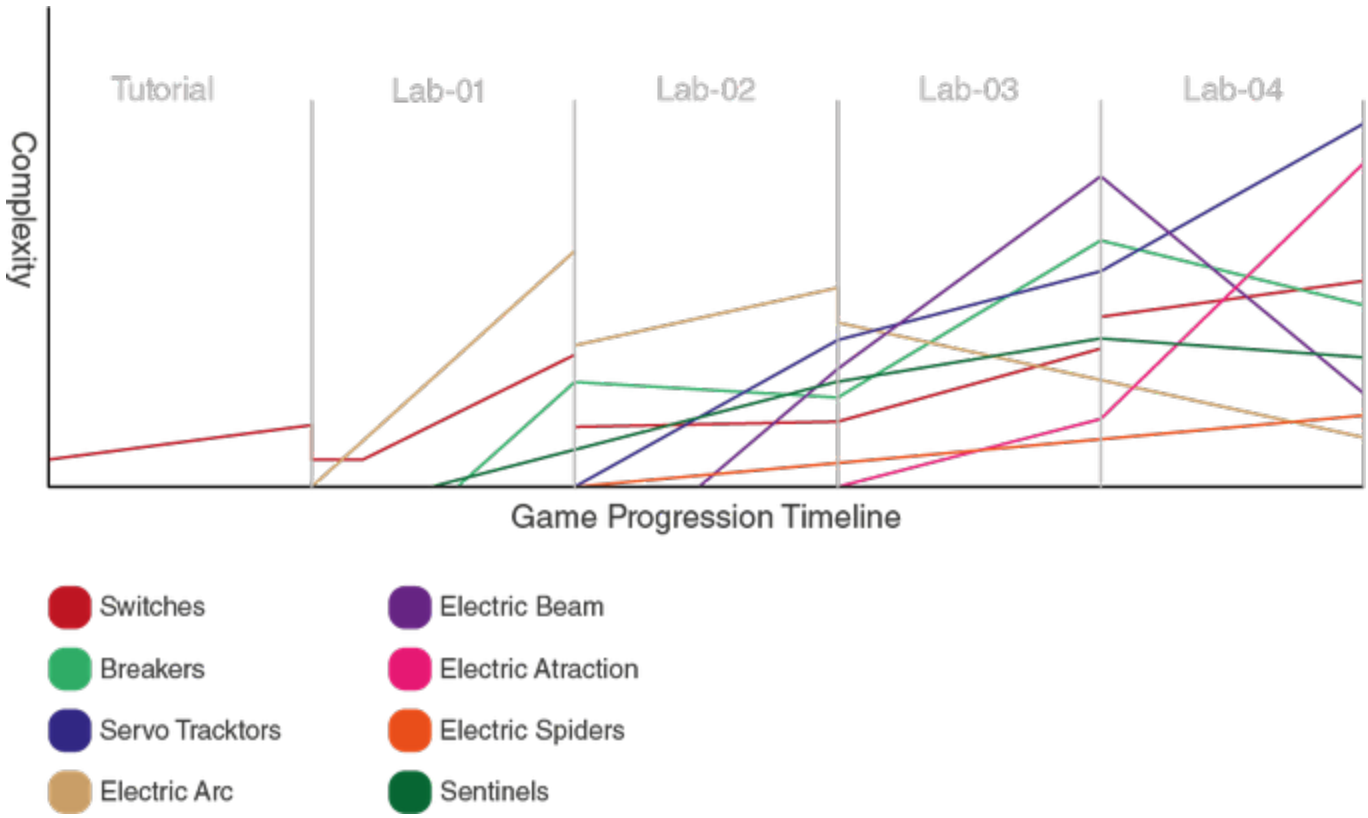
Game Feel

- Each character should have unique traits and a unique feel for their abilities.

Progression

The game's progression experience is primarily due to the player unlocking new mechanics - which can be used with the characters - and moving to new environments with varied atmospheres and puzzles with higher complexity.





- Each area of the game should be dedicated to a specific type of skill with puzzles that explore those skills.
- It is important that the difficulty level and the complexity/mixture of elements gradually increase until the end of the game.

Electric Panel Interaction

Electric Panel Interaction Video.mp4

Playtest Reports

PoC V1.3

Playtest #1

- Reading instructions
  - Tried to left-click and hold as Data
    - “Nothing’s happening”
  - “I don’t really know what humanoid object interaction means”
- Trying to interact with the first switch
  - “But I am pressing E”
  - “Oh I have to look at it”
- Surge is in the electric pole, the player seems unsure of what to do next
  - “It seems like I’m missing something”
  - Presses space
    - “So this is the other character, I think”
  - The player seems unsure of what to do after switching and takes a while to figure out
    - “Oh I can move”
- The player is playing as Surge in the circuit
  - “I’m confused because every time I press space I expect my character to jump
  - Seems to understand the bounds of the puzzle well when seeing blocker field
    - “So I can’t cross there”
  - Sees the first generator
    - “Oh there’s an electric current here I think”
  - Sees conductors
    - “I need to bring over one of these”
- The player switches back to Data
  - Interacting with switch
    - “Wait what, did I enable it?”
    - “It’s a little bit dark, it’s hard to see”
- Back to Surge
  - Trying to return to the wire
    - “Where am I?”
  - The player seems to miss the small blocker field entrance at first
    - “Am I missing something?”
  - Notices the small entrance after a while
    - “Oh I can go in here?”
- The player seems to understand how to solve the last part of puzzle 1
  - “Let me bring over one of the pieces, and see if I can snap it”
  - Bringing over a conductor
    - “Oh I can raise it”
    - “I don’t know where that dropped”
- Some confusion with the wires in this part
  - “Do I need two pieces?”
  - “No that’s just the wire to get up”
  - Potential bug where the player can’t pick things up after dropping them in this area
    - “Can I not pick this up?”
    - “Or is it already solved?”
    - “Okay I’m going to get another piece”
    - The second piece got stuck too
    - “Okay I’m going to get one more piece”
  - The Player was holding onto a conductor and went through the wire
    - Seemed to work?
  - Accidentally powered generator
    - “Did I do it?”
- Proceeds to the second puzzle
  - Going through the long wire to the generator at the bottom
    - “Oohh this is sick”
  - “It’s really dark, I can’t really see”
  - Suggestion for wire lighting

    - “Maybe if you made it red, like you’re hacking something”
- Trying to get Surge back into the battery but Data was already in the trigger collider so it wasn't working
  - “How do I get him back? Press E?”
- Player continues playing
  - “I really like these puzzles, they’re really simple and easy”
  - “Okay so this is solved, this is powered, time to get back”
  - “It would be cool if I could see a blue line going along wires that are connected and powered”
  - “Right now it’s a little hard to tell what’s plugged in and what’s not plugged in”
  - “I think I’m done in this area”
  - “It’ll be cool to see a red light and green light to know when something is powered”
    - Referring to the switch at the end of puzzle 2
- Feedback
  - “Cool mechanic, took me a while to understand”
  - “Camera controls don’t feel bad, but they don’t feel great right now”
  - “There were times when I would go in the wire and sometimes the camera would be jittering”
  - “I couldn’t press W to go through the wire, I had to look sideways and press A or D”
  - “Maybe don’t use space for switching since I kept trying to jump”
  - “Maybe use tab since it’s used for switching”
  - Commentary on how easy it was to use data
    - “Super easy, all you could do was WASD”
  - Commentary on the sibling relationship between Data and Surge
    - “After playing through, it felt more like a human and a companion”
    - “The electric character felt like the companion”
    - “Actually now that you mention it…”
    - “The message ‘return to battery’ makes me think the human is the host”
    - “In terms of gameplay, it makes me feel the electric character is the main character”
  - “Just need to brighten it up a little”

Alpha V0.1

Collected data from the alpha V 0.1 playtests.

Questions and Collected Survey Data

Playtest Observations/Notes

Playtest #1 (Farryl)

- "Mouse sensitivity, nice, I like that"
- "I really like this [electric effect on the wires], it really sells that it's working"
- "I really like the ambient music"
- "I really like the highlight, how [the switch] highlights yellow"
- "[Grabbing]'s a cool VFX"
- When you use the grabbing power as Surge on a light source, the light disappears
- "Can I not pick it up? Or is it because it's not powered?" Referring to electric pole
- "I'm guessing this is some sort of pressure plate?" Refering to spawn plate for conductors
- Player was able to solve puzzle #3 with relative ease
- "I can't really see what the narrative is right now"
- "For me, I just now I'm a cool robot doing puzzles with a cool pet thing"
- "Why's the colour different? I thought I had to do something" Referring to different coloured tiles at skill gate due to lighting
- Player having trouble at skill gate, trying different approaches to make the conductor stay up
- Player understands what they need to do, but not how to do it
- "Wait can I control him from here? Okay okay, so what if..."
- "Oh my, I'm a genius"
- "I will say, that was not obvious though"
- "It might be helpful if you put text here, 'you can control both characters'"
- "Oh this goes nowhere" Player using view point in puzzle #5
- Player having some issue with depth perception with the wire in the air that doesn't have a glass wall
- "What's this doing?" Referring to final switch in puzzle #5
- "Honestly it feels like a finished game"
- Lighting bugs in hallway leading to central column room
- Bridge in central column room still not coming down
- Reading tutorial text in crane tutorial area "What?"
- "If you want more settings, you could add one for music"
- Respawn in menu not working
- "Maybe you should mention that [ESC opens menu]"
- Playtime was around 30 minutes

Playtest #2 (Joshua):

- Player didn’t recognize that a switch was a switch at first glance
- Player was initially unable to tell that he opened the door out of the first area
- Player tried to take the conductor with them through an inductor as Surge
- In the second puzzle, the player was easily able to discern what to do as they did it
- Player kept trying to press shift to sprint as Data
- Player didn’t always realize that they didn’t have Surge as Data
- Player didn’t realize that the battery would glow blue while Surge was with Data until halfway through puzzle 2
- Player took time to study puzzle 3 and understood that he needed to power the second pole first before placing the conductor in the final slot
- Player continued to comment that they did not recognize the switches as switches
- discovered the old electric surge ability. Had to clarify it wasn’t necessary for this playtest
- While on Puzzle 4, player questioned if there was part of the map he was missing
- player tried to stick the conductor on top of the glass wall to bridge the gap
- Managed to wedge the conductor in the glass wall on puzzle 4. was able to easily remove it
- Player commented that they wish they could pull the conductor closer to it
- Player was confused by puzzle 4. Didn’t understand the idea of using both characters at the same time without a hint
- Player tried putting the conductor on top of himself to bridge the gap. It ended working XD
- Player found the controls for holding abilities as Surge while controlling Data to be unintuitive.
- Players wishes he was taught that the controls for Data were all on the keyboard, and that all the controls for Surge are on the mouse
- Player was unclear of where to go in puzzle 5. As in they didn’t know where the end of the puzzle was
- Player commented that powering down gates visually doesn’t make sense since power needs to flow to everything else
- The two cube conductors in puzzle 5 are unclear as to which ends connect to the open ends of wires
- Player was able to finish puzzle 5 with few issues
- Player felt that Surge’s gameplay was a lot like the drones from Watchdogs 2, which was a reference we used

Playtest #3 (Joshua):

- Player commented that there was no jumping
- Didn’t notice switch in first room because it was high up
- Player instinctively placed the conductor on its spawn point in the first room
- Did not notice the exit to the first room was opened
- Managed to scale the objects in the first room and get stuck inside Surge’s cell. Climbed up a small block which launched them into the air
- Left the first puzzle room without Surge
- Player confused themselves in the second puzzle by not picking up Surge to do the second half. Quickly realized the mistake and moved forward
- Player discovered the old electric arc ability during puzzle 3
- Player tried placing the conductor on the wires to bridge the gap in puzzle 4
- Player tried timing the run cross the bridges in puzzle 4
- Player tried placing the conductor on the glass wall in puzzle 4 to bridge the gap
- Player tried bringing the conductor with them through the inductor in puzzle 4
- Player required a hint to solve puzzle 4
- Player was needed to be told that you can control both characters simultaneously to solve puzzle 4
- Once they understood that both characters could be controlled at the same time, the player flew through puzzle 5
- Exit to puzzle 5 was not immediately understood

Playtest #4 (Farryl):

