

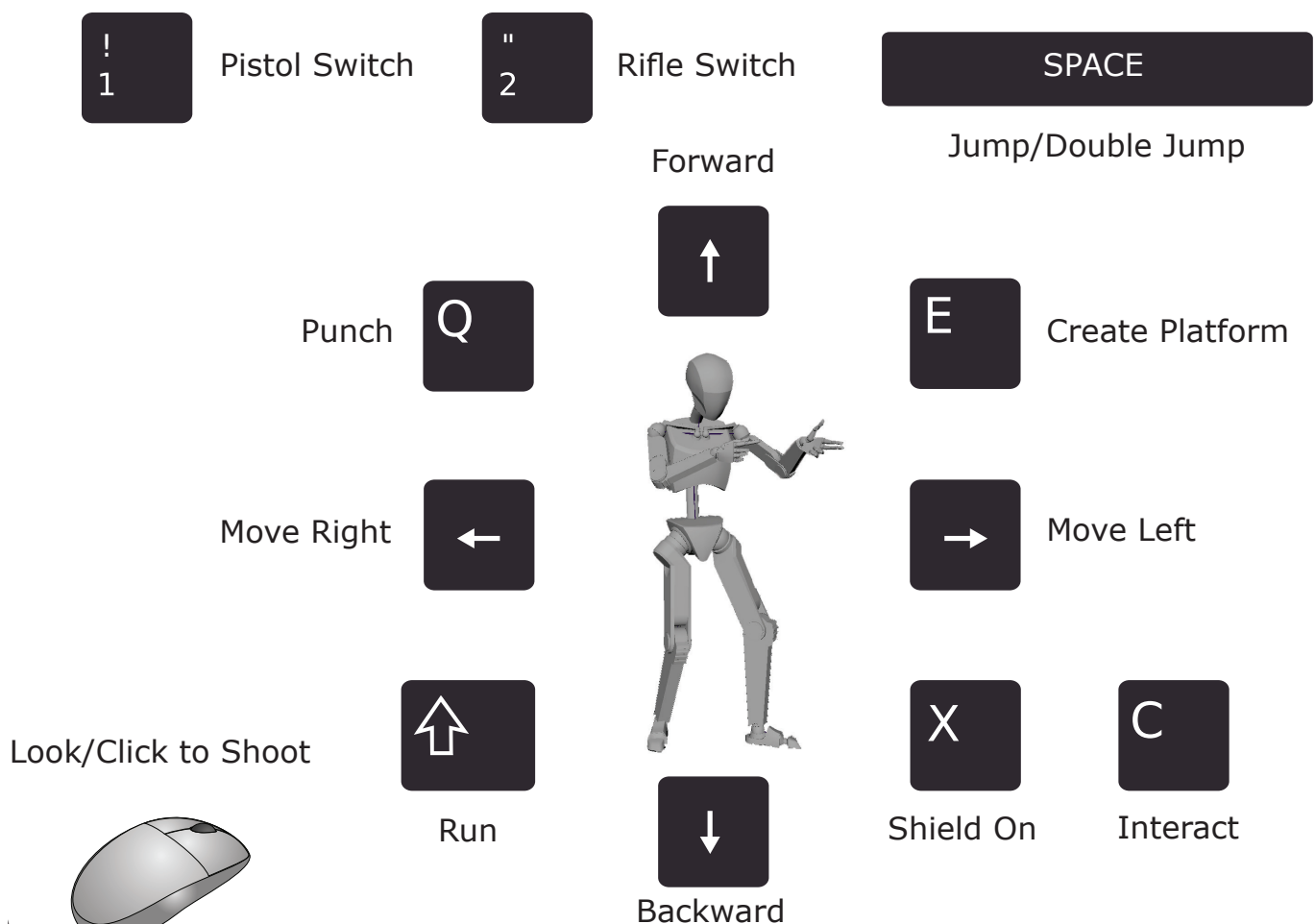
# MIND GAMES



# INTRODUCTION

The world has been taken over by an intelligent nano-robotic species. When this species interacts with the human mind, it can be used to manipulate the minds of the public. The nanobots can be programmed to cause hallucinations that can be used to convince the mind to do evil actions. Similar to a virus, the nanobots can be spread by human contact and multiply inside the mind. Once they infiltrate the mind, they are found to merge with flesh and become uncontrollable. They become more and more intelligent with each evolution, slowly creating their own bodies and taking over the minds of their victims.

## FPS CONTROLS





# STORY



You have been plagued with nanobots and have wound up in a specialty hospital that is experimenting with a cure. They bring you to a very comfortable room with a very calming doctor that is there to experiment with his method of treatment. The doctor explains that he will put you into a very deep sleep where you will be placed inside your own mind to fight off your disease. Once you are fully hypnotized, your mission is to destroy the first initial nanobot. After this nanobot is destroyed, the others that were created by its DNA will cease to exist.

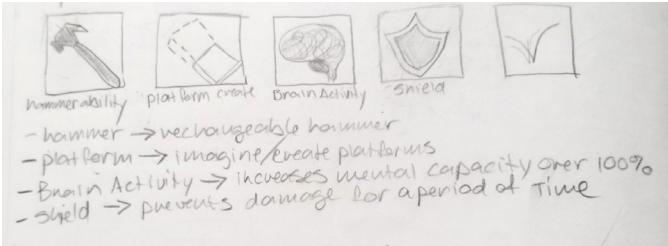


You find yourself in a strange but somehow familiar place. Your goal is to move through each sector of your mind to reach the center where the big boss is, but the further you go, the more your mind will test you, and the stronger the hallucinations will get. You will find pickups along the way that teach your mind a new level of defense. Each pickup uses your mental capacity to create what you picture in your mind. Mental capacity is a fuel that is rechargeable over time. Your mind will be full of enemy nanobots that not only have specialty attacks but will cause hallucinations that will deceive you down the wrong path. What is real and what is manipulated will be difficult to decipher. You will need to use your mental capacity to fight them off. If not, they will attack you. Your health is based on your consciousness. If they lower your health down to zero, your mind will protect you by waking up and losing the battle. Each level will test your mind to find the right path and expose the nanobots.



The last level is where you will meet the first nanobot. This robot will be highly intelligent and will test you like no other. It will try to deceive you into injecting a serum into yourself to finish off the rest of your mental capacity, thus, making you into the perfect mindless soldier. Once this nanobot is destroyed, it will cure your mind of the infiltration.

# PICKUPS



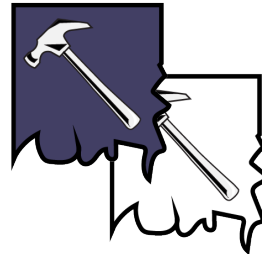
## Shield

- Protects Player
- Timer Based
- Ammo Based (uses 40%)



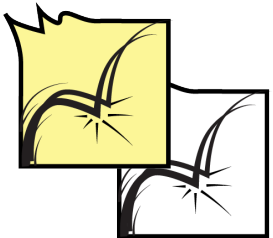
## Pistol

- Raycast/Hitscan
- Finger Gun
- Low Damage
- Ammo Based (uses 5%)



## Hammer

- Used in Level 1
- Breaks Mirror
- Ammo Based (uses 15%)



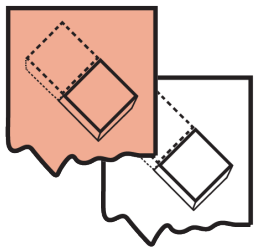
## Double Jump

- Not Ammo Based
- Aids in Movement Throughout Level
- Receive by Defeating Enemy



## Archer

- Mid Damage
- Hologram Bow and Arrow
- Projectile
- Ammo Based (uses 20%)



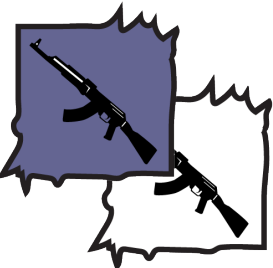
## Platform

- Platform Creator
- Max 4 Platforms
- Spawn with Mouse Look
- Ammo Based (uses 15%)



