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1.0 Game Mechanics

1.1 Core Gameplay

- Top down camera, like old Zelda games
- 2-D Graphics
- Player is free to explore the decks of a large spaceship in whatever order he wants
- The player is not forced into fighting or killing NPCs
- The player is also not forced to take part in NPC dialogue or solve puzzles
- Interact with NPCs through a branching dialogue system
- Engage in combat against Guard NPCs or avoid them through stealth
- Access computer terminals for information through a hacking mini-game
- Through accessing computers and having dialogues with NPCs the story gradually reveals itself
- The player is free to move to the endgame whenever he wants
- In the endgame the way that the player has played the game up until that point will affect his possible options
- In the endgame the player has to make a difficult moral decision based on the information he has uncovered throughout the game
- Multiple endings based on the decisions made in the endgame
- Compact game experience, a single playthrough might not take very long but there are good reasons for multiple playthroughs.

1.2 Game Flow

A typical game session will see the player mainly moving around in the top down perspective looking for an NPC or a computer terminal to interact with. Depending on where onboard the ship the player is, guards he meets might be friendly or hostile. Generally he will only come across hostile guards if he is inside special security areas. Even in these areas combat with guards is not unavoidable, the player is able to sneak past them by staying out of their field of view and timing his movements.

Should he end up in combat however, he’ll have to fight his way out. The player aims and shoots his gun using the mouse while at the same time trying to avoid getting hit by enemy fire. Bullets in the game move across the screen fast enough so that there is a legitimate challenge in avoiding them; especially if the player is up against multiple enemies. But of course the bullets move very slowly by real life standards. If the player get’s hit by a shot he gets hurt. When this happens a piece of the players’ health is removed from his health meter. To restore lost health the player has to locate a health restoration station to refill his lost health; there are several of these stations spread out around the game. Check the User Interface chapter for closer descriptions of the GUI.

When the player comes across a NPC or a computer terminal, he only has to walk up to one of them and click on them with the mouse to initiate a dialogue or in the case of a computer terminal; attempt to access it.
When in dialogue the rest of the game freezes and lets the player focus on reading the text that is presented. The first text that appears is what the NPC is saying to the player. Below this text are the possible replies the player might say to the NPC. The replies are shown as full sentences clearly showing the player exactly what he is going to say to the NPC. It’s important that the game gives the player good variations of possible responses to give the NPC. After the player chooses a reply the NPCs answer to it is shown along with new replies for the player. The number of possible lines that player has in certain dialogues are linked to what he has learned throughout the game. For example if the player has not yet learned that there are aliens onboard the ship he should not be able to ask questions about them.

When attempting to access for example computer terminals, the game view switches to a hacking mini-game. The hacking portion is still played from a top down perspective but uses more simplified graphics. The players’ goal in the mini-game is to clear the way for a datastream that needs to be repaired and have obstacles removed from it. This is done by moving special blocks around trying to repair holes in the datastream. At the same time the player has to stop other obstacles from disrupting the stream. The hacking mini-game is explained in detail in Appendix 1.

The endgame starts when the player confronts Captain Kurtz, something that the player can choose to do when he feels ready. At this point the way that the player has played the game plays a big part. The player might ask Kurtz about key information he has uncovered during the course of the game. This information is presented as new dialogue topics during the dialogue with Kurtz; these should not appear unless the player has actually found the information during the course of game.

The number of NPCs the player has killed during the game also comes into play at this point. If the player has killed none or very few NPCs then Kurtz will be friendlier towards the player, and the player might even ally himself with Kurtz. If the player on the other hand has killed a lot of NPCs then Kurtz will be more aggressive towards the player and allying with him or convincing him of anything will be impossible.
1.3 Characters

1.3.1 Player character
This is the character that the player controls during the game. He is able run around, shoot his
gun, access and hack computer terminals as well as imitate dialogue with NPCs. The player
character has a set amount of health that is reduced whenever he gets shot. The only way for him
to regain lost health is to find and use a health refill station. During the course of the game the
player might find a pair of glasses that can be used to detect whether a person is a human or an
alien. These are toggled on and off by using the keyboard.
The player character should be able to:
• Move in 8 directions by using the keyboard
• Fire his gun, aimed with the mouse cursor
• Open doors by clicking on them with the mouse
• Access computer terminals and keypads by clicking on them with the mouse
• Initiate dialogue with NPCs by clicking on them with the mouse
• Take health damage from being shot by enemies
• Refill lost health by using a Health refill station
• Die when his health is completely drained
• Toggle his Alien detection glasses on and off using the keyboard. Characters in the game
should be display heat signatures when the goggles are turned on.

1.3.2 Guard
These are the normal grunts of the game; the player will encounter many of them throughout the
ship. Guards are not always hostile to the player in fact most of them will be neutral towards him.
The player should also be able to initiate dialogue with these neutral guards though they rarely
have anything important to say. A neutral guard will not attack the player unless the player
attacks the guard or any other NPC first. The player will encounter hostile guards if he enters any
of the ships high security areas, these guards will attack the player as soon as they spot him.
Generally guards are set to guard different areas, they will have set patrol routes that they follow
or they might just be stationary, guarding for example one specific door. The guards have quite
limited fields of vision; this is because sneaking by them should not be too hard for the player.
In combat single guards don’t represent much of a threat towards the player, they fire their guns
quite slowly, can hardly dodge any shots and die from just a few hits.

1.3.1 Dialogue NPC
These NPCs primarily exist to give the player information of various kinds through dialogue. A
dialogue NPC won’t move around as much as a guard on patrol, instead they keep to an assigned
area and just waits for the player to come interact with them. They can’t fight, so if the player
decides to attack one of them, all that they do is try to run away from the player and push an
alarm switch to call for help. Once the player has attacked a NPC there is no way for him to
initiate dialogue with that NPC again. The NPC will stop running from the player if he has not
seen him for a while but if he spots him again he will immediately start to flee again. There will
be large numbers of these NPCs in the game, the ship is meant to have a large crew after all.
Each Dialogue NPC has a different dialogue tree written for them, some of these dialogue trees will have to be reused. Not every dialogue NPC has something important to say and writing unique dialogue to all of them is not necessary.

Through the dialogue they can reveal different things about the ship or the story of the game. When a player first encounters a dialogue NPC all of the dialogue tree might not be available to him. If the player has not yet learned that there are aliens in control of the ship then the player should not be able to ask the NPC what the thinks about the aliens and so on.

1.4 Gameplay Elements

1.4.1 Normal doors
Nothing fancy about these, they are doors that separate hallways and rooms from each other. When the player or a NPC approaches them they should slide open and then close again after a short while.

1.4.2 Security doors
Act like normal doors except that they are locked from the start. Each security door will have a keypad next to it that allows the player to unlock the door after which it acts exactly like a Normal door.

1.4.3 Information containers
This can be anything from a book to a small note just lying around the ship. The player activates it and a small window with text will appear. They can contain codes and passwords that will allow the player to access different areas of the game without playing the hacking mini-game. Or they can just contain flavour text, which helps fill in the story to the player.