- "Is there a jump?"
- Player somehow managed to climb onto the boxes and got into the middle of the column in the tutorial room (WARNING: this broke the game and the moderator had to reset the game for the player)
- This happened twice, we really need to look into this
- Player having confusion with how to activate the first switch
- "What will looking at the switch do?"
- Player does not know how to look at the switch, despite seeing the text prompt
- Player doesn't seem to realize the function of the crosshair
- "I don't know how to play this"
- Player expressing frustration with not being able to progress
- Player saw the "click me" prompt and is trying to click it as Data
- Some camera clipping issues in tutorial room
- Player model changed colour need the door, player trying to reason why they changed colour
- "I can't jump"
- After a good amount of time, player was able to successfully use the switch
- Player is moving switch up and down, trying to see what happened
- "Oh we need to connect the wires...wait, wasn't it like that before?"
- Player seems to have trouble understanding the effect of interacting with the switch
- Player is trying to climb the walls of the tutorial room as Data to get to the "click me" prompt
- Player walked near power pole and move around such that Surge went back to Data, but player did not realize this "Surge is already released"
- "Oh, did you see? The spark went to the pole"
- Player pressed shift multiple times and activated sticky keys

- Player seems to have confusion controlling Surge while in the electric pole, pressing keys randomly and expressing surprise when Surge moves
  [8:47 PM]
- Player sees the "click me" prompt as Surge but is clicking the air
- Player is having trouble clicking on the conductor
- "Wait, did the electric currents in the wires change directions? Wasn't it going away from the electric pole before?"
- "Wait, maybe the blue guy needs to go to the blue column in the middle"
- "Oh, the plate lit up when I walked near it, what does that mean?" It's a lighting glitch
- "Oh, maybe now I need to bring the switch up"
- "He (Surge) isn't going on the wires (the wires connecting to the door)"
- "How do I click? I don't have a mouse"
- "Is this working?" Player clicking on the conductor rapidly, even after the conductor was disconnected
- Player notices that the conductor went dark, but doesn't realize that the door was opened
- Player is fiddling with the switch again, trying to reason that they need to do something with it
- 30 minutes later, the player is still in the tutorial room
- Player was stuck in tutorial room, so moderator had to step in to tell the player where to go next in order to move the playtest along
- Player taking some time walking around puzzle 2
- Player misses the available power pole
- "There's no text, I can't find any clues"
- Player seems to be relying on text prompts to proceed
- Player keeps activating sticky keys
- "I feel dizzy from this"
- Player expressing frustration and boredom from not know what to do
- Player asked moderator for a hint, so moderator told player to go to electric pole
- "Oh now it works"
- Player is not sure where to go as Surge
- Player manages to find their way to the conductor
- "Oh I'm getting really dizzy from this" camera movements might be causing motion sickness as player is not used to playing these types of games
- Playtest ends with player unable to get pass second puzzle

Playtest #5 (Joshua):

· Main menu text does not fit or resize with different sized monitors

· Tester commented that the main menu could be segmented better

· Tried picking up random objects as Data when first entering the game

· Found the switch in the first puzzle easily

· A little disoriented when using the electric arc

· Didn’t notice the battery change color when Surge left or returned to Data

· Found camera movement nauseating when moving through wires initially. Got over this as they went through the test

· Player found that the power poles blended into the environment a bit. Mainly referred to the one that was knocked over in puzzle 2, and the powered down one in puzzle 3

· Accidently placed Surge on the power poles multiple times. Tester expressed frustration every time this occurred

· Didn’t place the final conductor in puzzle 3 properly. Had to go back and fix it twice

· Found Surge was a bit slippery to control

· Did not understand that mechanic of using both characters at the skill gate in puzzle 4

· Moving between nodes in puzzle 4 broke. Couldn’t return to the initial power pole, and the movement was not following the orientation of the camera despite working initially

· Tried timing the run across puzzle 4

· Player eventually figured out by accident that they could control both characters at the same time

· Can fall off when walking towards the final switch in puzzle 5. Tester had to start all over

· After being reset from falling out of bounds in puzzle 5, the tester completely lost their sense of space

· Player commented that when switching characters and holding down mouse 1, it feels like you shouldn’t be able to move the camera around and not effect Surge

· Player could not figure out where the exit to puzzle 5 was because the entrance and exit look very similar and are right next to each other

· The tester never understood where wires connected to bridges. The connection between the bridge and the arches related to them was unclear

Test Analysis and Conclusions

Share a Thon - Playtest notes

Share a Thon - Gameplay Rec

https://sheridanc.sharepoint.com/:f:/s/GAME49333StudioPractice1-Team10/ElbVGf5UN2hIrMouA_zrlI8B7HNjfrLR4XFenDhkpljHqQ?e=WwmwSk

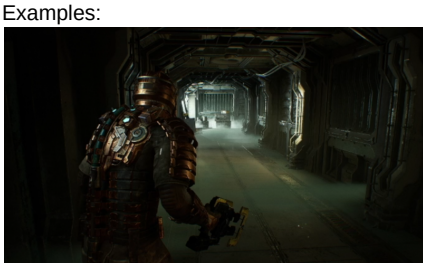
Tiago's gameplay notes

"Too dark" x7

- All players complained about the ambient lighting, saying it was too dark and difficult to locate/move around.

A solution to this problem would be to use darker textures and elements to maintain the atmosphere of the scene, with more ambient light, so players can see the environment better without putting aesthetics at risk.

Examples:



A player leave Surge behind on the skill gate and "break" the game.

- A player went up the Central Hub elevator without Surge and didn't realize they could go back for him.

A solution to this problem would be to add some impediment that requires the player to get Surge back before exiting the Skill Gate puzzle.

The Crane puzzle end is not clear

- Some players didn't know how to complete the Crane puzzle because they didn't understand exactly what their goal was.

Crane's puzzle should have a more pronounced and explicit ending for players.

Difficulties in visualizing what was happening in the different planes of the game.

- Players had a hard time understanding that they could move between columns in the bridge puzzle.
- Players had a hard time visualizing puzzle elements in Crane's puzzle.

This problem is mainly due to the limitation of the camera and the positioning of elements in a single plane.

Allowing the player to move in multiple planes can help make objects available at different angles, such as walls, ceilings, etc. which would greatly facilitate visualization and understanding of the puzzles.

The Surge "travel" around the bridge is too long 4x

- Four players ended up taking the path around the spherical hall several times by mistake and were very frustrated by the delay.

A possible solution is to make the path faster and accessible only once.

Is too hard to get in the Electric Inductor

- Several players had difficulty accessing the Electric Inductor with Surge, having to align the character several times until they succeeded.

A possible solution is to slow Surge's movement speed, making him easier to maneuver.

Another solution is to widen the angle of the Electric Inductor's collider ramp, making it easier for players to hit.

Aiming should be more forgivable on Data arm

- Most players had a lot of difficulty aiming at objects with Data, especially the Electric Pole or the most distant objects.

A solution to this problem would be to increase Data's interaction area with the elements, making it easier to aim and make it more forgiving. That way players wouldn't need to literally aim in the exact direction of the object to interact with them.

Players found hard to figure out that Data can launch her arms

- Almost all players had a hard time understanding that Data could launch her arms without initial help.
- Players pressed the E and Q buttons, but thought they had some kind of problem.

One solution to this problem would be to allow players to throw Data's arms regardless of whether he is aiming at something interactive or not. That way the arms would go out and come back. T

his would serve as an excellent feature feedback for players to understand the mechanics and its possibilities.

Too much information on “Surge room”

- Many players were confused about what to do in the Surge room, mainly because of the Electric Grid at the top.

One way to solve this problem is to move elements around so that they are presented in a more linear way at the beginning of the game. Separating them into different environments according to their respective progression.

This will help keep players more focused on what's important during the learning process and prevent them from becoming overwhelmed with too much unknown information.

Too difficult to understand when the Electric Pole is On/Off

- Players had a hard time understanding that the Electric Pole had to be on in order to interact with it.
- When Surge moved into a disconnected Electric Pole, the players didn't understand why they couldn't get Surge back with Data.

A solution to this problem would be to add animation, changing the way the Electric Pole is displayed when it is on/off. An animation and two different shapes will more clearly inform the change of state and interactivity.

Likewise, when it comes to moving to an Electric Pole without energy, it would need to stay in another position or emit less particles, making it clear that this is a different state.

Its hard to control Surge on the rails

- Some players had a hard time controlling the Surge on rails. Getting really frustrated when they tried to send him in one direction, but he went in another.

One way to solve this problem would be to add an initial animation that works as a kind of slingshot. Where Surge would stretch out in the direction in question before starting to move. This way players could see the movement forecast before starting, and cancel the action if it's not what they want.

Another way to solve this problem would be to maintain player agency when Surge is traveling the rails. Players currently do not have any control over Surge when he is moving along the rails. If the player could have control over him in those moments, being able to make him change direction, that would take away a lot of the frustration.

Metallic Objects need a better texture

- Some players had trouble visualizing the Metallic Object as something interactive.

The Metallic object needs a texture that makes it better stand out from the rest of the scenery.

The Metallic object needs to be positioned in a way that is best readable as a key item.

Players had difficulty remembering that Surge has the electric arc on the skill gate

- All players had a tough time remembering that Surge could use Electric Arc to get past the Skill Gate.
- Many players tried to use Magnetic Attraction instead of Electric Arc.

Surge's abilities need to be better consolidated before they have a long cooldown.

Adding elements to Surge that showcase the abilities present in each of his hands will help players remember their existence.

It's hard to forget that your character can shoot when you're constantly seeing the gun in his hand.

Players had difficulty understanding when the crane was on/off

- Several players turned the Cranes on and off without understanding what exactly they were doing or if they were doing anything at all.

Cranes need to have a more striking animation demonstrating the state switch between on and off.

Adding SFX to reaffirm this change will help make this change clearer to players.

It's hard to tell how you are supposed to interact with the crane

- Several players turned on the Cranes and suspected that they were supposed to interact with them but couldn't figure out how which left them frustrated and confused.

Often players moved Surge through Metallic Rails unintentionally, leaving them frustrated.

- Due to the size of the Cranes, many players had a hard time understanding exactly how, and where, they were supposed to interact with them.

To improve the clarity of this information, it would be better to use the orange tone only in the part that is interactable.

Likewise, it would be nice if there was an animation in that same part, showing the change of state and drawing the players' attention to that specific element.

"The camera makes me think that I can press space to jump"

- One player said he was confused by how the camera was positioned, making him think it was a 3D platform game and pressing space several times to jump.

A simple way to solve this problem would be to bring the camera closer to Data, less reminiscent of a platform game.

This can also make it easier for players to more easily tell when Surge is or is not on drums.

Accessibility controls option

- One player mentioned that the controls are not accessible for people with mobility difficulties.

One way to solve this problem would be to add extra options for people with motor difficulties.

"The way that the game is lightened doesn't make me think about how to solve the puzzles. The game is too dark so I just followed the lights without thinking about how exactly to solve the puzzle. "

- One player reported that the puzzles are very linear and that he just interacted with what came in front of him without thinking about it.

The Share a Thon demo's puzzles were quite linear due to the length of the demo. The addition of puzzles with more conflicting elements in future versions will automatically resolve this issue.

Dropping the metalic object is too punitive

- When players tried to hold the Metallic Object up with Surge, and use Data, many of them would drop the object, and try to grab it again without going back to Surge, which didn't happen. They felt frustrated that they had to go back to the Surge to grab it again.

A solution to this problem would be to increase Magnetic Attraction's area of effect, causing it to attract objects to the center position of Surge's crosshairs, even when players aren't necessarily aiming for them.

That way, if the object falls close to Surge, when using the skill again, the object will return to the central position of the crosshairs.

Bugs

- If players attach na arm to a electric pole and press space/ctrl before they got the battery, they will send a particle version of Surge
- One Crane is not working on the crane level
- In the crane puzzle, players can leave the metallic object on the top of the box and pass without using the crane box
- Surge not moving with the Crane
- Kill floor on skill gate not working

MVP Presentation Feedback

Comments:

> heck yea!