## Mental Capacity Increase

- Increases Ammo Percentage
- Creates Objects in the Mind



## Rifle

- Raycast/Hitscan
- Two Handed Finger Gun
- Higher Damage
- Ammo Based (uses 15%)



## Health Increase

- Based on Consciousness
- Increases Sleep Level

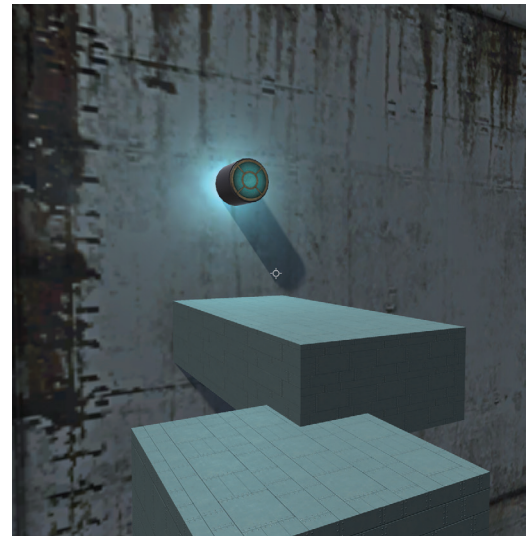


# PROTOTYPE/MECHANICS

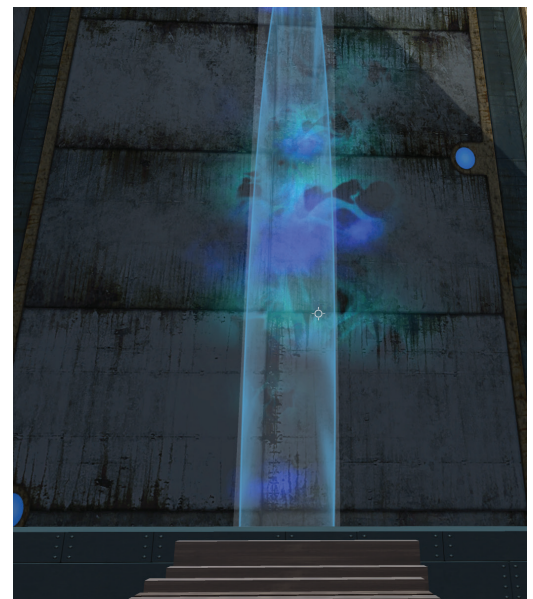
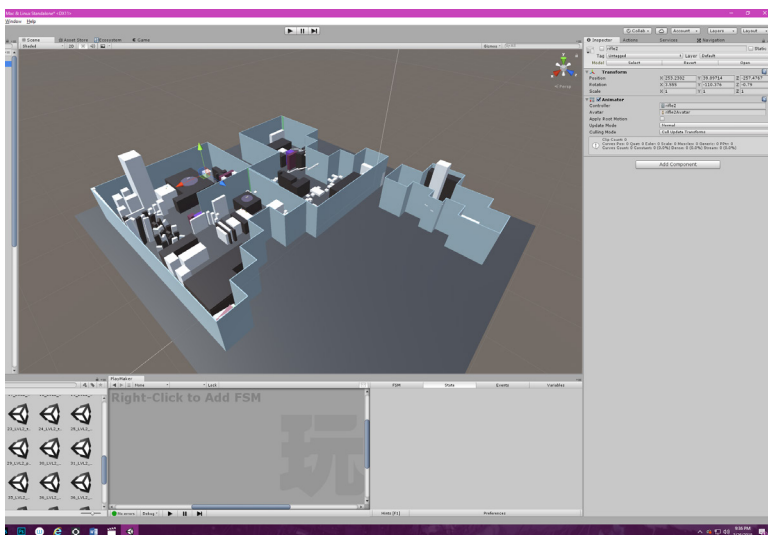
## KEYS AND PORTALS

The goal of level 2 is to open portals with a key mechanism and to travel through the portals to reach the final portal. The final portal is accompanied by 2 incorrect portals that will send you back to the start or release a powerful enemy. The challenge with the key/portal concept is to indicate where the player needs to go next.

After play testing, it was obvious that this indication of direction got lost due to the platform creation ability. Since the player can create their own path, they typically would stray off track and get lost trying to find the correct portals. The solution that is still in production is to enclose the correct path with walls so they are forced to stay on track. Also in production is to light the keys in the same color as the portal to mark which key activates which door. This will also signal the player of where they have already been in the level.

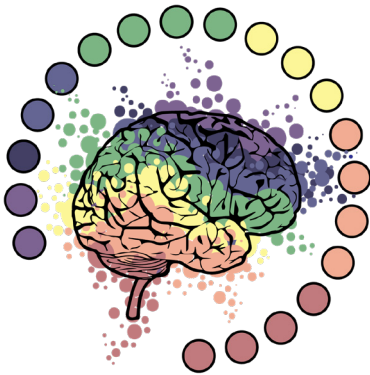


KEY



PORTAL

# AMMO/MENTAL CAPACITY

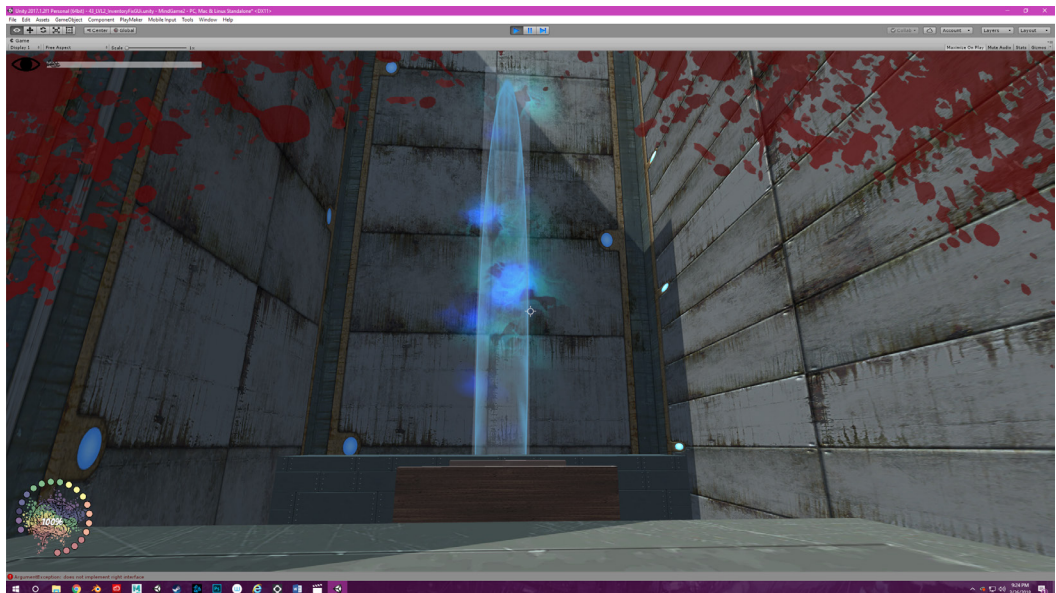
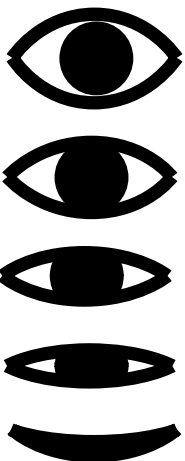


The player in this game uses their imagination to create objects or actions within their dream space. This is called "mental capacity" and it is a variable that is limited and regenerates over time. The abilities that mental capacity enables is finger gun bullets, platform creation, and shield generation. When the mental capacity is lower than the amount it takes to use a pickup, the pickup in the UI will gray out until the mental capacity regenerates.

