EXTINGUISHED

By Teresa Mardel

CONTENTS

EXECUTIVE SUMMARY

Extinguished is a first person action title designed to be played on the Project Morpheus, in which the player must liberate the human race. This game will test the players dexterity, they must think and act fast to navigate terrain. There will also be combat with mutated foes, but tactics and skill will also play a big role in the player's survival.

Most levels will see the player navigating in near darkness with only a small amount of light, and this will help to provide a tense kill or be killed atmosphere. Puzzles will play a part in the story and the player will have to combine items they find in the environment to help achieve their goals.

RAZOR X

Extinguished combines the atmosphere of survival horror titles with the platforming qualities of an action adventure game to create a tense and unique experience.

KEY FEATURES

- Dark intense levels creating edge of seat atmosphere.
- Total immersion into the game world via the Morpheus.
- Puzzles using real world items which can be solved in multiple ways adding to player choice.
- Intelligent foes that seek the player out silently.
- Absorbing storyline to keep players motivated.
- Unique weapon system, anything from the environment can be used by the player as a weapon.
- Multiplayer featuring playable enemies.

DEVELOPER

Double X Games is a small company based in St. Albans, Hertfordshire. Created in 2009 their main focus has been story driven gameplay.

PRIMARY GENRE

First Person Action Adventure

SECONDARY GENRE

Survival Horror

PLATFORM

This title is designed for the Project Morpheus, and will therefore be played on the PS4 with the PS Move controllers. Also this console see the types of gamers Extinguished is aimed at. Fans of Titles such as Dead space and Uncharted.

TARGET AGE RATING

Given the tense atmosphere and horror elements of this title it will be a PEGI 16+ or higher.

STORY AND SETTING

The game takes place in a future where the world is at peace. The sun is burning out and the leaders of earth come up with a plan to save humanity. Our best and brightest will be sent out into the universe to try and find a new planet to call home. Those remaining on Earth will reside in a massive underground city until a new home is found.

The ship and the city are constructed and once ready the ship takes off and the city is populated. The populous elect a council to oversee the running of day to day operations.

The city is designed to last for a hundred years, but after this time there is still no word from the ship so the city continues on. Our game story takes place another hundred years later. The population of the city has dwindled due to virus outbreaks and living conditions and the council have shut themselves away over this time and become inbred and twisted.

Our game story begins on the street outside a tower block in the city. Our heroine is 10 years old and she is leaving the tower block with her 6 year old sister and her father. They walk a ways down the street, when her father realises he has forgotten something and asks our girl to hold his bag. The girls watch their father walk into the tower block as they sing a nursery rhyme together. There is a strange rumbling noise and the tower their father just entered collapses killing everyone inside, including their mother and father. Our girl awakes in a cold sweat after reliving this memory in a dream.

She is then awoken and tasked to maintain some equipment within the city. This leads to a discovery that sees our heroine report to the council. The next thing she knows, she is brandished a traitor and sent to be executed. Unbeknownst to her though, execution is not a death sentence and she awakes on the surface to find a bright lush world.

Our heroine must now find a way back to the city below in order to save her sister and all those trapped down in the city.

For full narrative please see the attached narrative document.

GRAPHICAL FEEL AND STYLE

Please see the attached pages for larger versions of image and colour examples.

Being a VR game and that we want it to be as immersive as possible, there will be a very photo realistic style to the graphics. There are three main locations to the game each with its own unique colouring and atmosphere. The first is an underground city, built deep within the earth's crust. The city is very run down and buildings everywhere are crumbled or completely collapsed. The only lights are artificial street lamps and there is a red tinge to the colouring of everything here, giving the feeling of being deep beneath the Earth's surface, where the lava flow runs the power grid.

The second is the surface world which is very bright and colourful, overgrown vegetation is taking over the landscape which shows the remnants and ruins of a bygone society. Lots of Blues, Greens and yellows will be used here. The lighting will be very bright in this area to accentuate the fact that the main character has never before seen the light of day.

The third area is where the majority of the game will take place. It is a series of tunnels and subterranean levels. There is no light here other than from the player's character using a pocket light or similar. These areas will be dark and damp with little visibility. The levels range from sewer tunnels to underground levels created in the construction of the underground city.

Underground City

Tunnels

Surface Area

AUDIO

The main body of levels in Extinguished will be set in near total darkness, so sound will play a major part in the player's experience. Again as with the graphical style, the sounds and music will be split into the 3 distinct areas. We will also take advantage of the stereoscopic 3D sound provided by the Morpheus and use the game audio to add to the immersive experience of the game.

The first area, the underground city will have most of the hustle and bustle noises of a modern day city. There are no cars but people travel around on electric golf cart like things. If the player passes by a sound, this will be noticeable in the sounds given to the player in the headset, i.e. it will get louder as they get closer and quieter as they get further away. There will always be an underlying hum in this area given off from the various power plants and machinery which keep the city functioning.