1.4.4 Keypads
Found next to security doors and when activated a 2-D keypad will appear on the screen. Next to the keypad is a Hack button. The player can input any numerical code and if he inputs the correct one for that security door the door will unlock. The player can also try to hack the keypad by clicking on the Hack button in which case the hacking mini-game will start.

1.4.5 Computer terminals
When the player activates a computer terminal a 2-D window representing a computer screen pops up. Here the player can see two fields, login, password and a button saying Hack. If the player knows the login and password for that terminal he can just enter them and access the terminal or he might have to hack it instead. This means he has to play the hacking mini-game to access the terminal. Once the terminal is accessed the 2-D window will change to display what files the player can download and look at. The files that the player might find are e-mails and audio or video recordings. These terminals play a big part in telling the story to the player.
1.4.6 Health refill stations
These stations do exactly what they say they do. A player can enter the refill station and it will instantly regenerate any health the player might have lost. There are a few of these located on each deck of the ship.

1.4.7 Elevator
Elevators move the player between the different decks of the ship. That is to say they move the player between the different levels of the game. In each elevator there is a computer terminal that the player can access to activate it. Once the player does this a small window will pop up, that lets the player click on which deck or level he wants to travel too.

1.4.8 Alarm switch
These are switches that are spread out all around the ship, if one of them is pushed an alarm will sound and a group of guards will spawn and start moving towards the button. After a switch is pushed there is an alarm period that lasts a set amount of time, during this time all the entire ship is considered to be a high security area; that is to say guards will shoot at the player if they spot him. When this alarm period is over the guards will move to a level exit and disappear. The player himself can not push these buttons only dialogue NPCs can. The game keeps count of the number of alarms that have been set off and if the player sets off too many during the course of the game then the whole ship will be considered a high security area for the rest of the game.

1.5 Game Physics and Statistics
The game does not need any fancy physics to work correctly. All the game needs is for objects to have collision properties towards each other on a 2-D plane. Most of the objects in the game will be solid, characters and bullets can not pass through solid objects. Bullets are destroyed when they collide with solid objects and characters.

1.6 Artificial Intelligence
1.6.1 Guard AI
The guard AI must be able to:
- Patrol areas through set paths.
- Act differently towards a hostile player and a neutral player. If the player is not considered hostile then the guard should simply ignore him.
- If a neutral player kills another NPC close to the guard then the guard should become hostile towards the player.
- Spot a hostile player and switch from following a patrol route to fighting the player.
- Once in combat with the player guards move in relation to the player, trying to get in range and line up a shot with their weapon. Basic path finding is needed so that the guard can manoeuvre around objects in the world.
• When a guard is in range and has a line of fire to the player he should simply stand still and fire his weapon towards him.

1.6.2 Dialogue NPC AI

• If a player attacks a Dialogue NPC or any other NPC close by then it should try to escape from the player. It should do this by moving away in relation to the player. They should try to reach the closest alarm switch on the level and push it.
• If a dialogue NPC is running away from a player, then the player should not be able to initiate dialogue with that NPC. There is no way for the layer to ever initiate dialogue with that NPC again.
• If a NPC sees another NPC running from the player then that NPC should also start to flee.
• A NPC that has been attacked should go back to his normal routine if it has not seen the player for a set amount of time. If he spots the player again however he should start to flee from him all over again.
• Once the player comes close enough they should be able to initiate dialogue with the player. Not all dialogue NPCs can do this.
2.0 User Interface

There needs to be two menus with accompanying sub-menus in the game; one main menu that is shown to the player when he first starts the game and one pause menu that the player can bring up while in-game.

The user interface while in-game is very minimalistic. The only item that the HUD always displays is a small life bar in the top right corner of the screen and a mouse cursor. When the player moves his mouse cursor over a NPC or a computer terminal that he can activate; a small box with text should appear in the bottom right corner of the screen. This should indicate too the player that he can indeed interact with the object. The text that appears in the box depends on what object the mouse cursor is pointing at, it could say for example Computer Terminal if the cursor is pointing at a computer terminal or Captain Kurtz if the cursor is pointing at the NPC Captain Kurtz. All objects in the game are interacted with in the same way, by left clicking on them with the mouse.

During the course of the game the player might access a computer terminal, keypad or initiate dialogue with a NPC. When this happens the user interface changes quite a bit.

2.0.1 Dialogue system

The dialogue in the game is presented by a simple branching system. Many games have used systems like this, for example: Fallout, Baldurs Gate, The Witcher and Neverwinter Nights.

When the player enters dialogue with a NPC the user interface will change to the dialogue interface. In it the player is first presented by some lines of dialogue that the NPC is saying to the player. Below those lines are listed the possible replies for the player. The player chooses a reply by clicking on it. Each reply leads to another line of dialogue for the NPC and more and different possible replies for the player. It’s a simple dialogue tree.

The dialogue UI does not take up the whole screen. The player can still see the game in the background. Look at the games Fallout 1 and 2 to get a good example of how it might look.

In the replies presented to the player some text might be written inside brackets, this is to show the player what his character will do if he chooses that reply. For example: picking the reply “I have no time to talk right now, bye. [Leave]” would make the player leave the dialogue with that particular NPC.

The same system can be used to describe the actions of NPCs during their dialogue for example: “[He takes out a pair of glasses from his chest pocket and puts them on] Now what did you want to know?”
2.0.2 Computer Terminals and Information Containers

When the player accesses a computer terminal or an information container, a new window will pop up on the screen.
If the player is accessing an information container, this will simply just be a window with a block of text in it. For example: The player clicks on an open book and a text window appears:

It’s a old worn copy of Heart of Darkness; a portion of the text has been underlined. "I raised my head. The offing was barred by a black bank of clouds, and the tranquil waterway leading to the uttermost ends of the earth flowed somber under an overcast sky--seemed to lead into the heart of an immense darkness."

If the player activates a computer terminal, a different window will appear. It should look like a simple login screen. With two fields that can be filled out: Login and Password. Below these two fields, there should be a button that says Login. Besides the screen, there should be another button that says HACK. Clicking the HACK button will send the player to the Hacking Minigame, described in detail in Appendix 1.
The login and password fields should be clickable; and once clicked, the player can type in whatever text he wants. The text in the password field should appear as asterisks just as if it were a real computer system. He can then click on the Login button, and if he has entered the right login and password for that computer terminal, then he will proceed to a different window.
If he has entered the wrong login or password, a message saying “ACCESS DENIED” should appear above the Login button.
A player can remove any of these windows by hitting the escape key, or by moving away from the terminal/container.

If the player has entered the right login and password or hacked the terminal, then he is taken to a different window. This is a simple menu that lists the files that he can access on that terminal. There are three different types of files that can be found in terminals. Text-based files, such as e-mails, audio logs, and the most rarely seen video log.
Clicking once on a file in the list will only highlight it, double clicking on it will open the file.
If the file is a simple e-mail or text file, then it will be displayed like a simple block of text, like in an information container.
Hitting the escape key while in one of these menus sends the player back up one level, if he is reading an e-mail and hits escape, he goes back to the file list and so on.
If the file is an audio log, then a sound file will start to play. The player can still keep playing the game while the sound file plays.
In the case of a video log, then the player will see a recorded video file, these are shown full screen to the player and are shown using the in-game graphics.