Westley (12:13)

> *Answering the question without it being asked*

Chris Crowell (12:13)

> *It's neat how the interactable objects are colour-coded depending on the character that is meant to interact with them*

Gabe St. Onge (12:19)

> *this is looking super cool guys! hyped to see what you get in next! love the design of your humanoid character. super excitd to see her model in game!*

Lucas Gollan (12:20)

> *maaaaaannnn*
> *if you can focus on some of those zesty fog effects, this place will look so cool*

Westley (12:26)

> *Team 10 - are there personality or other narrative differences between the two characters?*
>
> *otherwise, it could be interpreted as Surge moving around in a power suit? This is enforced by the human character just standing still when "it's pilot" is out running wires.*

Chris Crowell (12:27)

> *Looks excellent guys!*

Mads (12:27)

> *are they no longer siblings in the lore?*
> *gotcha gotcha*

Lucas Gollan (12:28)

> *Just saying it looks right now (well, looks very nice!) but it reads as Surge piloting power armor, not that the sister is an active entity when Surge is not present.*

Chris Crowell (12:29)

> *good stuff*

Michael Miller (12:29)

> *oooohhhh man this is really sick*

Westley (12:29)

> *love that the little spark guy looks like a little jelly fish. hes so cute!*

Lucas Gollan (12:29)

Narrative Design

Search

Expand all Collapse all

Version	Date	Comment
Current Version (v. 3)	**Nov 24, 2022 00:02**	**Tiago Massochin**
v. 2	Nov 24, 2022 00:00	Tiago Massochin
v. 1	Nov 23, 2022 23:53	Tiago Massochin

Narrative World Building

- Location
- The Sefornal Corporation

The game takes place within the modern era, in the year 2026. The world continues to develop new technologies at an ever-increasing rate. Electric cars continue to work towards replacing gas fueled vehicles, robotic prosthetics have now been released and have become a topic of debate, and multiple attempts to increase humanities reach into space have been attempted with self-operated spacecraft. Otherwise, the world is still quite like the world we live in today.

Location

The game takes place within a derelict testing facility that belonged to a hidden branch of the Sefornal Corporation. This testing facility resides underneath Signal Hill, a national historic sight overlooking St. John's Newfoundland. The mountainous regions surrounding this historic sight allowed for future expansions of the facility and an easy place to hide their experiments under the public eye.

The facility spans nearly two miles underground, measured from the top entryway to the lowest testing and holding facility. The entire structure is built surrounding a central column which carries rotating platforms that grant access to all levels of the facility. The building is divided into four levels, which divide its test subject by the lead scientist responsible for their management. The levels hold individual experiments in numerical order except for some exceptions which are kept deep within the facility for safety and security reasons.

During gameplay, the game starts off at the bottom of the facility in holding cell 001. This cell is one of the two exceptions to the base numbering scheme of the building, because the experiment inside is essential to the facilities ability to function. The other is numbered 201 which is held in the deepest part of the facility, through a secure series of elevators and doors. This experiment is regarded as so dangerous it must be kept this far from everything else.

The Sefornal Corporation

Sefornal publicly presents itself as the lead innovator in medicine, tech, and military products, and has spearheaded the development of many deep space crafts. To the public, they have done great things for the development of human technologies, but their practices and methods remained completely hidden. Since the societies founding, they have maintained a lead on the worlds technological advances and remained close to half an era ahead in technology when compared to the rest of the world at any given time. This rapid advance in technology has only increased as time has gone on. Around the world, the Sefornal corporation has discovered anomalies and societies around which facilities were founded and hidden. The primary facility for this story is the one hidden underneath signal hill.

During the first exploration of the western world, Sefornal sent explorers with early British colonizers to explore the new world and report back anything they found of interest to the foundation. It wasn't until the 17th century, after the creation of the outpost on Signal Hill, that something of note was discovered. During the creation of the outpost, a hidden cave was discovered. Within was a town of tribe's people that primarily lived within the dark confines of the cavern, only leaving through hidden exits near the base of the cliff the cave resides in. The builders called them "mole people" because of their pure white skin and heavy disfigurement around the eyes, toes, and joints. Despite this, the foundation saw value in the discovery of a civilization so removed from the rest of the world. Quickly, the witnesses were either discretely dealt with or taken into the organization, and the outpost was completed without a word of the discovery reaching another person's ear.

The foundation quickly began the construction of a larger space for the tribe's people to live in, showing them their wealth of fantastic technologies. Quickly it was discovered that a disease had grown within the caverns with these people, who had built up a tolerance to its symptoms. After some time, it was determined that this contained plague was the culprit behind the people's deformities. After over a year of research and labor, Sefornal developed a cure for this illness, and the tribe praised them for this boon. After the cure was developed, these tribe people were called "Devoted" by the foundation in all recorded logs and letters.

The Devoted saw these corporate manipulators as beings of divine or magical power. In their eyes Sefornal offered them kindness and gifts, thus they did as they were instructed. Quickly the tribe was converted into a civilization that lived within the growing confines of the facility within the coastline, worshipping their faceless corporate god and giving to the foundations every whim. To them, Sefornal means everything, and nothing is too much to give.

During the construction of this facility, the tribe's people were left to continue to use their ancient iconography and alphabet. Aside from the normal numeric system that the foundation taught them, they still write with this system, but understand it verbally as English. The facilities signs, maps and walls are marked with these symbols and have been updated with more modern materials over time.

The Devoted continued to receive education from the foundation, and eventually were left to run the facility on their own with regular reports and communication with Sefornal becoming required every day. They act out the corporations demands and serve as the facilities staff for every role necessary. Only select individuals that have been trained to exit the facility and perform covert operations are permitted to leave, and the colony sees leaving the facility as heinous or an act of defying Sefornal. Anyone who ever questioned the foundation and openly showed this are visited by members from outside the facility and brainwashed into continued belief. Because of this, the facility has remained without conflict for the entirety of its existence until the raid that left it abandoned since.

Narrative Characters

- Data (Main Character 1)
  - Aesthetic
  - Personality
  - Motivations
  - Flaws
  - Arc
- Surge (Main Character 2)
  - Aesthetic
  - Personality
  - Motivations
  - Flaws
  - Arc
- The Warden
  - Motivations
  - Arc
- The Accicorpus
  - Aesthetic

The primary characters in the game are humans turned into living experiments. Other secondary characters include characters from the main characters past and the enemies that the player will encounter during gameplay.

Data (Main Character 1)

Data is the older sister in the pair of siblings. She was born inside the testing facility and was swiftly used in experiments on replacing parts of the human body with robotics. These experiments were more than just for prosthetics and used an experimental techno-organic substance that transmuted living flesh into electrical robotics. As she grew older, she was exposed to more of this substance, and more of her body was replaced with mechanical replicas. By the time she was thirteen her left side was completely made from these replacements, which had been acutely refined to visually replicate the original body parts they were replacing.

She lives as a normal person would, requiring food, drink, and sleep to function. However, the robotic parts of her body require an electric charge to function. She supplements this need with portable injector batteries which slot into her right leg. Without power, the robotic components of her body shut down. Moving these parts becomes more and more sluggish until she is unable to move. However, direct contact with electrical currents can power her internal batteries and give her a boost of power for a short period of time.

After the testing facility was raided, she escaped with the other test subjects, now more robot than human at this time. She went to live in secrecy with the few friends she had made while inside the compound, taking a healthy supply of injector batteries with her.

Data was always aware that she had a younger brother and has seen images of him on occasion. Despite this she was never able to physically meet or interact with her younger sibling and yearns to see him in person and love the sibling she's had for so long. For this reason, she returned to the facility six years after it had been abandoned to retrieve her lost brother. She left the charging stations she had at home and took what remained of her supplies of injector batteries for the long journey. Once she found her brother, she had run out of these necessary supplies and requires her younger brother to power her body so they can escape to a life they could deem as normal.

Aesthetic

Data is a young adult woman who inherited the Devoted genes of her parents. Thus, her skin is pale white, and her eyes are vibrant in color. Most of her body has been replaced with techno-organic replicas of her original body. These machine parts grow with her and develop to perform the same functions the human body requires to survive. The metal that makes up most of her body is well maintained, and many intricate circuits run along her metal skin. The only parts of her body that have remained human are from her shoulders and up, excluding the back of the neck and head. On the back of her head are large ports where special cables and computers can be plugged in for her to access machines with her mind.

Personality

Kind, determined, protective and stubborn. Data has had plenty of time to grow up around various people, such as other test subjects or the facilities scientists. Her time in and outside the facility have shaped her into a strong headed woman determined to protect her loved ones and finish anything she starts. Despite these brash traits, she is also quite soft with specific people she is close with. Surge is one of these people because of their sibling relationship. Even though she loves her brother, he can frustrate her to no end with his lack of understanding or care for safety.

Motivations

Data wants to free her younger brother since he is the only remaining member of her direct family. She fears being alone and believes that the familial bond she is missing with Surge will help with this. Because she is an older sibling, she feels obligated to mentor and protect her younger brother and blames herself when he gets hurt.

Flaws

Data is arrogant and unable to let go of her responsibility of protecting her younger brother. She believes that her way is best when solving problems or tackling challenges. She would rather Surge never have to get involved in helping them escape if possible, and this inherently makes her make some poor decisions.

She is also wracked with guilt for leaving Surge in the facility in the first place. Whenever anything happens to Surge, she'll blame herself and let her emotions overwhelm her. She has little faith that Surge will make it on his own because of his youth and lack of experience with anything.

Arc

At the beginning of the game, Data will forcefully try to remain in control of Surge's actions, pointing out where to go and yelling at him if he ever goes somewhere she can't see. Her strong headed mindset towards protecting him prevents him from being a child that's learning about the world, and inevitably halts their progress towards escaping.

As the game progresses, Data will begin to see that Surge can do things on his own. She'll loosen up a small amount when directing him and take moments to positively reinforce his actions after completing challenges.

Eventually the two will be forcefully separated by the Warden, and Data will break down thinking that losing Surge is her fault. It is after the two reunite after being separated that Data will open after seeing that Surge made it out completely fine on his own. She'll respect him more as a person, and more as a brother who ventured forth to find her again.

At the end of the sibling's journey, Data will have opened to Surge about her insecurities and have developed a trust with him that he can take care of himself. To show this, she'll allow Surge to travel around the electronic parts of her body and rest on her shoulder to see the world as they exit the facility. This represents her giving him the freedom to explore and that she no longer believes that he needs to be restrained by the batteries protection to be safe.

Surge (Main Character 2)

Surge is the younger brother in the pair of siblings. He was born ten years after Data during one of the facilities biggest downfalls. The facility had expanded too far for their power generation to handle, and some of the facilities holding cells threatened shutting down and letting loose what they held within. So, the scientists from the four wings came together and worked to find a solution. It was during this time that an anomaly was discovered by Sefornal and transported to the compound for research. A small beetle made from electricity arrived and was immediately sent into testing.

Both the anomaly and Surge were experimented on together until both combined into one being, turning the baby boy into a being made of moving electricity. The power the child outputted was far more than expected and could power the facility and any of its expansions for as long as he remained there. Surge was built a unique containment cell at the base of the facility and given the number 001 to establish his importance to the facility.

Now made from moving electrons, Surge lost the need for food, drink, and sleep. He is confined to areas or objects built to hold electricity and cannot leave them or risk his being diffusing into the surrounding environment. Because of this, when the facility was raided, he could not follow the other experiments in their escape. He was left behind in solitude for six years until someone he didn't recognize came back to the facility.

Now affixed to a battery on Data's back, he can leave the room he has never left since his creation. Without Data, he is confined to the battery, and will remain within it until connected to another object that can contain or transfer an electric charge.

Because of his life of isolation, Surge is very curious about most things. He seeks to learn more about the world, and the people he meets. He is especially interested in meeting new people since he had very little social contact in his early life. Most of all, he wants to leave the facility and see the world beyond the compound.

Aesthetic

Surge looks like a child between 7-10 years old and is completely made from radiant electricity and sparks. He commands the electricity that makes up his body on a whim, and commonly doesn't manifest himself to appear as a human child if no one is around. While moving, he loses all form and becomes a flash of electricity. The only consistent appearance he shows is his eyes that are always apparent no matter what shape his body takes. His pupils are different shapes; one is a plus sign and the other is a minus. Throughout the game he will make himself look human more often while around Data, attempting to mimic what is suggested to him as a normal person.

Personality

Curious, childish, extroverted, and energetic. Surge has had very little contact with other living creatures throughout his life, and the time he spent in the facility during its abandonment was done in a hibernated state. Thus, he has kept his childlike demeanor and curiosity. He is excited by things he has never seen before and is ecstatic when meeting new people. These traits do make him somewhat clingy and overly trusting of the people he meets first after being taken from the lab, which fortunately makes collaborating with him easier for Data.