The second area the player will encounter is the surface world. Unlike the city this area will be rather quiet, but with nature sounds such as birds chirping and the wind blowing.

The third area encountered by the player will be the most important with regards to sound as they will have to rely heavily on the sounds they hear to help them navigate and stay safe. Again we will make good use of the stereoscopic sound as the game will force the player to rely on their ears as well as their eyes to navigate. The background noise will be dependent on the level i.e. sewers and underground tunnels (For example the sewers would feature lots of dripping/running water), but will always be quiet and suspenseful adding to the tension. Also this will be the area where most of the enemies will be encountered.

The enemies will have their own noise that will allow players to tell when an enemy is near. This will be an unsettling gargling growling sound that will again make use of the Morpheus sound features.

GAMEPLAY DESCRIPTION

The cut scene ends and the player must descend a ladder and turn around. They hear the sound of water running and dripping. The way before them is completely dark. The player must take the light from the characters pocket and fix it to the front of their shirt. All controls will be via the PS Move controllers, to access their inventory, the player will have to physically look to their belt where they will keep their items, and then using the move controller and select button presses remove the needed item from their belt.

As the player looks around, a noise is heard and a figure bolts across the screen almost too fast to be detected. The player begins to move forward and can hear the sound of splashing water as they walk. Walking is the only motion purely provided by buttons, and is done via the joystick on the PS Move. All other actions, such as jumping, fighting and grabbing will require the player to make a motion as well as press buttons. I.e., to jump, the player will have to crouch first and then press a button as they lurch forward and swing their arms. This gives the feel of a jump, without actually having to leave the ground.

The tunnel before them narrows and they must squeeze through the gap. As the tunnel opens up the player can then look around. All before them is darkness, never ending and unrelenting. The player must open the map they were given and see that they must travel at least 8 junctions before they come to the passageway down to the next level. The player closes the map and continues forward.

Again a figure moves through the shadows. As the player approaches the first junction they see the silhouette of a man ahead. He is definitely there this time, not a figment of their imagination. The player must follow a prompt and the character calls out "Hello".

The figure runs away. The player must give chase and turn a corner to find the man crouched over with his back to them. He is wearing a tattered old red robe and is crouched in such a way that his face cannot be seen. The player is prompted to slowly approach and tap him on the shoulder. Suddenly the man jumps onto the character clawing at her face and drooling from his blackened mouth. The player must use the PS move controllers as their hands to shake him off and scramble away to prise a pipe loose. Again this is done following realistic motions with the PS Move controllers. The

character turns and threatens the man before them. He gestures and runs away.

The character lets out a sigh of relief. The player has found their first weapon. The player will then inspect the area where the man was cowering and discover the carcass of a dead rat. The player then continues on.

As they walk they hear strange scratching and moaning noises, some of which sound as if they are coming from below but when they look around there is nothing there. As they approach the exit the player is prompted to run and almost slip into a 10 foot gorge. There are pipes running across the ceiling which allow the player to swing across as if on monkey bars. The player will again use the PS Move as their hands, reaching up and using the triggers to grab and release the bars.

The player reaches the door to the next descending ladder and opens it. Again the player is accosted by the mutant man and must fight him off. Once on their feet the player must use the pipe they picked up and repeatedly hit the man until he stops attacking. The player must then enter the door to the next level.

KEY MECHANICS

Extinguished will feature a new weapons system in that everything the player can touch, he can pick up. If the player picks up a tin can for example he could slash with it. Items can be combined to create efficient weapons and tools to help the player on their journey.

The player character will be very acrobatic as she needs to traverse multiple types of terrain. She will climb, swing, jump and swim.

The player will have access to a journal that will provide clues and also keep track of items received and used.

Extinguished will feature collectibles that provide insight into the game universe and back story.

The game will make good use of the PS Move controllers, creating an intuitive control scheme that will see the player performing many actions with their bodies rather than just by pushing buttons.

PRESENTATION

Extinguished will Start with a cut scene video showing back-story leading up to the events of the game and then end in a static front end menu featuring an image of the extinguished sun for example. The menu will feature all the usual options available such as new game, load game, options, etc.

This title will feature no discernible HUD but most of the players stats will be found by looking in her journal or similar. There will be no health display, extinguished will adopt the popular method of colour fading when health is low.

The Journal will be used in conjunction with the players "tool belt" inventory to keep track of weapons and items, and also keep track of clues and collectibles found by the player. There will be no break from gameplay to look at menus, the inventory system is designed so that it can be used in real time as the player plays the game.

There will be a menu available on game pause which allows the player to tweak specs such as sound, and also calibrate controllers. Other than the start menu, this is the only menu in the game, and is only available when the player pauses the game. This means that while they are playing, there is no break from the immersion of the game world.