The player can also access keypads and when he does, the UI is simply a digital version of a normal keypad. It has buttons with the numbers 0-9 on it. Clicking on these buttons makes the number appear in the display window on top. If the right for a keypad is entered, they door to
which it is assigned will immediately open. The player can get out of the keypad UI by hitting the escape key or simply by moving his character away from it.
2.1 Flowchart
This flowchart shows how the main menu works.
2.2 Functional Requirements

2.2.1 Main Menu
The main menu has 4 buttons that the player can push:
- New Game
- Load game
- Options
- Quit
The player activates each button by clicking on it with the mouse.

2.2.1.1 New Game
When the player clicks on the New Game button the game will immediately start. The first thing that will happen is that the introduction cinematic will play. After that the player starts on the Cargo Bay level.

2.2.1.2 Load Game
When the player clicks the Load Game button he will be taken to a new menu. On this menu there will be a list of saved games, clicking on one of the game will load that specific save and the game will start at the point the save was made. There is also a Return to Main Menu button which if clicked will send the player back to the Main Menu.

2.2.1.3 Options
This screen will have all necessary options that the player might want to customize, sound options, video options and control options. There is also a Return to Main Menu button which if clicked will send the player back to the Main Menu.

2.2.1.4 Quit
When the player clicks this a new screen will appear with the text “Are you sure you want to quit?” Below the text there are two buttons, Yes and No. Yes ends the game and sends the player back to windows, no will send him back to the Main Menu.

2.2.2 Pause Menu
During gameplay but not in dialogue, inside the hacking mini game or inside a comouter terminal or information container the player can push the Escape key to bring up the Pause Menu. While this menu is on the screen the game is paused. The pause menu has the same buttons as the Main Menu, only that the New Game button is replaced by a Save Game button. Pushing escape while in the Pause Menu will remove the Pause Menu and continue the game.
2.2.2.1 Save Game
If the player clicks this button he is taken to a screen that has a list of empty save slots. As well as a Return to Game button.
Clicking on a slot will make a text cursor appear, the player can then type in the name of his save game and by pushing Enter he will save his game to that slot. Pushing escape while typing will cancel the saving process.
Clicking the Return to Game button will send the player back to the Pause menu.

2.3 Mock ups
Check Appendix 3 for simple mock-ups of the various user interfaces of the game.

2.4 GUI Objects
The following Objects are needed for the GUI.

2.4.1 Buttons
Simple buttons that if you click on them; things happen. They can open up, close windows, take you to different menus or in the case of the in-game keypads input numeral codes into a display.

2.4.2 Click and drag menu
Used in the load and save menu as well as in game while the player is accessing files on computer terminals. You should be able to click and drag to scroll through the menu.

2.4.3 Health meter
A simple health meter that shows how much health the player has. It should drain when the player takes damage and refill if the player uses a health refill station.

2.4.4 Context sensitive mouse cursor
The mouse cursor needs to be able to detect what inside the game it is pointing at and display it in a text box in the bottom right corner of the screen.
The text box should only appear if the mouse is pointing over an item that the player can somehow interact with.

2.4.5 Text fields
When accessing computer terminals in the game the player needs to be able to enter a Login and password. When he clicks on one of these text fields he should be able to use they keyboard to write whatever he wants.
3.0 Art and video

3.1 Overall Goals
What the graphical style of the game hopes to achieve is a sense of realism, this goes for both characters and environments in the game. It doesn’t have to look photorealistic but cartoon stylings should be kept to a minimum. While the game world is a bleak dystopian future; the whole game takes place on a state of the art spaceship that is something like a mix between a scientific vessel and a luxury cruiser. It should be presented as a very clean and well kept ship, both interior and exterior. It is the pinnacle of human technological achievement and is meant to be viewed as beacon of hope in the otherwise dark future. The rest of the world however should be shown as the dark place it is, think the opening of Blade Runner.

3.2 2D Art & Animation

3.2.1 Characters

Player Character
The player character needs to be modelled and have animations for all the important actions he can perform in the game. The animations he needs are:
- Movement, walking and running animation
- Idle animation
- Firing his weapon
- Taking Damage
- Dying
- Accessing keypads/computers/information containers/ Health Refill stations

Guards
There has to be two guard models with full animation sets. One male and one female. The animations they need are:
- Movement, walking and running animation
- Idle animation
- Firing their weapons
- Taking damage
- Dying

Dialogue NPCs
There is a larger variation in the appearance between different dialogue NPCs than other characters in the game.
There has to be male and female models, as well as more distinct models for important characters such as Captain Kurtz or Benjamin Willard. It would be probably be best to use a single template for the males and one for the females; the template can be made to look distinctive but still keeps the same sets of animation for all the characters.
There also has to be models for children, both boys and girls as well as for babies. The babies only need an idle animation, as they won’t be moving. The animations required for the rest of the characters are:

- Movement, walking and running
- Idle animation
- Taking Damage
- Dying

### 3.2.2 Environment

There has to be plenty of environmental objects in the game. Everything from different floor tiles and walls to standard items like, chairs, toilets, beds, desks, bookshelves and computers exist in the game. There also has to be several futuristic high-tech items. Like warp engine cores, advanced scientific equipment and more. Then there also exists plant life onboard the ship in the hydroponics sections of the ship.

Look at the Level Design Seeds part of this document to get a better idea of what different items should be present on the different decks of the ship.

### 3.3 Cinematic Sequences

The game will have a number of cinematic sequences. These will be told by still images with accompanying text and voice acting. The sequences that will be required are:

- Opening sequence, where the story is presented. See *What the player knows* in the story section of this document.
- One sequence for each of the games endings. These show the consequences of the choices the player made during the game.
4.0 Sound and Music

4.1 Overall Goals
The music should sound like something futuristic, while at the same time trying to paint a sense of gloom. The music should stay away from that epic space opera feel. Some examples of good sources of influence are:
- The original Terminator theme
- Theme from the original Assault on Precinct 13
- Music from the game Deus Ex

4.2 Sound Effects
Everything in the game needs fitting sound effects for their actions. The plasma weapons in the game need effects for when they are fired and when they hit different objects. Doors should make sounds as they open and close. Computer terminals should give audio response when you access them and so on.

The game also requires quite a bit of voice acting. Most of this will go into the different audio logs that the player can come across during the game. It’s important that the different voices the player can hear over these logs are quite distinctive from one and other. The player should almost immediately know when he starts listening to a log that “Oh it’s this guy again”. There is also need for voice acting in the cinematic sequences of the game. The opening sequence for example should have a character explaining to Marlowe and the player what his mission is.