# FALL DAMAGE/RESPAWN

Level 2 has so many platforms and towns that it begs for a designer to put in fall damage. So if the players falls a certain amount of distance, they will lose half their health. If the player falls farther than this distance, they will lose all of their health. The fall damage is expressed to player by blood on the screen.

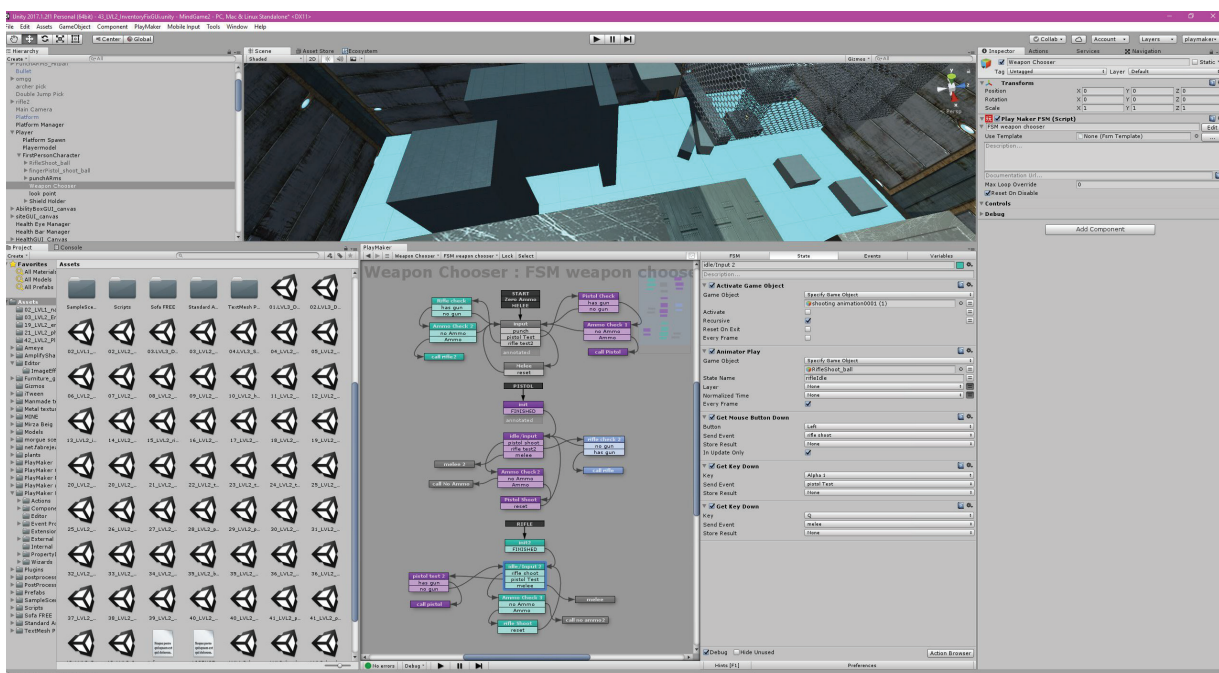
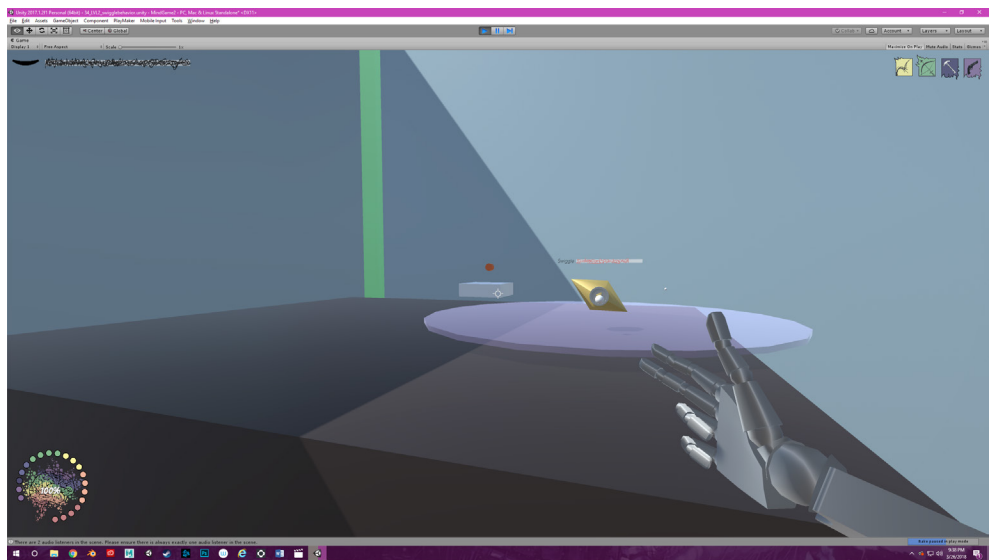
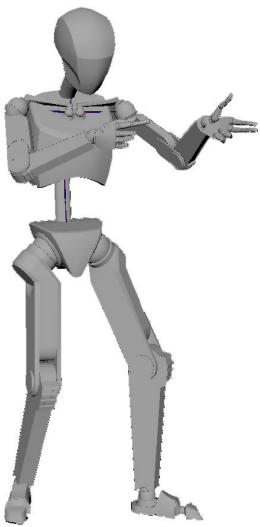
In the discussion of the death sequence, the player reaches this point when the health bar or consciousness bar becomes 0. In addition to the bar decreasing in size, the eye next to this bar suggests how awake the player is. The player's death sequence includes the player's eye shutting and reopening to the doctor's office, but play testing revealed the difficulty for players to progress in the game by having this punishing effect of dying and restarting the game. As a result, checkpoints were added to the game so that the player would wake up at that checkpoint instead of in the doctor's office.





# FINGER GUN/WEAPONS

Many mechanics for the game were intended to be used in a virtual reality space. The finger gun is inspired by the Oculus Touch controllers where the player has the ability to point. While still in the production phase, this mechanic is designed to fully immerse a player into this virtual space by convincing their mind that their actual hands can shoot bullets rather than convincing them that they are holding a gun. Furthermore, a goal for production of a weapon switching mechanic is to have the player change their hand placements to change the weapon they are using. This weapon uses a hitscan or a raycast in order to have an immediate kill time rather than using a projectile.



# SWIGGLE BEHAVIORS

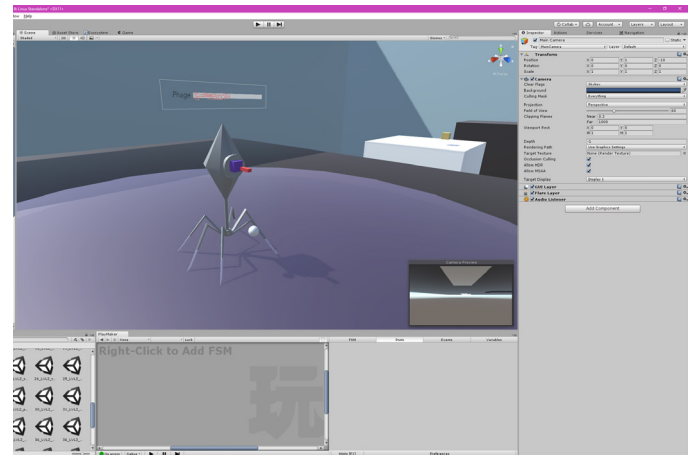


The swiggle is the first and easiest enemy to face. Their basic behavior is to walk a random pattern using wave points in search of the player within their view and range. If they see the player, they will chase the player until they are either out of range or attached to the player. Once they are attached, a timer will start, and after the time is up, they blow up.

This basic behavior was changed after play testing because there was no way to detach the swiggle. So now, after the swiggle attaches, the player can shoot the swiggle and the swiggle will deactivate for a few seconds and then restart their behaviors. The deactivation of the swiggle is exaggerated by the particle effect around the monster turning off. This will indicate to the player when the enemy reactivates.