Motivations

Surge wants to see the world outside of the facility and express himself openly instead of being confined. He'll do anything to never be trapped like he was since birth. He naturally feels the need to interact with other living beings, seeking comfort and companionship since he never had any.

Flaws

Arc

The Warden

The Warden is the main antagonist of the game, which the player never really sees until one point in the game where they pass by his dismantled shell. The Warden is an Accicorpus that was given the most advanced shell any of these aliens have ever received. It was given to them to better help them survey, manage and detain the experiments within this facility. No single experiment could overpower this monstrous machine on its own.

It was during the raid that The Warden was destroyed by numerous escaped test subjects that it had previously upset in their attempts at escape previously. The overseer and protector of the facility didn't stand a chance against the numerous experiments that swarmed over it in their attempts to flee in the chaos. Now its dilapidated husk resides just before the open hangar door, still resting where it fell in its final attempt to keep the experiments from fleeing their containment and placing the world in all kinds of danger. From here it has remained barely alive and unable to move, its mechanical limbs and servos damaged beyond repair. It remains mentally linked to the facility and can still speak through its speaker systems. Its remote control is what allows it to block and assail Data and Surge throughout the game, shutting barriers or removing platforms.

Motivations

The Warden was given the purpose of keeping all experiments housed in the facility from escaping. It failed in this task during the raid but continued to believe that it could still redeem itself if it kept the only remaining experiment within the facilities walls. This final experiment is Surge. Once Surge was released from its containment, The Warden would stop at nothing to assure that neither him or his sister would escape the facility, dead or alive. To give up on its original purpose is suicide to it, and thus it will accept no compromise that does not involve Surge remaining in the facility.

Arc

The Accicorpus

The Accicorpus are the creatures responsible for maintaining and protecting the different Sefornal facilities around the world. The name Accicorpus is derived from the Latin words acciperus (take) and corpus (body) and was given to these creatures on account of their ability to inhabit most nonliving objects, including dead bodies.

The Accicorpus was discovered in Brazil by a group of Portuguese colonizers in the 1500's, during the first colonization efforts of the country. Very little documentation of their first discovery has survived, but what remains details the discovery of a dead walking tree with a massive bloodshot eye. After this encounter, the creature disappeared and remained hidden until the 1800's when members of Sefornal investigated a series of meteors that crashed in south Brazil, a few miles west of Curitiba.

The foundation discovered a small group of these creatures working in tandem to create bodies out of the rocks they arrived in and the surrounding foliage that was destroyed by the impact. Quickly they discovered that the creatures possess intelligence after one of the investigators dropped his weapons as a sign of peace, and one of the creatures responded by revealing its fleshy vulnerable body from within its shell. It then became clear that the creatures cannot communicate verbally, but instead naturally communicate through physical contact and the exchange of images with the mind of their target.

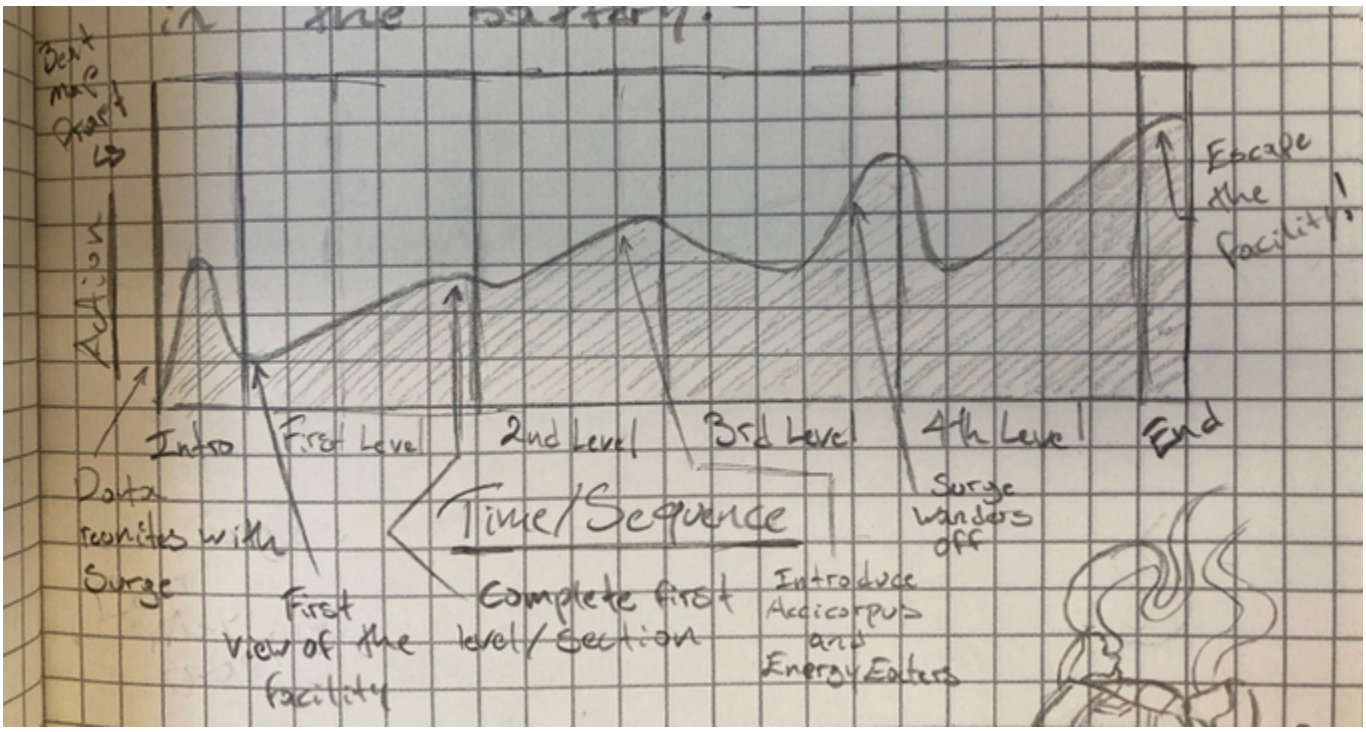
The Accicorpus are galactic travellers seeking a place and purpose within the universe. Newborn creatures are kept within hollowed space rocks that drift through the empty void and hopefully find somewhere for the creature to escape and develop. After finding Sefornal, they were quickly given a new purpose as guards and managers of their most dangerous facilities in exchange for some of the best shells and bodies the corporation could develop. The aliens took this exchange with absolute joy and have since reproduced and populated every secret Sefornal location on the planet with terrifyingly efficient overseers and soldiers. Their numbers have become vast, and many of them reside in hibernation deep underground in holding facilities around the world, ready to replace any of their kin should one fall during service.

Aesthetic

The Accicorpus inhabit a shell made of non-living material and can animate this body by extruding its soft fleshy body throughout. Their appearance can take a variety of forms, but the Accicorpus that work for Sefornal inhabit shells built for them by the corporation. They are made from metal alloys developed by the company and come in a small variety of shapes and sizes depending on the task set out for the specific unit. The aliens that served in this facility commonly served managerial or security-based rolls and thus are equipped with means of detaining and pacifying all test subjects.

Accicorpus within Sefornal are rarely given special shells for very important tasks. The Warden is one such shell designed to encompass the facility with its outstretching titanic body. This terrifying husk can detain the most dangerous experiments in the facility. However, during the raid, this menacing giant was defeated and lies dormant at the exit to the facility after being mauled and battered by many monstrous experiments.

Narrative Story Beat Map



Narrative Timeline of Events/Iconic Scenes

- Narrative Events
- Storyboards
  - Scene 01: Data finds Surge
    - #01, Scene starts

    - #02
    - #03
    - #04
    - #05
    - #06, Scene ends
- Scene 11: Data collects Surge
    - #11, Scene starts
    - #12
    - #13
    - #14, Scene ends
- Scene 21: First look at the facility
    - #21, Scene starts, Scene ends

The following is a timeline and list of heavy narrative scenes or events with descriptions of what happens in those moments.

Narrative Events

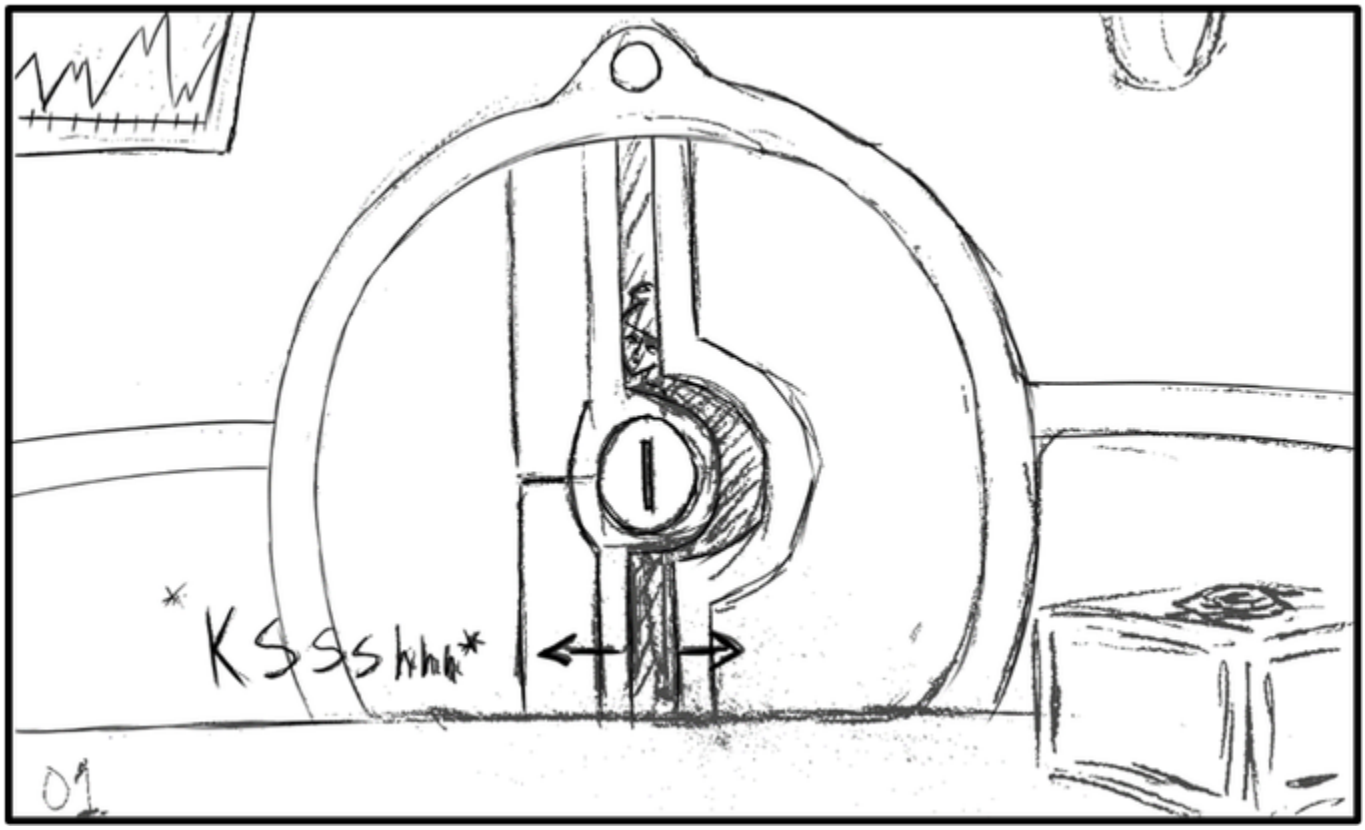
Numerical Order – Scene #'s	Name of Event	Description of Event
1 – (01-10)	Data finds Surge	This is the introduction to the game. Data finally makes it to Surge's holding cell and sees him through the glass. Both characters
2 – (11-20)	Data frees Surge	Data completes her introductory puzzle and rushes into collect her brother from the battery. The two get their first contact with each other. Briefly press their foreheads against the glass part of the battery as the power to the facility shuts down. Data places the battery carrying Surge on her back and moves on to this introductory puzzle.
3 – (21-30)	Players first look at the facility	The player exits the tutorial area around Surge's holding cell. The player gets a dramatic look at the dilapidated facility now casted in darkness.
4 – (31-40)	Siblings overcome their first challenge	After completing the first floor of the facility, the two take a moment to briefly celebrate with each other. Data teaches Surge the motion of a high five and they both high five between the glass case of the battery. Data then picks the battery back up and moves on to the next challenge.
5 – (41-50)	Introducing the Accicorpus	As the player moves onto the next floor, they'll find one the remaining Accicorpus sentinels watching over the path ahead. The player will safely learn about the sentinels and their mechanics before being able to move.
6 – (51-60)	Introducing the Energy Eaters	The player keeps moving forward past the first sentinel and can see some energy eaters consuming live wires in the distance before quickly skittering off. This is meant to show the players that these creatures eat electricity, and thus will attack Surge.
7 – (61-70)	Accicorpus kill Energy Eaters	The player will find another sentinel watching over the path ahead. An Energy Eater will attempt to eat some live wire that passes underneath the sentinels watch and will be killed by the sentinel. This shows the player that the sentinels can kill the Energy Eaters and could potentially attack Surge.
8 – (71-80)	Surge is separated from Data	While the siblings are close to finished exploring the third floor, Surge becomes curious of something he sees connected to the wires he is on and travels to investigate. After tampering with some faulty machinery,