4.3 Music
These are the different songs that the game needs:
- A main theme played in the main menu of the game.
- Exploration theme, plays during regular gameplay, when the player is moving around the ship, talking to NPCs and hacking computers.
- Combat theme, plays when the player is involved in combat.
- Ending theme, plays during all of the games ending cinematics.
5.0 Story

5.1 Synopsis

5.1.1 The world
The year is 2159 and Earth is a bleak place. Most people live in huge sprawling cityscapes that stretch on for miles under smog clouds formed by heavy pollution. Crime rates are soaring and social mobility is nearly non-existent; if you are born poor, you will stay poor. Wars still rage in the middle-east and other parts of the world, both poverty and starvation are ever growing problems. Massive interplanetary corporations hold enough power to sway nations and they control most of the solar systems natural resources through colonies on Mars and other planets. The greatest of these corporations The Zaibatsu, revolutionized the world of space travel when they presented a functioning Faster-Then-Light space propulsion system. They have since constructed the most advanced space ship ever built; The Prometheus which will travel to the far off stars searching for habitable planets and signs of alien life. The Prometheus started its voyage 5 years ago and now it has returned; but something has happened on board, the captain is refusing to let anyone board the ship and has gone as far as opening fire on ships that get too close.

5.1.2 What the player knows
The player takes the role of the mercenary Joseph L. Marlowe; a mercenary who runs various missions for the large corporations of the world. Marlowe is tasked with the mission to board The Prometheus locate the ships captain and terminate him. Then he is to use the captains special access card to shut down the ships mainframe computer, this will shut the ship down long enough for several ships to board the vessel and retake control of the ship. The operation is completely top secret, the player is given the mission by the heads of the Zaibatsu Corporation and they make it very clear that the player has free hands to complete the mission in any way he can. They tell him that the captain has gone absolutely insane, that he needs to be put down before he can cause any real damage. All that the Corporation cares about is having their ship returned under their control; if the player has to kill any number of the crew to do that, then so be it.
The player will board the Prometheus with the help of a prototype stealth ship; it will get him onboard the Prometheus while staying completely invisible to radar. He is also given a set of the crews uniforms which will help him blend with the crew once on board the ship. The Prometheus has a crew of several hundred men and women. So the player will be able to move around the ship relatively easily as long as he stays out of high-security areas.
This is all the player knows and should be presented to him during the opening cut-scene. The game then starts with the player on board the Prometheus down in the ships cargo bay.

5.1.3 What has happened on board the ship
The Prometheus left earth on May 11th 2154 with its first destination being Alpha Centauri. The ship is built to be able to sustain the lives of all 400 crew members nearly indefinitely, through the use of several advanced hydroponic sections of the ship which can supply the crew with fresh
fruit and vegetables. It was set to return to earth after no more then 10 years to offload samples and evaluate the mission. After this it was planned to leave again for a much longer period of time.

The Prometheus has one man and one woman at the top of the command chain. In charge of the ship itself and it and the crews security is Captain John Kurtz a veteran of many space missions and generally considered to be one of the finest captains alive. In charge of the scientific part of the mission is Doctor Anna Brown, a brilliant biophysicist. The rest of the ship is filled with only the best in their respective fields. The relationship between Kurtz and Brown has been heated from the start; Brown has during the mission broken several security procedures when they got in the way of her scientific pursuits, something that infuriates Kurtz. They have been at each others throats for most of the mission.

On January the fifth 2159 the Prometheus was reached by an unidentified radio signal. The signal was tracked to a nearby moon that the Prometheus would have otherwise ignored. An away team was formed to go down to the moons surface and locate the source of the signal. What they found on the surface was an alien artefact. The artefact appeared to be some sort of alien space probe; reminiscent of humanities own Voyager probes. The artefact was brought back to the Prometheus.

In reality the artefact is not just a space probe but an ark, sort of a last ditch effort by some ancient alien race to try and give their race one last chance to survive. This alien race is a sort of highly evolved parasitic life form. Each singular parasite is small enough to be invisible to the naked eye. It infects a host, and then slowly proceeds to gain control of its conscious thoughts and motor functions. After the infestation is finished the parasite completely controls its host creature, as well as knowing all of the hosts past memories as though they were their own. There is no way to look at a host creature and determine if it is infected by the parasite or not, the host body undergoes no physical change. Over short ranges the parasites can communicate with each other telepathically. For the parasites there really is no individual free will, instead every parasite works as a unit, always looking out for the good of the group. The parasites are quite intelligent; they are at least as smart as any human.

The parasites encased inside the artefact brought aboard the Prometheus have long since forgotten their origin, or the reason for why they were sent out on these arks.

After the artefact was brought onboard the Prometheus a team of scientists led by Anna Brown started running all kinds of tests on it; trying to determine everything they could about it. During one of these tests the team accidently activated the artefact, and it started dispersing the parasitic aliens on board the ship. At the end of the day approximately 50% of the ships crew had been infected, amongst them both captain Kurtz and doctor Brown.

During the next month or so nothing really big happened. Uninfected crewmembers started to notice small changes in some crew members, for example captain Kurtz and Doctor Brown now got along with each other perfectly. The aliens themselves decided to keep their existence hidden for the time being, while they learned more about their surroundings and tried decide what next to do.

This all changed after an uninfected scientist named Benjamin Willard grew increasingly suspicious that something was wrong on board the ship. He started testing some hair and skin
samples collected from parts of the crew. He quickly figured out that the Prometheus was now under alien control. In secret he figured out who around him wasn’t infected and began gathering men and women together to try and retake control of the ship. Their attempt to retake the ship ended in failure, the aliens who had infected most of the security guards of the ship were better armed and managed to repel any attacks. In the end many of the humans who fought the aliens died, Willard himself was arrested and placed in the ships brig.

After this the aliens revealed themselves to the human part of the crew. Using captain Kurtz as a sort of spokesperson they tried to convince the humans that they did not mean any harm. It fell mostly on deaf ears. None the less the aliens decided that it was time for the Prometheus to return to earth. Every human except for Benjamin Willard was eventually released from the brig. And during the 4 month trip back to the Sol system some of the humans aboard the ship actually began sympathizing with the aliens. The aliens learned more and more about Earth and eventually decided that it was to be their mission to save humanity from itself. The Prometheus would return to earth and spread the alien way of life, infecting every human with the parasites and thus putting an end to war, hunger and all manner of social injustices.

5.1.4 The presentation of the story during the game

The player knows very little about what has happened on board the ship when he starts the game; a big part of the game is based around the player discovering the story as the game progresses. As he finds out what has happened it is likely that the player forms his own opinion about the aliens and the rest of the crew. This opinion might change as he uncovers different information from different sources.

In the first level, that takes place in the Prometheus cargo bays, there has to be small hints that tell the player that there is something else going on aboard the ship. These hints have to be there so that the player feels that digging around aboard the ship might be useful rather then just heading straight towards the captain. There should also be more obvious clues that there is something wrong on the ship on the Command deck which the player has to move through to get to the captain. These might get a player to want to move back to the other decks and dig around a bit more before going on the meet the captain.

What is most important when presenting the story to the player, is trying to keep an air of mystery around everything. The player should never just find all the answers, or have too much of the story presented to him all at once. Instead he should always be looking for small bits of information and with them try to piece together what really occurred on the ship. Even if the player uncovers all of the information presented in the game, he should still feel like there is more behind it all.