# PHAGE BEHAVIORS

The phage is the next monster in the evolution of the swiggle. Similar to the swiggle, the phage walks a random pattern using wave points in search of the player within their view and range, but their reaction to the player is different. When they see the player, the phage starts to shoot bullets at them. If the player were to try to get closer to the phage, the phage will turn around and walk away until it reaches a certain distance away from the player, then it will continue to shoot. While running away, the phage will turn its head to shoot in an attempt to stop the player from following it.



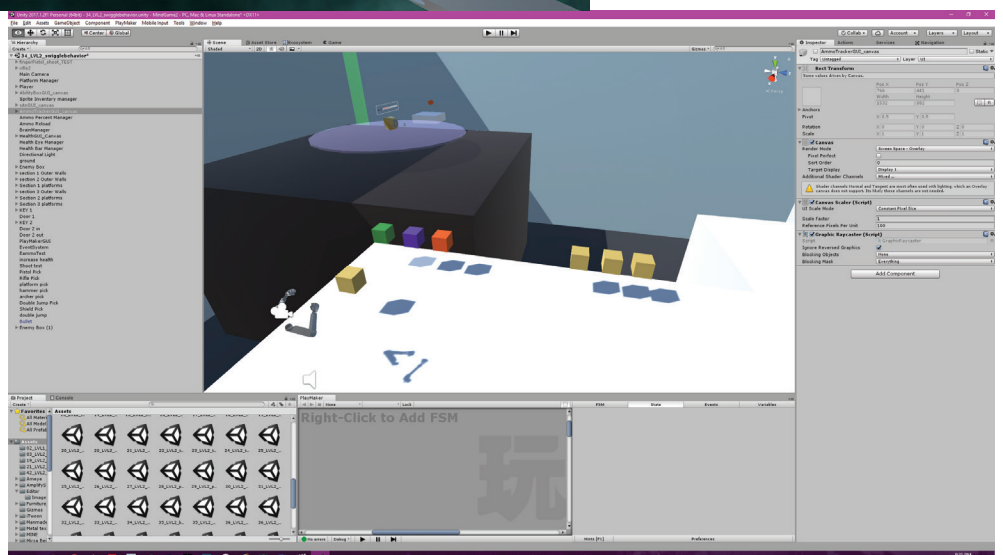
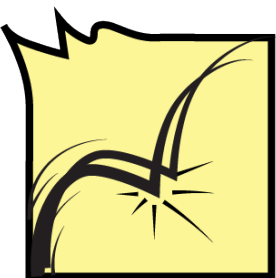
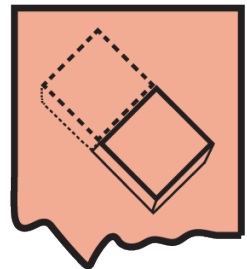
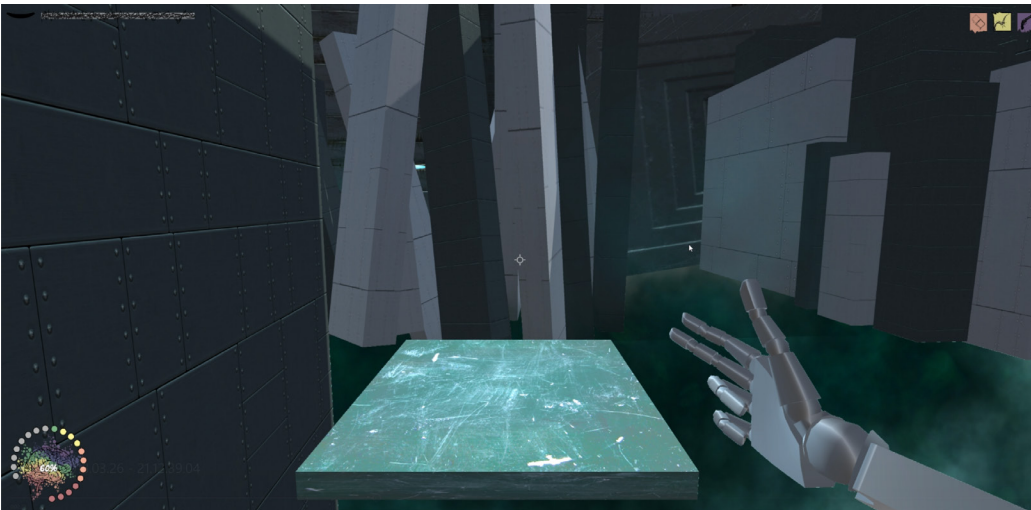
When play testing, there was an issue with the player never being able to escape the phage's view which was caused by the phage always looking at the player due to shooting purposes. This was fixed by shortening the length of the raycast or line of sight.



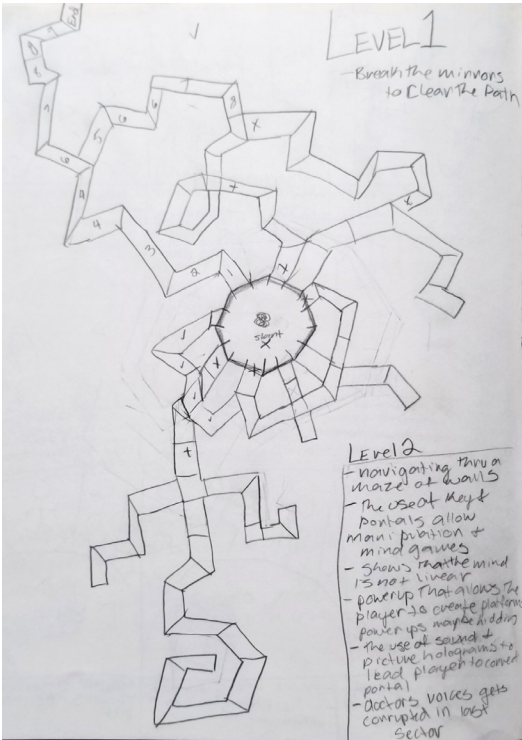
# DOUBLE JUMP/PLATFORM CREATOR

Level 2 is supposed to represent the metaphorical wall that people put up to protect their vulnerability. Thus, creating this world that is very architectural with a fear of letting go or falling. This level plays with the fear of heights, therefore, creating a challenge in moving around. So the solution was to have 2 pickups. One that created a platform and one that allowed the player to double jump to aid in movement. The platform creation was limited to 4 visible platforms at a time and also used up mental capacity or ammunition.

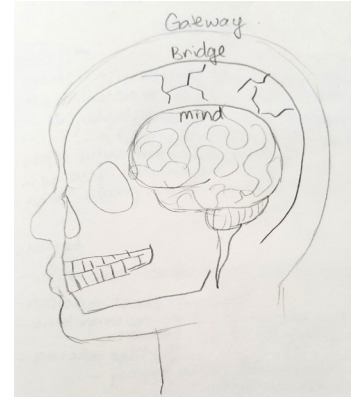
After play testing, the platform limitation of ammunition started to become an issue and made the game have long pauses of little activity. A solution that is in production is to change the rate of the ammo reload. In the combat areas, the ammo refresh rate will be slower which will allow the refresh in between combat areas to be quicker to decrease the wait time for a player to create platforms. In addition to a faster ammo refresh rate, in areas of high inclines, there will be floating platforms to allow time for the player to reload the ammo while still moving forward. These 2 solutions should decrease the amount of inactivity while waiting for the ammo to reload.