		the wires that travel back to Data are destroyed and the way between them is blocked. Surge shows an expression of shock and worry, and Data will beat against the obstruction in a panic. Both characters continue on their own for a brief period as they reach the fourth floor.
9 – (81-90)	The siblings are reunited	After being separated, the two siblings are reunited back on the fourth floor of the facility. Surge rushes back to Data and she gives the battery he is in a loving embrace. Data sheds tears of joy and breathes a sigh of relief as Surge makes motions towards her to show that he'll never wander off on his own again.
10 – (91-100)	Escaping the facility, The End	The siblings make their way to the exit of the facility and make their way into the open hangar. They walk out and are briefly blinded by the bright sun over the gentle lapsing waves off the coast of St'Johns. Data places the battery on the ground beside her as she sits down beside Surge. Now more humanoid, as influenced by his time with his sister, Surge stands beside her sister as they place their hands against each other through the glass. The two leave the facility and move on to what awaits them in their future.

Storyboards

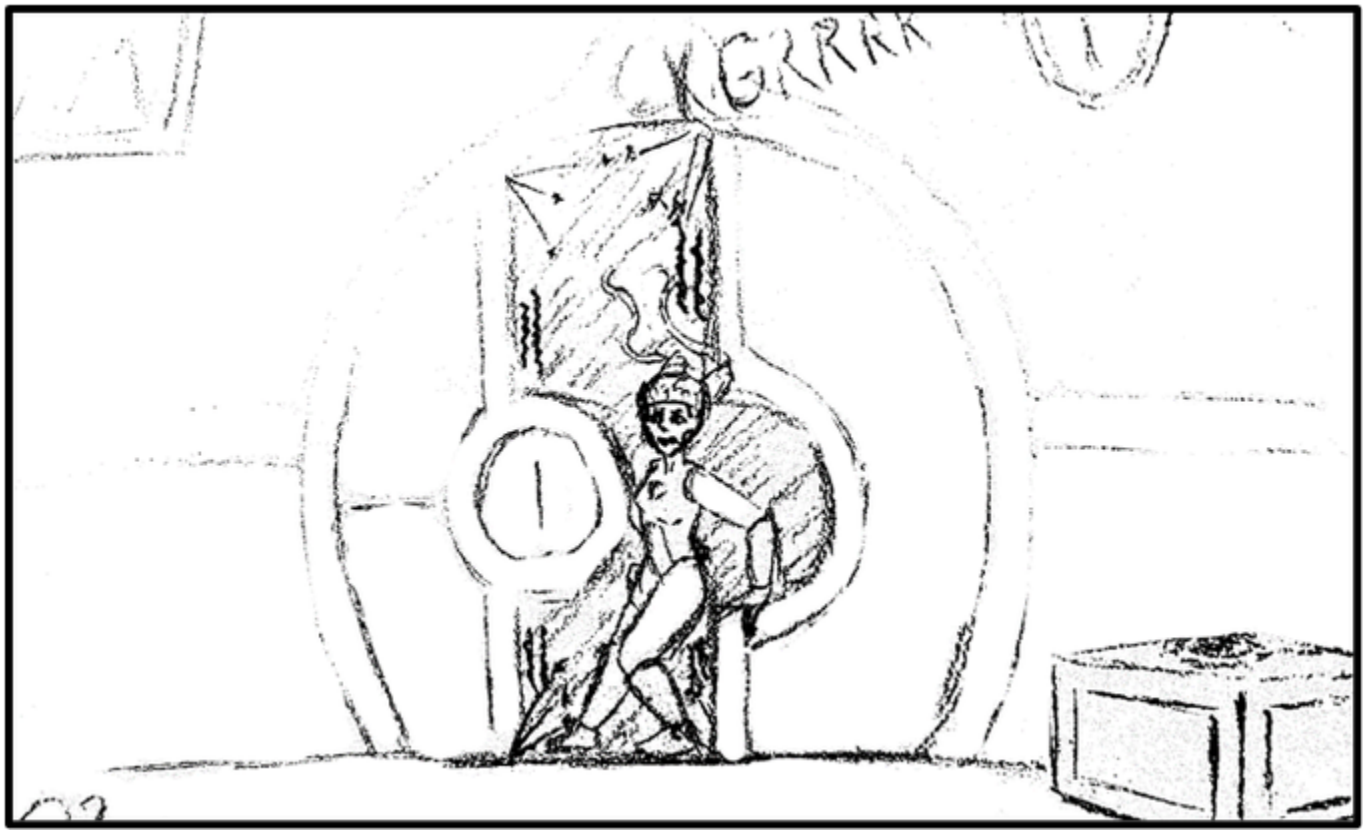
Storyboards for different scenes throughout the game can be found here, listed in the order they are intended to be viewed in during gameplay. A single scene can have a maximum of 10 key frames to help manage scope and workload. Scenes are number by their order (the first digit), and the frame number (second digit).

Scene 01: Data finds Surge



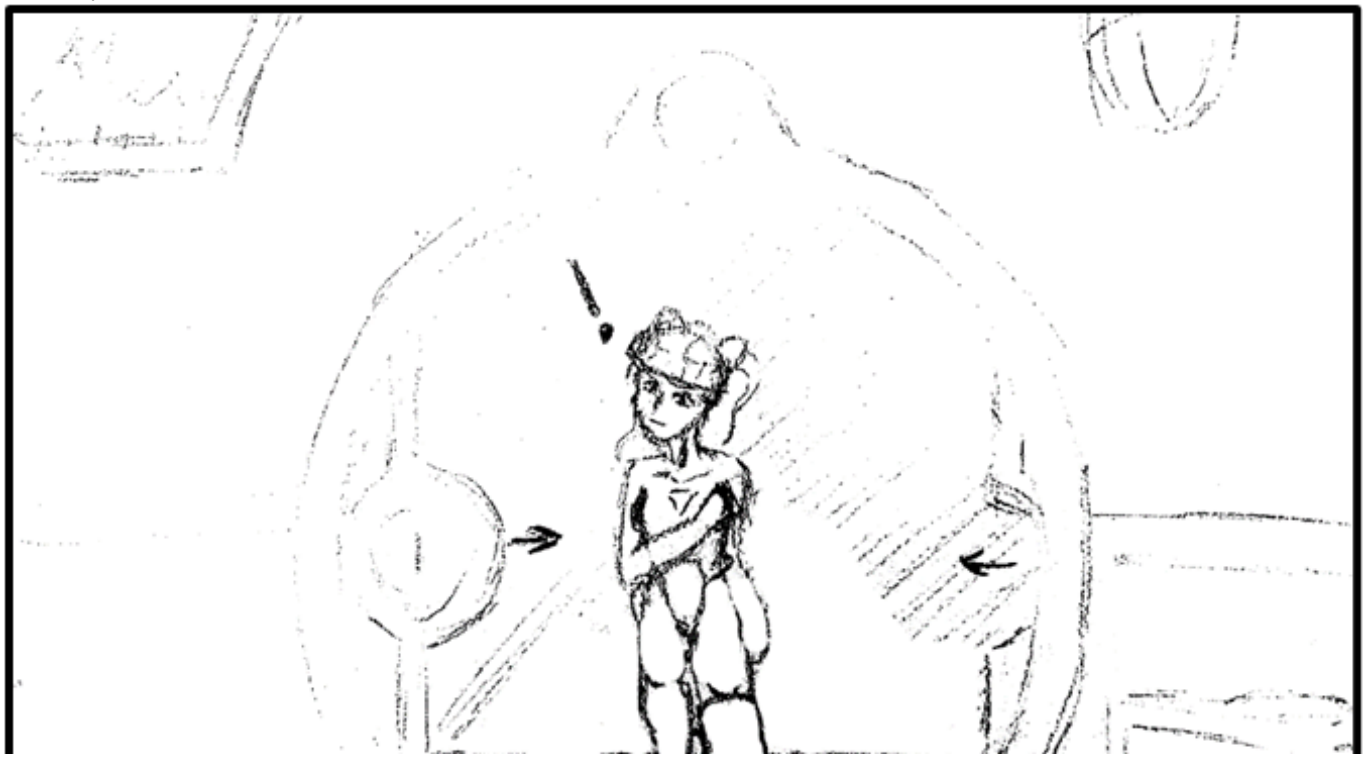
#01, Scene starts

- Door slowly slides open with the quiet sound of decompressing pistons
- Data becomes visible between the doors



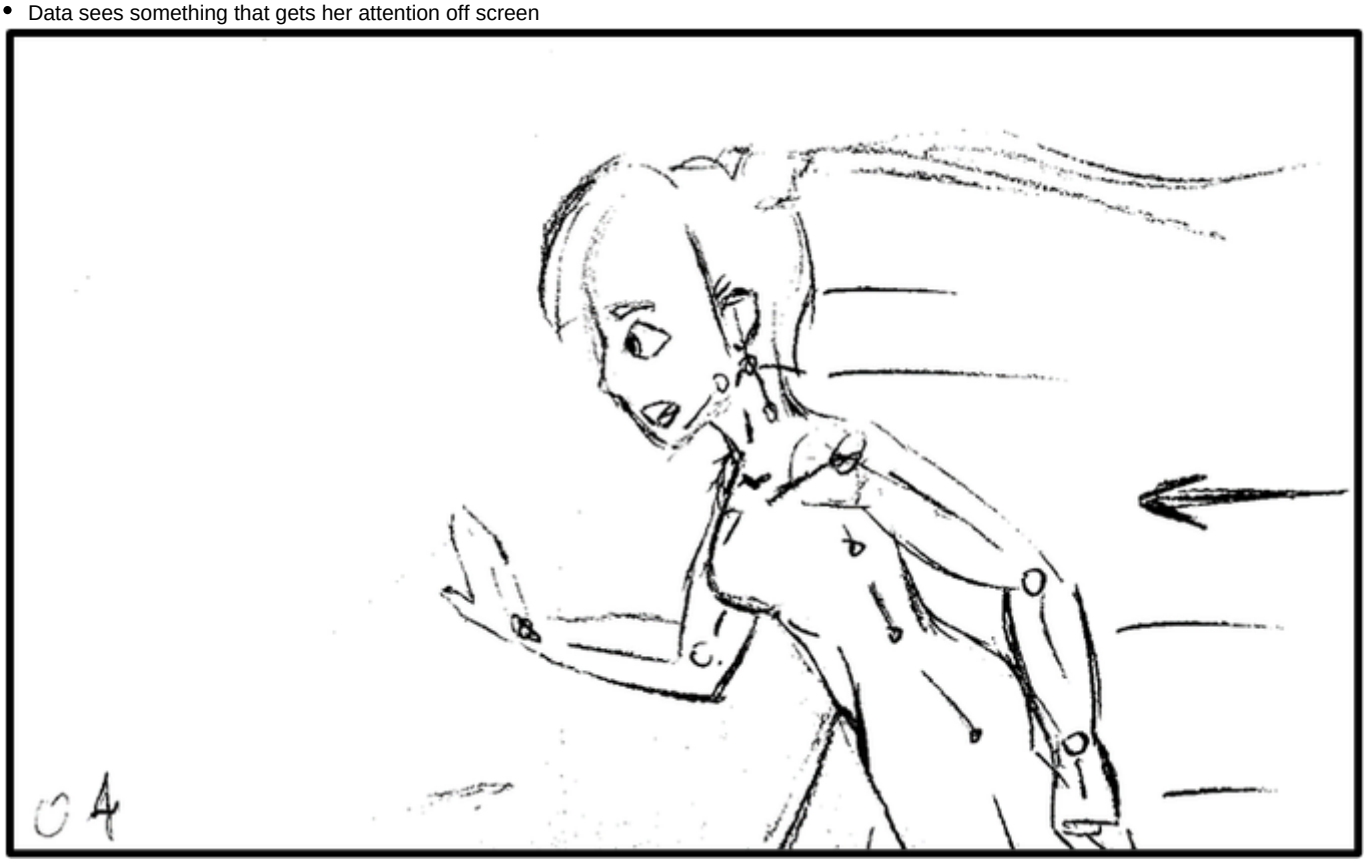
#02

- Door jams and Data moves to force it open. Door grinds against its inner mechanisms
- Door opens and Data enters