Much of the information the player comes across will come from NPCs who have their own opinion on what has happened. For example, if the player is talking to a NPC who is still human but has come to like what the aliens represent then that NPC will present his own opinions, and try to convince the player that the aliens do not represent a threat. But if the player instead is talking to Benjamin Willard then Willard will try his hardest to convince the player that the aliens represent a huge threat, even going as far as trying to get the player to destroy the ship to make sure they never spread. What’s important to note here is that dialogue with NPCs mainly only
present different opinions on the aliens to the player. They do very little to explain what has actually happened on the ship before the player has arrived.

Through hacking terminals the player can find e-mails to read or audio logs to listen to. One of the main tasks for these is to present the back-story to the player. The logs on each deck are from certain time periods of the ships journey. For example the logs on the Crew Deck are all from around the time the Prometheus comes across the alien artefact. These logs are still written by different crew members and as such have their own opinions on events that have occurred in them.

All this comes together in the climax of the game, when the player confronts Captain Kurtz. Some of the information the player might have found during the game will actually be added as topics in the dialogue tree with Kurtz. For example, the player has talked to Benjamin Willard, who told the player about his attempt to re-take the ship, which ended with the aliens killing several crew members. The player can then ask Kurtz about that incident, and hear his explanation. A player who has just blasted his way through the ship, and not bothered to find out any of the story will have fewer topics to talk about with Kurtz, which will also limit the possible endings for that player. In the end the player has to make a choice on what to do, which will lead him towards one of the proposed endings listed in the Endings section.

5.2 The Factions on the ship when the player arrives

5.2.1 The Aliens

Around 50% of the total crew on board the ship consists of infected humans. They are in total control of the ship. Pretty much every security guard on board the ship is infected, and can be found on every deck of the ship. The rest of the aliens keep mostly to the command deck. The alien goal is to reach earth and once there activate the artefact to release the rest of the parasites; this would over time infect more or less every human being on the planet. This plan is not known by most of the humans of the ship, only a few humans who the aliens have grown to trust know of it.

In dialogue with the player aliens try to actively act human. They have inherited all the memories of their host so it can be quite hard to tell if a person is human or alien. The aliens can sort of emulate human feelings, although most humans sooner or later pick up that there is just something off about an infected human. None of the aliens except for Kurtz will reveal much of themselves or their race.

The artefact actually produces more parasites continually but its crash landing on the moon where it was found seriously damaged those capabilities. When it was activated on board the Prometheus it released most of the parasites it had stored up. Since then it has been deactivated, repaired and is now slowly rebuilding its stock of parasites for the activation on earth. The alien parasite controlling captain Kurtz has become the leader of the aliens. The final decisions on which path the aliens are to take rest more or less solely up to him.
5.2.2 Crew members friendly towards the aliens
There are only a handful of humans that actually support the aliens’ intentions. Most of them are scientists and quite intellectual, they see the earth and the state it’s in as completely horrible. They left on the Prometheus in the hope of finding a new earth, a new planet for humanity to get a fresh start on. Instead they found the aliens, and to them they represent a chance to save humanity from itself and it might be the only chance humanity ever gets. The only humans that know of the alien plans are part of this faction and they are convinced that it is the right thing to do. The front figure of this faction is Scott Colby a scientist with a very bleak outlook on the human race.

5.2.3 Crew members hostile towards the aliens
While many of the crew are suspicious towards the alien intentions there are only a few of them who are convinced that the aliens have to be stopped. This is partly because of the people who died in the attempted takeover. The key figure of this faction is Benjamin Willard, who during the course of the game is locked up in the ships brig. He has devised a plan that would eliminate the aliens and any threat they may or may not present. By using the Captains access card anyone could plot a faster-than-light jump. His plan involves jumping the Prometheus straight into the centre of the sun. Other than Willard there is a few other humans that are hostile towards the aliens, but they try to keep a low profile out of fear of being thrown into the brig, or worse.

5.2.4 Crew members neutral towards the aliens
Most of the humans on board the ship are part of this group. They simply don’t know what to make of the aliens or their intentions. They might be leaning towards one end of the spectrum, but in the end they are just not sure.
Tina Page is one of the humans that are undecided towards the aliens; the aliens however are quite trusting of her and have allowed her to perform many tests on infected humans. She is the one human on the ship that probably knows most about the alien physiology.

5.3 Endings
Proposed endings:
- The player just does his job, kills the Captain and shuts down the ship. The alien artefact ends up under control of the Zaibatsu Corporation.
- The player decides that the aliens have to be stopped, get’s the captains access card and uses it to destroy the Prometheus.
- The player decides to help the aliens reach earth. Is given a pod containing parasites and uses his stealth ship to get back to earth with it.

5.4 Characters
See appendix 2 for descriptions of a few key characters.
6.0 Level Design

6.1 Level Diagram
Shows how the levels of the game are linked together.

6.2 Level Design Seeds
Below are short descriptions of the different levels of the game. A key part of the design of all the levels in the game is that they should not ‘feel’ like levels. That is to say they should not feel custom built to provide the player with any form of linear experience. Instead each level should try to emulate how an actual deck of a futuristic spaceship might look. This doesn’t mean that every square inch of the ship has to be mapped out but the ship should not feel too small for the crew it’s meant to support.

6.2.1 Cargo Bay
This is the first level of the game and it is meant to be a sort of introduction to the game and its various gameplay elements. This level should be fairly linear; it needs to introduce gameplay elements one at a time in a certain order.

Appearance wise it should be a bit darker and less sleek then the rest of the levels. The cargo bays are not built to look nice like the rest of the ship is.

The player will start inside an airlock onto which his stealth ship has docked. The level should introduce the player to each individual gameplay element one at a time. The entire level is considered a high-security area, so any guards the player meets will be hostile towards him. One part of the level should have the player meet his first guard, which he can sneak past or kill. He should also come across locked security doors which he will have to hack into to get past. There
should also be at least one computer terminal on the level that the player can access. He should also find Information Containers, maybe a small note that reveals the code to a security door. This should make it clear to the player that he can find useful information by searching around. There should also be a health refill station somewhere on the deck to let the player familiarize himself with them.

The player should come across a few Dialogue NPCs (no more than one or two); they will introduce the player to the dialogue part of the game. Of course the player may opt to kill these NPCs if he wants to.

This level should not introduce much of the games story, but rather should hint to the player that something is going on onboard the ship. Maybe the player comes across a NPC that has been hiding down there after the attempted takeover or finds a strange e-mail on one of the computer terminals.

At the end of the level the player will find an elevator that takes him to the Engineering Deck.

6.2.2 Engineering Deck – Time before the artefact

Immediately at the start of this level the player should be informed that he is no longer in a high security area. It should be clear to him that guards won’t attack him on sight any more and that he is now free to explore the ship and talk to its various crewmembers. This level should be vastly less linear than the Cargo Bay. While the elevator that the player arrives from can only go between the engineering deck and the cargo bay the other elevator in this level lets the player move to any of these levels: Engineering, Crew, Recreational, Science and Security. This elevator should be located on the opposite end of the level from where the player enters. This is really where the non-linear nature of the game starts, the player is free to move through this deck without talking to any NPCs if he wants to, or he might want to just start shooting everyone he can find.