# LEVEL DESIGN

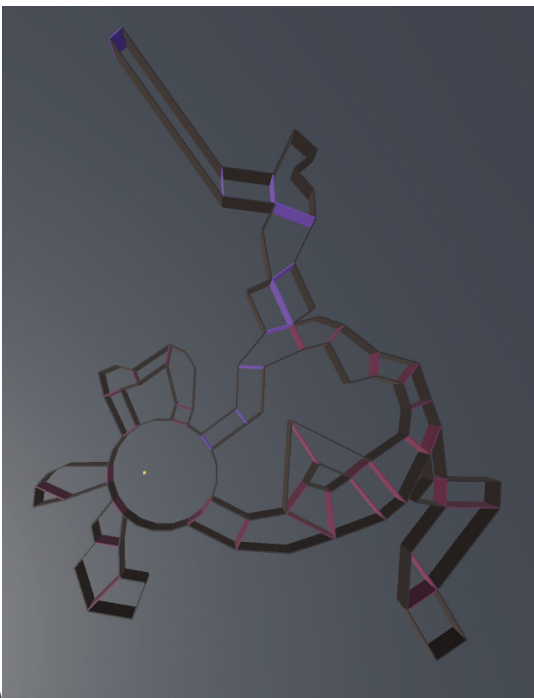


Levels are split by sectors of the mind which is shown on the right. The sectors include the gateway or exterior wall of the mind, the bridge or passageway between the 2 sectors, and the mind or consciousness.



## LEVEL 1 - GATEWAY

This level is the tutorial level. Here is where the doctor will lead you through the level. This is the part of your mind that has the highest defense. Many people refer to the section as the social wall. This is what protects the vulnerable parts of the mind. People will hide behind this wall when feeling threatened. This level is inspired by a person whose social defense is where they reflect a personality the other person wants to interact with. In other words, they say things that the other person wants to hear.



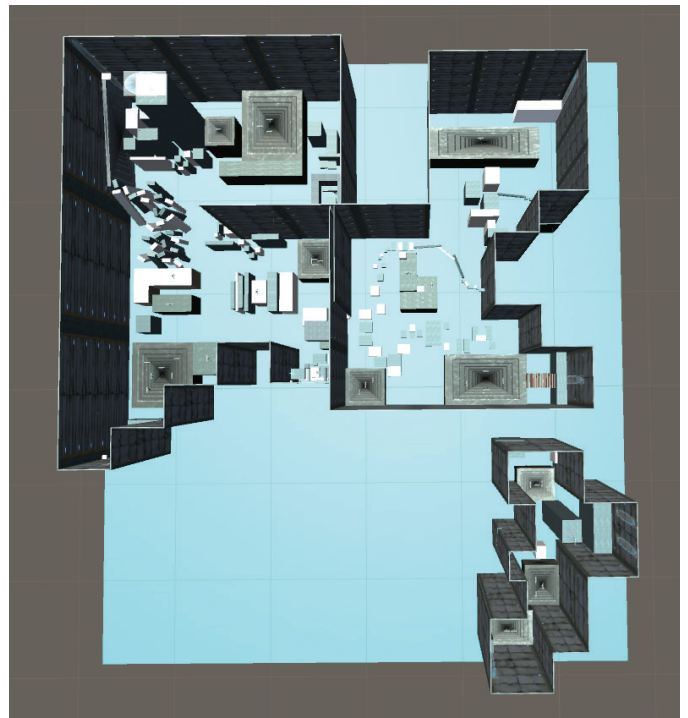
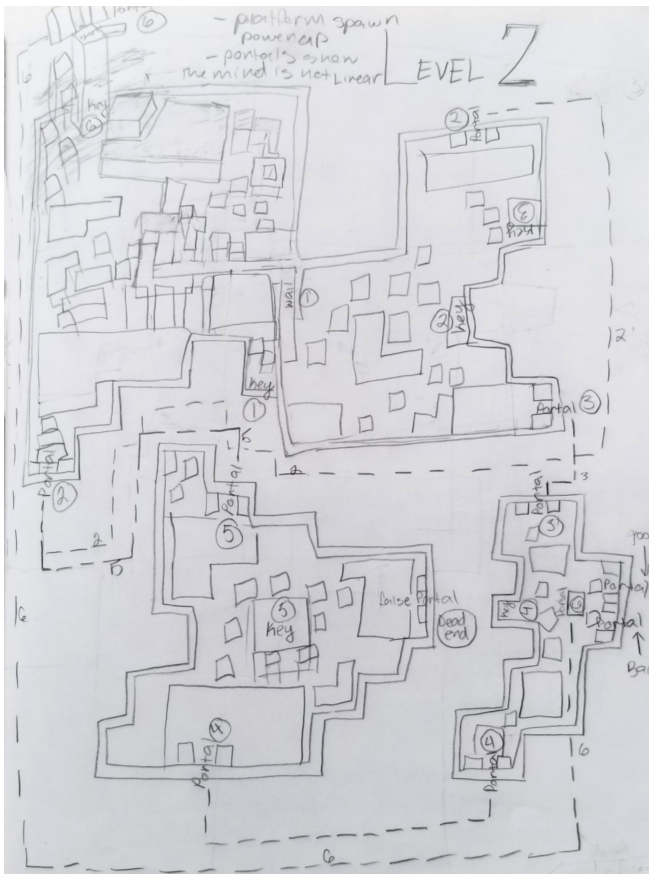
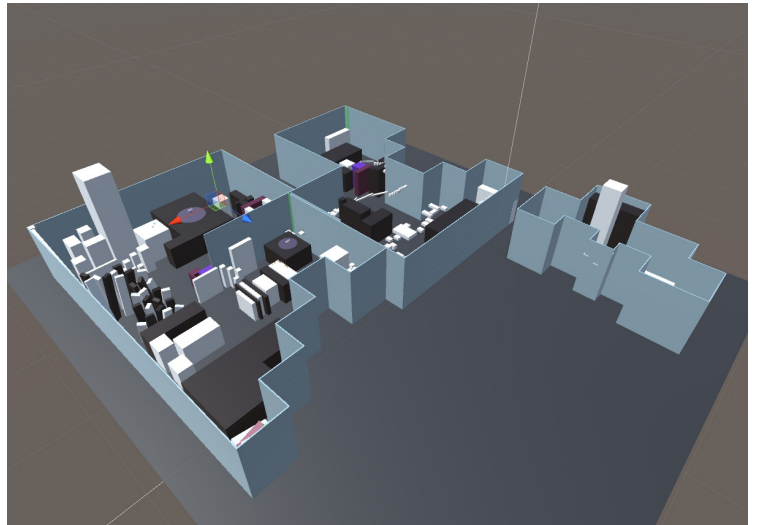
This level is completely covered in mirrors. This is where you are introduced to the nanobot in its earliest evolution, the swiggle. You soon realize that your reflections are out to get you. They seem to be leading you through this level in a very aggressive manner. You will be breaking mirrors until you reach the door. Once the door is open, the reflections come off the mirrors in the form of the swiggles. You were deceived. It seems that the swiggles were trapped and trying to convince you to open the door to let them in. Your mind is now in danger.



## LEVEL 2 - BRIDGE

This level is the bridge between the outer mind and the inner mind, the second line of defense. This sector reveals many dark corners of your mind. It has a vulnerability showing your fears and weaknesses.

