

# Dubiety

Game Design Document

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## Story

### Act 0: Tutorial

The player, Jeff, comes in to his first day on the job. He works on ground control for the Space Exploration Team (SET). He clicks through a training course that describes how each part of his system works. He has a chat interface, and a remote dashboard. However, he must get the passcode from the astronaut before he may access the remote dashboard.

### Act 1: Wariness

Jeff logs into his chat application not expecting to have any messages. However, he has a distress message from a foreign nation's space shuttle requesting for assistance, as he is no longer able to communicate with his ground control. Jeff contacts the foreign spacecraft in hopes to figure out what is going on. However, the astronaut, Anton, does not trust Jeff. He knows that Jeff works for a foreign country and is reluctant to rely on Jeff at all. After much conversation, Jeff gets to know the astronaut, Anton, and slowly builds his trust. He soon learns that the sensors on Anton's shuttles have malfunctioned so that Anton cannot see the output of many sensors. Jeff persuades Anton to provide access to the sensor outputs on his system.

### Act 2: Certitude

Upon looking at the core systems, Jeff realizes that Anton's ship is in critical condition, some of the systems are starting to fail. Unless, Anton takes the proper action soon, he is doomed to perish in outer space. Jeff works with Anton directing him step by step through the process of fixing the systems on the ship before time runs out.

### Conclusion

Once all of the systems have been reactivated and Anton has survived all of the possible perils, the Elbertov ground control base comes back online and is able to regain control of Anton's ship. So, all is well, and Anton is able to return to Earth safely.

## Characters

Jeff Jacobs – 32 yrs old. Works in a small town named Humbleton. Humbleton is primarily known because of its extensive space exploration program. Has wife, Susan, and a daughter (3yrs) named Elizabeth. Jeff is caring and compassionate. He is eager to help those in need.

Anton Alexander – 25 yrs. Old. Born in Elbertov, Terrasia. Anton family mysteriously left him at an orphanage in Elbertov when he was 7 years and were never seen again. The incident greatly hurt his self-esteem and his trust in others. Often, he questions why his family left him. Did they not love him? Despite his troubled childhood, at the age of 16, Anton was selected to be an astronaut for the Terrasian Space Program (TSP). Although he excelled in space school, he was always had a serious lack of trust among strangers. He says that he feels more secure by relying on his own means than on others' help. Earlier this year, Anton was chosen to man an experimental long-term shuttle that was designed to be able to efficiently sustain a human subject for several months.

## Level/environment design

### Spaceship Subsystems

#### Telecommunications

- Remote Sensor Displays – Must provide an access code to ground control in order to view remote systems.
- Chat Communication Interface – Allows the astronaut to communicate with the outside world via the internet.

#### Environment

- Ventilation – controls the air oxygen/co2 balance. Malfunctions could be disastrous
- Lights – may be turned on or off.

## Goals/Missions

### Act 1

1. Gain Anton's trust
2. Persuade Anton to give Jeff the access code to the Remote Sensor Viewing system.

## Act 2

1. Enable the ventilation system
2. Keep Anton alive and stable until help arrives

## Gameplay

### Core Dynamics

With the critical nature of space travel, it is imperative that Anton activates the subsystems in a timely manner. When a subsystem is failing, Anton has certain time limits to fix the issue before he perishes. Also, while Anton is out fixing systems, he will not be able to send messages back to the player. The player must wait and watch the sensors as Anton fixes the subsystems.

### Core Mechanics

Anton has a trust metric that is determined based on the communication between the player and Anton. If the player is speaking angrily, Anton is less likely to trust the player, but if the player is confident and calm, Anton is more likely to trust the player. The player must sustain a high level of trust with Anton in order for Anton to perform the actions that the player describes.

## User Interface, Game Controls

### Views

The player sees a chat interface with the dialog that Jeff has with Anton. The player may also see sensor output from the spacecraft including radar alerts, subsystem status, and a layout of the ship with the core subsystem controls marked. The player also sees vital signs of Anton including heart rate, and blood pressure.

### Controls

The player can send messages to Anton with the chat interface.

### Sounds

Heart monitor sound, nutolina, <https://www.youtube.com/watch?v=baIPgdGv60o>

### Fonts

PixelOperator - Jayvee Enaguas - <http://www.dafont.com/pixel-operator.font>