While the Cargo Bay level wants to teach the player how the game plays the Engineering deck should let the player start to experiment with what he has learned. There should be ample chance for dialogue, hacking as well as one or two high security areas which the player can enter for more juicy information. The information found through hacking on this deck talks mostly about the time before the alien artefact was found. Most of the NPCs on this deck have not been infected by the parasites and there are relatively few guards.

The engineering deck is very high-tech, the pièce de résistance is the central engine room, where the Faster-than-light warp engine is maintained. This is the same place the player can find the most interesting Dialogue NPC on this deck, the Chief Engineer Abhijat. Abhijat is part of the human crew who are still hostile towards the aliens. Abhijat has been meeting with a few other engineers and they have talked about how much they hate the aliens and how much they want to stop them. This group is not going to act on any of this but are quite happy just venting their anger. The meetings have however made Abhijat quite paranoid that the aliens are on to him and might kill him. This group has however produced an interesting product. They have managed to figure out that people infected by the aliens maintain a lower body temperature than normal human beings. So they have produced a single pair of normal looking glasses with limited thermal vision. A person wearing these can easily identify alien from human. Other than Abhijat what the player mostly will run into are various engineers and what he should gain from dialogue with most of them is that there is something strange about their behaviour.
None of them are willing to chat too much with the player so he won’t be able to learn about the alien presence directly from them, the same goes for Abhijat. However in the Abhijat’s office beyond a small security area the player might find an interesting e-mail on his computer terminal. It’s a message he has sent to parts of the engineering crew and mentions a meeting where they will discuss the ‘alien threat’ it also mentions that the production of another pair of glasses is nearly complete.

Now the player might not know quite what to make of this since this should be the first thing he hears about any aliens but he might choose to confront Abhijat about this e-mail. When he does Abhijat will scramble to put on the Thermal vision glasses to determine if the player is an alien or not. When he sees that he is human he will calm down and ask the player to keep quiet. There are many ways this dialogue might go from here. He can inquire about the glasses and have their function explained to him. The player might convince Abhijat that he is on their side against the aliens; which would lead Abhijat to tell the player where he might find his own pair of glasses. He might not believe Abhijat’s talk about aliens something which would confuse Abhijat. Or he could threaten to reveal Abhijat to the aliens if he doesn’t hand over his pair of glasses. Or the player might just shoot him and take his glasses.

6.2.3 Crew Deck – Finding the artefact

The crew deck is filled with living quarters and as such has plenty of Dialogue NPCs on it. This deck has no high security areas. Besides the living quarters the deck also has a lounge area. Like the Engineering deck this level does not have any set paths for the player to follow. He is free to explore it as he wishes.

While the deck has no high security areas, there are still plenty of opportunities for the player to hack into the computer terminals that are present in more or less every living quarter. In these terminals he can find diaries, e-mails and audio logs from various crewmembers. These logs talk mainly about the time during and after the Prometheus found the alien artefact. One log might mention how Kurtz and Brown were fighting over something while another dated a few days later point out how they both seem to get along just fine all of a sudden. Others might talk about the artefact itself or the strange behaviour of other crewmembers. There should also be one log in which a person mentions being contacted by Benjamin Willard under strange circumstances. If the player got the information about the alien detecting glasses from Abhijat he might look up the man who produced them. This NPC won’t say anything special unless the player tells him that he was sent by Abhijat. This will get him a pair of glasses.

Besides from this there are two families on the deck which the player can talk too. What is interesting to note here is that each family has had a different member infected by the aliens. One of the families has had their child infected while the other has had the mother infected. The family that has had their child infected insists that “she is still their little girl” for them nothing has changed and they love their child just as much as before. In the other family however if the player talks to the husband he might get him to break down and say “She’s just not the same woman I fell for”. While their son still loves his mother just as much as before.
6.2.4 Recreational Deck – Willard’s conspiracy

The recreational deck is filled with everything from pool tables to slot machines and weightlifting equipment. It’s where the crew goes to relax and work out.

There are also a few living quarters on this deck. These are located in an area separate from the rest of the deck. Amongst these quarters is Benjamin Willard’s room. These living quarters are considered high security areas and there are a few guards guarding them.

Through hacking the relatively few computers on this deck the player can find information about the time where Willard was figuring out whom on board was and was not infected. At this point the player could find out that Kurtz is indeed infected. Most of this information is contained on Willard’s own computer in the aforementioned security area.

The other focal point on this deck is Scott Colby who along with a few other scientists is sitting around a table in the central area of the level. Colby is debating with the other scientists whether or not the aliens are superior to normal humans. Colby argues that if every human was infected then all of humanities problems would be over. Not a very popular opinion. The player can talk to Colby and ask him about different aspects of the subject. Starting out the player only has a few topics to ask about. But by talking with other NPCs on this deck he can gain new approaches for the debate. Colby will shoot down pretty much every attempt to dissuade him from his reasoning; he considers his own logic to be flawless. For example, the player points out that infected humans more or less seem to lose their humanity, they are just not the same people any more. Colby would reply that it is that which makes us human that got humans to the point we are today; war, poverty and the destruction of the environment are all caused by these human traits and the aliens would fix them and create a better life for all.

6.2.5 Science Deck – The attempted takeover

The science deck is filled with not only computers but other scientific instruments. It should be the most high-tech out of all the decks. This level also has quite a few security areas where sensitive information is kept and there are plenty of guards around. This deck is where the hydroponics sections of the ship are located.

Tina Page is the most important NPC on this deck and she is located in the sick bay. There is also a nursery on the deck in which there are two babies, one of which is infected by the aliens.

In the security areas on this deck the player can find information concerning the attempted takeover of the ship started by Willard. There can be reports of wounded, dead and maybe a few audio logs from during or after the fighting. At least one log should tell the player that Willard was locked up in the Security Deck after the fighting was over.

Tina Page is located in the sick bay together with an alien. The body which the alien infested suffered from cancer but the alien has now cured itself from the disease and is undergoing a check-up by Tina.

If the player talks to Tina she will start talking about her patient who cured himself and how incredible it is. She will answer most questions about how the aliens function, though she isn’t exactly sure on how they work her self yet.
6.2.6 Security Deck – Aliens revealed

The security deck will provide the player with the biggest combat or stealth challenges in the game. The deck is filled with guards and large parts of it are considered a high security area. Since the main elevator does not go to the command deck the player has to traverse this level to get to Kurtz and in doing so he has to pass through a few high security areas. The big points of interests are Benjamin Willard who is locked up in a security area fairly close to where the player enters the deck. The other point is a certain computer terminal which contains a video log of the attempted takeover.

The other logs in this level are different crewmembers reacting to the aliens revealing themselves—the opinions on these logs are of course very mixed.