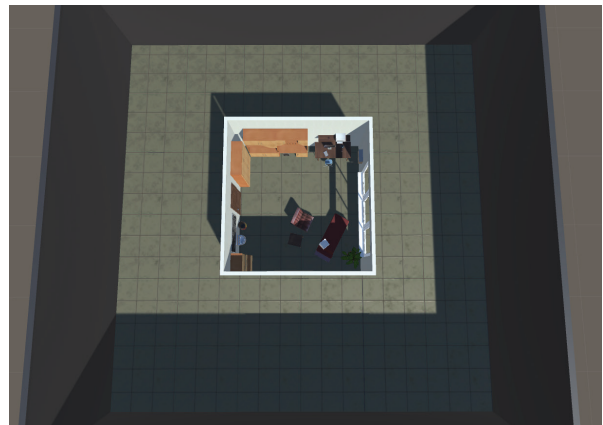
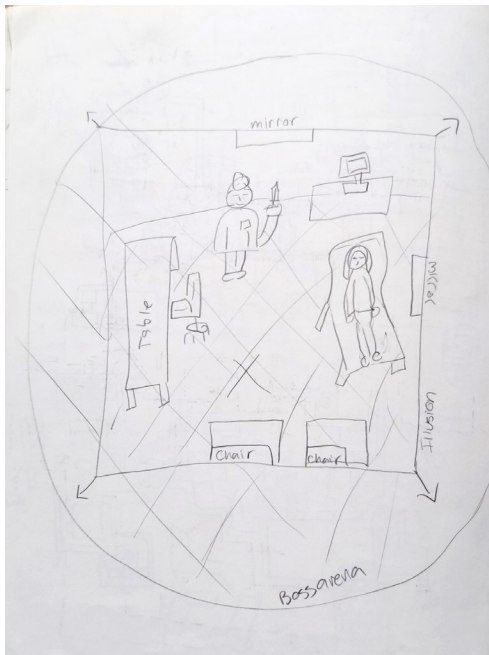
This level is like navigating a maze. You will have to find keys that will open portals to different sections of the mind. This concept shows that the mind is not linear. The nanobots start evolving in this sector. They will try to lead you down the wrong paths and creates false keys to portals. Here is where the doctor's voice will start to get corrupted and will slowly fade away.



## LEVEL 3 - MIND

This level is the center of the mind. This is the most vulnerable sector. Any wrong move will destroy the mind forever.

In this level, you will find yourself back in the doctor's room. The doctor is there with a patient that is sleeping in the chair. The doctor tells you that you have found the cure and will help thousands of people. He pulls out a syringe and is trying to convince you that you should have the honor to cure the first patient. Do you remember waking up? Why are you still in this body? It's a trap. The doctor is the initial nanobot and the patient is a visual representation of you. You didn't remember what you looked like. You need to get this thing out of you. You refuse to be deceived and the doctor transforms. This is your boss battle. After the nanobot is finished, you will win the game.



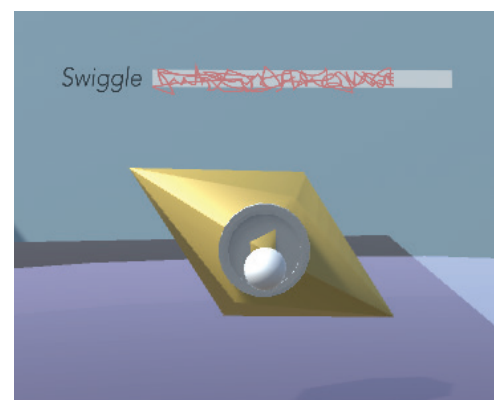
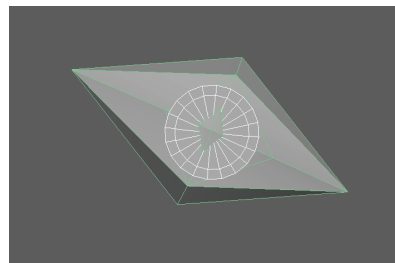
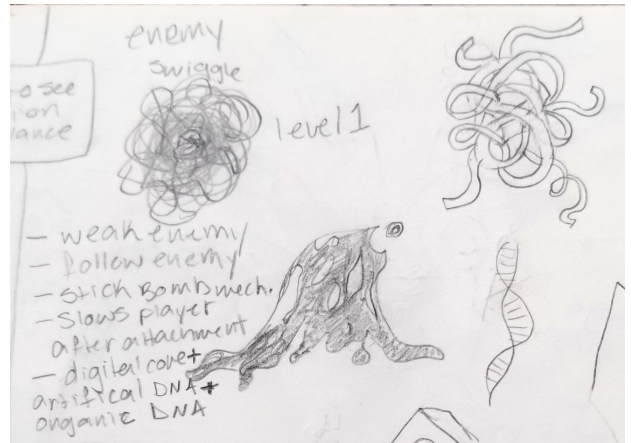


# CHARACTERS

The nanobot is designed with an artificial DNA strand that was originally used to multiply nanobots similar to cell division. With further experimentation, it was found that the nanobot uses their DNA strand to merge with the victim's cells' DNA, which as a result, causes the nanobot to evolve by creating their own flesh. Each evolution will slowly add organic material to the main body to protect the very vulnerable nanobot head.

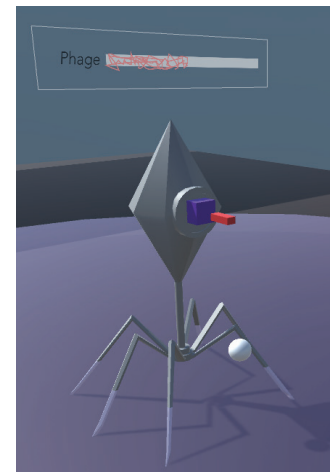
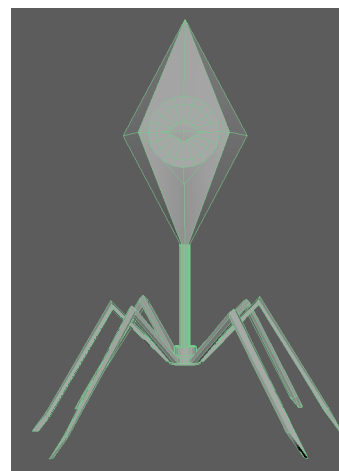
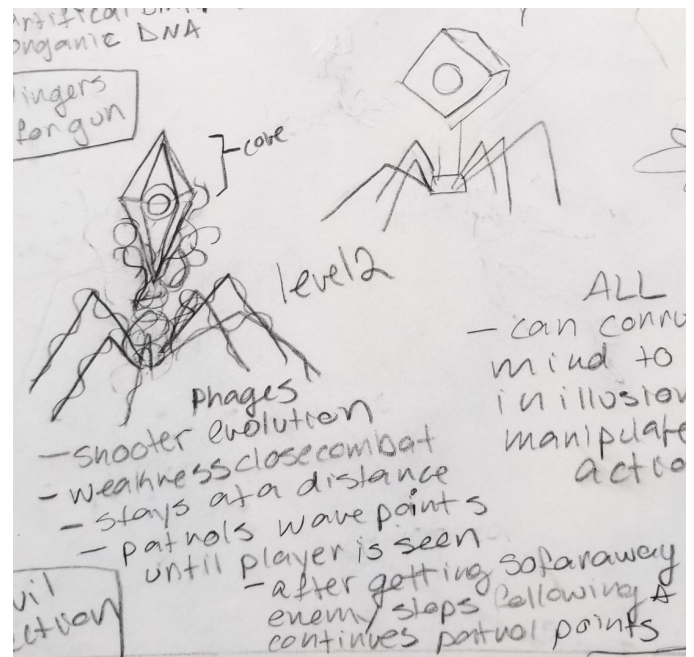
## SWIGGLE

The basic form of the nanobot. This enemy is the weakest of the evolutions. Its only attack is to cling to you and blow up.