QUANTIFIABLE FEATURES

- A story driven adventure full of suspense, plot twists and intrigue.
- Live the game in full first person immersion thanks to the Project Morpheus.
- 3 very distinct game lands each with their own puzzles and challenges.
- Intelligent weapons system, anything and everything can be used in the players defence.
- Online show off and purchase of player created weaponry.
- Online Multiplayer and Co-op modes.

MULTIPLAYER FEATURES

Multiplayer with this title will be an off shoot from the main storyline. It will feature your basic hero vs. enemy structure and include all the common multiplayer matches. Players can play in teams of up to 8 on each side. There will also be a co-op mode allowing 2 players to traverse tricky terrain while helping each other out.

The weapons that the player creates can be shared and purchased on line. Double X Games will set up a website for players to browse through and purchase weapons. These will be player and developer creations, using in game items.

TARGET AUDIENCE

Extinguished is aimed at fans of third and first person shooters and also survival horrors. It will blend first person action gameplay with the creepy feel of survival horrors.

Extinguished will be aimed at players 16+ due to the horror feel of the main body of the game.

TARGET FORMAT

Extinguished is designed to be played on the PS4 console.

KEY DIFFERENTIATORS

The inspiration for Extinguished has been drawn from many elements of existing games, such as Tomb Raider or Dead Space. Although having similar features to existing titles, Extinguished will combine elements that have never been done before. Such as the intelligent weapons system where players can create their own tools and weapons from combining items found within the game. These weapons can then be shared or showed off online.

Also the combination of the three areas within the game will provide very different play styles and challenges, with the bulk of the game in near darkness as you make your way through disused subway and sewer tunnels. And the fact that this is all done on the Project Morpheus providing a completely immersive experience.
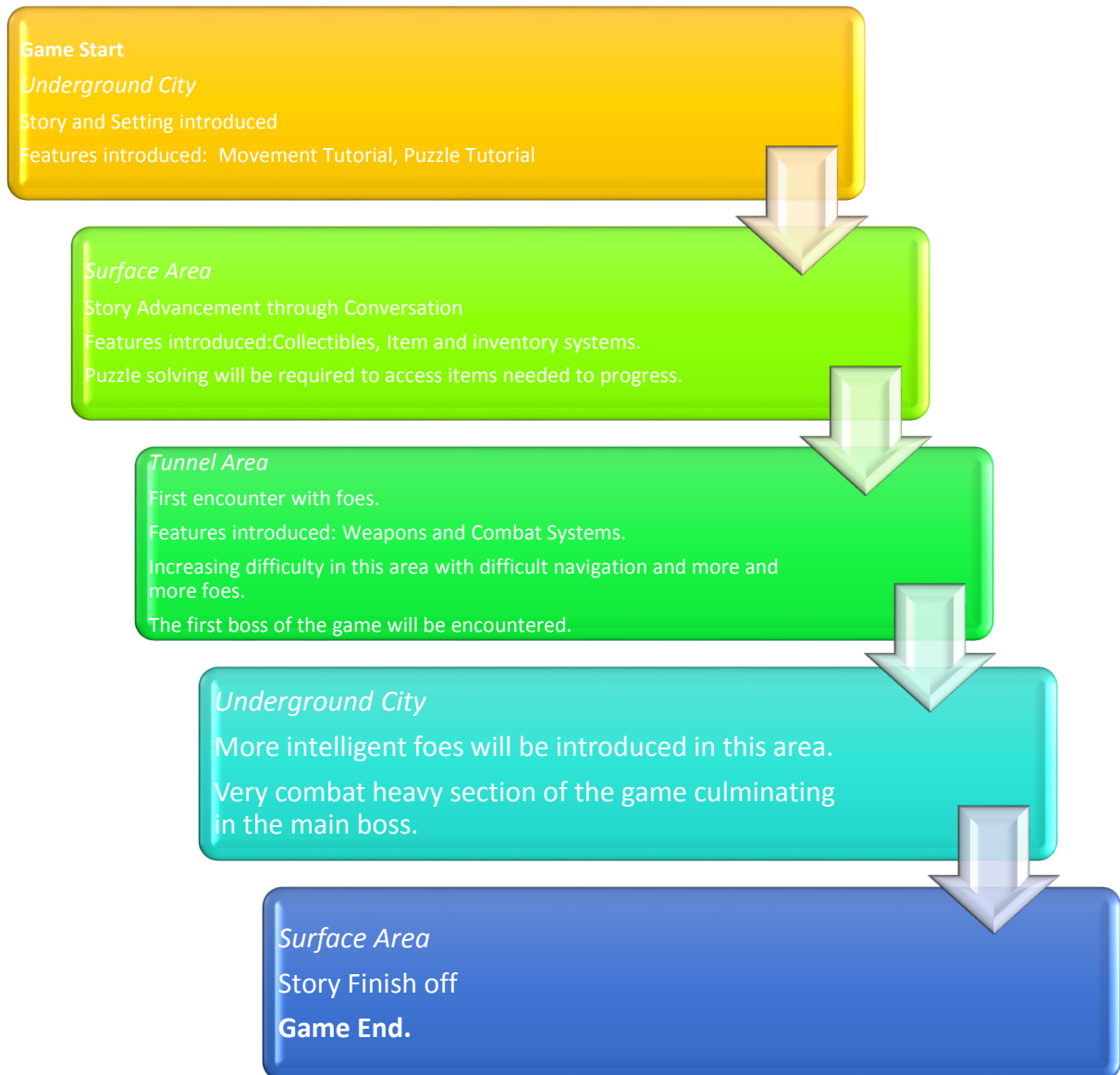
GAME PROGRESSION