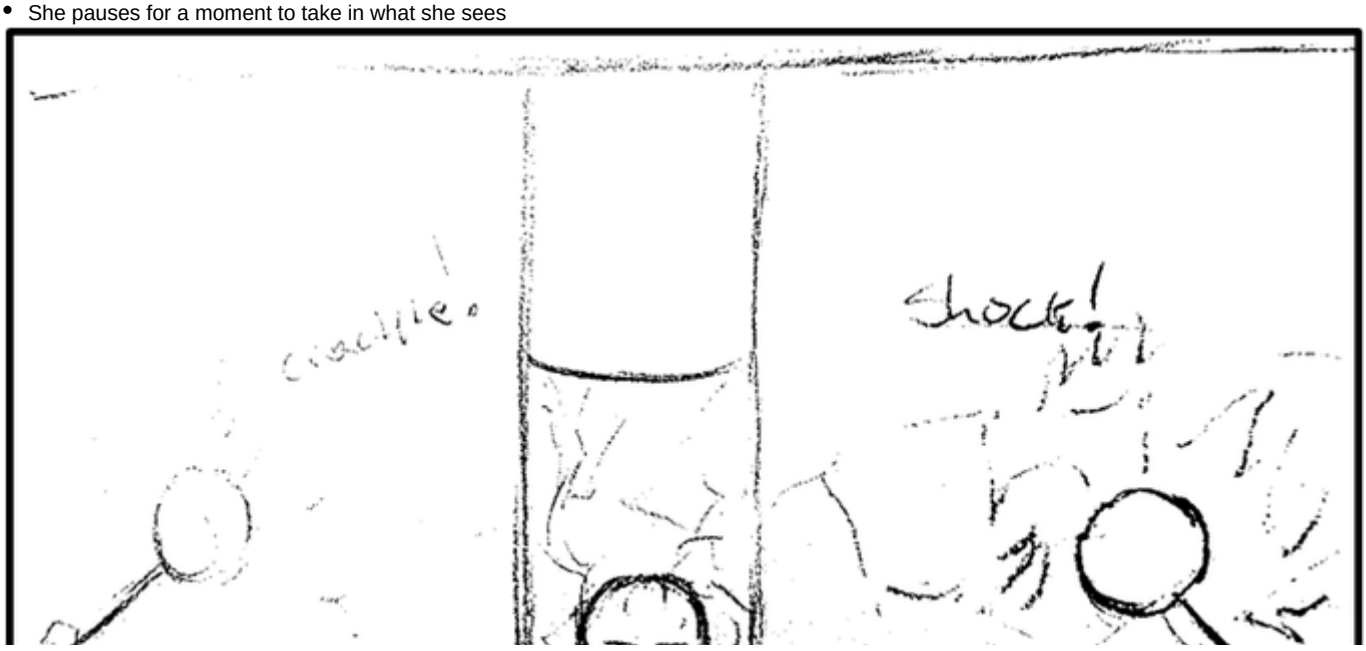
#03

- Data enters the room
- Door closes behind her with the same quiet hiss from the pistons
- Data sees something that gets her attention off screen



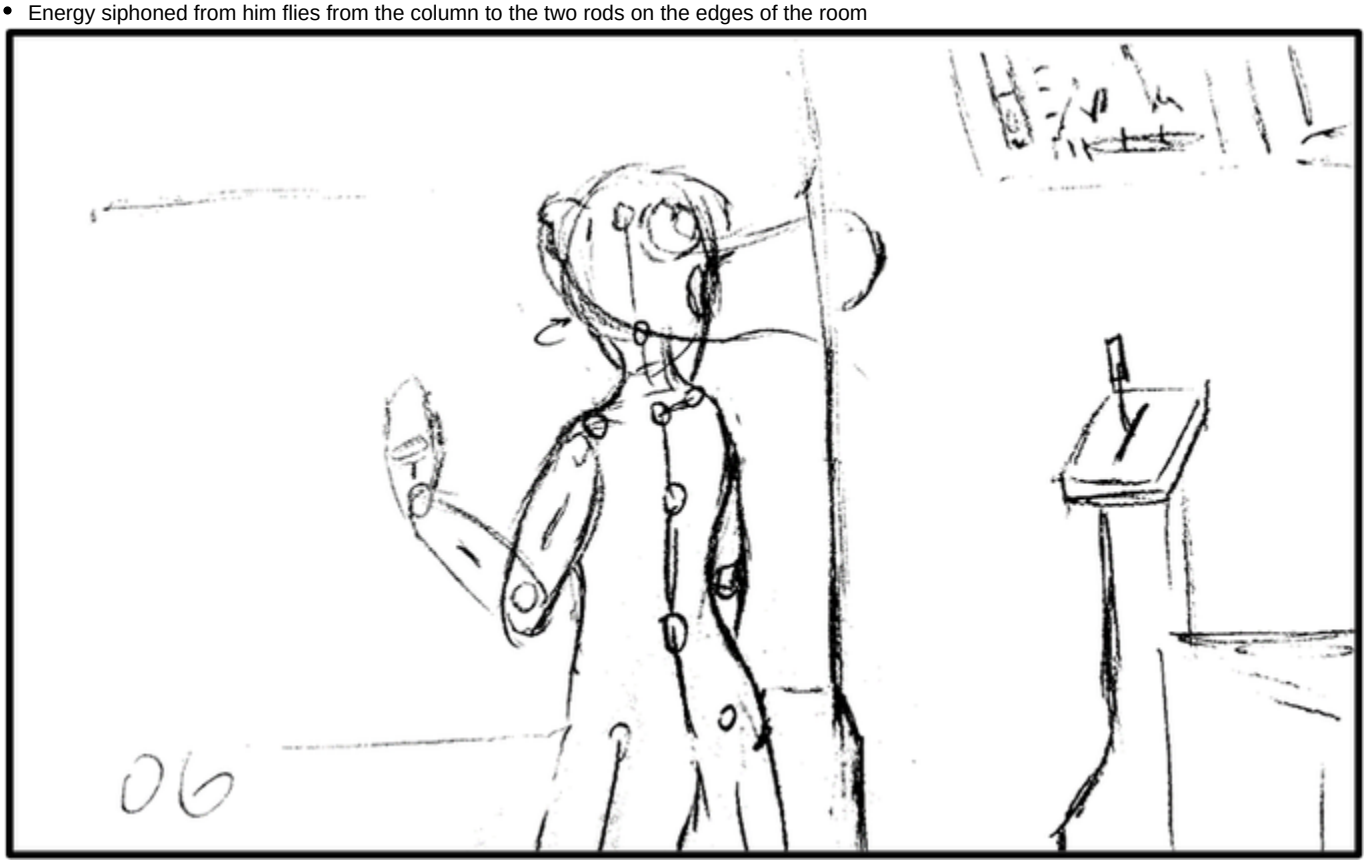
#04

- Data runs to the glass that sees into Surge's room
- She pauses for a moment to take in what she sees



#05

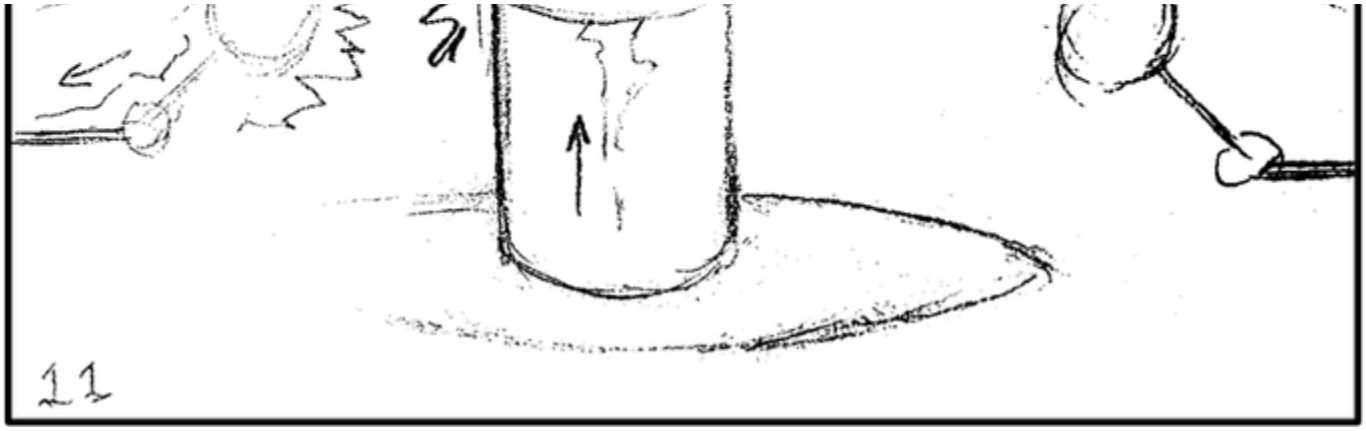
- Hanging shot reveals Surge in hibernation
- Energy siphoned from him flies from the column to the two rods on the edges of the room



#06, Scene ends

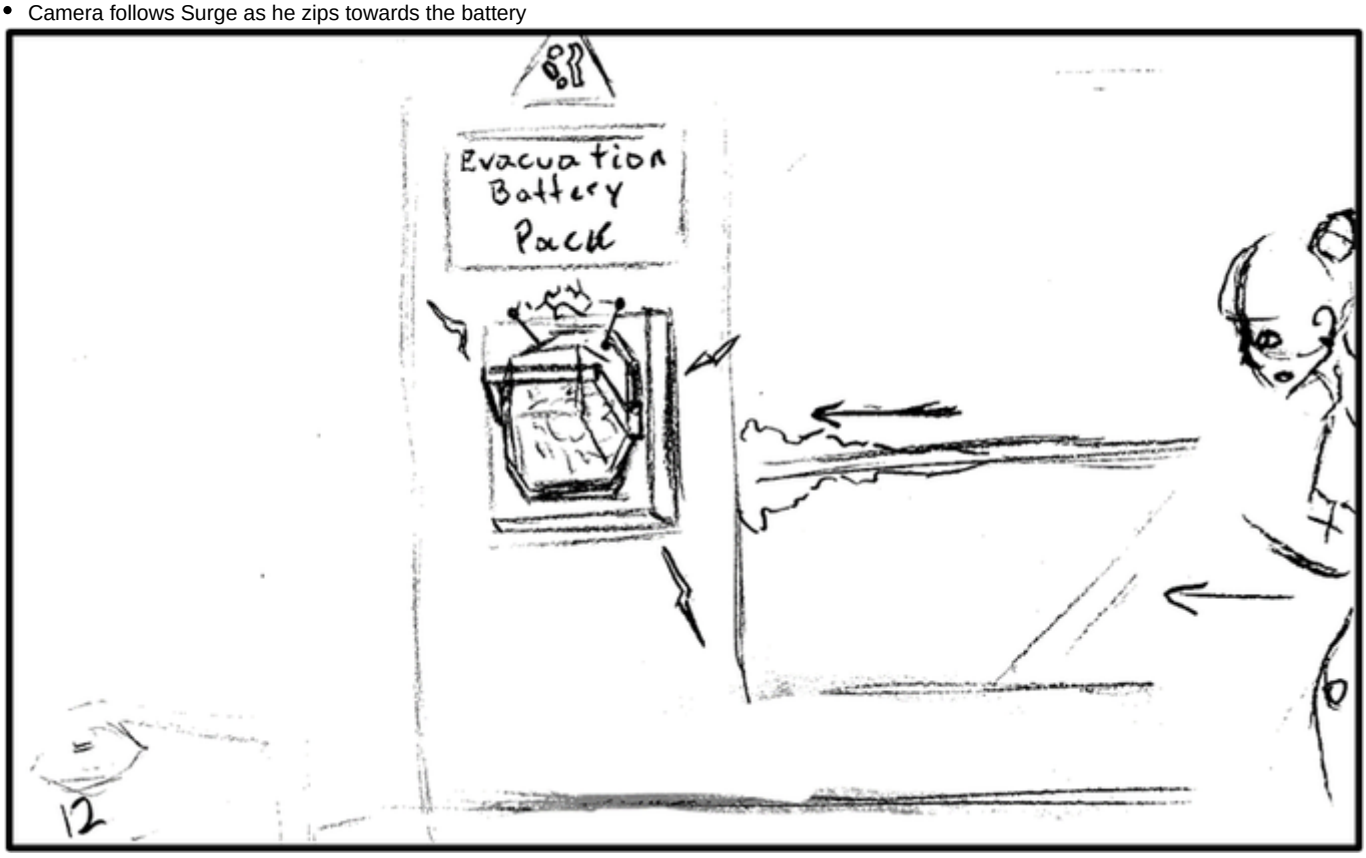
- After analysing Surge's room, Data turns to the rest of the room
- Camera zooms out to over her shoulder to match the player's camera
- Tutorial begins