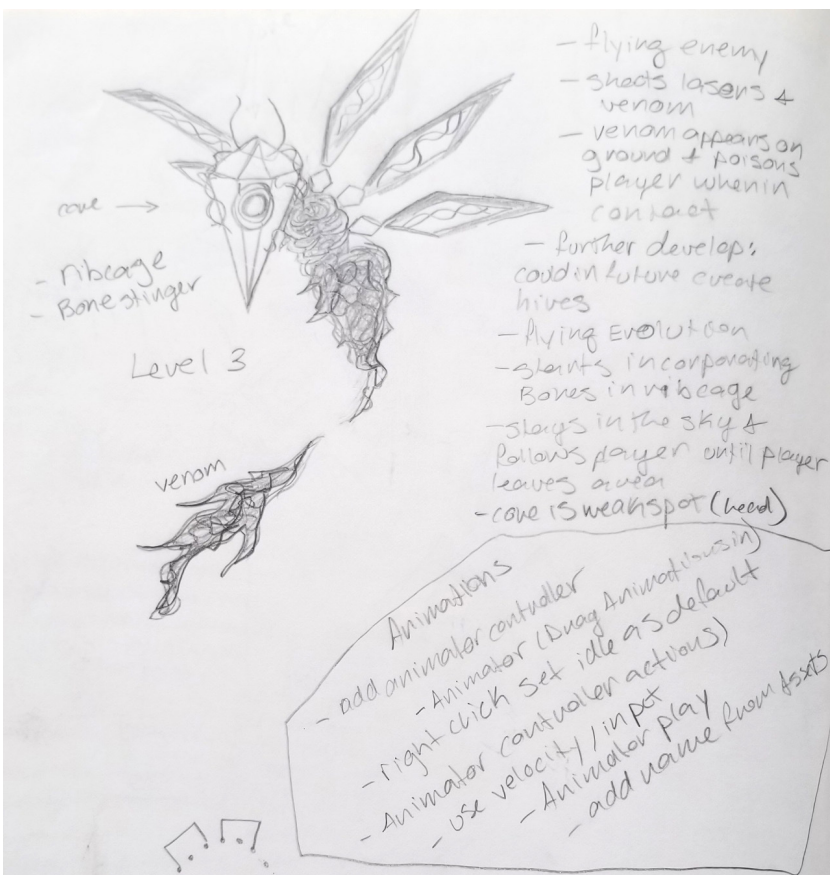
# PHAGE

The second evolution of the nanobot. This enemy mimics a bacteriophage. This nanobot shoots bullets out of its eye. This enemy is skittish and tries to stay a certain distance away from you.



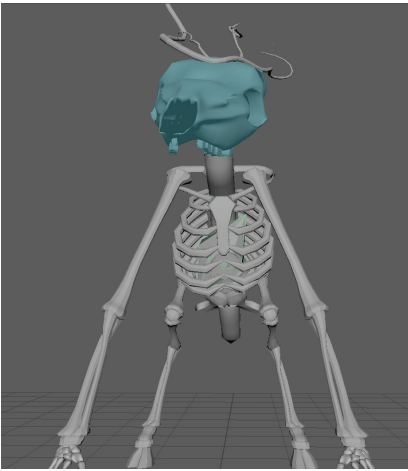
# HORNET

The third evolution of the nanobot. This enemy flies similar to a hornet. This is where the nanobot starts creating its own bones to protect its newly formed body. Its attacks include shooting bullets out of the center of its eye and shooting and spraying venom out of its stinger. The venom stays on the ground and harms you if walked through. This enemy stays in the air and follows you unless you leave the area. The core is its weak point.

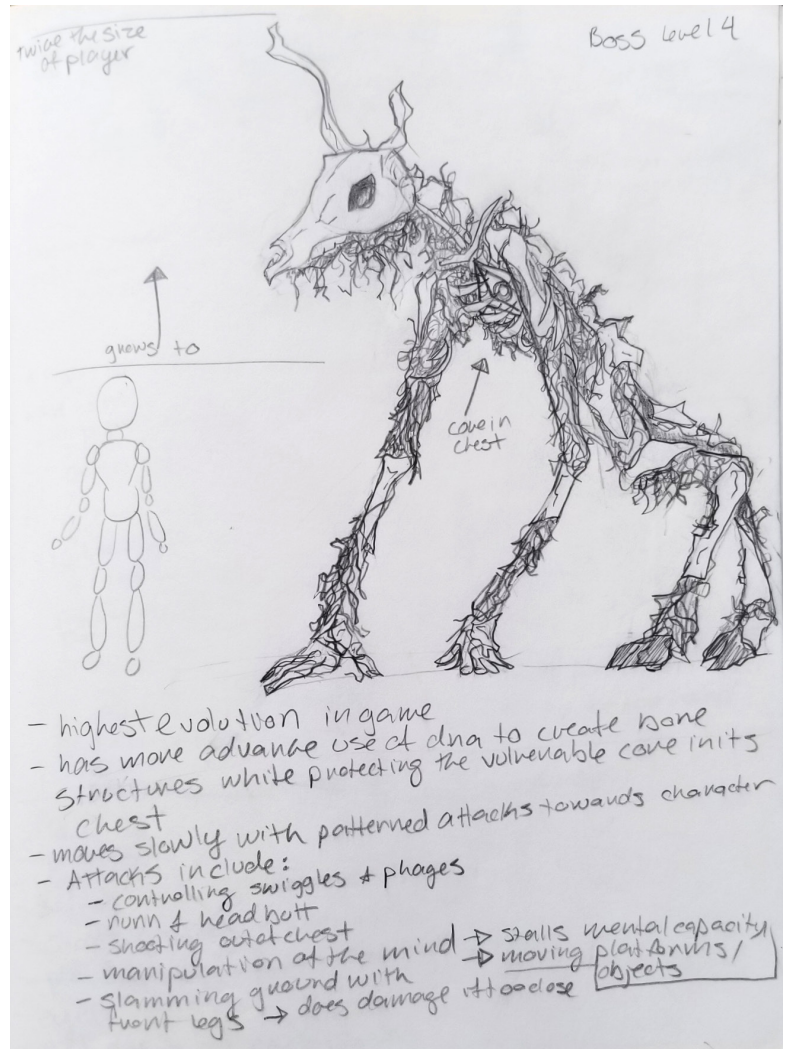
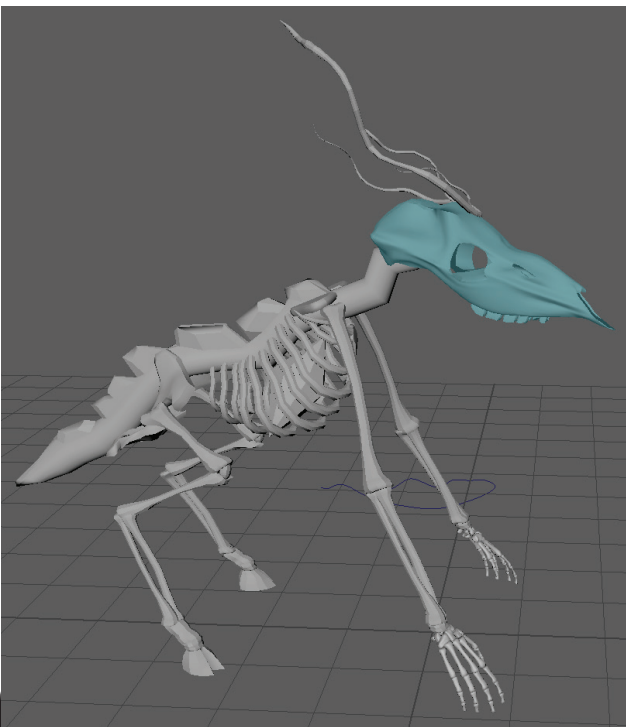
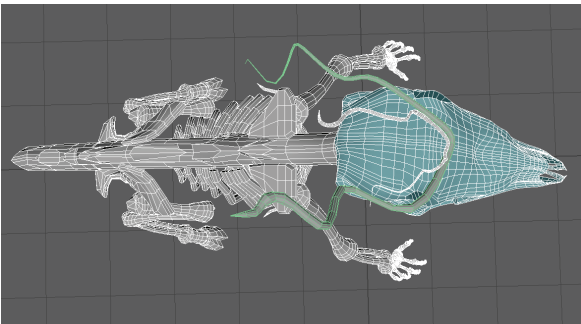