The Game begins and the player is introduced to the control system by way of a movement tutorial under the guise of climbing a vertical shaft. Once the shaft has been climbed the player is then introduced to the puzzle mechanic of the game, as the need to fix some machinery. The puzzles will all be different corresponding to the task ahead of the player.

At this point there will be a major story point given to the player which will serve to set the scene for the motivation of the game. Then through the use of player exploration and cut scenes seen through the player's eyes, the story is progressed and the player moves on to the next area of the game.

In this second area, the surface world, the player is introduced to the item and inventory system. This will be done by the character finding an apple. She has never seen an apple before and decides to keep it for a while. The player then meets an NPC who is used to advance the story and send the player on their mission. Conversations will also provide insight and back-story for the enemies who will be encountered later. The player will also need to solve puzzles in this area to gain key items needed on the journey. The player is then lead to a ladder to descend into the next area.

This next area is where the main body of the game will take place. This area is very dark and the player is informed that they need a light source to continue and a puzzle ensues. Once the light is acquired the player then meets the enemies for the first time and is introduced to the combat and weapons systems. Throughout the bulk of this section the player will combat enemies and solve puzzles. This area will also feature a mini boss.

Once the player has managed to get through all the tunnels, they find themselves back in the underground city. Here they meet harder foes. They must defeat these foes and make their way to the lair of the antagonists, where they will face the main boss of the game. Once the boss is defeated the player must liberate the populous of the city. They all travel to the surface together and the game ends.

Game Start
Underground City
Story and Setting introduced
Features introduced: Movement Tutorial, Puzzle Tutorial

Surface Area
Story Advancement through Conversation
Features introduced:Collectibles, Item and inventory systems.
Puzzle solving will be required to access items needed to progress.

Tunnel Area
First encounter with foes.
Features introduced: Weapons and Combat Systems.
Increasing difficulty in this area with difficult navigation and more and more foes.
The first boss of the game will be encountered.

Underground City
More intelligent foes will be introduced in this area.
Very combat heavy section of the game culminating in the main boss.

Surface Area
Story Finish off
Game End.

PROJECTED TIMESCALE

Set up Phase
- 7 Month Duration
- This will include writing the full GDD and TDD, also tool building, engine and Morpheus research and software specs.

Full Production
- 1 to 1.5 Years Duration
- Create the game based on the GDD, using tools and specs from the set up process. Update the tools and design documents as required.

Alpha Stage
- Duration 3 to 5 months
- The first build of the game is tested. The levels code and gameplay will all be tested. Any bugs or glitches will be dealt with.

Beta Stage
- Duration 4 months
- After the Alpha build has been debugged and any changes made, the Beta build will be rigorously tested and reviewed. Again any bugs and glitches discovered will be fixed.

Master Candidate
- Duration 1 month
- Any last bugs and glitches thrown up in Beta stage will be addressed and the final build will be created.

Gold Master
- The Game is complete and ready to be shipped to stores!!!

BUDGET

Set up phase (7 Months)

Rent for office: £1550 per calendar month.

Staff required: Project Lead/Lead Designer, Junior Designers x 2, Lead Programmer, Programming Team of 3, Lead Artist and 2 Sound Engineers.

Staff Salary per month: £24,550

Initial outlay for Hardware and Software: £400,000

Set up phase total cost: £582,700

Full production (18 Months)

Rent for office space: £1550 per calendar month.

Staff required: Project Lead/Lead Designer, Junior Designers x2, Lead Programmer and Team of 3, Lead Artist and Team of 3, 2 Level Designers, and 2 Sound Engineers.

Staff Salary per month: £38,250

Full Production total cost: £688,500

Alpha to Gold Master (10 Months)

Rent for office space: £1550 per calendar month.

Staff required: Project Lead/Lead Designer, 2 Junior Designers, Lead Programmer, Programmer, QA Lead and a Team of 6.

Staff Salary per month: £30,350

Final Stage total cost: £303,500

Total Cost (All Stages): £1,574,700