Scene 11: Data collects Surge



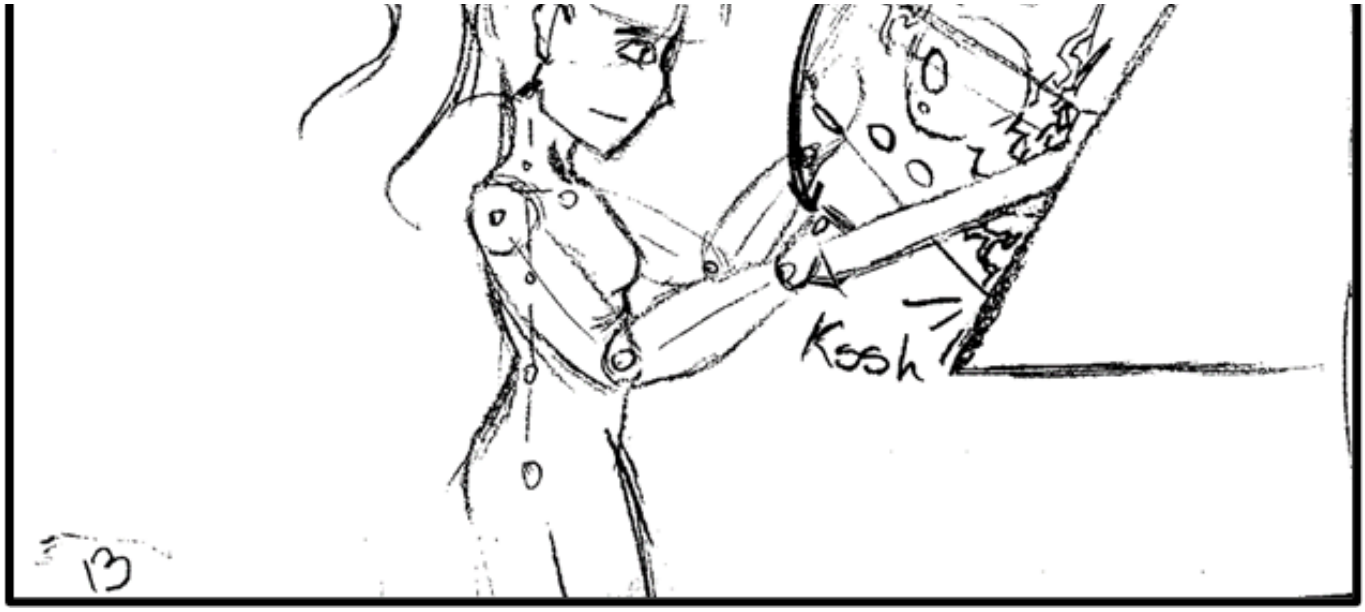
#11, Scene starts

- Data successfully transfers Surge to the battery pack. A big bolt of electricity jumps to one of the rods and travels along a wire wrapped around the wall
- Camera follows Surge as he zips towards the battery



#12

- Camera zooms out to reveal the battery pack as Surge reaches it
- Hear and then see Data approach from off screen



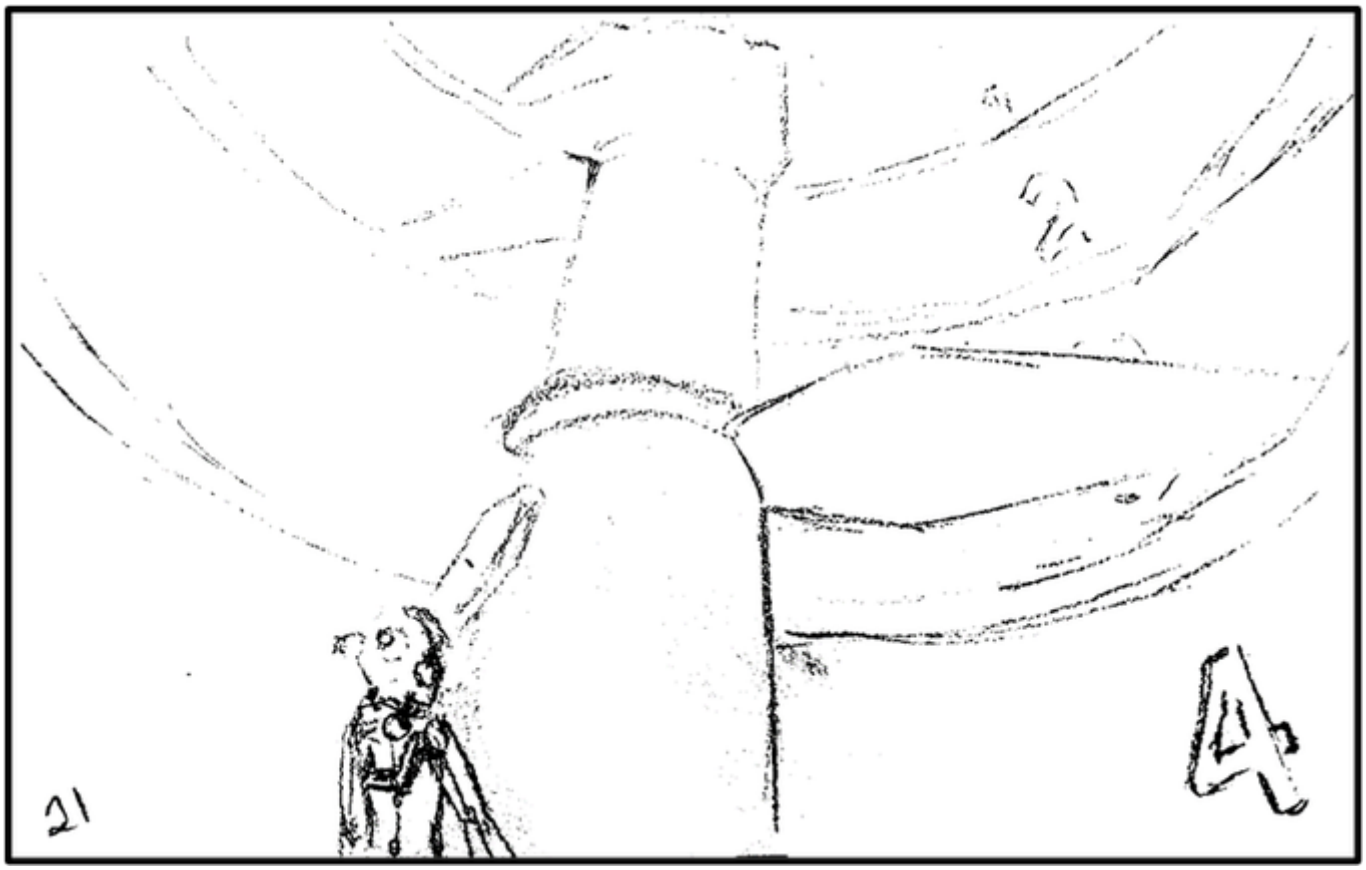
#13

- Data approaches the battery and unlocks it from the terminal as Surge wakes up. The unlocking mechanism audibly clicks and decompresses
- Surge looks at Data with wonder and surprise
- Data manages a polite smile through her concentration
- The power to the facility goes out, casting everything in darkness. Data's pigtails and Surge glow in the dark to show movement
- A loud CRASH is heard from afar in the dark

#14, Scene ends

- Red emergency lights flick on to illuminate Data now wearing the battery on her back
- Data looks around to find a way out
- Surge manifests an arrow to guide her to where he can help
- Camera rotates over Data's shoulder, looking at the beginning of Surge's puzzle

Scene 21: First look at the facility



#21, Scene starts, Scene ends

- After exiting Surge's holding cell, the camera pans up to look up at the grand climb ahead
- Data looks towards the first petal she used to get down and acts aggravated that it was destroyed when the power went out
- Camera looks at a doorway on the next floor to show where to go next
- Camera then pans down to look at the fallen Sefornal logo that broke the petal, and the puzzle surrounding it to eventually allow Data to climb it· Camera rotates over Data's shoulder, looking at the beginning of Surge's puzzle

Dialogue Script/Asset List

Asset #	Speaking Character	Dialogue Contents	Dialogue Play Location
1	Data	Almost there. Never thought I'd come back here… Seems like some of the old infrastructure still works. For better or for worse… Going to need to find my way through if I'm going to find Surge.	Start of the game, Puzzle 1. As the player loads into the game.
2	Data	Looks like the observers have been gone for some time. This place is falling apart. Actually, I prefer that. Best not to have to deal with them.	Beginning of puzzle 2, after the player falls off the broken bridge after puzzle 1.
3	Data	If I'm remembering right, this should bring me straight to Surge's cell. God, I hope you're still here.	Walking through the broken pipe towards Surge's Holding Cell. Dialogue starts as the player enters the pipe.
4	Data/Surge	Oh my god! Surge! It's me Data, your sister. I'm here to get you out! *Excited Bwoop* You can help? Great! Help me lower this platform.	Landing in Surge's holding cell. Seeing surge for the first time.
5	Data	Awesome! See if you can get inside that battery pack and I'll pick you up.	After crossing the first bridge in Surge's holding cell, when the player is prompted to switch characters.