# SWENDIGO

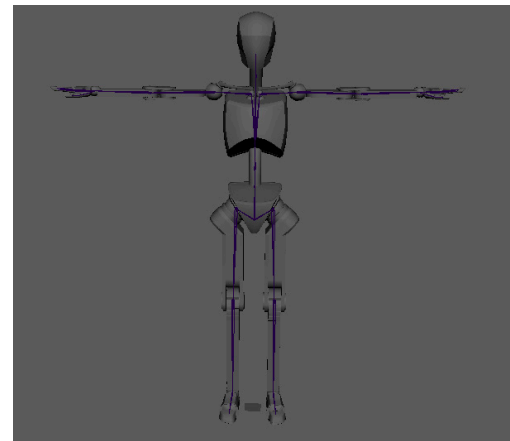
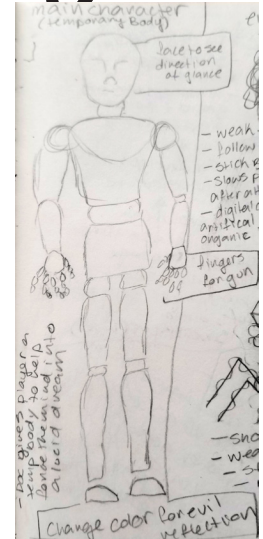
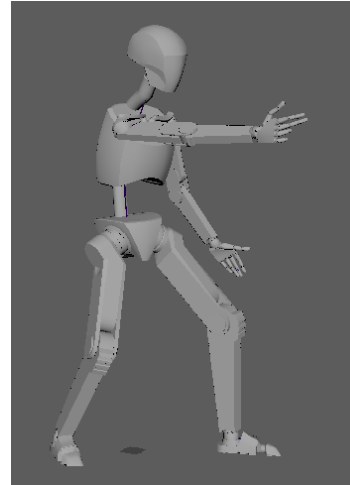


The most evolved form of the nanobot. This enemy is inspired by a Wendigo. It has the most advanced use of DNA to create well developed bones. The rib cage protects the nanobot core in its chest. This enemy moves slowly with patterned attacks toward the character while calling lower evolutions of the nanobots to the battle stage. Attacks include head-butt, shooting bullets out of the core, effects mental capacity, moving objects around, slamming on the ground, etc.



# PLAYER

The player is hypnotized and given a metaphorical body to travel within their own mind. Throughout the game, the player learns that they have control over their environment since it is their own mind. This enables them to master beneficial abilities that will aid in the destruction of the nanobots. For example, they have the ability to shoot bullets out of their finger tips. On the other hand, the longer the nanobots multiply in their mind, the more the player will lose themselves. In the end, the nanobots progress to the point of control where the player does not know the difference between the real world and their dream world and even cannot remember who they were in the real world. The nanobots try to convince the player to inject the cure into a person, but this person ends up being their real body. The player just can't remember that. If the player ends up injecting this person, they will release full control of their mind to the nanobots.



# DOCTOR

The doctor puts the player in a deep sleep in an experimental treatment in an attempt to remove micro robotic chips from their mind. He then tries to guide the player with his voice through the first levels. The farther the player traveled in towards their mind, the more they couldn't hear the doctor's voice, and the advancement of the nanobots would try to use the doctor's voice in order to trick the player to the point where they bring the doctor into the player's mind as a monster.





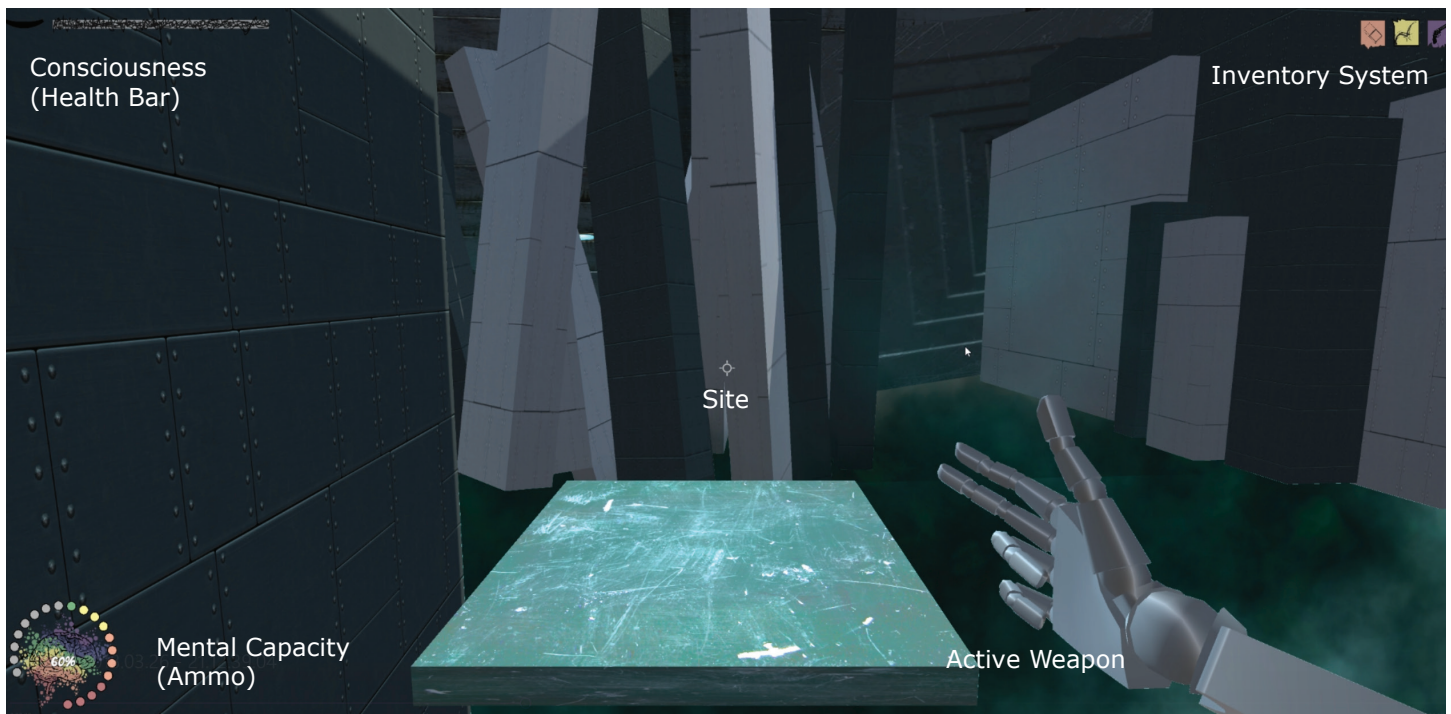
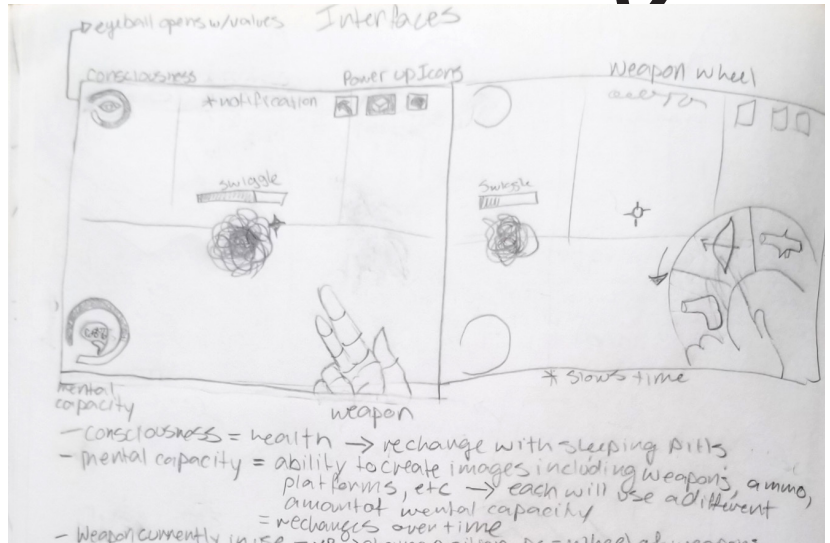
# USER INTERFACE

## MENUS





# HEADS UP DISPLAY





# GAME PLAY