Willard is the most important NPC on the deck, and he is the only NPC in the game that can open up the ending where the player destroys the Prometheus. When the player first meets Willard he will know something is wrong, no one ever visits him except guards and he quickly figures out that the player is human. He will try to convince the player that the aliens need to be stopped and the only sure-fire way to do so is to destroy the entire ship. The player will learn that the access card the captain wears can be used to plot FTL jumps, he suggests jumping the ship into the sun. He will also tell the player about the security tapes that can be found on this deck and how they will show exactly what happened during the attempted takeover.

6.2.7 Command Deck

The command deck is obviously the most important deck in the game; it’s where the ending will take place. There are four key areas on the deck: Kurtz quarters, the computer core, the ships bridge and the greenhouse area.

The greenhouse area is located at the centre of the level and the player has to move through it to get to any of the other areas. The greenhouse is a sort of park, where there is plenty of plant life, ranging from trees to bushes and flowers. This is also where the alien artefact is not located. The artefact is set up almost like a religious symbol surrounded by benches. The artefact is guarded by several guards at all times. There are also plenty of NPCs in this area, most of them are aliens.

Kurtz quarters are where the player can find Kurtz. To get to them the player has to get through a rather big high security area. Through dialogue with Kurtz the player will move towards one of the different endings. Each of the endings will then point the player towards another part of the command deck. If the player kills Kurtz and just wants to finish his assigned mission he will have to head for the computer core. If the player wants to destroy the ship he needs to go to the bridge. If he wants to help the aliens he needs to head back to the greenhouse area.

The computer core is also located inside a high security area; it can’t be entered without Captain Kurtz’s access card. Once the player has the card and has entered all he has to do to finish the game is activate the computer terminal inside the core and shut down the ship. The access card only gets the player into the core, to access the terminal the play will have to hack the terminal, and this should be the hardest hacking puzzle in the game. After the player has accessed the terminal he can shut down the ship and by doing so the ending cinematic linked to this ending will play.
The bridge is where the player wants to head to use the captain's access card to jump the Prometheus into the sun and thus destroy the ship. The player can only do this if he has been given this information by Benjamin Willard. The bridge is easily accessible, and inside it there is a computer terminal that the player only can access with the captain's card. When the player approaches the terminal a dialogue will be initiated. The player will hear a voice inside his head; it's the voice of one of the men who hired him. They have planted a bug on the player and have been listening in to him all along. The man will try and talk the player out of destroying the ship and instead get him to do the mission he was assigned to do.

If the player ignores the man sets the ship to jump into the sun an alarm will sound and a large force of security guards will spawn and move towards the bridge. A timer will also start; the player has a set amount of time to get back into his own ship down in the cargo bay. The player will have to get by the large force of guards and quickly get down to his ship. Once he enters his ship the ending cinematic for this ending will play.

If the player decides that he wants to help the aliens then the player first needs to convince Kurtz to trust him. This can only be done if the player has obtained enough information about the aliens. Key points to obtaining this information are the encounters with Tina Page and Scott Colby. The player can also not convince Kurtz to trust him if he has killed too many NPCs during the course of the game.

If the player does convince him then Kurtz will hand him a small part of the alien artefact. This item much like the artefact itself can produce an indefinite amount of parasites over time. The player then needs to get back to his ship to return with the item to earth. Once the player agrees to this he will be contacted by the men who hired him. They will try and plead with the player not to do what he is doing. They will contact several times as the player travels towards his ship. They will grow increasingly desperate in their pleads for the player to stop the closer he gets to his ship.

Once the player enters his ship the ending cinematic for this ending will play.
Appendix 1 Hacking mini-game

Core Gameplay
- Top down puzzle game
- Tile based
- The player moves blocks around a small level to solve puzzles
- Time pressure
- Various obstacles that the player must circumvent to clear the puzzle
- Influences include Sokoban and the Lolo games.

Game Flow
The goal of the hacking mini-game is for the player to clear a path for a hacking program through various levels. The program is represented by a small white dot that slowly moves through a bright blue datastream. The datastream is never clear when the game begins, it can have holes in it and parts of it might be blocked of by firewalls. It’s the players’ task to move blue datablocks to repair these holes or to block the firewalls. The player does this by controlling a small avatar that can push blocks around the level. The player has to do all this fast because if the program runs into one of the holes or firewalls before the player has fixed them then the hacking attempt might fail. All of this is made even trickier when certain high security systems have active admins that move around the level searching for the player. If they find him then the program will start moving faster through the datastream and thus forcing the player to act even faster.

Characters

The player character
The player controls a small avatar that can move in 4 different directions across the tile based levels. If the player moves into any movable block and the tile behind it is free then the player will push the block into the free tile. The player can not move across the datastream and if he moves into a firewall it will speed up the movement of the hacking program.

The Admin
The admin moves around the level randomly. If he collides with the player an alarm will sound and the hacking program will start moving through the datastream faster. Unlike the player the admin can move across firewalls and datastreams without problems. He can also move across blocks and datablocks, albeit at a much slower pace. This should prompt the player to try and block the admin in to buy himself more time to solve the puzzle.
**Gameplay elements**
All items here have a size of exactly one tile

**Walls**
These are walls that simply block of the player from parts of the level. The player and the admin can not move through them or affect them in any way.

**Block**
This is a normal grey block the player can push these around the level but they can’t be used to repair dataholes or block off firewalls. If one of these is pushed into a datahole then the player can just simply push it back out. If one of them is pushed into a firewall then the block will be destroyed.

**Datablock**
These are the key blocks that the player must move into correct positions to solve each level. If a datablock is pushed into a datahole then it will be turned into part of the datastream and repair the hole. If it is pushed in front of a firewall it will cut off the wall.

**Datastream**
The datastream itself does nothing but stop the player from moving through it.

**Hacking program**
This is a little white dot that moves through the datastream from one end to the other. If it reaches the end of the stream then the hack attempt is successful. That is to say the player finishes the level.
If the program collides with a datahole then the hacking attempt has failed and the player is moved back to the main game.
If the program moves through a firewall it will start to move through the stream at a faster speed.

**Datahole**
These are holes that only exist inside the datastream. The player can move across them. When a datablock is moved into this it will repair the stream which in turn makes it impassable for the player.
**Firewall**
These are special tiles that project a firewall in one or several directions. The tile that projects these firewalls is impassable. The projected firewalls are passable but if the player or the hacking program cross them then the movement speed of the hacking program will increase. A datablock can be moved into one of these projected firewalls to cut it short, thus allowing the player and hacking program to move by them unaffected.

**Artificial Intelligence**

**The Admin**
The AI for the admin is very simple. It picks a direction and then moves in that direction for a set time, when that time runs out or the admin collides with a wall then he will pick a new direction to move in it for the same set amount of time.
Appendix 2 Character descriptions

The player: Joseph L. Marlowe

Appearance
A man in his early thirties Joseph has no real distinctive features. He is Caucasian, has short black hair and stands 191 cm tall and has a medium build. This is part of the reason why he was hired for the job; he needs to be able to blend in with the crew to be able to move around the ship un-harassed. During the course of the game Joseph is wearing a standard issue Prometheus crewmember uniform.