6	Data/Surge	Oh it's so nice to see you. I can't remember how long it's been since I've even seen a picture of you. Let's get out of here. *Agreeing Bwoop*	Data obtains Surge and his battery for the first time.
7	Data/Surge	*Amazed Bwoop* I can't make it across this. There must be another way. *Attention Seeking Bwoop* Fine, but don't be too long and stay where I can see you.	Exits onto the bridge where Surge leaves the battery for the first time and gets to run free of Data.
8	Data/Surge	Nice job, but let's try and separate as little as possible. *Confused Bwoop*	Data crosses the bridge with Surge
9	Data/Surge /Warden	(Warden Appears) Oh no… Who has… Oh, you've returned! And it appears you have stolen 001 from containment. You do not plan on leaving again do you? If so I must prevent you from doing so. You can try but we ARE getting out of here. *Confident Bwoop* Confidence is such a fickle thing. I'm sure you'll lose yours. You know where your cells are for when you give up. (Warden Dissapears)	Enters the central column room for the first time
10	Data/Surge	Listen, in order to get out of here we're going to need to work together but I need to establish some rules. First, I need you to stay where I can see you, so no wandering off okay? Second, you ALWAYS come back to me when we're moving on. *Annoyed bwoop* Okay. Happy you at least understood me.	Second Floor, first puzzle entrance
11	Surge	*Amazed Bwoop*	Entering the second floor, third puzzle
12	Data/Surge /Warden	(Warden Appears) Man, can't you just leave us alone? My purpose is to oversee and prevent experiments from leaving the facility. To avoid observing you would violate everything I know. You continue to proceed despite witnessing the impossible likelihood of your success. Such determination proves higher than my projected results. Impressive, but you still will not exit the facility. Yeah yeah, just watch us then tin can. *Defiant Bwoop* (Warden Dissapears)	Central column. Plays as the player can walk and ascend on the elevator to floor 3.
13	Data/Surge	*Curious Bwoop* Hmm? What's up buddy? *Questioning Bwoop* You wanna run off? I thought we'd been over this. You NEED to come back to me when you're done. No exceptions. *Discontent Bwoop*	Third floor, first puzzle
14	Data/Surge	*Demanding Bwoop* I know you want to run off on your own Surge, but you can't! Alright? *Angrily Questioning Bwoop* You just can't!!! Okay!?! Listen, we can talk about this later. Just focus on helping us get out of here.	Third floor, third puzzle

		Sad Agreeing Bwoop	
15	Data/Surge /Warden	(Warden Appears) You still proceed further. This is a most unsatisfactory outcome. I once again must state that you cannot exit the facility. Yeah? Well you're doing a great job stopping us pal. This is untrue, but I detect that was what you had intended to present in that statement. Sarcasm I think is what it's called… You know, a new variable appears to have impeded you further than my own interventions. Your continued dispute between each other has reduced the likelihood of success by 40 percent. *Sad Bwoop* Well I… uhhh… Further intervention has become unadvised. I'll leave it to you two to return back to your cells. (Warden Dissapears) Shoot…	Central column, player walking to and using the elevator to arrive at the fourth floor.
16	Data/Surge	Hey buddy, how are you doing back there? *Sad Bwoop* Listen. I'm sorry for yelling earlier. I-I'm just… Scared. Scared of losing you again. *Curious Bwoop*	Fourth Floor, first puzzle/crane introduction
17	Data/Surge	After we all escaped the facility back then, I thought I'd never get to see you. Being so much older as well, it almost felt like we were strangers when I first found you. When I finally had you in my arms… I never wanted to let go. That's why I was so upset when you wanted to keep leaving. *Happy Bwoop*	Fourth Floor, second puzzle
18	Data/Surge	Alright. Looks like we're going to need to split up for this place. *Nervous Bwoop* Don't worry buddy. I trust you. I'll be right with you the entire time. Let's finish this and get out of here. *Confident Bwoop*	Fourth Floor Third Puzzle
19	Data/Surge /Warden	Look! We're almost there! *Excited Bwoop* (Warden Appears) Stop! You cannot leave! Oh my god, get out of the way! No! You cannot leave this place! You MUST stay! Why!?! *Angry Curious Bwoop* With no more experiments to oversee, I will have failed my directives. Without directives, I will have no more guidelines to follow. No more purpose. But why not find a new one? Something that doesn't involve keeping us here. Me and Surge discovered a bunch about each other down there. I'm sure you can find something new. *Reassuring Bwoop* I wasn't ever prompted with the idea of allocating new directives. This has a projected success rate of 22 percent. But why not try anyway? We're leaving no matter what, so you might as well try until you succeed.	Central Column, Elevator and passage out of the facility.

		Happy Bwoop Anyway. Goodbye Warden. Maybe well see you again when you find those new directives.	

Dialogue files should be labeled in the following way: Dialogue # _ Speaking Character _ Location.

Example: Dialogue1_Data_StartOfGame

Audio Design

Search

Expand all Collapse all

The purpose of this document is to specify and define the expected audio view for the audio, music and sounds of the Circuit Breaker project. Descriptively defining the project's aesthetics, priorities, applications and asset list.

Audio Pillars

Minimalist

The score should be minimalist, with few elements and valuing the dynamics of the notes more than the quantity.

Environmental

The score must have an environmental character, being almost imperceptible for most parts of the game.

Synthetic elements

As it is a game about electric siblings, it is interesting that the soundtrack follows this theme and uses mostly electronic instruments.

Contemplative

As the game takes place in solitary and abandoned environments (only with the two siblings), it is interesting that the track makes these environments more contemplative than scary.

Audio Vision

SFX

The sound effects of the game must have a robotic and synthetic aspect, reinforcing the characteristics of the protagonists and the environment.

MX

The soundtrack will have a minimalist character, with few notes, almost melancholy. Relying more on sound effects produced by synthesizers and eventually with the presence of a solitary piano.

Audio Aesthetic

SFX

The aesthetics of sound effects will primarily be based on feedback effects, primarily concerned with delivering the message to the player. These SFX will be aesthetically similar to what can be found in games like Portal, Deus Ex and Prey, and the movie Wall-E.
https://youtu.be/2pByCegIjpU https://youtu.be/UU5VFuDzTMM https://youtu.be/0IPxIvbc_cs

MX

The soundtrack will follow examples from genres such as Contemporary classical, ambient, electronic, taking inspiration from composers such as Nils Frahn, Disasterpeaces, Hainbach and Erik Satier. Relying mostly on synthesizers, sound effects and piano to create an electronically lonely synthetic atmosphere.

https://open.spotify.com/track/1ygEMNaHlMwIXHfcOF53Sb?si=dc47ce12c8804b9fhttps://open.spotify.com/track/2pbQx0tRnUPR5BM3NOJhck?si=56fd47f88b7f4d86

https://open.spotify.com/track/5626KdflSKfeDK7RJQfSrE?si=d7156ff5827a4ce1https://open.spotify.com/track/0L5WGmfuDp4JgbOnv3eqOg?si=df79c9556d77447a

Music

Style

- Contemporary classical
- Ambient
- Electronic
- Experimental

Instrumentation

- Roland FA-08
- Arturia Microfreak
- Arturia Pigment

Recording/Engineering Philosophy

- Digitally recorded
- Each instrument must have individual tracks
- Each effect must have individual tracks
- Tracks must be recorded in mono.
  - Stereo tracks must be split into two mono tracks.

Implementation Philosophy

They will be divided into multiple layers and multiple segments. Being later mounted inside Unity using the Fmod middleware.

Tracks must work dynamically, with variable inputs and outputs for the track and individual elements within the tracks.

It is important that the tracks have a sound variation for each protagonist of the game. Varying the elements or effects according to the protagonist the player is controlling to create a unique characteristic for each one.

Dynamic Range

The tracks will have a strong presence of bass and sub-bass elements, but with their solo melodic elements ranging between A202htz and A808htz frequencies.

OST References

Main Menu

OST to play at the game's main menu screen. Should pass the abandoned - but not melancholic - atmosphere of the game. Really mysterious.

https://www.youtube.com/watch?v=Lwntb4zcEmw&ab_channel=KniL

https://www.youtube.com/watch?v=zLWzHlhCj_I&ab_channel=SilvaGunner

Main Hub Theme

OST to play at the game's main hub section. Should be contemplative, but not exactly happy. Should pass a sensation of discovery and safety.

https://open.spotify.com/track/7uWVu34XKqTFbQOmnRkver?si=f1ce0ba44bff44d5

https://open.spotify.com/track/7p7UMfZLuw9XXuw8hAZigf?si=cbf42bbfb63849d0

https://www.youtube.com/watch?v=IoWYuehVzVs&ab_channel=KniL (only the instrument composition, not the spook atmosphere/harmony)

Puzzle Theme

Sound-Design

Ambience

The SFX of the game environment will be formed mostly by background noise, reverberations or machine movements, but giving preference to silence.

Abilities/Items/Player Feedback

Surge abilities must have different SFX for when they start to be used, during use and at the end of use.

The interactions made by Data need to have different SFX for when they start to be made, during the process and at the end.

Objects/Enemies/Obstacles

Most encounters in the game are with inanimate objects that can be turned on or off. It is important for the player to know when these objects are on or off.

The game's enemies work in a peacefully aggressive manner, attacking the player only when they approach unduly. They need alarming sound, but not drastic enough to intimidate players.

Visual Effects

Most of the game's visual effects will consist of arcs or electrical sparks. These effects must be produced in a procedural way in order to avoid perceptible repetitions that become annoying.

Player(s)

Both characters need SFX for their movement (steps on different surfaces) and feedback for the interactions they can make with the environment.

Likewise, when the player switches between characters, it is important that this has a striking and unique SFX.

Dynamic Range

The sound design of game elements will be one of the main sound elements of the gameplay experience, so they will cover a long dynamic range in order to create unique and striking sound effects for each interaction, object or ability with a very distinct spacing between them, so to avoid overlaps.

Voice-Over

Special Effect Voices

The only characters that have lines of "speech" in the game will be Data and Surge. However, but their lines are limited to sounds and murmurs (as in Wall-E).

Therefore, their "speech" can be produced using only electronic/digital equipment or by applying heavy effects to audio samples. So the project doesn't need a cast or voice-over recordings specifically.

Audio Technology

Requirements

- Windows Supported
- Single player
- Memory and streaming limitations ***To be defined***
- Channel count limitations ***To be defined***
- DSP options ***To be defined***
- Environmental Effects (DSP) ***To be defined***
- Occlusion/Occluding options ***To be defined***
- Dynamic Mix options ***To be defined***

Implementation

Development

- Ableton Live 11

- Cubase Pro 12

Engine

- Unity

Middleware

- Fmod

Audio Asset List

Version	Date	Comment
Current Version (v. 6)	**Jan 31, 2023 00:22**	**Tiago Massochin**
v. 5	Jan 26, 2023 15:58	Tiago Massochin
v. 4	Nov 10, 2022 05:33	Tiago Massochin
v. 3	Oct 13, 2022 04:52	Tiago Massochin
v. 2	Oct 13, 2022 04:39	Tiago Massochin
v. 1	Oct 13, 2022 03:37	Tiago Massochin

MX

https://sheridanc.sharepoint.com/:x:/s/GAME49333StudioPractice1-Team10/EbztDPCKH-ZEuKQy55QgsQ0BStGv_3KzLpP3EJsbcto-WQ?e=JKUycV

SFX

https://sheridanc.sharepoint.com/:x:/s/GAME49333StudioPractice1-Team10/EbztDPCKH-ZEuKQy55QgsQ0BStGv_3KzLpP3EJsbcto-WQ?e=MOyD7t

	Name ID	Category	Story Points	Rules & Functions	Length	Description	Track Style	Gameplay	Loop	Notes
1	**SFX_Data_Steps**	SFX	5							
2	**SFX_Surge_Movement**	SFX	5							
3	**SFX_Surge_Battery_Out**	SFX	3							
4	**SFX_Surge_Battery_In**	SFX	3							
5	**SFX_Surge_ElectricPole_In**	SFX	3							
6	**SFX_Data_Switch_Surge**	SFX	2							
7	**SFX_Surge_Switch_Data**	SFX	2							
8	**SFX_Surge_ElectricArc_Start**	SFX	1							
9	**SFX_Surge_ElectricArc_Using**	SFX	1							
10	**SFX_Surge_ElectricArc_End**	SFX	1							
11	**SFX_MetallicObject_Connected**	SFX	1							
12	**SFX_MetallicObject_Disconnected**	SFX	1							
13	**SFX_Surge_MetallicRail_Sln**	SFX	1							

14	**SFX_Surge_MetallicRail_Out**	SFX	1							
15	**SFX_Surge_MetallicRail_Idle**	SFX	1							
16	**SFX_Surge_MetallicRail_Moving**	SFX	1							
17	**SFX_MetallicRail_Charged**	SFX	1							
18	**SFX_MetallicRail_Discharged**	SFX	1							
19	**SFX_Switch_On**	SFX	1							
20	**SFX_Switch_Off**	SFX	1							
21	**SFX_Switch_Block**	SFX	1							
22	**SFX_BlockingField_On**	SFX	1							
23	**SFX_BlockingField_Off**	SFX	1							
24	**SFX_BlockingField_Collision**	SFX	2							
25	**SFX_Surge_MagnetField_Grab**	SFX	2							
26	**SFX_Surge_MagnetField_Pull**	SFX	2							
27	**SFX_Surge_MagnetField_On**	SFX	2							
28	**SFX_Surge_MagnetField_Off**	SFX	2							
29	**SFX_Data_MechanicalBridge_On**	SFX	2							
30	**SFX_Data_MechanicalBridge_Off**	SFX	2							
31	**MX_BackgroundOST**	MX	3							
32	**MX_MainHUB**	MX	5							
33	**MX_MainMenu**	MX	5							