Background
Joseph is a born American. He is ex-military and belonged to Special Forces. In his late twenties he went freelance and started working for the highest bidder. His skills were highly sought after and he found plenty of work from the various corporations of the world. When he was contacted by the Zaibatsu and offered the mission to assassinate Kurtz he felt he had to accept. If he had said no then most likely the corporation would tried to have him killed since the operation had to be kept secret. He also suspects that the corporation might just try to kill him even if he finishes the job.

Personality
Much of this is really up to the player, but the dialogue options should give the player the chance to make Joseph anything ranging from a stone-cold killer to an inquisitive intellectual.

Captain John Kurtz

Appearance
Kurtz is 47 years old 201 cm tall with a thin build. His hair which is showing signs of male pattern baldness is combed back. He has a very proper military look; he’s been in the navy for most of his life and wears his captain’s uniform proudly. Even though he has been infected by an alien parasite he still maintains his appearance in the same way as he did before he got infected.

Background
Kurtz joined the Navy at the age of 22 and he’s spent most of his years between now and then on board some sort of spaceship. Early on he was a fighter pilot with several successful combat missions behind him. His career as a fighter pilot ended after he sustained serious injuries while saving the passengers of a shuttle that crashed during docking procedures. Some of the men he saved were high ranked military officers and he was awarded with a Navy Cross for his actions. After this he worked at several different positions on many different ships, he moved up in rank and reached the rank of captain when he was 40. His career up until this point has been more or
less flawless, he is considered to be one of the finest captains in the navy and he was picked over several other likely candidates to head the Prometheus mission.

**Personality**

Kurtz before he was infected was known as a ‘by the book’ kind of person. He had an almost obsessive need to double and triple check things. He always has to make sure everything is going according to procedure. Some of his crewmembers have found this frustrating but it is the reason why Kurtz has one of the absolute lowest accident ratios on board his ships. On a more personal plane he was said to more or less never go off-duty, he always had the military façade up and expected people around him to act the same way. Still he was quite approachable and took the concerns of his crewmembers very seriously.

After his infection the aliens found it natural to have Kurtz as their leader, he was already widely respected on the ship and the aliens reasoned that the crew would be less likely to reject a person that they all looked up to as an authority figure.

Kurtz now acts as the rest of the aliens, they are without emotion but highly intelligent. They see their plan to infect humanity as the only logical path to take. They do not hate the humans but rather see them as a flawed life form and infecting them with the parasites would fix its flaws.

When the player meets Kurtz at the end of the game he will firstly react to the player in different ways depending on how the player has acted up until that point. If the player has killed too many people getting there then Kurtz won’t want to talk to the player very much. In this case the player is limited to one of these two endings:

- The player just does his job, kills the Captain and shuts down the ship. The alien artefact ends up under control of the Zaibatsu Corporation.
- The player decides that the aliens have to be stopped, get’s the captains access card and uses it to destroy the Prometheus.

If the player on the other hand has killed very few crewmembers then this ending becomes possible:

- The player decides to help the aliens reach earth. Is given a pod containing parasites and uses his stealth ship to get back to earth with it.

What Kurtz mostly presents to the player during his dialogue is answers to questions the player has and he also makes it quite clear what his intentions are.

**Benjamin Willard**

**Appearance**

Willard is 38 years old, has a buzz cut and is dressed in a Prometheus crew uniform. He has average height and weight.

**Background**

Willard is a well educated biologist, his life up until the Prometheus mission has been largely uneventful. He has spent his years doing research into the various fields of biology and his works
got him noticed enough that he was offered a spot on the Prometheus. He accepted the offer immediately, as any self respecting scientist would.

**Personality**
Willard during the course of the game is a very angry man. He’s locked into the ships brig for his attempt to take control of the ship from the aliens. He would liken what the parasites do to humans to straight up murder.  
When he meets the player he is going to do his best to convince him that the aliens have to be stopped. He will inform the player that they could be stopped by using the captain’s access card to plot a FTL jump into the centre of the sun.

**Scott Colby**

**Appearance**
Scott looks much like an archetypal nerd, he wears glasses and his brown hair is parted to one side. He’s a bit on the short side and quite skinny.

**Background**
Scott is another of the ships scientific crew his field of study is Physics. Scott accepted the offer to go on the Prometheus mainly because he hoped to help discover new hospitable worlds. He considers life on earth as it is absolutely horrible. He hates the establishment that in his opinion keeps the social injustices in place. His dream was that finding a new planet to live on could give humanity a chance to start over though he realizes that it will just stay a dream, it will be the Zaibatsu after all, that would control any planet they might find.

**Personality**
Scott is a dedicated intellectual he loves science and he loves debating. He and some of his peers have talked for hours on end about the aliens onboard the ship. He has also spent several hours talking to different aliens as well as captain Kurtz. And the conclusion he and some of his friends have come to is that letting the aliens infect earth would be the ‘right’ thing to do. The fact that doing this would mean giving up his own humanity in a sense he considers an acceptable sacrifice. It is after all human behaviour that has led the earth to be in the state that it’s in and he believes that if nothing is done humanity will one day wipe itself out.

**Tina Page**

**Appearance**
Tina is a woman in her early forties she has medium length brown hair and like everyone else she wears a standard issue Prometheus crew uniform. She is of average height and weight.
**Background**

One of the ships astrobiologists Tina like every other scientist onboard was hand picked for the mission based on her previous works. She is known for her work on Europa, the sixth moon of Jupiter where signs of extraterrestrial microscopic life were first discovered. After the aliens revealed themselves on board the Prometheus Tina was allowed to perform research the aliens. This was done as a sign of goodwill by the aliens to show that they have nothing to hide. She still has not figured out exactly how the aliens function, but she has a good grasp of their basic biology.

**Personality**

Tina doesn’t know about the alien plan to infect the earth. She certainly has entertained the idea that they might have something like that on their minds but she is not quite certain what to make of it. Tina I generally a friendly person, she will answer any questions the player might have about how the aliens work, to the extent of her knowledge of course.
Appendix 3 User interface mock ups.

**Basic in game GUI**

This screen shows the basic elements of the GUI that the player sees while moving around the game. The green box in the bottom right corner only appears when the mouse cursor is actually pointing at something the player can interact with.

**Computer Terminal Login GUI**

This picture shows the window that will pop up if the player accesses a computer terminal. The player can type in different Logins and passwords; as well as clicking on the red HACK box to try and hack into the terminal.
**Computer Terminal Files GUI**

Here the player has logged or hacked into a terminal. A new window shows up that lets the player click and access the various files on that terminal.

**Text file GUI**

Here the player has clicked on an information container, called Open book. The text is shown in a popup window on the screen. If the player accesses an e-mail on a computer terminal the text would appear in the same way.
In this picture the player has clicked on a keypad. A digital keypad window pops up on the screen. The player can click the buttons on the keypad to make them appear on the display on top. If he enters the correct combination this window will disappear and the door the keypad is assigned to will open. Again, the player can click the HACK button to attempt to hack the keypad instead.